

# BUSHWHACKIN' VARMINTS

## OUT OF SERGIO'S BUTTE

To play Bushwhackin' Varmints out of Sergio's Butte (BV) you will need one deck of BV cards, a flat place to play, at least one friend, and a sense of humor.

### Object

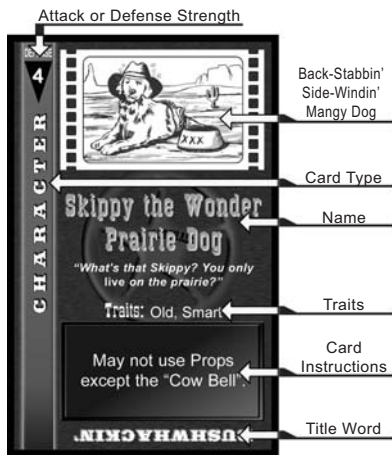
To win, you need to score more points than your opponents do. You may play one game and highest total wins or you can keep playing games to a specific point total and the first player to reach or exceed that total wins.

A deck of BV cards is made of six types of cards, which are explained below.

**NOTE: Character, Location and Prop rules text abilities can be used during ANY turn unless specified otherwise.**

**Characters** are the cast of your Movie. They all have a Defensive Strength (DS)

value printed in the top left corner which is used to defend against attacks and to score your Movie when the game ends. Characters are played into your Movie on your turn only and you may play as many as you want in one turn. When a Character is removed from play, all its Props and any other cards that have been slid under it are discarded as well.



**Locations** are the places your Movies happen. They all have a DS bonus printed in the top left corner and it's used the same way as on Characters. The DS bonus of many Locations will change depending on certain circumstances listed on the individual cards. When that happens, replace the bonus printed in the top left with the new value listed in the text

box. A Movie may only have one Location at a time; playing a new Location on a Movie replaces the old Location. You may play as many Locations as you want, and in anyone's Movie, but only on your turn.

**Props** are the items, weapons, vehicles, etc., that your Characters find lying around.

They have a DS bonus printed in the top left corner. Characters may have an unlimited number of Props, but you may only give a Character one new Prop per turn. Characters in your Movie may give Props to other Characters you control, simply by moving the Prop from the one Character to the other - this counts as playing a new Prop on that Character. Props are placed under the card they are attached to and stay in play until the card they belong to gets removed from play or the Prop is removed by an SFX. You may only give out Props on your turn.

**Creatures** are the monsters and psycho killers you use to attack the Characters in your opponents' Movies. They all have an Attack Strength (AS) printed in the top left corner. You may only make attacks on your turn, as many as you want, but one at a time (see below for a sample attack). At the end of the attack the Creature is discarded.

**Special Effects (SFX)** are the little extras that make the game different each time you play. **SFX can be played at any time** and resolve immediately upon being played. An exception is when another card is played to stop the SFX card: any effects generated by the SFX card is canceled and the card is sent to the discard pile. SFX that can stop attacks immediately ends the attack. SFX that give a permanent bonus to a card are slid under that card and remain until it or the card is removed from play.

**Roll the Credits** ends the game. They cannot be played in the first 2 turns. After the second turn, you can only play Roll the Credits on your turn and only if you have at least one Character alive in your Movie. (Note: The game also ends at the end of the turn of the player who drew the last card from the draw pile.)

**Card Conflicts:** If a card ever conflicts with the rules stated in this booklet, the text of the card always takes precedence.

## Playing the Game

### The Title

Each game of BV is a B-movie flick and every flick needs a title. This is where the Title words at the bottom of each card come into play. To determine the title for a game, take the top 6 cards from the deck and look at the Title words. Using as many of the 6 words as possible (and adding whatever pronouns, prepositions, conjunctions, plurals, adverbs, etc. you need), all players work together to create a title for that game. The title must make sense and sound like a B-Movie title. Write down the title noting which of the Title words got used and return the cards to the deck. Example: You draw 6 cards and get the following Title words: Saloon, Magnificent, Border, Man, Cactus, Big. You could decide upon the title "The Magnificent Man on the Cactus Border," or "Big Man at the Magnificent Cactus Saloon on the Border," etc. **Note: All players use the same title for the current game.**

After the title is made, shuffle the deck and deal 6 cards to each player. If your first hand of 6 cards doesn't contain at least one Character, show your hand to the other players and shuffle it back into the deck and draw 6 new cards. Repeat this procedure until every player is dealt at least one Character. Then, starting with the player to the left of the dealer, each player take turns placing all of his or her Characters face up on the table in front of them. This is your starting cast. Once everyone has his or her starting cast assembled, you are ready to play. **NOTE: When playing a card you should read aloud the name of the card and the quote - that's part of the fun of playing.**

### The Turn

Play starts with the player to the left of the dealer and continues around the table. At the start of your turn you draw cards to fill your hand to 6 cards. **NOTE: No one may play cards that affect an opponent or his or her Movie during the first turn of the game. Think of the first turn as a player's Establishing Shot.**

Here is a breakdown on what you can do during your turn. There is no specific order to doing these things.

1. Play new Characters
2. Play new Props on and/or move Props between Characters you control (each character can gain only one prop per turn).
3. Play new Locations
4. Make Attacks (See "Making Attacks" below)
5. Use a card's abilities.
6. Play SFX cards. (In fact, anyone can play SFX cards, but note: **the current player has the option to play the first card for his or her turn.**)
7. Roll the Credits. (Remember, you need a Character and only after the second turn.)

At the end of your turn, after you have played all the cards you want or can, you may discard as many cards from your hand as you like. If you have more than 6 cards in your hand, you must discard down to 6 or fewer.

## Making Attacks

You play one Creature card per attack. Play your Creature card on the table and declare which Movie you are attacking. An attack succeeds if its Attack Strength (AS) equals or exceeds the Defensive Strength (DS) of the Movie it is attacking. (You add the DS of all Characters in the Movie being attacked, plus any bonuses given by Props and SFX, plus the DS of the Location). Once the attack is declared, any player may play any SFX cards or use card abilities to affect the outcome of the attack. Once all players have had the chance to play any cards or use any card abilities that they wish, the attack is resolved. If the attack failed, the Creature card and any other cards played by all players go to the discard pile. If the attack succeeded, the attacker chooses one Character from the target player's Movie to be discarded as well. All that Character's Props and any other cards that have been slid under it are discarded as well.

### Example of an Attack:

Ray, Dana, and Amanda are playing. It is Ray's turn and he wants to attack Dana's 24DS Movie, containing the Characters "Saloon Owner" (DS3 but 8 in the "Saloon"), "Deputy" (DS2) and "Indian Sidekick" (DS4), who are in the "Saloon" (DS+4). The Deputy is carrying a "Winchester" (DS +6). Ray attacks with the supernatural "Ghost Riders" (AS15). Since the AS is less than the DS, Ray needs to play more cards (or get help from Amanda). Ray plays "Flaming Arrows" to double the attack to 30 but Dana plays "Iron Pyrite" to stop the Special Effect. Amanda discards her "Bottle of Nitroglycerin" that was in her Movie to destroy the Saloon, bringing the DS down to 15, equaling the AS (and ties go to the attacker). Dana then plays "Circle the Wagons" to give a 10DS boost to his Movie. Ray responds with the "Angry Shaman" a Creature that can be played as a SFX to triple the AS of a Supernatural Creature making the Ghost Riders a whopping 45! No one else plays any more cards so the attack succeeds (all cards played are discarded). Ray gets to choose a victim and so kills the Deputy (which also gets rid of the Winchester). However, Dana sacrifices the Indian Sidekick (using his special ability) to save the Deputy. That attack is complete and Ray may make another attack if he wishes.

## Special Rules

Some cards have Traits that use the following special rules. Others are just designators.

**Good Guy:** Can't be killed by creatures or Gunslinger attacks. Can't initiate a **gunfight** against a Character that isn't also a Gunslinger.

**Gunslinger:** A Character with the 'Gunslinger' Trait who has a gun Prop may initiate a

Gunfight attack with any other Character in play (the target Character need not be a GunSlinger nor have a gun). The attacking Character's DS (plus all their Props) is compared to the defending Character's DS (including Props and Location) after all SFX cards and abilities are used (like in a normal attack). The loser is killed and goes to the discard pile. The winning character may keep any Props the loser had. For the purposes of using SFX cards, the attacker's DS is considered to be their AS.

**Spaghetti:** Creatures with Spaghetti can still kill Good Guys; Characters with Spaghetti draw a card every time they survive a gunfight.

**Swarm:** Gun props provide no bonuses against these attacks.

**Aquatic:** Creatures with this trait can only attack Movies that have no Location or one with the Aquatic trait.

**Kung Fu:** Like Gunfights except that Kung Fu attacks only knock out a Character until the beginning of the controlling player's next turn. While knocked out the Character cannot use its special abilities and its total DS does not count towards anything and it can still be killed by normal attacks and SFX.

## A Word on Combining Locations

When a player is playing a Location card that can be (but does not NEED to be) attached to an existing Location, they have the choice of whether or not to combine them (instead of replacing the old one). If the Locations are combined, the two (or more) cards create one larger Location that has all the traits, values, and special rules of those cards. In either case, the cards are considered to be a single Location, so that any card that targets one, targets them all as a single unit.

## Scoring Your Movie (and we don't mean the soundtrack)

Once a player has played a "Roll the Credits" card, or at the end of the turn of the player who drew the last card of the draw pile, it is time to tally the scores. Add up the total DS of all the cards in your Movie to get your Base Score. Then add 5 Bonus Points for each card **in your Movie, in your hand or on a "Roll the Credits" card you played** that has a Title word that matches any of the words in this game's Movie title. (For example: If the Movie is "The Calamity Kid from Black Arrow Gulch", and you have cards with "Kid" and "Arrow" as Title words, you will get 10 bonus points.) Add any Bonus Points you earned to your Base Score to get your Final Score for this game. The player with the highest total wins or if you are playing to a set goal, add your Final Score to your running total, then play a new game.

## Playing With Other B-Movie Games

All our B-movie card games use the same mechanics with some slight tweaks. You may mix the decks together, however, if using Cannible Pygmies from the Jungle of Doom cards you don't need the Treasure trait to Roll the Credits, but each card with the Treasure trait you have in your Movie will score 5 bonus points.

### Acknowledgements

Ian Wilson, Sandy Gray, Anthony Gunpath, Dana Sarafinchan, Scott Moyle, Nelson Veloza  
And a special thank you to my wife, Christina, for her continued support of my unbridled silliness.

**Credits:** **Designed** by Stephen Tassie © 2007 sparechange productions, inc. **Published** by Z-Man Games, Inc. **Card Artwork** © 2007 Oliver Castaneda, Peter Szabo Gabor, Michael Jackson, and Cristian Saksida. **Graphic Design** by Paul Gerardi.

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