

It's time to **settle up old scores**,
to **get even**, to **taste** the sweetness of **payback**.

You **now** have, in this box,
everything you **need to engage** in
the diabolical business of **retribution**.

OBJECT OF THE GAME

A lightning-fast game that pits opponents across from each other with nothing but a toy gun and a deck of cards between them. Be the first to create lethal combinations of cards on the table to become either the shooter or the shootie. To play *Shoot Your Friends* you must have fast reflexes, quick thinking, and an itchy trigger finger.

THE CARDS

CHARACTER CARDS



SHIELD CARDS



BULLET CARDS



Use *Character Cards* to create matches and use the toy gun to shoot your friends out of the game.

Use *Shield Cards* to deflect bullets and stay alive a little while longer.

Use *Bullet Cards* to determine who wins a game of *Shoot Your Friends*.

HOW TO PLAY

GAME SETUP

Separate the 6 *Bullet Cards* from the deck and set them aside.

Deal 8 cards to each player. Players may not look at them... yet. Place the rest of the cards into draw piles on the table within easy reach of every player.



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Each player places 4 cards face down, side by side, on the table and his other 4 cards (the player's hand) face down off to the side.



Place the 6 *Bullet Cards* into a stack, face up on the table. You will use the *Bullet Cards* to score rounds.

Place the toy gun in the middle of the table within easy reach of every player.



That's it. You are now ready for the devastation to begin.

PLAYING THE GAME

Shoot Your Friends is fast moving. It's important to pay attention and react quickly. The game is played in rounds. The player who wins the most out of 6 rounds is declared the ultimate champion.

HOW TO PLAY A SINGLE ROUND

1. Flip the Cards and Pick Up Hands

On the count of three, all players simultaneously reveal their opening sets by flipping over the four face down cards in front of them.



If you happen to have one or more *Shield* cards in your opening set, count yourself lucky. Put a *Shield* in play by sliding it out sideways in front of your set. Replace the missing card in your set by drawing from a draw pile. You may only have one *Shield* card in play at a time. If you flip more than one *Shield* card as part of your opening set, take enough cards from the draw pile to cover any additional *Shield* cards in your set.

Once your set is made up of all *Character* cards, pick up your hand and look at what you have. It's time to rock and roll.



2. Create Matches and Shoot Opponents

In *Shoot Your Friends*, there are no turns. All players play at the same time. Players may play on their own or on opponents' sets to create character matches and use the toy gun to eliminate opponents.

Each character card is marked with a *match requirement number*. To make a match a player's set must contain the required number of matching character cards.

For example: to create a match of *The Nun* cards, 3 of a player's 4-four card set must be *The Nun*.



A match of **The Nun** cards

To create a match of *The Alien* cards, all four of a player's 4-card set must be *The Alien*.



A match of **The Alien** cards

Play new character cards over your own or any opponent's cards in their sets to create matches.

IMPORTANT: When playing a character card on your own or an opponent's set, the character played must already be present in the target set.

For example: Jane can place her *The Cowboy* card over one of Clark's face up cards because Clark currently has a *The Cowboy* card in his set. However, Jane may not play her *The Viking* card over one of Clark's face up cards because Clark does not have *The Viking* card in play.

Jane may play **The Cowboy** because Clark *already* has that card in his **set**.



Jane may *not* play **The Viking** because Clark *doesn't* have that card in his **set**.

Luke may play his *The Zombie* card over one of his own face up cards because he currently has a *The Zombie* Card in his set. Luke may not play *The Gangster* card over any of his cards because he currently does not have *The Gangster* in play.

Shooting Opponents

Luke may play **The Zombie** card because he *already* has that card in his **set**.



Luke may *not* play **The Gangster** card because he *doesn't* have that card in his **set**.

Any player with a legal match becomes both a target and a potential shooter. If you or any other player completes a match in your set, you may shoot any opponent out of the game. On the other hand, any player with a match in his set becomes an open target and may be shot by any other player, even if the shooting player does not have a match.

Use Shield Cards to Block Bullets

If a player with a *Shield* card in play is shot, he is not eliminated from the game. He must discard his *Shield* card and may continue play.



After a **Shield** card is used to block a shot, it is discarded.



Players may also hold any number of *Shield* cards in their hands. A player with a *Shield* card in her hand may stay in the game after being shot by discarding her *Shield* card.

Play continues until only 1 player is left standing.










3. Take a Bullet Card

After each round of *Shoot Your Friends*, the last man standing takes 1 of the 6 *Bullet* cards. When all of the *Bullet* cards are gone, all players count their *Bullet* cards. The player with the most wins.

IN CASE OF A TIE: SUDDEN DEATH

In case of a tie, the remaining players engage in a single, sudden death round of play. The winner of the sudden death round is declared the ultimate champion.

OTHER IMPORTANT RULES

-  *Shoot Your Friends* can get messy. Be careful to place, not throw, cards into play.
-  If a player illegally shoots another player without a match or without the target player having a match, the shooting player is eliminated from the round.
-  Always draw a new card from the draw pile immediately after playing a card from your hand to keep your hand at four cards throughout the game.
-  If you are eliminated from the game, clear your cards from the table immediately so other players know not to play on your set.
-  If a match is created by you or an opponent on your set and you manage to pick up the toy gun and eliminate another player, you must quickly clear your matched set from the table and deal a new set of 4 face up cards from a draw pile.
-  Sometimes a stalemate occurs, where no player has a playable card in his hand. In this event, all players involved must draw a single card from the draw piles on the count of three. Repeat this process until at least one player draws a playable card.
-  A *Shield Card* is always playable. Players must play or discard *Shield Cards* in the event of a stalemate.
-  The *Great Grandma* card is an exception to the matching rules. It only takes 1 *The Great Grandma* card to create a match. Hence, *The Great Grandma* card can be played on any player at any time.
-  When flipping over your initial set at the beginning of a round, you may play 1 *Shield* by sliding it out in front of your set. You must cover all other *Shield Cards* (should there be more than one in your opening set) with new cards from a draw pile. Initial cards to cover *Shields* do not have to match card characters in your opening set.

**For updated rules, popular house rules,
and a video tutorial on how to play *Shoot Your Friends*,
visit www.gangrenegames.com/shoot-your-friends.**



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