

Six Shooter

- Use a bullet by playing the card in your check, then introduce the complication
- Can use your bullet or The Dealer's
- Quick Draw: First Bullet amps the tension but has less immediate effect
- One in the Chamber: Final bullet is a wild-card with extra bad effects

Death

- **Bleeding Out:** Hitting 0 HP puts you on death's door. Either flee and heal up or fight to the death, dying if you take too much damage or fail to heal up by the end of the fight
- **All Outta Options:** Hitting 0 chips gives you 1 scene to complete The Story. Failure leads to the end
- **One Final Ride into the Sunset:** Choose your end on your own terms, dictating a couple acts that normally require checks to finish your narrative

Holdin' your Horses

- Used whenever a cut away from the tension is needed for a moment
- **Flashback:** Adds backstory
- **Cut-Away:** Temporary break
- **Start a Bar Fight:** Ends scene

Limit/ No Limit

- Anyone can lower the limit.
- Whole group must agree to raise it.
- **Keeping Things Chill:** Only Quick Checks, no raises
- **Light Action:** Quick Checks, allows talents and raising a single time
- **Loose Holster:** Conflicts allowed but keep all previous restrictions
- **Gun's Out:** Everything is allowed mechanically but more restrained
- **No Limit:** Anything goes

Safety Tools

- **X-Card:** Veto uncomfortable detail, never ask why.
- **Stars and Wishes:** One things that went well and one desire for the future.
- **Open Door:** Can leave whenever for whatever reason as needed.
- **Cowboy Hat:** Use of prop to signal ready/ not ready to participate.
- **Confidence to Say No:** Speak up for your comfort and enjoyment.

Check Quick Reference

- Checks are only needed if failure and success are both interesting and uncertain in their outcome
- Most Static Checks should have a difficulty between 1 and 5.

Starting a Story

- The Dealer draws a card for main hook
- Set-Up the Six Shooter.

Types of Story

- **The Job:** Set reward with contact.
- **The Score:** Personally lead crime.
- **The Rumour:** High risk and uncertainty for high reward.
- **The Vendetta:** Personal story.
- **The Showdown:** A story centered around a violent confrontation.

Ending a Story

- Ends when the main narrative is adequately resolved for all.
- Evaluate success of the job and Divvy up the pot amongst the group.
- Examine the status of every relationship and how they've grown.

Poker

- First Stage: Every cowpoke partakes in a static check, playing cards face up

one by one and narrating details about the games being played.

- Final Hand: Remaining Gamblers set the stakes for the final rounds, then attempt an opposed check to win it all.

Showdown at High Noon

- **Step-Up:** Each cowpoke positions themselves and draws their hand (number for opposed check plus one)
- **Staredown:** Dealer reveals first community card. Players can reshuffle any cards from hand.
- **Countdown:** Play two cards face down, then make opponent discard one randomly. Dealer reveals a community card, draw another card, play another card, and discard once more.
- **Quick Draw:** Use any talents or raises or final cards desired. Then, players flip hands and evaluate the final result.

Long Term Play

Start of Story

- Describe how relationships have changed and evolved
- Gamblers Draw a Card for personal goal omens for the session.
- Resolve Two Downtime Actions:
 - Pursue a Goal
 - R&R
 - Retrain and Resupply
 - Establish Connections
 - Acquire Resources

Refreshes

- If a Story goes on for a while, check in to restock on chips and personal goals.
- Can be done more than once per story.

Retirement

- Once you complete your personal goal, you can retire at the end of any Story.
- The book provides guidelines to determine how that goes.