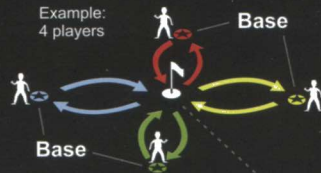


Splatter **SHOOT**™

Rule book



A mind-blowing card game based on shooter video games.

You design the battlefield using whatever you have lying around and play with a miniature of your choice.

SHOOT can be played in many different ways. Here in this rule book, we're playing **Capture the Flag** where your mission is to capture the flag and bring it back to your base.

You become one with the battlefield and your miniature when taking aim at opponents using true line of sight!

The game play movement is measured in increments of card lengths.

Prepare yourself for a balls-to-the-wall game like nothing you've ever experienced before.

Start at your base and fight through the battlefield while collecting gadgets and exchanging weapons along the way.

Whenever you die, it's back to your base to spawn and re-enter the game. Kill your opponents, capture the flag, bring it home, win the game and revel in the glory!

It's a new kind of game and may seem a bit complicated at first. But fear not!

SHOOT is amazingly easy to play once you get a feel for the game's nuts and bolts.

Contents: 64 Splattercards, 26 Weapons and 40 Gadgets. 14 Tokens (3 types), 4 Bases, 2 Flags, 4 Medical Records, rubber bands, 4 walls and 4 cardboard miniatures with holders.

How
to ►
play



Before start

This rule book is divided
into two parts:

Beginner game 95 cards

Read all of the instructions with a light gray
background to learn the basic rules.




Normal game 130 cards

After playing a couple of times,
include the expansion →
and read all of the instructions
with a black background. Then play
with a complete deck for the full-on
SHOOT experience.






Build a battlefield

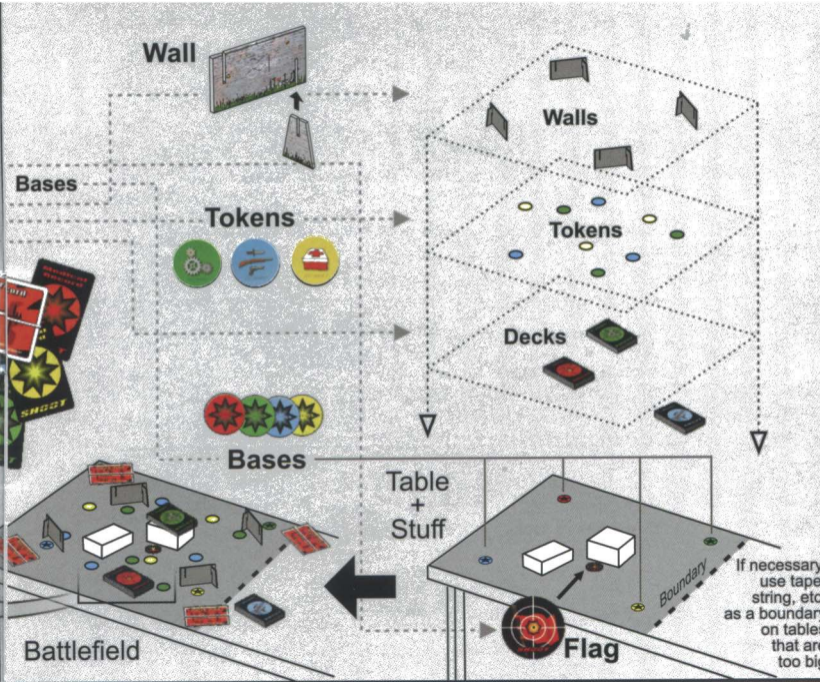
Table + Stuff + Bases, Walls, Flag, Tokens and Decks = Battlefield

- To play **SHOOT**, you start by building a battlefield with whatever you have lying around. You can play anywhere, including at a plain old everyday table. The table edges can serve as the battlefield boundaries. The **box and lid** can be used as obstacles on the battlefield.  **Flag**
- Place the **Flag** in the middle of the battlefield.
- Place the **Bases** – one for each player – at an equal distance from the Flag. 
- Build a wall each to cover your Bases.
- Spread the three types of **Tokens** evenly around the battlefield.
- Shuffle the **decks** and place them inside or outside the battlefield.
- Each player gets a **Medical Record** in the same color as their Base and a rubber band that is wrapped around the long side of the card. 

Choose your HERO

- You play **SHOOT** with **your own miniatures**. The optimum size is about 2 to 3 inches (5 to 7 cm). If you don't have any miniatures of your own, you can use the miniatures that came with the game. 
- Each player draws 1 **Weapon** and 1 **Gadget**. 
- Flip over the top **Splattercard** and put it down next to the pile without looking at it first. The person the arrow points towards starts the game. 





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Splattercards



Movement



You enter the game from your **Base**.



You move in increments of *card lengths*.

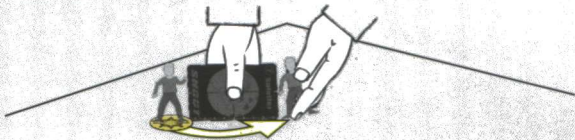
Draw a *Splattercard* – this is your **action card**. In the bottom left corner, you can see the maximum number of card lengths (from 1 to 4) your HERO can move this turn.



Any other information on this card is dead to you.

To move, hold the card on its long edge in front of your HERO and move him/her to the end of the card.

Your HERO has now moved **1 card length**.

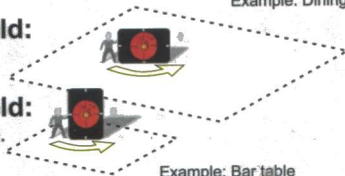


Repeat, and you've moved your HERO **2 card lengths**.



Example: Dining table

Large battlefield:
Use the long edge.



Small battlefield:
Use the short edge.

Example: Bar table

Splattercards are multipurpose cards

They're the game engine and control most aspects of **SHOOT**. *Splattercards* are drawn in two different ways: either they're **flipped**, without looking at them first, or just an ordinary **draw**. *Splattercards* contain a variety of information for different aspects of the game, but you only look for and use the information you need at the given time. *Splattercards* are used during attack/counterattack and to move Tokens.



- You can do one of following four things, one or more times during a turn.
- **You can only attack once per turn.**



Move your HERO



Collect Tokens



Play Gadgets



Attack / Counterattack

- You can divide your movements into half *card lengths*.
- Partition your movement as you wish during your turn, both before and after an attack, as well as before and after using Gadgets or collecting Tokens.
- You don't have to use all of your *card lengths* during a turn.
- In fact, you don't have to budge a nanometer if you don't want to – and nobody can make you (although they might blow off your face). You can stand your ground and attack, for example.

- Complete your turn by discarding your **action card**, face up, next to the *Splattercard* deck. Your **action card** is the *Splattercard* you drew for moving.

- Always start your turn by deciding whether you want to stand still or move.

If you draw an action card, you are considered to be in movement, regardless of whether you actually move your HERO or not.

- You can shuffle the deck of *Splattercards* at any time – if it's getting low, or if you're just tired of the crap it's been spitting out.

Stack the cards in one side for more space in your box.



Tokens

Tokens are exchanged for cards or healing - and moved by **flipping a Splattercard**.

When you land on (touch) a Token, you can draw the respective card - either a Gadget or Weapon card - or you can heal.

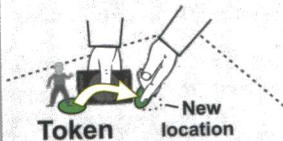
But first you must move the Token by *flipping a Splattercard* without looking at it first. Then move the Token the number of *card lengths* indicated, in the direction dictated by the arrow on the card.

There is no limit to the number of Gadgets you can have in your possession. But you can only have one Weapon at a time, which means that you **MUST** exchange your Weapon any time you draw a new Weapon card.

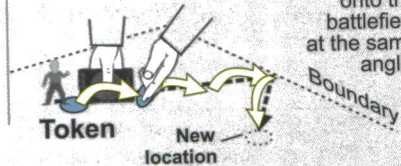


If you have suffered damage, you can heal now (see page 13).

A Token is moved **1 card length** here.



A Token is moved **4 card lengths** here.

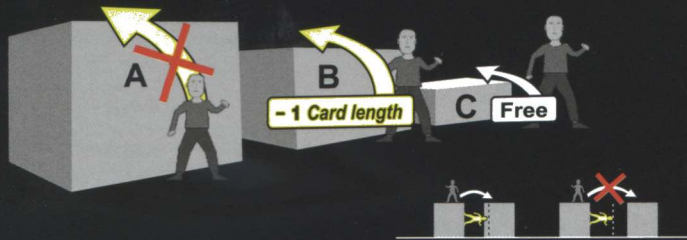


If the Token collides with the boundary of the battlefield, it ricochets back onto the battlefield at the same angle.

- A Token can be moved freely over objects and land on top of objects.
- If you have enough movement and can reach it along the way, you can move a Token and collect it again multiple times on the same turn.
- You don't have to be overly precise when moving Tokens!

Climbing

- A** - You cannot climb any object that is taller than your HERO, unless you get help from a Gadget.
- B** - It costs **1 card length** to climb up onto objects that are taller than half of your HERO.
- C** - It's **free** to climb up on objects that are lower than half the height of your HERO.



Your HERO can jump from one object to another if the gap is shorter than the *height of your miniature*.

Over 4:
Death!



3-4: **2**

2-3: **1**

Under 2:
Free

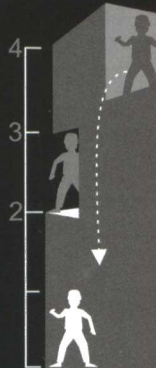
Full damage

Both **4** & **4**



Jump down

Measure the height *with your HERO*: Jumping from heights 2 to 4 times your miniature causes damage!



Weapons



Attacks & Counterattacks



An attack immediately triggers a counterattack.

The counterattack takes place in *your turn*, immediately after you complete your attack.

- You can only attack one opponent per turn. You can attack as long as you can see any part of your opponent's HERO.
- You attack along your HERO's line of sight. Bring your view down to the level of your HERO and see what your HERO sees – you can also use the camera on your phone.
- You can only attack the parts of your opponent's HERO that you can see. If you can see all of your opponent's HERO, then you can hit it anywhere.

The crosshairs in the middle of your Weapon tell you how many *Splattercards* to draw when attacking your opponent.

Damage ▶



A Draw the number of Splattercards indicated by your Weapon, according to how far away your opponent is. Draw one Splattercard at a time and look at the illustration to see where you hit.

NOTE!:

If you move before or after the attack, ONLY damage with motion stripes hits your opponent. Damage without motion stripes counts as a *miss*.



Only



Action damage



Both



Full damage

If you stand still for your entire turn (you do not draw an *action card*), all damage hits your opponent – both with or without motion stripes.

Distance to your opponent

Distance
Top row

If there is only an ∞ in the crosshairs, the Weapon works the same at all distances.

∞
Your opponent is further away than 1 card length



1
Your opponent is within 1 card length



0
Close range (touching your opponent)



Splatter

Bottom row

The number of Splattercards you draw when attacking your opponent from the given distance.



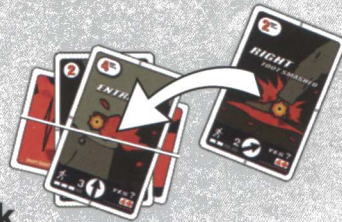
B If the damage hits, the opponent places the *Splattercard* in his/her **Medical Record** to keep track of all damage.

- You die when your damage totals 10.
- When you kill a HERO, you get a Gadget.

C Counterattack

- Counterattacks are played the same way as Attack **A+B**
- Every attack triggers a counterattack, even if the attacker doesn't hit the target.
- The counterattack is only possible if your Weapon allows an attack from the applicable distance.

You cannot suffer damage to already missing body parts.



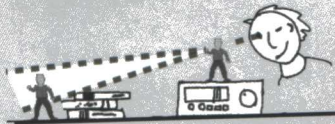
- If the attacker has drawn an *action card* to move before or after the attack, only damage with motion stripes hits the target. **Action damage** only **2-**



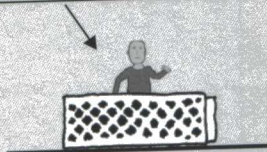
- If the attacker is standing still on his/her turn, all damage hits the target. **Full damage** both **2-** & **2**

- The attacker cannot play Gadgets between the attack and counterattack!
- Even if you have your back to the attacker, you can still counterattack.

Cover



Only the upper body can be hit



When your opponent is hiding behind an object:

Look at the *Splattercard's* illustration to see whether you hit a visible part of your opponent. If the part you hit is hidden behind the object, then the *Splattercard* counts as a miss.

Counterattack from a HERO behind cover:

Regardless of whether you are standing with your front or back towards your attacker, your head must be free of your cover to carry out a counterattack.

Counterattack is not possible

Counterattack is possible



Note on Weapons:

Cannon ↑

Pops up at your Base or on the battlefield. Can be used by any HERO that touches the card, even if the HERO has another Weapon. Cannot be moved.

9 mm

Award both opponents damage before you receive damage from them in the same order. You cannot use both pistols against one opponent.

Homing missile 🚀

Full damage – all damage hits the target, even when moving.

Full damage



Flame gun 🔥

Causes *full area damage*. Full damage to all HEROES within **1 card length!** Award all opponents damage before you suffer damage from them in the same order.

Action damage

Sniper rifle

Only damage with *motion stripes* hits the target when you are moving.



Hand cannon

Push your opponent **1 card length** backwards if you hit.



JAM

Drawing a JAM card during an attack or counterattack activates the JAM table at the bottom of your Weapon card.



Yellow JAM

You lose the rest of the attack, but keep your Weapon.

Red JAM

You lose the rest of the attack and lose your Weapon, which is destroyed!

Empty box

The JAM counts as a miss. Continue the attack.

You trigger a counterattack even if your Weapon gets jammed – unless the JAM card is the first card you draw during the attack.

Chain snaps 4



Damage from JAM!

Full damage



JAM that can damage you

are marked with a *Splattercard*. Give yourself the number of *Splattercards* shown in the JAM table. Use full damage (all damage hits you). If you draw a new JAM *Splattercard* here, it counts as a miss.

Backfire 1



Push backwards:

Some JAMS will push you back **1** card length.

Your HERO dies if he/she is pushed over the edge of the battlefield!

Keep your Weapon hidden.
Only show it when you use it.

More problems!

Minus movement



Deduct **1-3** card lengths from your *action card*!

You can always move your HERO half a card length.

You can **commit suicide** if you get minus **3** or more *card length* movement: Spend an entire turn bleeding to death.

Minus attack



If you get **two corresponding** right/left cards with the minus attack symbol (right hand and left arm, for example), you cannot attack!

Push backwards



The opponent is pushed

1 card length backwards!



Gadgets

You may collect and use all the Gadgets you can during your turn.



Here is a list of when the different Gadgets can be used, and how long they work. →

Note on Gadgets:

Invisibility Move normally when you are invisible.

Crane Do not place the object so that it cuts off a HERO or a Base entirely.

Disintegrate Cards, Tokens and HEROES excepted! Cards, Tokens and HEROES on a disintegrated object are placed at a new lower level.




Blowgun The paralyzed opponent cannot counterattack.

Forcefield You can also take cover *behind* it.

Ladder Can be moved by all players.

White title

Can only be used during your turn, but **NOT** in an attack or during counterattack.

	<p>One time Works once and then must be discarded.</p> <p>Recycle • First aid • Teleport Prophecy • Base relocation Mushrooms • Medicine Vitamins • Weapon swap Peephole • Crane Delivery truck • Disintegrate Blowgun • Gadget swap</p>	
	<p>One round Works for one round and then must be discarded.</p>	<p>Peacetime Fog Invisibility</p> 
	<p>Permanent You keep the Gadget as long as you stay alive. Show them when you use them.</p>	<p>Rocket boots Jetpack Tractor beam</p> 
	<p>Environment Place the card on the battlefield at any time during your turn. It remains on the battlefield for the rest of the game.</p>	<p>Forcefield Door Ladder</p> 



Damage from Gadgets

Some Gadgets can cause damage. These are labeled with a *Splattercard* icon and trigger the number of *Splattercards* indicated on the card. Always full damage!

Full area damage



=



Radius: 1 Card length

Causes full damage to all HEROES within 1 card length! (Also **Flame gun**).

One time Works once and then must be discarded.

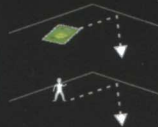


Ambush
Pepper spray
Sidestep



Whiskey
Multi tool
JAM-bomb

If you get a **pop-up** card at the start of the game or after you die and spawn, you must place it *under your Base* before entering the game.



"Pop ups"
pops up
on the
battlefield!

Red Can **ONLY** be used when you are attacked.

White / Red Can be used at **ANY TIME** during your turn, including in an attack and during counterattack. Can **ALSO** be used when you are attacked.



Gas - Both HERO and Gas ricochets back onto the battlefield. If the gas is moved into contact with a HERO: Repeat the card's effect.

Lazaret - Can be used by all players.

Trap - You can still play Gadgets and attack opponents.

Oil barrel - Can be moved by all players. Shooting towards the Oil Barrel counts as a full attack. No counterattack. (Only possible with firearms.)

Pop ups

Immediately place the card where the Token you took was located.

Permanent

You keep the Gadget as long as you stay alive. Show them when you use them.



Helmet
Bulletproof vest
Backpack
Bomb vest

Environment

Place the card on the battlefield at any time during your turn. It remains on the battlefield for the rest of the game.



Barbed Wire
Minefield

Full damage

4 & **4**

All damage hits the target, both with or without motion stripes. Count JAM as miss

Healing

When you collect a healing Token:

- A - Draw a *Splattercard* and see how much of your damage you heal. Look for the number in the **bottom right corner** of the card.
- B - Remove the number of damage points from your **Medical Record** corresponding to the healing you received.
- C - Move the Token (see page 5).



Ask the cards

SHOOT is all about fun and games, not petty precision and long-winded discussions.

To stop your party-killing friends in their tracks, the game comes with an “ask the cards” function. If you disagree about ANYTHING – and the answer cannot be found in the rules – formulate your disagreement as a simple YES/NO question that everyone can accept and draw a card to get the answer. Remember that this rule was not designed to be abused by battlefield lawyers. It is only meant to be used rarely.

Example: You shoot at a HERO that is partially concealed behind cover. You hit him in the shin, which you can just barely see. Or can you? If you cannot agree with your opponent, ask the cards: “Can I see your shin?”



Death!

Damage 10 = RIP

- **Tip over your HERO on the battlefield where you died and stay there until your next turn begins.** Discard the *Splattercards* from your *Medical Record*. If you had the *Flag*, it remains where you died and can now be captured by your opponents.
- **On your next turn, spawn and re-enter the game from your Base.** Discard your *Weapon* and any *Gadgets*. Draw a new *Weapon* and a new *Gadget*.

- Put your Weapon and your Gadgets under your deceased HERO. Until your next turn begins, other HEROES can loot you and use your corpse for cover. When you loot a corpse, you are allowed to look at the Weapon before deciding whether to steal it. If you do steal the Weapon, you must leave your own Weapon behind!

- **When you kill a HERO, you get a Gadget as a bonus!**

- When you die, you must reshuffle the deck of *Splattercards* as a part of your penance.

- **For a longer game:** If you had the Flag when you died, transport it back to its starting position when you spawn and re-enter the game.

- ☠ **Suicide:** Attack yourself or intentionally jump over the edge of the battlefield.

- ☠ **If your HERO is pushed over the edge of the battlefield, he/she dies.** Place your HERO at the edge, together with your things.



- ☠ **Death Splattercard** kills instantaneously.



Modes

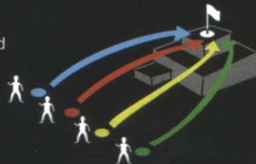
Capture the Flag -Teams

Split into two or more teams.
Two teams can also play with two flags.



Run to the Hill

Everyone starts at one end of the battlefield and fights their way to the top of a "hill" where the Flag is located.
(You can also fight your way down the hill.)



Remove Teleport

For a longer game:
Bring the Flag back to your Base.

Last man standing

 3 lives

Instant death

1 life 




Frag hunt

Who can get to 3 kills first?



Splattercards

2 **Action damage** 

Only damage with motion stripes hits the target if you have drawn an action card at the beginning of your turn.

2 **Damage**

Only hits the target when "full damage" applies.

2 & **2** **Full damage** 

Applies during attacks/counterattacks if you choose **NOT** to move during your turn. Damage with and without motion stripes hits the target.

1 **Push backwards**

Your HERO is pushed **1 card length** backwards.

-2 **Minus movement**

Deduct movement from your action card.

- **Minus attack**

If you draw two corresponding right/left "minus attack" cards, then you cannot attack!

3

Movement

Number of *card lengths* 1 - 4



Direction

Primarily used for moving Tokens.

YES ?

Ask the cards

No long-winded discussions.

5+

Healing

Number of damage points you heal.

Weapons

0 - Close range 

1 - Within 1 card length

∞ - Further away than 1 card length

Distance to opponent



Number of **Splatter-** cards

JAM

Yellow JAM

Attack lost

Red JAM

Weapon lost

Empty box

No JAM

4 

Full damage **2** & **2**

Some JAM can cause damage. Damage with and without motion stripes.

1 

Push backwards

Your HERO is pushed **1 card length** backwards.

Gadgets

White can only be used during your turn, but **NOT** in an attack and during counterattack.

white / Red can be used at **ANY TIME** during your turn, including in an attack and during counterattack. Can **ALSO** be used when you are attacked.

Red can **ONLY** be used when you are attacked.



One time

Works once.



One round

Works for one full round.



Permanent

Keep until you die.



Environment

Place the card on the battlefield at any time during your turn.



Pop ups

Place the card on the battlefield where the token you collected was located.



Full damage **2** & **2**

Damage with and without motion stripes hits the target.



Full area damage

Causes "full damage" to all HEROES within **1 card length** radius!