

Howdy, Pardner! New in town? You sure look like it... your clothes are way too clean, Buddy! This town is nothing but a dirt hole, and when some crazed gold diggers and cowboys ride like mad through the streets, you hardly see the houses in all the dust they whip up. But as we get closer to sundown it gets more and more quiet around here... What? That tinkling sound? Well, that's the from piano over there at the saloon... good old Kay... you'll get used to it; he tickles the keys all night long, even when the chairs are flying ... Well, you see, the old place has seen bad times, I tell ya ... but when you give the horses their own watering-hole, you have to take care of their owners as well. And believe you me, there are plenty of dry throats that could use watering, especially after a hot day like today. But be careful! The going can get rough 'round here; say the wrong thing to the wrong person an' instead of a shot of whiskey you'll earn a knuckle sandwich. An' after they beat you to a pulp someone will show you the way out... if you're lucky, out the door; or if you're not, through the window. But feel free to do whatever you like; I won't hold you back. Go on in there; they're your teeth, not mine. Have fun at the...



**CARD GAME FOR 3-6 PLAYERS BY MARK SIENHOLZ AND RALF SANDFUCHS**  
**TRANSLATION: RALF SANDFUCHS - EDITING: RICK HELI**

**What will you find at the Saloon?**

6 Schläger ["Brawler"] cards (one for each player), 54 Saloon cards (24 Attack cards, 8 Item cards, 6 Hit cards, 3 Help cards, 8 Defense cards, 5 Event cards). In addition you'll need a marker for each player.



**BEFORE WE START...**

Each player receives one "Schläger" ["Brawler"] card which he places face up in front of himself. He puts some kind of marker (die, coin, Whiskey glass, bullet) onto the 10; the covered number represents the so-called *KO Points*.

After that the Saloon cards are shuffled; each player receives 5 cards which constitute the hand. The remaining Saloon cards are formed into a deck.

The player with the hardest look in his eyes becomes the first Brawler. He chooses another player and starts a quarrel with him. That shouldn't be too difficult; the movies and books from that period offer lots and lots of suggestions for this purpose. Let's look at some examples:

- **Why don't you stand on your own feet, pardner?**
- **She's my girl, you know!**
- **That ain't no Jim Beam!**

Then the Brawler makes the first attack against his opponent.



**"EAT THIS!"**

To score a hit the Brawler plays an *Attack card* (red wood at the top).

Some cards can be strengthened by playing an *Item card* (violet wood) along with them (this is only possible if the card specifically mentions it); in addition the Brawler can always play a *Hit card* (brown wood) to augment his attack. One other player can join in the fun by playing a *Help card* (grey wood) which will help one or the other Brawler. The first player to get his card to the table is the one whose card is used. Cards of the

other players are taken back into the hand. (By the way, the different card types are not only marked by differently-coloured wood, but also by certain symbols; see next page.)

**"YOU BLIND OR WHAT?"**



Of course you can defend yourself against such an attack, and that's why we call the player who's trying to do that "*the Defender*". To make his task a little easier there are also *Defense cards* (green wood). A Defender may play only one such card against any Attack; however, he can renounce the chance to defend himself if he thinks he can do without or if he lacks the proper cards. The cards themselves explain how they work.

**"OUCH! THAT HURT!"**



If, after all cards have been played, there are more points on played Attack cards than on Defense cards, the Defender has been hit.

The Attack card shows how many points of damage it inflicts. This damage can be raised by additional Item, Hit and Help cards. From this total is subtracted the Defense card's value and that of any card helping it. The difference, if positive, of these card value totals is deducted from the Defender's current KO points. The new level is indicated by adjusting the marker on the Defender's Brawler card.

If a Defender loses all of the KO points still left to him he's off to Dreamland. The player turns over his Brawler card and discards all of his Saloon cards; he's out of the game.



## "COME ON, THERE'S MORE TO COME..."

After the Attack, all of the played Saloon cards are discarded. The Brawler then draws 2 new Saloon cards from the deck. In addition to that he may discard any one Saloon card from his hand and draw another one instead.

In any case he may never hold more than five cards (Exception: if – as described below – the current Brawler gives one card to another player or if someone uses the Hit card "*Fluchen*" ["Curse"] he can hold more than five cards, if only for a short amount of time; but does not draw any Saloon cards until his hand is again below five cards).

If at any time during the game the deck is depleted, the discards are re-shuffled and used to form a new deck.

After that the Defender becomes the next Brawler. He may slug it out with the player that just hit him ("You wanna mess with me, pilgrim?") or he can choose any other victim ("What're you laughin' at, bub?") - However, if the Defender was knocked out as a result of the last attack the same Brawler gets to hit someone else as a reward.



## "I CAN'T..."

It may happen that a Brawler has no Attack cards in hand or that he doesn't want to hit someone for some reason. Also some cards state that the player loses his next attack as a result. In these cases the Brawler is left with two possibilities:

1. Instead of an *Attack card* he plays an *Event card* (blue wood) which is resolved at once; this includes "*Flasche Whiskey*" cards ["*Whiskey Bottles*"] which can only be used to drink and thus heal one KO point. After that the player names the next Brawler who then chooses his opponent.

2. If he doesn't have an *Event card* he hands any one Saloon card to any other player; the recipient becomes the next Brawler. He adds this card to his hand even if doing so would bring his hand to more than five cards.

After this action, the acting player can draw two cards and discard and replace another card from his hand, just like after a normal attack.



## "THAT WAS ALL, YOU WEAKLINGS?"

The last Brawler standing (who has not yet lost all his KO points) wins the game and can help himself to a well-deserved Whiskey at the bar. But don't worry, it won't be long until the other players have recovered... "Hey, you're fightin' like a girlie!" – "Says who?" Well then, here we go again...



## TRANSLATION OF THE CARD TEXTS

The cards are sorted alphabetically (according to the German names). As for the contents of the cards, you will find the original title of the card first, followed by its translation and then the rest of the text on the card (please note that we took some liberties and that not all translations are word for word).

### • **Abblocken [Block] / Type: Defense**

Reduces damage by 1 KO Point.

### • **Anspucken [Spit] / Type: Attack**

Damage: 0 KO Points. The Defender is blinded. You draw two cards from his hand at random and discard them. No Defense possible.

### • **Ausweichen [Dodge] / Type: Defense**

Prevents any attack which uses an item.

### • **Barkeeper [Bartender] / Type: Event**

The Bartender attacks with his club. Starting with the player at his left, in clockwise order all players must play a Defense card; the first one unable to do so loses 2 KO Points and becomes the next Brawler.

### • **Berserker / Type: Hit**

You go berserk! This Attack does double damage.

### • **Bierfass [Beer barrel] / Type: Item**

Damage: 2 KO Points. If the Defender suffers at least 1 point of damage, the barrel bowls him over and he cannot attack in his turn because he has to get up first.

### • **Can-Can-Tänzerin [Cancan Dancer] / Type: Event**

The next brawler is distracted by this beautiful lady. He cannot attack.

### • **Doktor [Doctor] / Type: Event**

The Doctor arrives at the Saloon and heals you. You get 2 KO Points back at once.

### • **Faustschlag [Jab] / Type: Attack**

Damage: 1 KO Point The damage can be increased by an item.

### • **Flasche Whiskey [Whiskey Bottle] / Type: Item or Event**

Damage: 1 KO Point

Item: Bonus to Attack **or** Item: Throwing item (Item)

**or** Event: For drinking (heals 1 KO Point)

### • **Fluchen [Curse] / Type: Hit**

Your curses are loud and horrible. Your fellow brawlers are so shocked by your behaviour that you draw two additional cards at the end of your turn before they can react.

### • **Flug durchs Fenster [Flying out the Window] / Type: Hit**

If the Defender suffers at least 1 KO Point of damage, he's thrown out the window. While he tries to get back in you get to attack any player.

### • **Fusstritt [Kick] / Type: Attack**

Damage: 2 KO Points

### • **Gegenangriff [Counterattack] / Type: Defense**

You reflect an opponent's attack back on him. He treats his own attack cards as an attack on himself. He can defend normally and attack again after that.

### • **Gegenstand werfen [Throwing an item] / Type: Attack**

Damage: Damage by an item +2

### • **Harter Kerl [Tough Guy] / Type: Defense**

You can simply ignore any one Attack of up to 3 KO Points of damage.

• **Hoppala! [Oopsadaisy!] / Type: Help**

You make the Brawler trip. He stumbles and suffers the same damage he would have caused. The Brawler can "dodge" this card (see the "Ausweichen" Defense card).

• **Hut ins Gesicht ziehen [Pulling the hat down] / Type: Hit**

You pull down the Defender's hat so that he cannot see. He cannot defend against the Attack.

• **Jemand anders greifen [Grab someone else] / Type: Defense**

You hold another player in front of you as your shield. Choose another player. He takes all of the damage and becomes the next Brawler.

• **Kampfschrei [Battle Cry] / Type: Item**

You throw yourself into the fray with a mighty shout, stunning the others so much that the Defender cannot defend himself. You become the next Brawler.

• **Komm her, Kumpel! [Come on over, pardner!] / Type: Hit**

You choose another player who makes his own attack on the same target at the same time. The Defender can only defend against one of these attacks.

• **Kopfstoss [Head Butt] / Type: Attack**

Damage: 2 KO Points. After this Attack you are confused for one turn; you can neither attack nor defend yourself.

• **Piano-Spieler [Piano Player] / Type: Event**

The man at the piano plays a tune from your home state. This bolsters your courage and heals 2 KO Points of damage.

• **Roundhouse / Type: Attack**

Damage: 2 KO Points. The damage can be increased by an item.

• **Schläger festhalten [Hold Defender] / Type: Item**

You hold the Defender so tight that he cannot defend himself (i.e. cannot play a Defense card).

• **Sprung über die Theke [Jumping the bar] / Type: Attack**

You fly over the bar along with the Defender; you take 1, the Defender 2 KO Points of damage. The Defender cannot attack after that.

• **Spucknapf [Spittoon] / Type: Item**

Damage: 2 KO Points. After the Attack (and regardless of damage) the Defender cannot attack because he has to clean himself up.

• **Stählerner Blick [Steely Gaze] / Type: Defense**

Prevents any attack which uses no item.

• **Stuhl [Chair] / Type: Item**

Damage: 2 KO Points. Bonus to Attack *or* Throwing item

• **Tisch [Table] / Type: Event**

You hide behind a table. This card remains before you until you are attacked again, at which point it is discarded along with the Attack card(s), i.e. preventing any damage from that attack.

• **Vom Tisch springen [Jump off the table] / Type: Attack**

Damage: 3 KO Points. The Defender cannot attack during his next turn.

• **Wurf durch den Tisch [Crashing through the table] / Type: Attack**

Damage: 2 KO Points. The Defender needs one round to get back up and therefore cannot attack.

• **Zwei auf einen Streich [Two in one blow] / Type: Attack**

You hit two opponents with one attack. Both can defend normally. The player attacked first becomes the next brawler.

"HEY YOU... LOOKIN' FOR  
TROUBLE OR WHAT?"



*"Well, if we have Wild West as a theme for next year we need a good old-fashioned Saloon fight!"*

This one sentence, spoken during our discussions about our company's schedule for 2001, spawned the idea for this game, and although the idea was there at once the game itself had a rather difficult path to follow towards its own publication. At one time, it almost wandered into the drawer of forgotten ideas, never to be let out again.

The first version of the game came from Krimsu's brain, but several playtests later he wasn't really satisfied with the outcome and wanted to trash the game. But luckily for us, the very last playtest was with our long-time victim Biggi Hirtz-Breitmar, for without her and her ideas Saloon would be long forgotten by now. So, a big hearty Thanks to her!

It took me several months and a lot of polishing to make a real game out of Krimsu's basics, Biggi's remarks and a lot of raw Sandfoxiian ideas. And the result is now lying right before you! And I can only hope that you will have as much fun trying out the game as we had testing it.

But before any of you start to think that Krimsu and I are somehow the hulking brawling type: we are not. And let's be honest: who would confuse a small card game with reality? That's right, no one. So, before you get into a fight why don't you come into our Saloon? It's certainly less dangerous, doesn't hurt as much and it's definitely more fun.

*Ralf Sandfuchs*  
Ratingen, July 31, 2001



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