



STOP OR GO?

SHABBY THUG OR
LEGEND OF THE WEST?

Make the right bets and rob your
opponents to win the game.

Introduction & Objective

Hit ! is a push-your-luck game where you have to draw cards to get victory points. Know when to stop... or you risk losing all your winnings!

The winner is the player who has the most points once the deck is exhausted.

Components

• 90 cards (11 cards numbered 1 to 5, 7 cards numbered 6 to 10).



Setup

Shuffle all the cards and place them in a pile in the center of the table.

Note: After a game, cards of the same value may all end up together, so be sure to shuffle the deck well before playing.

How to Play

The player with the largest hat starts. The players then take turns playing clockwise. A player's turn goes like this:

★ 1 SCORE YOUR WINNINGS ★

If you have any cards face up in front of you at the beginning of your turn, pick them up and stack them face down to make up your loot. These cards represent your final score.

Note: This step, of course, is not to be taken on the very first turn of the game.

★ 2 DRAW CARDS ★

Continue your turn by revealing new cards from the deck one by one. Place these cards in front of you, sorting them by value. Each card of the same value is added to those already in front of you to form a column (*see example*). Make sure you don't completely cover the cards so that all players can see how many cards of each type you have. After each card, you decide if you want to continue drawing or if you prefer to end your turn.



★ 3 STEAL CARDS ★

Each time you draw a card, you may also, if you wish, steal from all opponents' face-up cards of the same value. Add them to the cards face up in front of you.

LOSE A TURN

If you draw a card of the same value as a card already placed in front of you, you lose your turn!

Discard all the cards face up in front of you and place them back in the box, they are lost.

Attention: This rule only applies if you already have 3 or more cards face up in front of you. If you only have one or two cards, you can add a card of the same value and continue our turn.

EXAMPLE:

It is your turn to play.

1• The first card you draw is a 6. No other player has one. You place the card face up in front of you.

2• The second card you draw is a 1. You could steal two 1 cards from the players around the table but prefer not to do so. This allows you to stay safely under your three-card limit.

3• The third card you draw is again a 6. Fortunately, you only have two cards in front of you. You add the 6 to it.

4• From now on, you have more than three cards in front of you and you run the risk of losing everything by drawing a 1 or 6 card. You take a chance and draw a 5. Two 5 cards are available from your opponents. Of course, you steal them!

5• What to do next? Your loot becomes interesting... You could stop and hope that your cards are still in front of you when your turn comes around again. Or you could draw a new card? You are tempted enough to steal the three 8 cards in front of the player next to you. We understand, it's a lot of points. You decide to draw and reveal a 6. Unfortunately, you lose your turn and discard all the cards face up in front of you. You can't win every time... The next one will be the good one!



Game End

The game ends immediately after the last card of the deck is revealed. All players add the face-up cards still in front of them to their already scored cards.

* COUNT YOUR POINTS *

Each player adds up the values of the cards in their loot. The player with the highest score wins the game.

Note: You can play multiple rounds if you wish. If you do, we advise you to play as many rounds as there are players, changing the first player each time. Add up the scores from all the rounds to determine the overall winner.

