Riding SHOTGUN

4-8 PLAYERS

45-90 MINUTES
10-15 MIN PER PLAYER

AGE 13+

A WILD WEST STRATEGIC TEAM-BASED BLUFFING GAME

Riding Shotgun pitches two teams of players into a desperate, fast-paced stagecoach raid on the sun-scorched plains of the Old West. One group takes the roles of grizzled guards trying to escort the payload safely to town, while the other plays as daring bandits looking to make off with as much gold as possible – or just set fire to the coach's wheels!

A cool head for strategic teamwork and the ability to bluff and counterbluff will be needed to see the job through.

COMPONENTS

- 1 game board
- 8 player boards
- 8 grit tokens
- 8 'I feel lucky' tokens
- 70 Action cards
- 24 Wildcards
- 4 wheel tokens
- 1 driver token
- 4 player aids
- 8 player meeples
- 8 gold bars
- 1 stagecoach
- 1 horse

PLAYER EXPERIENCE

The stagecoach has three wheels burning. Your bandit teammates have all attacked and are running low on grit; you probably won't last another round. You look at your one remaining card - a lasso. You lay it face down and stare the opposing driver in the eye. "Three dynamite". Hopefully the guards can't see you sweating.

KEY SELLING POINTS

- Exciting sudden-death victory conditions with multiple paths to victory.
- Strategic combat mechanics with no player elimination.
- Teamwork-based gameplay with minimal chance for quarterbacking.
- Opportunities for tense bluffing on every player's turn.
- An immersive take on a recognisable theme - daring Old West stagecoach raids.

WINNER OF BEST BOARD GAME
FASTAVAL 2021

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Find more info, video and rules at www.brandborg.dk/ridingshotgun

Prototype available on Tabletop Simulator:
https://steamcommunity.com/sharedfiles/filedetails/?id=2366223396