



# OUTLAW POKER

## Instructions

The aim of Outlaw Poker is to score fewer points than your fellow outlaws by the end of the game. Lower your score by pairing up cards and discarding high-value ones.

# Game Setup

## 1. Remove the Outlaw Cards from the deck



6 Outlaw Cards



2 Custom Outlaws

## 2. Shuffle the deck



## 3. Deal 8 cards to each player. First column is dealt face-up.

**Note:** The player may not look at these face-down cards.



## 4. Deal 1 Outlaw Card to each player. The Outlaw Card is dealt face-down.

**Note:** The player may look at this card.



## 5. The remaining cards become the draw pile. Flip the top card over to form the discard pile



Deck

Discard Pile

## 6. You can start the game! The outlaw to the left of the dealer begins, and turns proceed to the left



# Gameplay

1. On your turn, draw a card from either the Deck or the Discard Pile.



Deck

Discard Pile

## 3. The Iron Hand (First Column Rule):

The first column is what we call the "Iron Hand", and there are a few things to know:

You can spend as many turns as you want swapping and changing these two cards for a better hand.

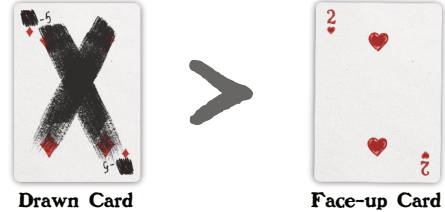
However, once you decide to flip or swap cards from any of the other columns, the first column is locked and can no longer be changed for the rest of the round.

This column is not considered part of the player grid once it is locked.



2. When you draw a card you may:

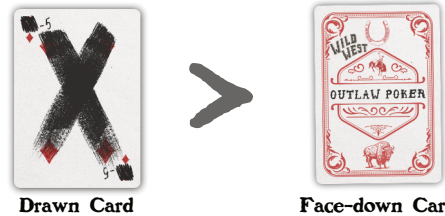
a. Swap it with a face-up card



Drawn Card

Face-up Card

b. Swap it with a face-down card to reveal it

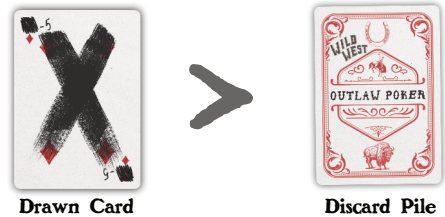


Drawn Card

Face-down Card

c. Discard it and flip one of your face-down cards

Note: If you are still on your first column, or you are on your last card, you may also skip your turn after discarding. Otherwise, you must flip a face-down card



Drawn Card

Discard Pile

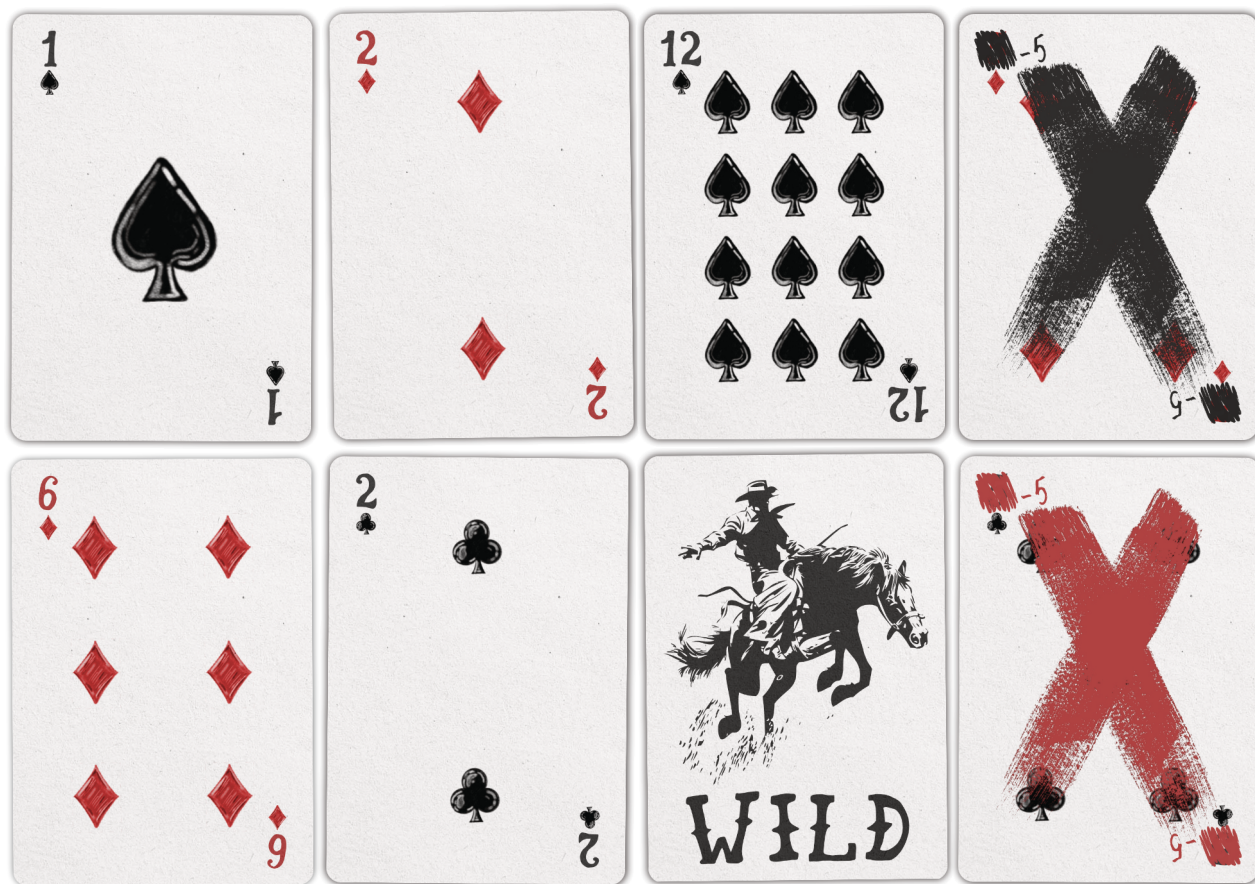
d. If you play an Outlaw Card, the action is played at the beginning of your turn. Afterwards, your turn is concluded and the Outlaw is discarded

Note: Outlaws are discarded separately and cannot be drawn from the discard pile



# Ending A Round

A round ends when one player has all their cards face up. Once this happens, each other player gets one last turn. After this, all remaining face-down cards are revealed.



# Winning The Game

The game lasts for 10 rounds, and the outlaw with the lowest overall score wins the game. If a player reaches a preset score (like 100 points), the game can end early.

That's Outlaw Poker! Try to outsmart your opponents and ride off into the sunset with the lowest score!

# Scoring

At the end of each round, the outlaws tally up their scores. Scores are calculated by adding together the vertical columns.

The cards' values are as follows:

- **Face value:** Numbers count as their face value (e.g., a 6 is worth 6 points).
- **Negative cards:** Some cards, like -5, subtract from your total score.
- **Matching cards:** If you've matched cards in a column, they are worth 0 points\*.
- **Wild cards:** Wild cards match whatever card they are paired with.

\*Note: Negative cards do not cancel each other out (e.g., -5 and -5 is worth -10).

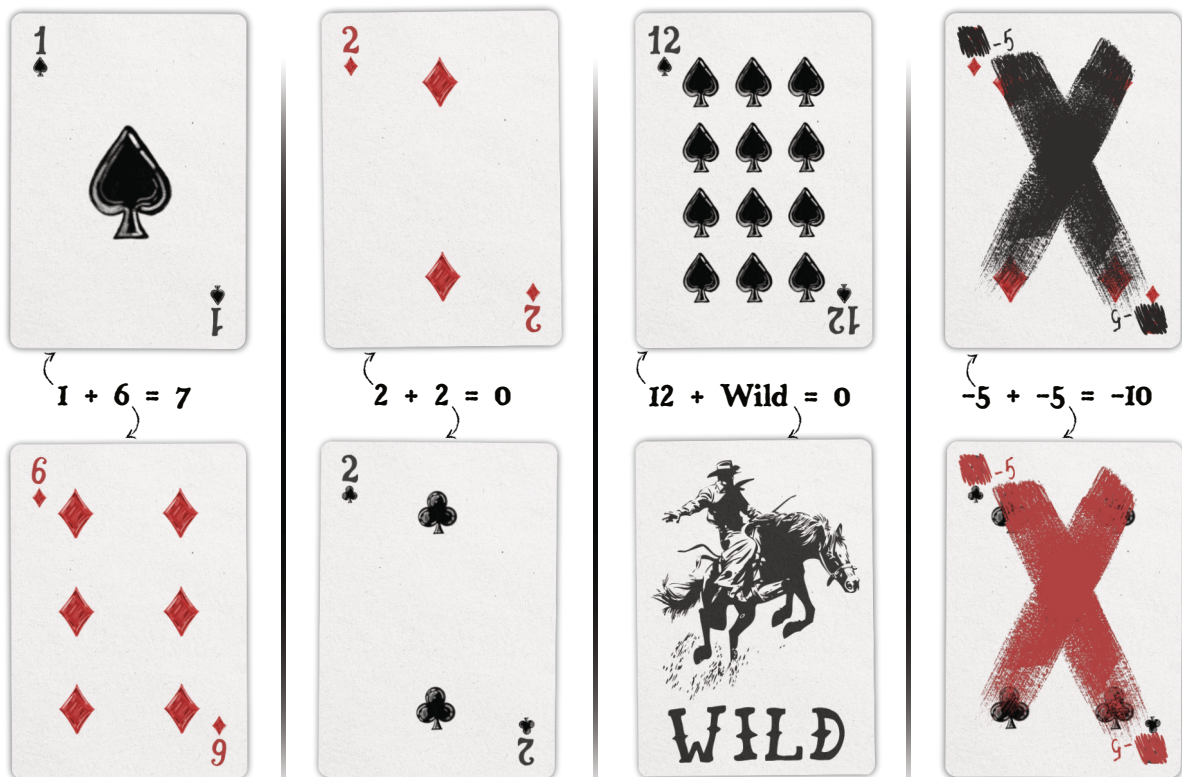
## Advanced Scoring Combos:

If you have multiple vertical pairs of the same value, you can earn a bonus. Each additional pair beyond the first gives you -5 points.

Example:

- One vertical pair of 10s = 0 points
- Two vertical pairs of 10s = -5 points
- Three vertical pairs of 10s = -10 points

This bonus applies only to additional vertical pairs of the same value.



Number cards are worth face value

Matching cards cancel out to equal 0 points

Wild cards match any value they are paired with

Negative cards do not cancel out, and are always worth -5