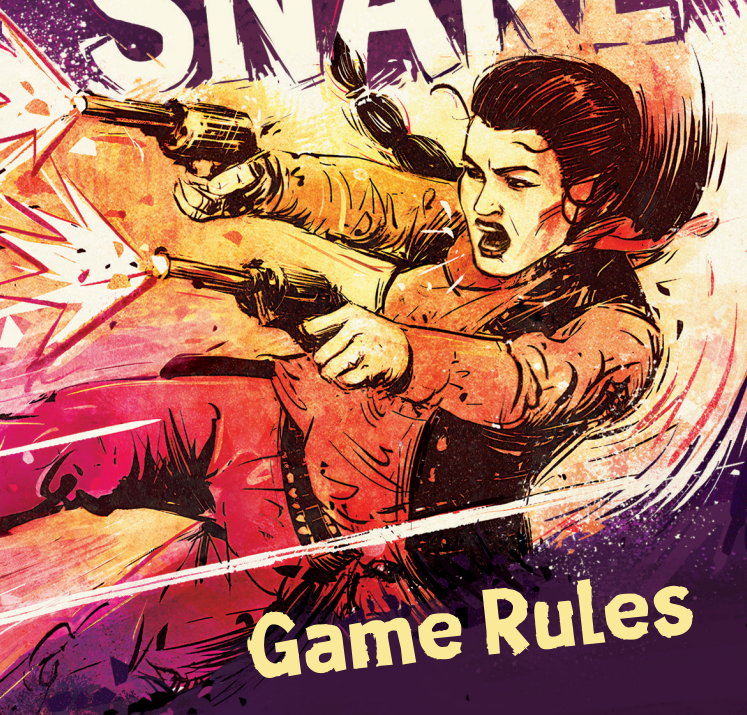



Michael Hardacre's

RATTLE SNAKE



Game Rules



*You blast out the saloon doors, skidding on the boards.
Shots ring out behind you as you hit the street.
Heart pounding, you dive behind a barrel.*

*Boots hammer wood. A door slams. He's moving.
The crunch of glass — near the jail! You lean out.*

*A bullet zips past your ear. Another thuds into the post
beside you. Close one. You grin, cock your revolver, and
take aim...*

**In *Rattlesnake*, you take on the roles of two
no-good outlaws in a good old-fashioned shootout.**

**Take turns as attacker, playing strong card
combinations to execute your gunshots and strike
your opponent. Gain extra cards from the shared
saloon and use card abilities to manipulate the
situation to your advantage.**

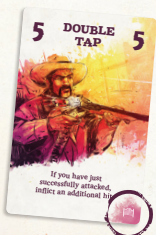
**As soon as one player has no *Hit* cards remaining,
the game is over. Time for a showdown!**



34 Player action cards in 2 decks
(4 ones, 4 twos, 3 threes,
3 fours, 3 fives)



8 Hit cards
(4 per player)



15 Saloon action cards



4 Rules cards



6 Saloon event
cards

1 Pistol



Setup

1 SET UP EACH PLAYER AREA:

- Take, shuffle, and place one deck of player action cards (purple or orange) face down in front of you, leaving space for a face up discard pile next to it.
- Take 4 *Hit* cards matching your deck and place them in front of you.

2 CREATE THE SALOON TO ONE SIDE OF THE TABLE:

- Find and place the *High Noon* event card face down where the saloon deck will be placed (see image opposite).
- Shuffle the saloon action cards and deal 5 face up to the saloon.
- Divide the remaining saloon action cards into 2 face down piles of 4 cards each, returning the 2 leftover action cards to the box unseen.
- Shuffle 2 events face down into each pile, returning the 1 leftover event card to the box unseen.
- Put the 2 piles, one on top of the other, with *High Noon* at the bottom to create the full saloon deck.



Each game, 2 saloon actions
and 1 event won't be used.

How to Play



Take turns as the active player, starting with whoever has the pistol.

Each turn follows these steps:

1 Both players draw from their player deck up to the hand size of 5 cards.

2 The active player may perform **either, both, or neither** of the following, in any order. If performing both, you must complete one before performing the other.

a) Buy 1 action card **AND/OR** b) Attack your opponent

3 After performing all chosen actions, pass the pistol to the other player and start a new turn.



Keep taking turns until one player has no *Hits* in front of them. Their opponent immediately wins!

If you ever need to draw or play from an empty player deck, shuffle your discard to create a new deck.

Buying a Card



If you choose to buy an action card on your turn, discard any 2 cards (action or *Hits*) from your hand to take any action card from the saloon. Put the bought card in your **hand**, then refill the empty saloon slot with the top card from the saloon deck.

If you add an event to the saloon, its text immediately comes into effect and will modify the rules for the rest of the game. It cannot be bought and will never be replaced.

Event cards in the saloon permanently reduce the number of action cards available to buy.

Action Cards



Event Cards

Attacking & Defending



If you choose to attack on your turn, you take the role of 'attacker' and the other player is the 'defender'.

Follow these steps to resolve the attack:

- 1 The attacker selects cards from their hand and plays them face down, declaring how many cards they played. The attacker must always play at least 1 card.
- 2 The defender selects cards from their hand and plays them face down. The defender may choose to play no cards.
- 3 Reveal the cards played by both players, pushing forward the strongest combo each. If your attack/defense cards change because of a card ability (p11), push forward your new strongest combo. You may not play more cards to your attack/defense during this step. Once both players have finished resolving any abilities affecting card combos, move onto step 4.
- 4 Declare a winning combo using the criteria on p10. If the attacker wins, the defender takes 1 *Hit* from in front of them and places it in their **discard**.
If the defender wins, they are considered to have dodged and **no Hits** are taken by either player.
- 5 Discard all played cards to their owner's discard, including any not in the combos.



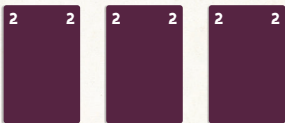
During **1** and **2**, you can play **any number** of cards (at least 1 for the attacker). They do not all need to be in one valid card combo.

However, only your strongest card combo will count when deciding the winner.

You may not count multiple combos.

Valid combos

Set: two or more of the same number e.g. *three 2s*



Run: ascending string of numbers of length two or more e.g. *2 3 4*



Single card



Hits may never be used in a combo, but they may be played as a bluff in the attack or defense.

Winning combos

When determining the winning combo in step 3 start with **A** below. If there is a draw for any criteria, proceed to the next one:

A Number of cards:

Most cards in the chosen combo wins



B Type of combo:

A set beats a run



C Highest card:

Highest single card value within the combo wins



D If all previous criteria are tied, the **defender wins**.

Card Abilities



The text at the bottom of action cards describes their ability. See the rules cards for their full explanations. All card abilities refer to the person playing the card as 'you'.

Change any one value in your attack/defense.



Action cards may be used for their ability at **any** time, on **any** turn. To use a card's ability, it must come from your hand, not from your attack or defense.

Abilities are fully resolved in the order that they are played. The exception to this is *Take Cover's* ability, which cancels another ability before it can be resolved.

Once you have resolved a card's ability, place it in the **graveyard**.

Graveyard



Cards used for their ability go to the graveyard and not to your discard.

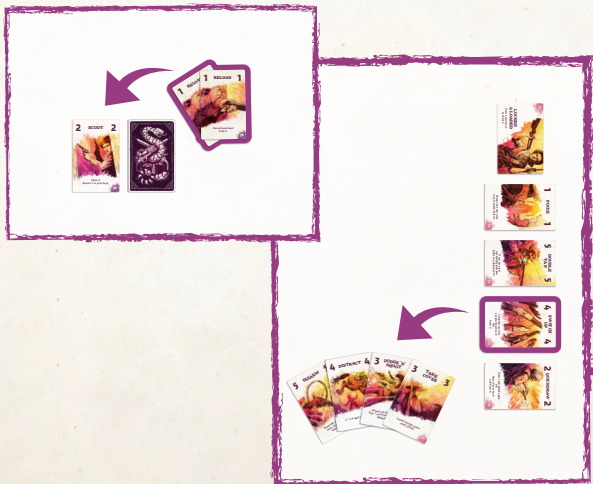
Example Turn



- 1** It's Alfie's turn. Both players draw up to their hand size of six cards because the event *Locked & Loaded* is in the saloon.



- 2** Alfie starts by buying *Switch Up* from the saloon by discarding his two **1**s.



- 3** Alfie then decides to attack Jenna. He plays four cards face down, then Jenna plays three.



- 4 They both then reveal their cards. Alfie reveals a run of **3,4,5** and a second **3** – he bluffed with one! Jenna reveals a set of **2,2,2**. They both have the same number of cards in the combo (three), so they go to the next tiebreaker.

A set beats a run, so Jenna is set to win.

- 5 Alfie plays *Distract* from his hand to change Jenna's **2** to a **1** meaning she now only has a set of two. He then places the used *Distract* in the graveyard.



- 6 Alfie now has the most cards in the combo, and Jenna has no helpful cards to retaliate with, so she loses the attack and has to put a *Hit* in her discard.

Alfie passes over the pistol, and a new turn begins.

Credits

..... * * *

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Bloomsbury Publishing Plc
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Bloomsbury Publishing Ireland Limited, 29 Earlsfort Terrace, Dublin 2, D02
AY28, Ireland
1359 Broadway, 12th Floor, New York, NY 10018, USA

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First published in Great Britain in 2026 by OSPREY GAMES.

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ISBN: 9781472871763

26 27 28 29 30 10 9 8 7 6 5 4 3 2 1

Printed in China

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Quick Reference

PLAYER TURNS

1. Both players draw up to the hand size of 5
2. Active player performs either, both, or neither of the following, in any order:

a) Buy 1 action card **AND/OR** b) Attack your opponent

3. Pass the pistol



ATTACKING

1. Attacker selects cards
2. Defender selects cards
3. Reveal combos
4. Declare a winning combo
If attacker wins, defender takes a *Hit*
If defender wins, nothing happens
5. Discard all cards in combo

COMBO RANKINGS

1. Number of cards in combo



2. Type of combo: set beats run



3. Highest card



4. Defender wins



CARD ABILITIES

Use at any time. Place cards in the graveyard when used.