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DAN DAN DAN! ダンダンダン

The hilarious shoot-'em-up card game
for 2 to 4 players aged 14 and up.

Game duration: ~ 20 Min.
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Editor: Artur Koch



Say good-bye to your old, boring identity and find yourself as member of the Tekiya! They form Japan's more or less honourable group of food stall operators and hucksters. Once they've paved the way for the notorious Yakuza, but no need to retire: the Tekiya are still around and active today. And, of course, they are all one „big family“. Except when talking money. Then they suddenly all turn into greedy bastards.

And now this: Ichien san of the kakigori stall claims to make the best shaved ice, while all the other guys merely hawk inferior crap. Man, that means trouble! Anyone who publicly puts himself above the others is breaking law and order. No Tekiya will ignore that. But should you make a snitch out of yourself at the Oyabun and in the worst case lose your finger, Yubitsume style? No way! Breaking taboos is something you only do among yourselves – in an ominous corner of the park. And then, then, then it's dan ... dan ... dan! Which in our simple translation means „Bang, bang, bang!“. Here's the good thing: Whoever survives the shootout of the gun toting brawlers will have a few more food stalls in the near future.

IN PLAIN LANGUAGE: WHAT IS IT ALL ABOUT?

Quickly and in turn, you turn over cards from your own stack and place them face up in the centre of the table. There, a full arsenal of handguns accumulates. Every time a loaded gun is pointed at two of you with its grip and barrel, a shootout takes place. If you are shot – or make a mistake beforehand – you are punished and must take all the cards from the centre of the table. You grease the police with the top card, the rest go face down under your stack. Then you continue the game by turning over a new card. And on it goes... The first player who has no cards left, wins the game.

In addition, various abstruse special cards fuel future game rounds and keep the game challenging. What more could you wish for?



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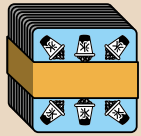
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CONTENTS

- Brown banded:
 - » 84 standard cards (guns without symbols)
- White banded:
 - » 80 special cards (guns with symbols)
 - » 10 relating instruction cards (yellow)
- 1 copper
- 1 rule sheet



2x



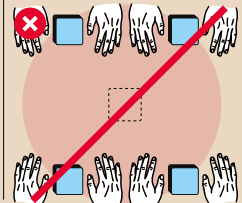
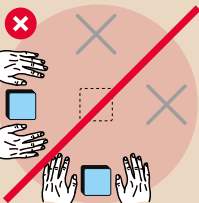
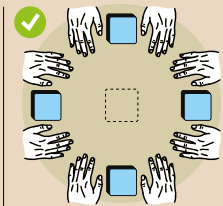
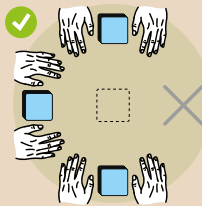
2x



GAME SETUP

- Pop a seat at the table as shown in the illustration below.
- The **special cards** show guns with symbols. They do not belong to the basic game, but to the „game variants“ described at the end of these instructions.
- So at first, only take the **standard cards**. They show guns without symbols. Shuffle these cards well and deal them face down evenly among the players.
- All players make their own, face-down **stack** with their cards. Place it in front of you – all stacks at the same distance from the centre of the table.
- Place your forearms on the table. The **palms** of your hands face down flat and positioned to the left and right of your stack.
- The **copper** squats at the edge of the scene.
- Are you playing with **two or three people**? Then be sure to also read the sections on the 2- or 3-players game before you start.

Seating positions and game setup for 2, 3 and 4 people:



GAMEPLAY

Which of you shirkers bounced the bill last? You start! Turn over the top card of your deck and place it face up in the middle of the table. This simple process continues clockwise. An open discard stack is created in the centre of the table.



The perpetual Tekiya code of honour:

- Reveal the cards quickly and, above all, facing away from you so that everyone can see the motifs directly.
- Always place the cards accurately! The edges must clearly point towards you.
- Do not manipulate the orientation of the cards and do not cover the motif with your hand.



Fancy seeing some moving images? Go scan the QR code and watch Artur's meathooks practising the Tekiya code of honour ...

Always stay alert when uncovering and discarding!

Because from the second card in the middle of the table onwards, you all have to interpret the topmost card correctly at the same time and either react quickly ... or not.

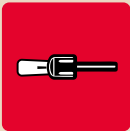
If you make a mistake, you will be punished. More about this later.

Basic knowledge: The cards always show 1 or 2 guns – sometimes in top view, sometimes in side view, sometimes both. Guns with white grips are not loaded and do not fire! Guns with black grips, on the other hand, are loaded and fire under certain conditions. We just love to keep it real, man.

When discarding, 3 cases might occur:

1) Does the card show only unloaded guns with a white grip?

Stay cool! Nothing happens. The next person reveals the next card.



2) Does the card show two loaded guns with black grips?

Overkill?! That would be too ghastly for this decent little family game! So just nothing happens. The next person turns over the next card.



3) Does the card show one loaded gun with a black grip?

Adrenalin kicks in! It doesn't matter whether the card shows a second gun with a white grip or not – a **shootout** looms!

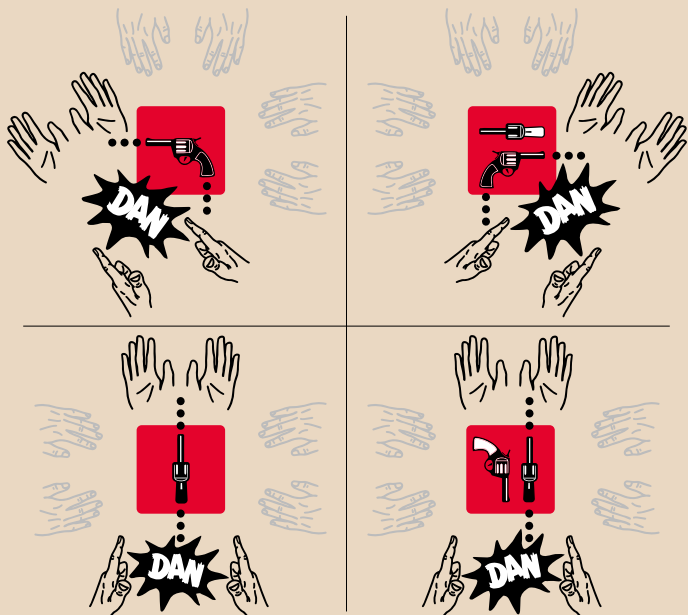


„SHOOTOUT“

A case 3 card has been discarded? Shootout time! The person the black grips bottom points to is the shooter. The player the related barrel points to is the target. All the others keep their hands steady!

- **As the shooter**, you start an attack by making a pistol gesture with both hands towards the target as quickly as possible. At the same time you make a clearly audible shooting sound („Dan!“). The attack is only valid if the gesture and the sound of the shot are made simultaneously.
- **As the target**, on the other hand, you try to defend yourself as quickly as possible by slightly putting both hands up in a surrender gesture.

It is sufficient to shake the gestures from the wrist – the forearms can stay rested on the table.



Now comes the all decisive question: Who was faster?

- **The shooter:** The target is shot – and gets punished for it. You find the juicy details on this in the section „Punishment“.
- **The target:** The target is not shot. Neither the target nor the shooter gets punished. Nothing happens.
- **Draw:** A little discussion is part of the game. But if, in the end, it is not clear which of the two has reacted faster, this is what happens: Nothing.

If the shootout has been completed regularly, the target continues the game by revealing and discarding a new card.

„PUNISHMENT“



Throughout the game, beware of making mistakes! Because as soon as someone makes a mistake, this person gets punished. All the rest of you will remain unscathed for the moment, even if you make mistakes almost simultaneously. **The decisive factor is who screws up first!** If it is unclear who exactly did it, nothing happens and the next person reveals the next card.

You will be punished if:

- you are shot as the target in a shootout.
- no matter as who, when and how ...
 - ... you shoot in the wrong direction.
 - ... you fire by mistake.
 - ... you surrender by mistake.
 - ... you repeatedly violate the Tekiya code of honour described at the beginning.



A minimal twitching? Is just allowed and will not be punished. But a veritable or even hysterical twitching? Will be punished.

This is the way the punishment works:

You have to take all the cards from the centre of the table. The top card goes face up to the copper as a „bribe“ so that he turns a blind eye. This card is thereby out of the game. Place the remaining cards unshuffled and face down under your stack. Then you continue the game by turning over a new card.

For thrill's sake

Try to find a constant and speedy rhythm when revealing and discarding your cards in turn. This may be a little difficult at first, but it will come ...

Do not forget

Never react to the first card in the middle of the table! So after someone has been punished and has turned over a new card, nothing happens at first. Only after card two you party hard again.



Special penalty rule „Palming off“



In the heat of the moment, you accidentally reacted to a **first** card? Do not expect pity, but instead you get the top two cards from each of your opponents' stacks. You put these cards, unshuffled, face down and without complaining, under your own stack. The wicked card that tricked you is already face up on the table and stays there. As a consolation, you continue the game by turning over the next card. Attention: As this card is now the second one in the middle of the table, you all be ready to react immediately!

More than one of you reacted to a first card by mistake? Muharharhar, of course you are all fools! But only the first person gets cards. If it is not clear who reacted first, nothing happens and the next person reveals the next card.

END OF PLAY

The game ends in two ways:

- As soon as someone reveals the last card of their own stack without possibly being shot or punished.
- As soon as someone gets rid of the last card of their own stack by palming it off.

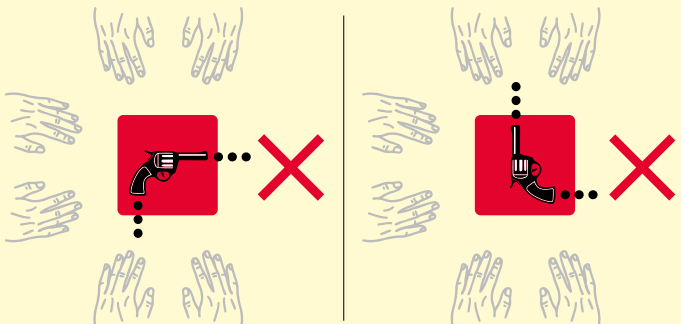


In both cases: **Omedeto Gozaimasu!** You're the lucky winner and the only person to return from the ominous corner of the park to the market with your head up high. Enjoy inspecting your freshly scammed food stalls!



3-PLAYERS-GAME

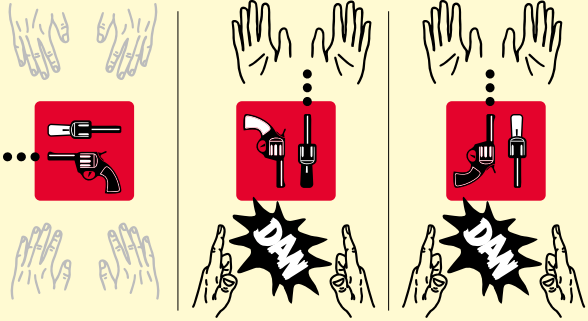
In a three-players-game, one seat at the table remains free. Therefore, it can happen that in the case of an imminent shootout, a shooter has been determined, but there is no target. Or vice versa, there is a target but no shooter. In both cases, the shootout does not take place (and you all keep your hands steady) and the next player reveals the next card.



2-PLAYERS-GAME













In a two-players-game, the rules already described apply, but there is a modified condition for the assignment of shooter and target in a shootout: as soon as the **barrel** of the black gun points at one of the two players, this person is the target – and the other one **automatically** becomes the shooter! So the end of the grip no longer has to point at a person to make him or her the shooter.



GAME VARIATIONS

Got the hang of the standard game and want more? Then choose one or more of the 10 types of **special cards**. Each type consists of 8 cards. You can choose from:

- | | |
|---|---|
|  Peacemaker |  Sneaky Fuck |
|  Raid |  Snack Time |
|  Renegade |  Second Try |
|  Small role reversal |  Rotation |
|  Large role reversal |  Mirror |



Just shuffle your selection together with the standard cards – and off you go. The rules of the standard game apply. If a special card is revealed and discarded during the game (and it is not the topmost card in the centre of the table), the corresponding special rules apply. These can be found on the enclosed yellow instruction cards.

If you react incorrectly, you will be punished as usually.

Any questions? Use this QR code to see image examples of all types of special cards. Sooner or later, you trigger-happy market shouters will shuffle all the special cards into the deck anyway, right?

By the way: The special cards Raid, Snack Time and Renegade are kind of unsuitable for the 2-players-game. Just leave them out. Or live with the fact that you either both have to keep your hands steady or that the one doing the work gets punished despite correct behaviour.

That's it. So then-then-then: **Dan Dan Dan!!!**