

SALOON SHUFFLE

◆ *Duel at Dawn* ◆

Game Manual

"Shuffle Creek needs a hero. Are you bold enough, sharp enough, and lucky enough to face Sheriff Sam and win?"

Bridgeman Entertainment

saloonshuffle.com

Overview

Saloon Shuffle: Duel at Dawn is a single-player roguelike deckbuilder set in the lawless frontier town of Shuffle Creek. You start on your farm with a modest hand of cards and must fight your way through outlaws, desperados and hired guns — all the way to a final showdown with the corrupt Sheriff Sam himself.

Every run is different. The trail splits, enemies rotate, and the cards you collect between fights carry over from one run to the next. Lose a fight and you keep your special cards — come back stronger. Beat the game and the enemies get harder. There is no ceiling.

The Goal

Defeat every enemy on the trail from your farm to Shuffle Creek, culminating in a victory over Sheriff Sam. Each time you win, the difficulty increases for your next run.






The Trail

The map shows the dusty road from your farm to Shuffle Creek. At the start of each run a new trail is generated with seven rows of encounters. You start at the bottom — your farm — and work upward toward town.

Each row presents two or three nodes. You may only visit one node per row, then advance. Glowing nodes are available to select.

Node Types





Icon	Description
⚔ Combat	Fight a regular enemy. Win to earn gold and choose a reward card.
💀 Miniboss	A tougher named enemy with unique abilities. Drops a powerful special card on defeat.

 Elite	A hardened veteran between regular and miniboss in difficulty.
 Sheriff Sam	The final boss. Defeat him to complete the run.
 Campfire	Rest and recover 20 HP, or press on without resting.
 Shop	Spend gold on special cards. If your deck is full you must swap a card out.
 Event	A random encounter. Make a choice — outcomes vary.

Your Deck

Base Cards

Base cards cost 0 energy and form the backbone of your deck. Each suit deals damage equal to the card's value and has an additional effect:

-  Clubs deals pure damage — reliable and consistent.
-  Spades deals damage and grants +2 block.
-  Hearts deals damage and heals you for half the card's value.
-  Diamonds deals damage and restores +1 energy (up to a maximum of 4 this turn).

You always start each run with 40 base cards (2 copies of values 1–5 in each suit).


Special Cards

Special cards are powerful cards that define your playstyle. They cost energy to play and have dramatic effects. You begin the game with three starter cards and can collect up to 9 special cards across runs. They are kept permanently between runs — even if you lose.

The three most powerful special cards cannot be found in shops or as regular rewards. They drop exclusively from defeating specific bosses:

- Bandit — dropped by Stagecoach Danny
- Sheriff — dropped by Bounty Hunter Bo
- Dynamite — dropped by Sheriff Sam (the final boss)

Special Card Reference

Card	Energy	Type	Effect
Bar Brawl	3	Attack + Draw	Deals 6 damage, draws 2 extra cards, and inflicts  Bleeding on the enemy (3 bleed damage per turn).
Gun Duel	1	Duel	Both sides reveal a card. Highest value deals 18 damage. Costs 1 energy — play it freely with your base energy.
Jailhouse	4	Stun + Weaken	Enemy is Stunned (skips next turn) and

Stage Coach	2	Draw	Weakened (deals 50% damage for 2 turns). Draw 3 extra cards this turn.
Saloon	3	Heal	Restore 14 HP.
Bandit ★	4	Attack	Deals 16 damage. Requires 4 energy — play three ♦ Diamonds first, or lock it across turns.
Sheriff ★	2	Block	Gain +18 block.
Dynamite ★	3	Explosion	Deals 25 damage ignoring block. Also deals 12 damage to you and ignites 🔥 Burning on the enemy.

★ Boss drops only — cannot be found in shops or reward pools.

Combat

Energy System

Energy is the central resource of combat. You begin each turn with 2 energy. Base cards cost 0 energy. Special cards cost 1–4 energy.

♦ Diamond base cards restore +1 energy when played, up to a maximum of 4 per turn. This makes Diamonds strategically vital for playing high-cost specials like Bandit or Dynamite.

The energy display shows four dots. The first two dots are gold (base energy). The second, third and fourth are blue when filled by Diamonds, so you can always see exactly how much bonus energy you have generated this turn.





Turn Structure

Your Turn

- Draw 6 cards at the start of each turn.
- You have 2 energy to start. Play ♦ cards to generate more (max 4 total).
- Play cards in any order. Base cards are free; special cards cost energy.
- Click End Turn when done. Your block resets at end of turn.

Enemy Turn

The enemy's current and next intended action are shown in the combat screen. Use this to plan ahead — if a heavy attack is coming, build block before ending your turn.

-  Attack — deals damage reduced by your block.
-  Defense — the enemy gains block.
-  Heal — the enemy recovers HP.
-  Stunned — the enemy misses their turn (from Jailhouse).

Hand Management & Locking Cards

You draw 6 cards each turn. At the end of your turn, all unplayed cards are discarded — except cards you have Locked.

You may lock up to 3 cards of any kind per turn by tapping the lock icon in the card's top-left corner. Locked cards are held over to your next turn and highlighted with a gold border. The lock clears after each turn and must be set again.

This is the key to building large combinations or saving powerful special cards for the right moment. Lock a Bandit or Dynamite when you draw it early, then generate 2 energy from Diamonds next turn to afford it.

Opposing Suits

Suit matchups create an important tactical layer in how you sequence your cards:

- Red (♥) is opposed to Green (♣).
- Blue (♦) is opposed to Black (♠).

You cannot play an opposing suit directly after its counterpart. If you played a red card, you must play a blue, black or special card before playing green again. This constraint rewards careful hand planning and makes the combo system more strategic.

Combo System

Playing 3 or more cards of the same suit in one turn triggers a Combo, dealing bonus damage. A counter appears in the player status bar once you reach 2 cards of the same suit.

- 3-suit Combo: +50% damage on the triggering hit.
- 3-suit Combo against the enemy's weakness: up to +100% damage (double damage!).

Combo damage scales exponentially when you chain deeper into the same suit. Combined with enemy weaknesses, combos are the fastest way to eliminate a tough opponent.

Enemy Weaknesses

Every enemy has a suit weakness. Cards of that suit deal +50% damage. The weakness is displayed as a coloured badge next to the enemy's name. Building your play around an enemy's weakness is often the difference between a comfortable win and a close call.

Status Effects

Status	Effect
🩸 Bleeding	Takes damage equal to the bleed stack at end of each enemy turn. Applied by Bar Brawl.
🔥 Burning	Takes escalating fire damage — 1 the first turn, 2 the next, 3 the next, and so on. Applied by Dynamite.
⚡ Weakened	Deals only 50% damage. Lasts 2 turns. Applied by Jailhouse.

Enemies

Enemy HP and damage scale with difficulty level. Base values below are for Level 1. Each subsequent level adds ~20% more HP and ~15% more damage.

Regular Enemies

Enemy	Base HP	Weakness	Special Ability
Outlaw Floyd	48	♠	Straightforward brawler. Mix of direct attacks and occasional block.
Desperado Dave	62	♥	Fires double and triple shots. High frequency of multi-hit attacks.
Safe-Cracker Karl	68	♣	Armors up every third turn — time your heavy attacks to catch him unshielded.
Pistolero Pete	52	♦	Almost always fires double or triple shots. Low block but very aggressive.

Minibosses & Elites

Enemy	Base HP	Weakness	Special Ability
Stagecoach Danny	78	♣	Heals himself with whiskey and charges hard. Drops Bandit on defeat.
Saloon Owner Sally	72	♦	Alternates healing and heavy piano-crash attacks. Drops Saloon on defeat.
Bounty Hunter Bo	85	♠	Opens with strong block. Heals with field dressing. Drops Sheriff on defeat.

Final Boss

Enemy	Base HP	Weakness	Special Ability
Sheriff Sam	105	♥	Always opens with +20 block. Mixes single attacks, double rounds, and devastating finishing blows. Drops Dynamite on defeat.

Progression

Between Runs

Your special cards are saved and carried into every new run — win or lose. Base cards always reset to the standard 40-card deck. Over time your special card collection grows, enabling you to take on higher difficulty levels.

Difficulty Levels

Each time you defeat Sheriff Sam, the difficulty level increases by one. At higher levels enemies have more HP and deal more damage. The current level is shown as a red badge on the title screen.

Rewards & Deck Building

After defeating an enemy you choose one of three special cards to add to your deck. Boss and miniboss enemies may include a guaranteed strong card in the reward pool. If your deck already holds 9 special cards, a swap screen appears — choose which card to replace, or skip the reward.

Gold & the Shop

Gold is earned from defeated enemies and spent at Shop nodes on common special cards. Bandit, Sheriff, and Dynamite never appear in shops. If you try to buy a card when your deck is full, the swap screen appears automatically.

Scoring

- 100 points per floor reached.
- 40 points per enemy defeated.
- 1 point per gold earned.
- 500 bonus points for completing the run.

Leaderboard

The five best runs are saved to your local leaderboard on the title screen. The leaderboard ranks by Level first, then Score. Reaching Level 2 with 500 points always beats Level 1 with 2,000 points — progress through difficulty levels is the ultimate measure of mastery.

Strategy Tips

- Energy is everything. You start with 2 energy — build your turn around ♦ Diamonds to afford your most powerful special cards.
- Lock expensive cards. Draw Bandit or Dynamite early? Lock it, generate 2 energy from Diamonds next turn, then unleash it.
- Respect opposing suits. Plan your card sequence carefully — playing into an opposing suit forces a detour that can ruin a combo.
- Know your enemy's weakness before you fight. Lean into that suit for dramatically faster kills.
- ♠ Spades stack block while dealing damage. Against heavy-hitting enemies, several Spades can keep you alive long enough to finish the fight.
- ♥ Hearts are excellent against Sheriff Sam (his weakness) and the built-in healing reduces your reliance on the Saloon card.
- Bleeding and Burning escalate. Bar Brawl + Dynamite on the same enemy creates compounding tick damage that can finish a boss on its own.

- Watch the next-turn telegraph. If the enemy is winding up for a big attack, spend your Spades to build block before ending your turn.
 - Jailhouse is underrated. Stun + Weaken together can completely nullify a boss turn and halve their damage for two rounds.
 - Gun Duel wins on card value. Fill your hand with high-value base cards and the duel becomes a reliable 18-damage hit for just 2 energy.
 - The Campfire gives +20 HP. Always think two rows ahead — can you survive the next fight without resting?
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Credits

Saloon Shuffle: Duel at Dawn

A Bridgeman Entertainment production

- Game design & concept — Magnus Broman
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