1. Who is Lincoln?

Lincoln is me. I know I have the same name as a president known but it is like that. Do not bother me with useless questions. I am a comic book hero, a vigilante western exactly. It is God himself who appointed me to this position and honestly, it did brought me nothing but trouble, especially as the Devil himself came piss me too. So for some time, I desperately try to get rid of these two old cretins.

So to be cushy, I came to hide me with some friends in a clueless farm away from it all. The worry is that we are not peasants, but just hicks band Wild West and it quickly became a funny bazaar here. Everyone has lost stuff and each accuses the other of being responsible for this whole mess.

So it makes me a little bad to say, but we will need help for everyone find what he needs before we are killing. Maybe we can finally take it easy after that.

2. What's in the box?

First you will find six “Character” cards. On the front of the card you have our face and behind the objects we flustered and we want to find. You will see that different characters can claim the same stuff because inevitably, everyone also wants to prick the other stuff.

You’ll find also 39 game cards. These represent the different parts of the farm with on the back 1, 2 or 3 scattered objects.
3. GOAL OF THE GAME

You have to find objects on your cards on three different game cards.

4. HOW IT IS SET UP?

First you have to mix all the game cards. We put that pile in the middle of the table, the face showing the objects being hidden.

"Character" cards are distributed randomly to each player, who place it in front of him so that objects are visible from all players.

If you are less than six players, keep unused character cards in the box.

5. WE START THE GAME.

The last one to go to a farm begins the game.

We play in the direction of clockwise. The active player returns the first card from the deck and places it on one of the 4 slots around. If a slot is empty, fill it. If there are many that are empty as early in the game, he chose the one he wants. It’s not complicated.

Attention this is where you must be attentive, responsive and bright! If you see on 3 different cards the three objects you search (those on your character card), you must quickly hit two with your two hands. Then you wait another player hits the card containing the third object. And there ... nobody moves.

- If everyone good (your 3 items are on the 3 hit cards): you take the 2 cards you hit and the other player takes his. We slide them under our character cards.
- If you made a mistake somewhere, you have to deliver a previously won card (if you have) under the deck. Nobody wins anything.
- If you hit your two good cards but the other player was wrong alone (your 3 items are on 3 different cards, you hit 2 goods but another player hit a bad third one): you take the 2 cards that you hit, the other gives one of his previously won cards (if any) under the deck.

A small precision nonetheless. It is obvious that only the player who saw his 3 items on 3 different cards is allowed to use his hands. Others can only use one. Keep the other to put a slap to the neighbor if he cheats.

Now be careful! When winning players take cards, so they reveal those below and therefore perhaps new combinations ... must be willing to hit again.

Sometimes several players hit on the same card and must decide between them, it’s true. Obviously, only the hand which is below counts and the others are removed.

It is now the turn of the player who hit the third card to play. And if nobody had hit the third card it is the one who hit the 2 cards who should play.
Exemple of an ongoing party with 4 players

Characters cards visible by everyone

Slots where you play game cards from the pile

Here, my 3 items are on 3 different game cards, so I can hit 2!

G. END OF THE GAME.

We play like that until the pile is empty. The one who won the most cards won the game! In case of tie, make a showdown or a paper-rock-scissors.
7. VARIANTS, THAT YOU CAN COMBINE AS YOU WANT:

- THE DEVIL
ON THE FACE OF SOME GAME CARDS, YOU WILL SOMETIMES APPEAR THE DEVIL IN THE LANDSCAPE, OFTEN DISCREETLY. AT THIS TIME THERE IS NO REASON TO HIT ON ANYTHING. IF SOMEONE HAS HIT ONE OR MORE CARDS, HE MUST RESET ONE OF HIS PREVIOUSLY WON CARDS IN THE DECK AND THE OTHERS MOCK HIM. THE DEVIL WILL BE HAPPY.

- GOD
SOMETIMES IT IS GOD THAT YOU WILL SEE ON A GAME CARD AND AS HE DOES NOT LIKE YOU HATE EACH OTHER, EACH PLAYER WILL GIVE HIS "CHARACTER" CARD TO HIS LEFT NEIGHBOR. YOU'LL KNOW WHAT IT FEELS LIKE THAT AND GOD WILL BE PLEASED.

- THE ARROW
SOMETIMES A CHILD APPEAR ON THE GAME CARD WITH AN ARROW. IT SHOWS THE SLOT WHERE YOU MUST RETURN THE CARD.

- PAN!
IF A PLAYER SEES THE COMBINATION OF ANOTHER PLAYER A BIT DISTRACTED BEFORE HIM, HE HITS THE DECK YELLING "PAN IN YOUR FACE" OR "PAN IN THE NOSE" OR SOME OTHER RIDICULOUS THING SIMILAR, A CHOICE. WHOEVER FORGOT TO TYPE MUST RESET ONE OF HIS CARDS ALREADY WON UNDER THE DECK. IT WAS THEN HIS TURN TO PLAY AND RETURN THE NEW CARD ON AN OBJECT HE COVETED. THAT'LL TEACH HIM TO BE DISTRACTED.