

GET FUCKD IN THE WILD WEST™

WELCOME TO THE WILD WEST. IT TOOK YOU A FEW YEARS, BUT YOU FINALLY CONVINCED YOUR PARTNER TO MAKE THE TREK. YOU'VE ARRIVED AT YOUR DESTINATION AND NOW IT'S TIME TO EXPLORE THE FRONTIER, LEARN NEW SKILLS, FIND RESOURCES, AND START A FAMILY. THE ONLY PROBLEM? LIVING THIS FAR WEST OF THE MISSISSIPPI COMES WITH MANY DANGERS. DEATH IS NOT UNCOMMON IN THESE PARTS, AND NEITHER IS FAMINE, ANIMAL ATTACKS, OR GETTING HELD UP AT GUNPOINT. IN ORDER TO SURVIVE, YOU MUST CLAIM LAND, BUILD ON IT, PROCESS RESOURCES, EXPAND YOUR FAMILY, AND HIRE LABOR TO HELP WITH THE TASKS AT HAND. DON'T FORGET YOU NEED TO BE QUICK ON THE DRAW. IF NOT, YOU'LL END UP BEING JUST ANOTHER BOOT HILL IN THESE PARTS.

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A SPECIAL THANK YOU

LAURA GEISNESS, KATIE ROJAS, AUSTIN MILLER, BRIAN WILKINS,
AND EVERYONE WHO HELP US ALONG THE WAY, INCLUDING ALL OUR PLAYTESTERS

THIS BOX CONTAINS**QR CODE TO RULEBOOK****CHARACTER PIECES**

PIONEERS - 32 (8/EA SYMBOL)

LABORERS - 4 (EACH HAS A DIFFERENT TOOL DESIGN ON IT)

SHERIFF - 1

BANDIT - 1

DECKS AND CARDS

EVENT DECK - 70 CARDS

ATTACKER DECK - 10 CARDS

DEFENDER DECK - 10 CARDS

PRAYER DECK - 10 CARDS

ACTION/TURN PHASE CARDS - 4

PIONEER POINT CARD - 5

DIPLOMAS - 13

PRICE LIST - 4

LAND TILES

TOWN SQUARE - 7 TILES AS ONE PIECE

DESERT - 6

CANYON - 6

RIVER - 6

LAKE - 6

DEATH VALLEY - 6

GRAVEYARD - 6

ABANDONED MINE - 6

MOUNTAINS - 7

FOREST - 7

PASTURE - 7

FIELD - 7

TOKENS

CATTLE - 30 (10 - 5X)

LUMBER - 30 (10 - 5X)

ORE - 30 (10 - 5X)

CORN - 30 (10 - 5X)

CORN - 20 (10 - 5X)

FOOD - 60 (10 - 5X)

BULLETS - 40 (10 - 6X)

TOOL TOKENS - 2 OF EACH = 8 TOTAL

HORSE TOKENS - 4

REVOLVER TOKENS - 4

CLAIM STAKE TOKENS - 6

PLAYER SETS (SYMBOL CODED)

FARM TOKENS - 3

SAWMILL TOKENS - 3

RANCH TOKENS - 3

MINE TOKENS - 3

HOMESTEAD TOKENS - 3

MISC.

HUNTING BAG - 1

HUNTING TOKENS - 10

BILLS - 115

BANDIT HIDEOUT

DICE

1 D6

1 RESOURCE DIE

1 PLAYER DIE

1 DEADWOOD DIE

OBJECTIVE

BE THE FIRST TO COLLECT 20 PIONEER POINTS (OR BE THE SOLE SURVIVOR IN A NON RESPAWN GAME).

DEADWOOD RULE

IF YOU CANNOT FIND A RULE FOR A SPECIFIC INCIDENT IN THIS RULEBOOK, JUST REMEMBER, THIS IS THE WILD WEST. SOME RULES ARE CREATED BY YOU, THE PIONEERS WHO LIVE HERE. MAKE SOMETHING UP ON THE SPOT AND LET US KNOW!

- UPLOAD YOUR FAVORITE MADE-UP RULES ON DEADWOOD GAMES' DISCORD AND WE MAY EVEN IMPLEMENT THAT RULE IN THE NEXT PRINTING OF THIS GAME! (DISCORD LINK CAN BE FOUND ON OUR WEBSITE DEADWOODGAMES.COM.)

SETUP

- PLACE THE TOWN CENTER TILE IN THE MIDDLE OF THE PLAYING FIELD.
 - PLACE THE SHERIFF CHARACTER PIECE ON THE JAIL TILE.
- SHUFFLE THE EVENT DECK, PRAYER DECK, AND SHOOTOUT DECKS, THEN PLACE NEAR THE PLAYING FIELD.
- PLACE PIONEER POINT CARDS NEAR THE PLAYING FIELD.
- PLACE THE BANDIT HIDEOUT ON THE EDGE OF THE PLAYING FIELD.
 - PLACE THE BANDIT CHARACTER PIECE ON SQUARE 21.
- PLACE THE DIPLOMAS NEAR THE EDGE OF THE PLAYING FIELD.
- PLACE DICE NEAR THE PLAYING FIELD.
- SHUFFLE AND SET ALL THE LAND TILES FACE DOWN NEAR THE EDGE OF THE PLAYING FIELD.
- PLACE THE TOOL TOKENS ON THE EDGE OF THE PLAYING FIELD.
 - 2-3 PLAYERS = 1 SETS OF TOOL TOKENS
 - 4 PLAYERS = 2 SETS OF TOOL TOKENS
- PLACE 2 MORE CLAIM STAKE TOKENS THAN THE NUMBER OF PLAYERS ON THE EDGE OF THE PLAYING FIELD.
- SET A PRICING SHEET AND ACTION LIST/TURN PHASE CARD IN FRONT OF EACH PLAYER.
- SET A BUY/SELL PRICE LIST CARD IN FRONT OF EACH PLAYER.
- EACH PLAYER CHOOSES A SET OF GAME PIECES:
 - SET THE PIONEERS (NUMBERED 1 AND 2) ON THE GENERAL STORE TILE.
 - PLACE YOUR BUILDING TOKENS AND REMAINING PIONEERS (NUMBERED 3-8) IN FRONT OF YOU.
- EACH PLAYER STARTS THE GAME WITH:
 - \$20 WORTH OF BILL TOKENS
 - SIX FOOD TOKENS
 - ONE REVOLVER TOKEN
 - ONE BULLET TOKEN
- IF INCLINED TO DO SO, CHOOSE A PLAYER TO MANAGE THE GAME'S STOCKPILE.
 - PLACE ALL EXCESS TOKENS, BILL TOKENS, LABORER CHARACTER PIECES, AND ALL THE RESOURCE TOKENS NEAR THIS PLAYER.
 - THESE PILES ARE THE GAME'S STOCKPILE.
- EACH PLAYER ROLLS THE NUMBERED D6.
 - THE PLAYER WHO ROLLS THE HIGHEST NUMBER TAKES THEIR TURN FIRST AND PLAY PROCEEDS CLOCKWISE.

ON YOUR TURN - THE ORDER OF EVENTS

- 1) FEED EACH OF YOUR PIONEERS IN PLAY ONE FOOD TOKEN.
- 2) ROLL THE DEADWOOD DIE.
- 3) MAKE TWO CONSECUTIVE ACTIONS PER PIONEER.
- 4) PLAY AS THE BANDIT.

ON YOUR TURN - EXPANDED

FEED YOUR PIONEER(S)

EACH OF YOUR PIONEERS, AND YOUR HORSE IF YOU PURCHASE ONE, REQUIRE ONE FOOD TOKEN AT THE START OF YOUR TURN TO PREVENT STARVATION. FOOD CAN EITHER BE PURCHASED FROM THE GENERAL STORE TILE, HUNTED FOR ON ANY ELIGIBLE LAND TILE, OR BOUGHT/TRADED FROM OTHER PLAYERS.

- ANNOUNCE YOUR PIONEERS ARE BEING FED.
- PLACE THE FOOD TOKEN(S) IN THE GAME'S STOCKPILE.
- IF YOU CANNOT FEED ANY NUMBER OF YOUR PIONEERS IN PLAY, THEY ARE ONLY ALLOWED ONE ACTION DURING THAT TURN.
 - LAY DOWN UNFED PIONEER(S) TO SIGNIFY THEY ARE ONLY ALLOWED ONE ACTION THIS TURN.
- IF YOU CANNOT FEED YOUR HORSE, IMMEDIATELY RETURN IT TO THE GENERAL STORE.
- IF A PIONEER IS NOT FED IN TWO CONSECUTIVE TURNS, THEY INSTANTLY DIE AND ARE REMOVED FROM THE PLAYING FIELD.
- PIONEERS YOU CREATE USING THE EXPAND FAMILY ACTION MUST WAIT TO USE THEIR TWO ACTIONS UNTIL THEY ARE FED ON YOUR NEXT TURN THEN THEY BECOME ACTIVE PIONEERS.
 - PIONEERS OBTAINED FROM A PRAYER CARD ARRIVE ON THE PLAYING FIELD FULLY FED, AND ARE ABLE TO MAKE THEIR TWO ACTIONS DURING THAT TURN.

ROLL THE DEADWOOD DIE

AFTER FEEDING YOUR PIONEERS, YOU MUST ROLL THIS DIE TO MOSEY THINGS ALONG. THERE ARE THREE RESULTS:

A - ONE OF YOUR PIONEERS GAINS AN EXTRA ACTION.

THIS ACTION MUST BE USED THIS TURN.

L - PLACE ONE LAND TILE, CHOSEN FROM THE PILE AT RANDOM, ADJACENT TO ANY TILE IN THE PLAYING FIELD.

E - DRAW THE TOP CARD FROM THE EVENT DECK, THEN PERFORM THE CONSEQUENCE, IF APPLICABLE.

- MOST CARDS AFFECT ONLY THE PLAYER WHO DREW THEM.
- SOME EVENT CARDS AFFECT EVERY PLAYER.
 - FOR EXAMPLE, "FLOOD..." AND OTHER DISASTER CARDS LIKE THIS REMOVE ALL RELATED RESOURCE TOKEN(S) FROM THE PLAYING FIELD.
- SOME EVENT CARDS WILL HAVE NO EFFECT.
 - FOR EXAMPLE, IF THE EVENT CARD DRAWN STATES, "YOU BREAK A TOOL" AND YOU DON'T OWN THAT TOOL, NOTHING HAPPENS.
- IF DIRECTED TO "GAIN" OR "LOSE" ITEMS, THEY ARE IN RELATION TO THE GAME'S STOCKPILE, UNLESS SPECIFICALLY DIRECTED TO OR FROM ANOTHER LOCATION.
- IF BILL TOKENS ARE DUE TO ANOTHER PLAYER, OR THE GAME'S STOCKPILE, AND YOU DON'T HAVE ENOUGH BILL TOKENS YOU MAY USE A FREE ACTION TO SELL OR AUCTION ANYTHING YOU OWN TO PAY THIS DEBT IMMEDIATELY.
- IF YOU CANNOT PAY ANY EVENT CARD FEE IN FULL, PLACE ONE OF YOUR PIONEERS IN JAIL.
- IF YOU "LOSE A HOMESTEAD", YOU MUST REMOVE BOTH THE HOMESTEAD TOKEN AND THE NUMBER OF PIONEERS THAT HOMESTEAD SUPPORTED.
 - SEE HOMESTEAD TOKEN IN GLOSSARY FOR DETAILS.

ACTIONS

EVERY TURN, EACH PIONEER THAT HAS BEEN FED RECEIVES TWO ACTIONS. THEY MUST PERFORM THEIR TWO ACTIONS CONSECUTIVELY.

IF A PIONEER HAS NOT BEEN FED, THEY RECEIVE ONE ACTION THIS TURN. THE AVAILABLE ACTIONS ARE AS FOLLOWS:

- **MOVE** - USE THIS ACTION TO ADVANCE YOUR PIONEERS.
 - ROLL THE NUMBERED D6.
 - THE NUMBER ROLLED INDICATES THE NUMBER OF MOVEMENT POINTS YOU ARE ALLOCATED TO USE.
 - YOU ARE NOT REQUIRED TO USE ALL OBTAINED MOVEMENT POINTS. MOVEMENT POINTS NOT USED DURING THIS SINGLE MOVE ACTION ARE FORFEITED.
- NOTE** - OWNING A HORSE DOUBLES THE NUMBER ROLLED WHEN USING A MOVE ACTION.
- ADVANCE YOUR PIONEER THE NUMBER OF MOVEMENT POINTS IN ANY DIRECTION YOU WISH, AND ARE ABLE.

- DEVELOPED LAND TILES = ONE MOVEMENT POINT
 - TOWN CENTER TILE - EACH LOCATION IS CONSIDERED DEVELOPED.
 - ANY LAND TILES WITH A BUILDING ON TOP IS CONSIDERED DEVELOPED.
- UNDEVELOPED LAND TILE = TWO MOVEMENT POINTS
- CANYONS, DEATH VALLEY, AND COLLAPSED ABANDONED MINES ARE UNCROSSABLE BY PIONEERS.

NOTE - IF YOUR PIONEER MOVES THROUGH A LAND TILE HOLDING ANOTHER PLAYER'S PIONEER AND THEIR CLAIM STAKE, BUILDING, OR HOMESTEAD, THAT PLAYER CAN TAKE A **POTSHOT** AT YOUR PIONEER. (SEE POTSHOT RULES.)

- YOU MAY MOVE OFF THE EDGE OF A LAND TILE INTO AN UNEXPLORED AREA. THIS ALSO GIVES YOU A FREE EXPLORE ACTION AND THE LAND TILE IS PLACED UNDERNEATH YOUR PIONEER.
 - THIS LAND TILE IS CHOSEN AT RANDOM FROM THE GAME'S STOCKPILE BY THE PLAYER MAKING THE MOVE ACTION.
 - ONCE YOU HAVE SET THE NEW LAND TILE UNDERNEATH YOUR PIONEER, YOUR PIONEER CANNOT MOVE ANY FURTHER WITHOUT USING ANOTHER ACTION.
 - IF AN UNCROSSABLE TILE APPEARS UNDER YOUR PIONEER, ON YOUR NEXT TURN OR ACTION THEY MAY STEP OFF THIS TILE IN ANY DIRECTION BUT MAY NEVER CROSS THE TILE AGAIN.

NOTE - IF YOUR TURN ENDS WITH ANY OF YOUR PIONEERS ON A LAND TILE THAT HOSTS ANOTHER PLAYER'S BUILDING, YOUR PIONEERS ARE IN DANGER OF BEING ARRESTED BY THE SHERIFF!

- **EXPLORE** - USE THIS ACTION TO SET A NEW LAND TILE ON THE PLAYING FIELD.
 - THIS ACTION CAN ONLY BE USED WHEN THE PIONEER MAKING THIS ACTION IS ON A LAND TILE WITH AN ADJACENT OPEN SPACE AVAILABLE FOR A NEW LAND TILE TO BE PLACED.
 - THE NEW LAND TILE MUST BE PLACED ADJACENT TO THE ONE YOUR PIONEER MAKING THIS ACTION IS LOCATED ON.
 - IF THE PIONEER USING THIS ACTION HOLDS THE LAND MANAGEMENT DIPLOMA, THEY MAY REVEAL AN ADDITIONAL ADJACENT LAND TILE, IF SPACE PERMITS.

NOTE - OWNING A HORSE ALLOWS YOU TO DISCOVER TWO LAND TILES WHEN USING THIS ACTION, BUT ONLY IF THERE ARE TWO ADJACENT SPACES AVAILABLE TO THE PIONEER MAKING THE ACTION.

- **BUY** - USE THIS ACTION TO PURCHASE ITEMS FROM THE GENERAL STORE TILE, TOOLS FROM THE BLACKSMITH TILE, OR PIONEER POINTS FROM THE BANK TILE.
 - ITEMS BOUGHT ON THE PRICE LIST REQUIRE THE PIONEER MAKING THE ACTION BE ON THE GENERAL STORE TILE, BLACKSMITH TILE, OR BANK TILE RESPECTIVELY.
 - IF USING A BUY ACTION ON THE GENERAL STORE, AND A PLAYER OWNS THE BUSINESS DIPLOMA, PAY THAT PLAYER \$1.
 - ONLY PAY \$1 PER BUY ACTION USED.
 - THERE IS NO LIMIT ON THE NUMBER OF DIFFERENT ITEMS YOU CAN PURCHASE PER ACTION, AS LONG AS YOU HAVE ENOUGH BILL TOKENS TO COVER THE COST.
 - PLAYERS CANNOT BUY MORE ITEMS THAN AVAILABLE GAME PIECES.
 - A PLAYER CANNOT OWN MORE THAN 1 OF EACH TYPE OF TOOL, REVOLVER, OR HORSE.
 - PAY THE COST TO THE GAME'S STOCKPILE OR THE APPROPRIATE DIPLOMA HOLDER.
- **SELL** - USE THIS ACTION TO EXCHANGE ITEMS FOR BILL TOKENS.
 - ITEMS SOLD ON THE PRICE LIST REQUIRE THE PIONEER MAKING THE ACTION TO BE ON THE GENERAL STORE TILE.
 - IF THE PIONEER MAKING THE SALE HAS THE BUSINESS DIPLOMA, ITEMS CAN BE SOLD FROM ANY LOCATION IN THE PLAYING FIELD.
 - BILL TOKENS GIVEN TO THE PLAYER MAKING THIS ACTION COME FROM THE GAME'S STOCKPILE.
 - THERE IS NO LIMIT ON THE NUMBER OR VARIETY OF ITEMS THAT CAN BE SOLD USING A SINGLE SELL ACTION.
 - BUILDINGS CAN BE SOLD BACK TO THE GENERAL STORE.
 - AFTER RECEIVING PAYMENT FROM THE GAME'S STOCKPILE YOU MUST FLIP THE BUILDING TOKEN UPSIDE DOWN TO INDICATE IT IS OUT OF PLAY AND CANNOT BE USED AGAIN.

- THAT BUILDING TOKEN MUST REMAIN ON ITS CURRENT LAND TILE.
 - YOU ALSO LOSE THE TWO PIONEER POINTS THE BUILDING TOKEN WAS WORTH.
- **TRADE** - USE THIS ACTION TO SWAP ANYTHING WITH ANOTHER PLAYER THAT AGREES TO THE TERMS.
 - INVOLVED PLAYER'S PIONEERS DO NOT NEED TO BE ON THE SAME LAND TILE TO MAKE A TRADE.
- **AUCTION** - USE THIS ACTION TO SELL ANYTHING TO THE HIGHEST BIDDING PLAYER.
 - INVOLVED PLAYER'S PIONEERS DO NOT NEED TO BE ON THE SAME LAND TILE TO MAKE AN AUCTION SALE.
 - NEGOTIATE THE COST WITH ANY INTERESTED PLAYERS.
 - WHEN SELLING A BUILDING, THE WINNING PLAYER PLACES THEIR BUILDING TOKEN ON TOP OF YOURS.
 - SELLING PLAYER CAN NO LONGER USE THE BUILDING TOKEN SOLD IN THIS AUCTION.
 - TWO PIONEER POINTS ARE REMOVED FROM SELLING PLAYER'S TOTAL.
 - AUCTION WINNING PLAYER ADDS TWO PIONEER POINTS TO THEIR TOTAL.
- **STAKE CLAIM** - USE THIS ACTION TO ASSERT YOUR RIGHT TO BUILD ON A DEVELOPABLE LAND TILE.
 - NOTE** - YOU DO NOT NEED TO PURCHASE CLAIM STAKE TOKENS FROM THE GENERAL STORE.
 - YOUR PIONEER MAKING THIS ACTION MUST BE ON THE LAND TILE YOU WOULD LIKE TO STAKE A CLAIM ON.
 - THIS ACTION CAN ONLY BE MADE IF A CLAIM STAKE TOKEN IS AVAILABLE IN THE GAME'S STOCKPILE.
 - PAY THE \$2 FEE TO THE GAME'S STOCKPILE.
 - IF A DIFFERENT PLAYER'S PIONEER HAS THE LAND MANAGEMENT DIPLOMA, PAY THE FEE TO THAT PLAYER INSTEAD.
 - PLACE THE CLAIM STAKE TOKEN UNDER YOUR PIONEER.
 - THIS ACTION MUST OCCUR BEFORE A BUILDING OR HOMESTEAD TOKEN CAN BE PLACED ON A DEVELOPABLE LAND TILE.
 - YOU ARE NOT REQUIRED TO BUILD WITHIN A CERTAIN AMOUNT OF TIME OF STAKING A CLAIM.
 - ONCE A BUILDING TOKEN HAS BEEN PAID FOR, AND PLACED ON THE LAND TILE THAT HOLDS THE CLAIM STAKE TOKEN, RETURN THE CLAIM STAKE TOKEN TO THE GAME'S STOCKPILE.
- **BUILD** - USE THIS ACTION TO PLACE A BUILDING TOKEN ON A DEVELOPABLE LAND TILE THAT HOLDS A CLAIM STAKE TOKEN.
 - YOUR PIONEER MAKING THIS ACTION MUST BE ON THE LAND TILE THAT HAS YOUR CLAIM STAKE TOKEN PLACED ON IT.
 - PAY REQUIRED COST FOUND ON PRICING SHEET TO THE GAME'S STOCKPILE.
 - IF THE BUILDING TOKEN YOU ARE BUILDING IS A RANCH, FARM, MINE, OR SAWMILL:
 - ROLL THE RESOURCE DIE.
 - PLACE THAT NUMBER OF CORRESPONDING RESOURCE TOKENS ON TOP OF THE BUILDING TOKEN.
 - **CORN TOKENS** ARE PLACED ON TOP OF FARM TOKENS.
 - **CATTLE TOKENS** ARE PLACED ON TOP OF RANCH TOKENS.
 - **ORE TOKENS** ARE PLACED ON TOP OF MINE TOKENS.
 - **LUMBER TOKENS** ARE PLACED ON TOP OF SAWMILL TOKENS.
 - SECOND AND THIRD HOMESTEAD TOKENS CAN ONLY BE BUILT ON ADJACENT DEVELOPABLE LAND TILES.
 - IF NO DEVELOPABLE LAND TILES ARE CONJOINING YOUR 1ST BUILT HOMESTEAD, NO ADDITIONAL HOMESTEADS CAN BE BUILT.
 - YOU CAN ONLY BUILD ONE BUILDING TOKEN PER LAND TILE AND YOU CANNOT MOVE A BUILDING TOKEN ONCE BUILT.
- **HUNT** - USE THIS ACTION TO FIND A SOURCE FOR FOOD IN THE WILD.
 - YOUR PIONEER MAKING THIS ACTION MUST BE ON HUNTABLE LAND.
 - YOU MUST HAVE A REVOLVER AND AT LEAST ONE BULLET IN YOUR INVENTORY TO BE ABLE TO MAKE THIS ACTION.
 - WITHOUT LOOKING, DRAW ONE ANIMAL TOKEN FROM THE HUNTING BAG.
 - PLACE THE ANIMAL TOKEN IN FRONT OF YOU.
 - YOU NOW CHOOSE WHETHER TO HUNT THIS ANIMAL, OR RUN AWAY.
 - IF YOU CHOOSE TO TRY TO HUNT THIS ANIMAL FOR FOOD:

- PLACE ONE OF YOUR BULLET TOKENS IN THE GAME'S STOCKPILE.
 - ROLL THE NUMBERED D6.
 - IF THE NUMBER ROLLED IS EQUAL TO, OR HIGHER THAN, THE NUMBER FOUND ON THE ANIMAL TOKEN, YOU SUCCESSFULLY HUNTED THE ANIMAL.
 - YOU COLLECT FOOD TOKENS EQUAL TO THE NUMBER SHOWN ON THE ANIMAL TOKEN FROM THE GAME'S STOCKPILE.
- **NOTE** - AFTER A THIRD UNSUCCESSFUL ROLL, THE ANIMAL BECOMES STARTLED AND RUNS AWAY.
 - PLACE ANIMAL TOKEN BACK INTO THE HUNTING BAG.
 - IF AT ANY MOMENT YOU CHOOSE TO RUN AWAY FROM HUNTING THE ANIMAL:
 - SIMPLY RETURN THE ANIMAL TOKEN TO THE HUNTING BAG.
 - THIS RESULTS IN THE END OF THIS ACTION. YOU MAY CHOOSE TO USE THE HUNT ACTION AGAIN, BUT ONLY IF THIS PIONEER HAS ADDITIONAL ACTIONS AVAILABLE, AND YOU HAVE BULLETS IN YOUR INVENTORY.
- **PROCESS RESOURCE** - USE THIS ACTION TO OBTAIN RESOURCE TOKENS FROM THE PLAYING FIELD.
 - YOUR PIONEER OR HIRED LABOR MUST BE ON A LAND TILE THAT HAS BOTH A BUILDING TOKEN AND RESOURCE TOKEN(S).
 - YOU ARE ABLE TO USE THIS ACTION ON ANOTHER PLAYER'S BUILDING TOKEN WITH RESOURCES, BUT ONLY IF THE PLAYER HAS LEFT THEIR RESOURCE TOKEN PILE UNATTENDED.
 - YOU MUST OWN THE APPROPRIATE TOOL BEFORE YOU CAN USE THIS ACTION.
 - **PICKAXE** - ALLOWS FOR RESOURCES TO BE PROCESSED FROM A MINE.
 - **SCYTHE** - ALLOWS FOR RESOURCES TO BE PROCESSED FROM A FARM.
 - **AX** - ALLOWS FOR RESOURCES TO BE PROCESSED FROM A SAWMILL.
 - **CLEAVER** - ALLOWS FOR RESOURCES TO BE PROCESSED FROM A RANCH.
 - ONE SPENT ACTION WILL RESULT IN A SINGLE RESOURCE TOKEN OBTAINED AND PLACED IN YOUR INVENTORY.
 - **DOUBLE/TRIPLE YOUR RESOURCES** - IF YOU HAVE HIRED A LABORER AND THEY ARE PLACED ON THE SAME LAND TILE AS YOUR PIONEER MAKING THIS ACTION, AND/OR YOU HAVE THE APPROPRIATE DIPLOMA, YOU GAIN A SECOND (OR A THIRD) RESOURCE TOKEN FROM THE GAME'S STOCKPILE ONLY AS YOU PROCESS EACH RESOURCE.
 - HIRED LABOR ALWAYS OWNS A TOOL, AND MAY PROCESS RESOURCES ALONE OR WITH ANY PROPERLY EQUIPPED PLAYER.
- **PRAY** - USE THIS ACTION TO DRAW FROM A SINGLE CARD FROM THE PRAYER DECK
 - **NOTE** - IF YOU HOLD LESS THAN \$5, OR ONLY 1 RESOURCE TOKEN, YOUR PRAY ACTION IS FREE (NO COST).
 - YOUR PIONEER MAKING THIS ACTION MUST BE LOCATED ON THE CHURCH TILE.
 - IF YOUR PIONEER HAS THE THEOLOGY DIPLOMA YOU MAY USE THIS ACTION FROM ANY LOCATION.
 - PAY THE \$2 FEE TO THE GAME'S STOCKPILE.
 - IF A DIFFERENT PLAYER'S PIONEER HAS THE THEOLOGY DIPLOMA, THE FEE GOES TO THAT PIONEER'S PLAYER INSTEAD.
 - IF YOU SO CHOOSE, SHUFFLE THE PRAYER DECK.
 - DRAW THE TOP CARD FROM THE PRAYER DECK.
 - PRAYER CARDS MUST BE USED DURING THE TURN THEY ARE OBTAINED.
 - RETURN THE PRAYER CARD TO THE PRAYER DECK AFTER USE OR BEFORE YOUR TURN ENDS.
- **EXPAND FAMILY** - USE THIS ACTION TO PLACE A NEW PIONEER ONTO THE PLAYING FIELD FROM YOUR INVENTORY.
 - IN ORDER TO USE THE EXPAND FAMILY ACTION, TWO PIONEERS MUST BE PLACED TOGETHER ON ANY OF YOUR HOMESTEAD TOKENS.
 - THIS ACTION COUNTS AS A SINGLE ACTION MADE BY JUST ONE OF YOUR PIONEERS.
 - THIS ACTION CAN ONLY BE USED ONCE PER PLAYER'S TURN.
 - YOU MUST HAVE THE APPROPRIATE NUMBER OF HOMESTEADS BUILT BEFORE EXPANDING YOUR FAMILY:

- NO HOMESTEADS = SUPPORTS UP TO TWO PIONEERS.
 - ONE HOMESTEAD = SUPPORTS UP TO THREE PIONEERS TOTAL. **(+1 PIONEER)**
 - TWO HOMESTEADS = SUPPORTS UP TO FIVE PIONEERS TOTAL. **(+2 PIONEERS)**
 - THREE HOMESTEADS = SUPPORTS UP TO EIGHT PIONEERS TOTAL. **(+3 PIONEERS)**
 - LAY THE NEW PIONEER ON ITS BACK ON THE HOMESTEAD THIS ACTION WAS USED AT.
 - THE NEW PIONEER CANNOT MAKE THEIR FIRST ACTIONS UNTIL THEY HAVE BEEN FED ON YOUR NEXT TURN.
 - ONCE THEY HAVE BEEN FED, PLACE THEM ON THEIR FEET.
- **GAMBLE** - USE THIS ACTION TO SIGNIFICANTLY INCREASE, OR DECREASE, YOUR WEALTH.
 - THE PIONEER USING THIS ACTION MUST BE ON THE SALOON TILE.
 - IF YOUR PIONEER HAS THE BARTENDING DIPLOMA, THEY CAN GAMBLE FROM ANY LOCATION.
 - PLACE THE NUMBER OF BILL TOKENS OR RESOURCES TOKENS THAT YOU ARE WAGERING ON THE PLAYING FIELD.
 - CHOOSE ONE OF THE SYMBOLS FOUND ON THE PLAYER DIE, THEN ROLL THIS DIE.
 - IF THE CHOSEN SYMBOL LANDS FACE UP, WIN THE CORRESPONDING VALUE OF THE WAGER FROM THE GAME'S STOCKPILE.
 - BANDIT - 3:1 PAYOUT THREE BILLS OR RESOURCES FOR EVERY ONE WAGERED
 - BOTTLE, BAG, HAT, OR BOOT - 6:1 PAYOUT SIX BILLS OR RESOURCES FOR EVERY ONE WAGERED
 - IF YOU LOSE, YOUR WAGERED BILL TOKENS OR RESOURCE TOKENS ARE PLACED IN THE GAME'S STOCKPILE.
- **DISPUTE CLAIM** - USE THIS ACTION TO TRY TO TAKE OWNERSHIP OF ANOTHER PLAYER'S CLAIMED LAND TILE, OR TO TAKE OWNERSHIP OF A PLAYER'S BUILDING OR HOMESTEAD TOKEN WHO HAS QUIT OR WAS ELIMINATED FROM THE GAME.
 - PLAYER'S CLAIM STAKE TOKEN (WHO IS STILL IN THE GAME):
 - THE PLAYER'S PIONEER MAKING THIS ACTION MUST BE ON THE LAND TILE THAT HAS YOUR OPPONENT'S CLAIM STAKE TOKEN.
 - IT IS UP TO THE CURRENT CLAIM STAKE TOKEN'S OWNER TO CHOOSE WHAT HAPPENS NEXT:
 - COME TO AN AGREEMENT TO RELINQUISH OWNERSHIP.
 - SHOOTOUT (THE WINNER OWNS THE CLAIM STAKE TOKEN)
 - PLAYER'S CLAIM STAKE OR BUILDING TOKEN WHO HAS QUIT OR BEEN ELIMINATED FROM THE GAME:
 - THE PIONEER MAKING THIS ACTION MUST BE ON THE LAND TILE THAT HAS YOUR FALLEN OPPONENT'S BUILDING.
 - THE PLAYER MAKING THIS ACTION MUST HAVE AN AVAILABLE MATCHING BUILDING TOKEN IN THEIR INVENTORY.
 - SWAP THEIR TOKEN WITH YOUR TOKEN.
 - ANY REMAINING RESOURCE TOKENS THAT WERE ON THIS BUILDING TOKEN REMAIN.
 - DO NOT ROLL FOR (ADDITIONAL) RESOURCE TOKEN(S).
- **OBTAIN DIPLOMA** - USE THIS ACTION TO EDUCATE YOUR PIONEER, GIVING THEM A USEFUL SKILL SET.
 - YOUR PIONEER MAKING THIS ACTION MUST BE ON THE SCHOOL TILE.
 - PAY \$4 TO THE GAME'S STOCKPILE.
 - IF A PLAYER'S PIONEER HOLDS THE EDUCATION DIPLOMA, PAY THE FEE TO THAT PLAYER INSTEAD.
 - IF ANOTHER ONE OF YOUR PIONEER'S OWNS THE EDUCATION DIPLOMA, YOU MAY USE ONE RESOURCE TOKEN AS PAYMENT INSTEAD.
 - CHOOSE ONE OF THE DIPLOMAS IN THE GAME'S STOCKPILE, THEN PLACE IT IN YOUR INVENTORY.
 - PLACE THE CORRESPONDING DIPLOMA MARKER PEG INTO THE DIPLOMA TO SHOW WHICH NUMBERED PIONEER HAS THIS SKILL SET.
 - ONLY THIS PIONEER CAN NOW USE THIS SKILL SET AT THE APPROPRIATE TIME(S).
 - EACH PIONEER CAN ONLY HOLD ONE DIPLOMA AT A TIME.
 - THERE IS NO DIPLOMA SWAPPING BETWEEN PLAYERS OR PIONEERS.
 - YOU CAN SURRENDER A DIPLOMA.

- FIRST, MOVE TO THE SCHOOL TILE.
 - PLACE THE UNWANTED DIPLOMA BACK INTO THE GAMES STOCKPILE.
 - YOU DO NOT GAIN ANY BILL TOKENS WHEN SURRENDERING A DIPLOMA.
 - USE THE OBTAIN DIPLOMA ACTION TO BUY A NEW DIPLOMA.
- IF YOUR PIONEER DIES DURING THE GAME, THE DIPLOMA ATTACHED TO THAT PIONEER GOES BACK TO THE GAME'S STOCKPILE.
- **JAILBREAK THE BANDIT** - USE THIS ACTION TO BRING THE BANDIT BACK INTO PLAY FROM JAIL.
 - YOUR PIONEER MAKING THIS ACTION MUST BE LOCATED ON THE JAIL TILE.
 - REMOVE THE BANDIT FROM THE JAIL TILE AND PLACE IT ON THE SALOON TILE.
 - THE BANDIT WILL NOT ATTACK DURING A JAILBREAK
- **HIRE THE BANDIT** - USE THIS ACTION TO SEND THE BANDIT TO STEAL A PLAYER'S RESOURCE TOKEN(S), ATTEMPT TO ROB A PLAYER, ATTEMPT TO KILL A PIONEER, OR ATTEMPT TO KILL THE SHERIFF.
 - THIS ACTION CAN ONLY BE USED ONCE THE BANDIT HAS ENTERED TOWN (FROM THE BANDIT HIDEOUT) AND IS CURRENTLY NOT IN JAIL.
 - PAY \$3 AND PLACE THESE BILL TOKENS ON THE BANDIT'S HIDEOUT.
 - CHOOSE ONE:
 - **STEAL RESOURCE TOKENS:**
 - THIS ACTION CAN ONLY BE USED IF THE TARGETED PLAYER HAS RESOURCE TOKENS ON A BUILDING TOKEN ON A LAND TILE.
 - THE BANDIT IS NOW "ON THE JOB".
 - PLAYERS DO NOT "PLAY AS THE BANDIT" AT THE END OF THEIR TURN UNTIL THE BANDIT IS NO LONGER "ON THE JOB".
 - THE BANDIT WILL NOT ENGAGE ANY PIONEERS WHILE "ON THE JOB".
 - CHOOSE A SPECIFIC BUILDING TOKEN LOADED WITH THE RESOURCE TOKENS YOU TO STEAL, AND PLACE THE BANDIT ON THIS BUILDING TOKEN
 - THE HIRING PLAYER MAY NOW ALLOCATE ANY REMAINING PIONEERS' ACTIONS TO HAVE THE BANDIT STEAL RESOURCE TOKENS.
 - ONLY ONE RESOURCE TOKEN CAN BE STOLEN PER ACTION USED (SIMILAR TO PROCESS RESOURCES).
 - DIPLOMA SKILLS OR LABORERS DO NOT APPLY WHEN THE BANDIT IS STEALING.
 - **AS A RESOURCE TOKEN IS STOLEN, IT IS PLACED OFF TO THE SIDE IN LIMBO.**
 - IF YOU ARE THE PLAYER THAT HAS BEEN TARGETED, YOU HAVE FOUR OPTIONS TO CHOOSE FROM DURING YOUR NEXT TURN:
 - IGNORE THE BANDIT AND LET THE STEALING OCCUR UNINTERRUPTED.
 - TRY TO KILL THE BANDIT IN A SHOOTOUT WITH ONE OF YOUR PIONEERS.
 - YOU MUST HAVE A REVOLVER, AT LEAST ONE BULLET, AND A PIONEER ON THE SAME LAND TILE AS THE BANDIT BEFORE THIS CAN OCCUR.
 - HIRE THE SHERIFF TO ARREST OR ATTEMPT TO KILL THE BANDIT.
 - RE-HIRE THE BANDIT TO STEAL A DIFFERENT PLAYER'S RESOURCE TOKENS.
 - ANY RESOURCE TOKENS CURRENTLY IN LIMBO ARE SURRENDERED TO THE PLAYER WHO HIRED THE BANDIT.
 - THE BANDIT REMAINS AT THIS LOCATION UNTIL ONE OF THE FOLLOWING RESOLUTIONS OCCUR:
 - ALL RESOURCES TOKENS HAVE BEEN DEPLETED AND PLACED IN LIMBO.
 - HIRING PLAYER ACQUIRES ANY STOLEN RESOURCE TOKENS THAT WERE PLACED IN LIMBO.
 - THE BANDIT IS HIRED BY ANOTHER PLAYER.

- INITIAL HIRING PLAYER ACQUIRES ANY STOLEN RESOURCE TOKENS THAT WERE PLACED IN LIMBO.
 - THE BANDIT IS KILLED IN A SHOOTOUT AND RESPAWNED ON THE BANDIT'S HIDEOUT.
 - ANY RESOURCES TOKENS THAT WERE PLACED IN LIMBO ARE NOW COLLECTED BY THE PLAYER THEY WERE STOLEN FROM. (NOT RETURNED TO THE PLAY FIELD)
 - THE BANDIT IS ARRESTED AND PLACED ON THE JAIL TILE.
 - ANY RESOURCES TOKENS THAT WERE PLACED IN LIMBO ARE NOW COLLECTED BY THE PLAYER THEY WERE STOLEN FROM. (NOT RETURNED TO THE PLAY FIELD)
 - **ATTEMPT TO ROB A PLAYER:**
 - PLACE THE BANDIT ON THE SAME LAND TILE AS THE TARGETED PLAYER'S PIONEER.
 - ANNOUNCE WHETHER THE BANDIT IS ATTEMPTING TO STEAL FOOD, BILLS, 1 TOOL, A REVOLVER, OR A HORSE TOKEN.
 - YOU CANNOT STEAL RESOURCE TOKENS FROM A PLAYER'S INVENTORY.
 - IF TARGETED PLAYER SURRENDERS TO THE ROBBERY, HIRING PLAYER ROLLS THE D6 IF FOOD OR BILL TOKENS WERE CHOSEN. IF A TOOL, A REVOLVER, OR A HORSE TOKEN WERE ANNOUNCED, TAKE THE SINGLE TOKEN.

NOTE - THE METALLURGY DIPLOMA HOLDER GETS A SET OF TOOLS WHICH CANNOT BE STOLEN.
 - IF THE TARGETED PLAYER DOES NOT SURRENDER, PROCEED TO THE HOLDUP RULES.
 - **ATTEMPT TO KILL A PLAYER'S PIONEER:**
 - PLACE THE BANDIT ON THE SAME LAND TILE AS THE TARGETED PLAYER'S PIONEER.
 - START THE SHOOTOUT PROCESS.
 - **ATTEMPT TO KILL THE SHERIFF:**
 - PLACE THE BANDIT ON THE SAME LAND TILE AS THE SHERIFF PIECE.
 - START THE SHOOTOUT PROCESS.
 - AFTER RESOLUTION OCCURS, RESUME "PLAY AS THE BANDIT" ROLLS AT THE END OF EACH PLAYER'S TURN.
 - IF THE BANDIT IS RE-HIRED WHILE ALREADY "ON THE JOB", THIS RESETS THE BANDIT. RETURN TO THE BEGINNING OF THIS SECTION - **HIRE THE BANDIT.**
- **HIRE THE SHERIFF** - USE THIS ACTION TO BLOCK THE BANDIT'S ACCESS TO YOUR PROPERTY, ARREST THE BANDIT ON YOUR PROPERTY, ARREST ANY OTHER PIONEER ON YOUR PROPERTY, RELEASE PRISONERS, OR ATTEMPT TO KILL THE BANDIT.
 - PAY \$3 TO THE GAME'S STOCKPILE.
 - IF A PLAYER'S PIONEER HOLDS THE LAW ENFORCEMENT DIPLOMA, PAY THE FEE TO THAT PLAYER INSTEAD.
 - BLOCK BANDIT'S ACCESS TO YOUR PROPERTY:
 - MOVE SHERIFF TO THE DESIRED LAND TILE TO BLOCK THE BANDIT FROM ENTERING YOUR PROPERTY.
 - ARREST:
 - THE BANDIT:
 - PLACE THE SHERIFF ON THE LAND TILE THE BANDIT IS LOCATED ON.
 - THE BANDIT SURRENDERS AND GOES TO JAIL.
 - ANOTHER PLAYER'S PIONEER:
 - THIS ACTION CAN ONLY OCCUR WHEN ANOTHER PLAYER'S PIONEER IS ON A LAND TILE THAT HOLDS THE HIRING PLAYER'S BUILDING TOKEN.
 - PLACE THE SHERIFF ON THIS LAND TILE.
 - PIONEER'S PLAYER CAN CHOOSE ONE OPTION:
 - SURRENDER PEACEFULLY AND ACCOMPANY THE SHERIFF TO JAIL.
 - SHOOTOUT COMMENCES. (SEE SHOOTOUT RULES)
 - RELEASE A PRISONER:
 - PLACE THE SHERIFF ON THE JAIL TILE.

- PLACE THE RELEASED PIONEER ON THE GENERAL STORE TILE OR:
 - PLACE THE RELEASED BANDIT ON THE SALOON TILE.
 - THE RELEASED PIONEER OR BANDIT RESUMES NORMAL PLAY.
 - ATTEMPT TO KILL THE BANDIT:
 - PLACE THE SHERIFF ON THE LAND TILE THE BANDIT IS LOCATED ON.
 - SHOOTOUT COMMENCES. (SEE SHOOTOUT RULES)
- **HIRE A LABORER** - USE THIS ACTION TO HELP YOUR PIONEERS PROCESS RESOURCES, DOUBLING THE RESOURCE TOKENS PROCESSED.
 - YOU MUST HAVE A PIONEER LOCATED ON A BUILDING TOKEN YOU OWN, ALONG WITH RESOURCE TOKENS AVAILABLE TO PROCESS.
 - YOU CANNOT HIRE A LABORER FOR A BUILDING TOKEN THAT DOES NOT HAVE RESOURCE TOKENS AVAILABLE TO PROCESS.
 - PAY THE \$3 FEE TO THE GAME'S STOCKPILE.
 - IF A PLAYER'S PIONEER HAS THE DIPLOMA THAT RELATES TO A LABORER'S FIELD, PAY THE FEE TO THAT PLAYER INSTEAD.
 - PLACE THE LABORER DIRECTLY ON YOUR BUILDING TOKEN THAT HOLDS RESOURCE TOKENS.
 - LABORER REMAINS UNTIL ONE OF THE FOLLOWING OCCURS:
 - ALL RESOURCE TOKENS FROM THIS LOCATION HAVE BEEN PROCESSED.
 - THE LABORER IS RETURNED OFF THE PLAYING FIELD.
 - THE LABORER IS HIRED AWAY BY ANOTHER PLAYER.
 - YOU CAN ONLY HIRE LABORERS FROM THE RELATED FIELD.
 - MINES CAN ONLY HIRE THE MINER.
 - FARMS CAN ONLY HIRE THE FARMER.
 - RANCHES CAN ONLY HIRE THE RANCHER.
 - SAWMILLS CAN ONLY HIRE THE LUMBERJACK.

PLAY AS THE BANDIT

- THE BANDIT STARTS THE GAME ON SQUARE 21 OF THE BANDIT HIDEOUT.
- AT THE END OF EACH PLAYER'S TURN THEY "PLAY AS THE BANDIT". THEY ROLL BOTH THE PLAYER AND NUMBERED D6 DICE.
 - THE NUMBER ROLLED DETERMINES THE NUMBER OF MOVEMENT POINTS THE BANDIT HAS.
 - ONE NUMBER TO THE NEXT ON THE BANDIT HIDEOUT EQUATES TO ONE MOVEMENT POINT.
 - THE BANDIT ALWAYS USES ONE MOVEMENT POINT PER LAND TILE, REGARDLESS OF IF DEVELOPED OR NOT.
 - THE BANDIT CANNOT CROSS UNCROSSABLE LAND TILES.
 - THE SYMBOL ROLLED DETERMINES THE BANDIT'S DIRECTION.
 - IF THE BOTTLE, BAG, HAT, OR BOOT IS ROLLED, THE SYMBOL'S PLAYER'S PIONEERS ARE TARGETED FOR THE BANDIT'S MOVEMENT.
 - THE BANDIT ALWAYS MOVES IN THE MOST DIRECT PATH TOWARDS THE CLOSEST TARGETED PLAYER'S PIONEER.
 - IF THE BANDIT DOESN'T REACH ITS TARGET WITH THIS ROLL, IT SIMPLY STOPS ON THE LAST LAND TILE IT USES A MOVEMENT POINT ON.
 - IF BLACK IS ROLLED, THE BANDIT TRAVELS TOWARDS THE SALOON TILE USING THE MOST DIRECT ROUTE.
 - IF THE BANDIT LANDS ON THE SALOON TILE, THE BANDIT BUYS A DRINK.
 - \$2 IS MOVED FROM THE BANDITS' HIDEOUT TO THE GAME'S STOCKPILE.
 - IF A PIONEER HAS THE BARTENDING DIPLOMA, THE \$2 IS GIVEN TO THAT PIONEER'S PLAYER.

- THAT PLAYER MAY CHOOSE TO IMMEDIATELY GAMBLE THE \$2 FROM THE BANDIT.
 - IF THE BANDIT IS ALREADY LOCATED ON THE SALOON TILE AND THE BANDIT SYMBOL IS ROLLED, THE BANDIT STAYS THERE AND BUYS ANOTHER DRINK.
 - IF THE BANDIT HAS NO BILL TOKENS, NOTHING HAPPENS.
 - IF THE BANDIT REACHES A TARGETED PIONEER OR THE SALOON TILE, REMAINING MOVEMENT POINTS ARE FORFEITED.
 - THE BANDIT CAN NEVER STOP ON, OR PASS THROUGH, A TILE CONTAINING THE SHERIFF OR A PIONEER WITH THE LAW ENFORCEMENT DIPLOMA.
 - IF THE SHERIFF IS ON THE ONLY LAND TILE BETWEEN THE BANDIT AND ITS TARGETED PIONEERS, THE BANDIT STOPS ON THE CLOSEST LAND TILE POSSIBLE, WITHOUT BEING ON THE SAME LAND TILE AS THE SHERIFF.
- ONCE THE BANDIT REACHES THE END OF THE BANDIT HIDEOUT (SPACE # 1), IT MOVES TO THE SALOON TILE AND CONTINUES TOWARDS THE TARGETED PLAYER'S PIONEER.
- WHEN THE BANDIT REACHES A LAND TILE WITH A TARGETED PLAYER'S PIONEER ON IT, THE BANDIT STOPS MOVING AND INSTANTLY STARTS THE HOLDUP PROCESS.
- IF MORE THAN ONE SYMBOL OF PIONEERS OCCUPY THE SAME LAND TILE AS THE BANDIT, THE BANDIT WILL HOLDUP ALL PIONEERS STARTING WITH THE TARGETED PLAYER'S PIONEERS, THEN FOLLOWING THE PLAYER TURN ORDER.
 - IF THE BANDIT DIES DURING THIS MULTI-PIONEER PROCESS, NO ONE ELSE GETS ROBBED.
- IF A PLAYER'S TURN ENDS WITH THEIR PIONEER ON THE SAME LAND TILE AS THE BANDIT, REGARDLESS OF IF THEY WERE TARGETED OR NOT, THE HOLDUP PROCESS BEGINS.
- IF THE BANDIT IS "ON THE JOB", DO NOT "PLAY AS THE BANDIT" UNTIL THE BANDIT IS NO LONGER "ON THE JOB".
- IF THE BANDIT IS IN JAIL:
 - THE BANDIT CANNOT BE HIRED.
 - EACH PLAYER STILL ROLLS THE NUMBERED D6 AT THE END OF THEIR TURN.
 - IF A SIX IS ROLLED, THE BANDIT ESCAPES JAIL AND IS PLACED ON THE SALOON TILE. NORMAL BANDIT PLAY RESUMES.

THE HOLDUP

- THE CONFRONTATION - WHEN THE BANDIT REACHES A TARGETED PLAYER'S PIONEER THE PLAYER MAY CHOOSE ONE OF THE FOLLOWING OPTIONS:
 - ATTEMPT TO STOP THE ROBBERY:
 - SEE SHOOTOUT RULES.
 - PLAYER CHOOSES TO BE ROBBED:
 - ROLL THE NUMBERED D6.
 - THIS ROLL DETERMINES THE NUMBER OF BILL TOKENS THE BANDIT STEALS FROM THE ROBBED PLAYER.
 - PLACE THE STOLEN BILL TOKENS ON THE BANDIT'S HIDEOUT.
 - IF THE NUMBER ROLLED IS HIGHER THAN THE AMOUNT OF BILL TOKENS THE PLAYER HAS IN THEIR INVENTORY, ALL THEIR BILL TOKENS ARE STOLEN.
 - THE BANDIT CAN ONLY TAKE BILL TOKENS DURING A HOLDUP.
 - NO BILL TOKENS TO LOSE:
 - IF THE ROBBED PLAYER HAS NO BILL TOKENS, NOTHING HAPPENS AND PLAY RESUMES.
- THE RETREAT - THE BANDIT WILL RETREAT ONLY IF IT HAS ACQUIRED SOME "LOOT". THE LOOTED PLAYER ROLLS THE NUMBERED D6 AND MOVES THE BANDIT AWAY IN ANY DIRECTION.
 - THE BANDIT CANNOT HOLDUP ANY OTHER PIONEERS DURING THIS RETREAT, EVEN IF IT ENDS ON AN OCCUPIED TILE.

SHOOTOUT RULES

- EACH PARTICIPATING PLAYER MUST OWN A REVOLVER AND HAVE ONE BULLET TOKEN.

- EACH PLAYER PLACES ONE BULLET TOKEN IN THE GAME'S STOCKPILE.
- THE BANDIT AND SHERIFF HAVE INFINITE AMMO AND DO NOT REQUIRE BULLET TOKENS.
- GRAB THE CORRECT SHOOTOUT DECKS.
 - THE DEFENDING PLAYER GETS THE DEFENDER DECK.
 - THE AGGRESSOR PLAYER GETS THE ATTACKER DECK.
 - THE PLAYER DUELING FOR THE BANDIT ALWAYS USES THE ATTACKER DECK.
 - THE PLAYER DUELING FOR THE SHERIFF ALWAYS USES THE DEFENDER DECK.
- PLAYERS TRADE DECKS AND SHUFFLE THEIR OPPONENTS' DECK.
- ONCE THE CORRECT DECKS ARE BACK IN THE PLAYER'S HANDS, THEY MAY OPT TO "CUT" THEIR DECK ONCE.
- BOTH PLAYERS SYNCHRONIZE A COUNTDOWN FROM THREE TO ONE:
 - YELL DRAW!
 - FLIP YOUR CARDS OVER ONE AT A TIME, AS FAST AS YOU CAN (FLIPPING EACH CARD FACE FORWARD TOWARDS THE PLAYING FIELD).
 - THE PLAYER'S FLIPPING HAND MUST TOUCH THE TABLE BEFORE THE NEXT CARD CAN BE DRAWN.
- THE FIRST PLAYER TO REVEAL A HIT CARD, AND SHOUT "HIT!", WINS THE SHOOTOUT.
 - IF ALL PLAYERS AGREE IT IS TOO CLOSE TO CALL A WINNER, THE SHOOTOUT IS REPLAYED FOR FREE.

SHOOTOUT RESULTS

- PLAYER VS. PLAYER SHOOTOUT
 - IF THE DEFENDING PLAYER WINS, THE AGGRESSOR'S PIONEER INVOLVED IN THE SHOOTOUT DIES AND IS REMOVED FROM PLAY.
 - IF THE AGGRESSOR PLAYER WINS, THE DEFENDING'S PIONEER INVOLVED IN THE SHOOTOUT DIES AND IS REMOVED FROM PLAY.
 - **LOOT THE BODY** - AT THE WINNING PLAYER'S DISCRETION, THEY MAY ROLL THE NUMBERED D6 AND TAKE THAT MANY BILL TOKENS FROM THE LOSING PLAYER.
- BANDIT VS. PLAYER SHOOTOUT
 - IF THE BANDIT WINS, THE PLAYER'S PIONEER DIES AND IS REMOVED FROM PLAY.
 - THE BANDIT IS PLACED ON THE SALOON TILE TO HIDE FROM THE SHERIFF.
 - NORMAL "PLAY AS THE BANDIT" RESUMES.
 - IF THE PLAYER WINS, THE BANDIT IS KILLED.
 - THE WINNING PLAYER LOOTS THE BANDIT'S HIDEOUT.
 - THE BANDIT RESPAWNS ON SQUARE 21 OF THE BANDIT'S HIDEOUT AND "PLAY AS THE BANDIT" PROCESS RESUMES NORMALLY.
- SHERIFF VS. PLAYER SHOOTOUT
 - IF THE PLAYER WINS, THE SHERIFF RESPAWNS BACK ON THE JAIL TILE.
 - THE SHERIFF IS NOT AVAILABLE UNTIL THE NEXT PLAYER'S TURN.
 - IF THE SHERIFF WINS, THE PLAYER'S PIONEER IS ARRESTED.
 - PLACE THIS PIONEER ON THE JAIL TILE.
 - LOSING PLAYER FORFEITS ANY STOLEN RESOURCES AND \$5 TO THE PLAYER WHO HIRED THE SHERIFF.
 - THIS PIONEER REMAINS THERE UNTIL THEY ARE JAILBROKEN OR RELEASED FROM JAIL.
- BANDIT VS. SHERIFF SHOOTOUT
 - IF THE BANDIT WINS, THE SHERIFF RESPAWNS BACK ON THE JAIL TILE.
 - THE SHERIFF IS NOT AVAILABLE UNTIL THE NEXT PLAYER'S TURN.
 - IF THE SHERIFF WINS, THE BANDIT IS KILLED.

- RESPAWN THE BANDIT ON SQUARE 21 OF THE BANDIT'S HIDEOUT AND "PLAY AS THE BANDIT" PROCESS RESUMES NORMALLY.
- ALL ITEMS FOUND IN THE BANDIT'S HIDEOUT GO TO THE PLAYER WHO HIRED THE SHERIFF.

LAND TILES

- **DEVELOPABLE AND HUNTABLE LAND** - PIONEERS CAN BUILD, HUNT, AND MOVE ACROSS THESE LAND TILES.
 - FOREST
 - SAWMILLS AND HOMESTEADS CAN BE BUILT ON THIS TILE.
 - MOUNTAIN (AND ABANDONED MINE, NOT COLLAPSED)
 - MINES AND HOMESTEADS CAN BE BUILT ON THIS TILE.
 - PASTURE
 - RANCHES AND HOMESTEADS CAN BE BUILT ON THIS TILE.
 - FIELD
 - FARMS AND HOMESTEADS CAN BE BUILT ON THIS TILE.
 - DESERT
 - ONLY HOMESTEADS CAN BE BUILT ON THIS TILE.
 - LAKE
 - ONLY HOMESTEADS CAN BE BUILT ON THIS TILE.
 - RIVER
 - ONLY HOMESTEADS CAN BE BUILT ON THIS TILE.
- **UNDEVELOPABLE AND NOT HUNTABLE LAND** - PIONEERS CANNOT BUILD OR HUNT ON THESE LAND TILES, BUT CAN MOVE ACROSS THEM.
 - GRAVEYARD
- **UNCROSSABLE LAND** - PIONEERS CANNOT BUILD, HUNT, OR USE MOVE ACTIONS ON THESE TILES.
 - CANYON
 - DEATH VALLEY
 - COLLAPSED MINE
- **ABANDONED MINE** - THE PLAYER WHO DISCOVERS THIS LAND TILE MUST PROCEED WITH THE FOLLOWING:
 - CHOOSE ODD OR EVEN.
 - ROLL THE NUMBERED D6.
 - IF GUESSED CORRECTLY, THE TILE IS SALVAGED AND CONSIDERED AN ABANDONED MINE (SEE ABOVE FOR LAND TILE RULES).
 - MINES AND HOMESTEADS CAN BE BUILT ON THIS TILE.
 - IF UNSUCCESSFUL, THE MINE HAS BECOME A COLLAPSED MINE.
 - PLACE THE COLLAPSED MINE TOKEN ON TOP OF THIS ABANDONED MINE TILE.
 - THIS LAND TILE IS NOW UNCROSSABLE LAND.

DIPLOMAS

AGRICULTURE - ALLOWS YOUR PIONEER TO BECOME A FARMER.

- DOUBLE THE PRODUCTION OF CORN WHEN THIS PIONEER USES THE PROCESS A RESOURCE ACTION. YOU GAIN A SECOND RESOURCE TOKEN FROM THE GAME'S STOCKPILE AS YOU PROCESS A CORN RESOURCE TOKEN.
- WHEN A PLAYER HIRES THE FARMER LABORER CHARACTER TO HELP PROCESS CORN, YOU COLLECT THEIR \$3 FEE.
- ALLOWS YOU TO HIRE THE FARMER LABORER FOR FREE.

BARTENDING - ALLOWS YOUR PIONEER TO BECOME THE SALOON BARTENDER.

- THIS SKILL SET ALLOWS YOU TO USE THE GAMBLE ACTION FROM ANY LOCATION.
- PAID \$2 EVERY TIME THE BANDIT LANDS ON THE SALOON TILE. (THE BANDIT MUST HAVE MONEY IN THEIR HIDEOUT TO COLLECT THIS FEE.)

- THE BARTENDER MAY ALSO IMMEDIATELY USE A FREE GAMBLE ACTION WITH THE BANDIT'S \$2 WHEN THEY BUY A DRINK.
 - SELECT ODD OR EVEN, THEN ROLL THE NUMBERED D6.
 - IF CORRECT, COLLECT \$2 FROM THE BANDIT AND \$2 FROM THE GAME'S STOCKPILE.
 - IF INCORRECT, DO NOT COLLECT \$2 FROM THE BANDIT'S HIDEOUT.

BOVINE SCIENCES - ALLOWS YOUR PIONEER TO BECOME A RANCHER.

- DOUBLE THE PRODUCTION OF CATTLE WHEN THIS PIONEER USES THE PROCESS A RESOURCE ACTION. YOU GAIN A SECOND RESOURCE TOKEN FROM THE GAME'S STOCKPILE AS YOU PROCESS A CATTLE RESOURCE TOKEN.
- WHEN A PLAYER HIRES THE RANCHER LABORER CHARACTER TO HELP PROCESS CATTLE, YOU COLLECT THEIR \$3 FEE.
- ALLOWS YOU TO HIRE THE RANCHER LABORER FOR FREE.

BUSINESS - ALLOWS YOUR PIONEER TO BECOME THE GENERAL MANAGER OF THE GENERAL STORE.

- THIS SKILL SET ALLOWS THIS PIONEER TO BUY AND SELL GENERAL STORE RELATED ITEMS FROM ANY LAND TILE.
- WHEN ANOTHER PLAYER USES A BUY ACTION AT THE GENERAL STORE, YOU COLLECT A \$1 FEE.

EDUCATION - ALLOWS YOUR PIONEER TO BECOME THE TOWN'S TEACHER.

- WHEN A PLAYER OBTAINS A DIPLOMA, YOU COLLECT THE \$4 FEE.
- ALLOWS YOUR PIONEERS TO OBTAIN A DIPLOMA FROM ANY LAND TILE.
- ALLOWS YOUR PIONEERS TO PAY WITH 1 RESOURCE TOKEN INSTEAD OF THE \$4 FEE, IF DESIRED.

FINANCE - ALLOWS YOUR PIONEER TO BECOME THE TOWN BANKER.

- ALLOWS THIS PIONEER TO BUY PIONEER POINTS FROM ANY LOCATION.
- WHEN ANOTHER PLAYER PURCHASES A PIONEER POINT FROM THE BANK TILE, YOU COLLECT \$4 OF THE FEE.
- THIS PIONEER CAN USE 8 RESOURCE TOKENS INSTEAD OF \$40 WORTH OF BILL TOKENS TO MAKE THIS PURCHASE.

FORESTRY - ALLOWS YOUR PIONEER TO BECOME A LUMBERJACK.

- DOUBLE THE PRODUCTION OF LUMBER WHEN THIS PIONEER USES THE PROCESS A RESOURCE ACTION. YOU GAIN A SECOND RESOURCE TOKEN FROM THE GAME'S STOCKPILE AS YOU PROCESS A LUMBER RESOURCE TOKEN.
- WHEN A PLAYER HIRES THE LUMBERJACK LABORER CHARACTER TO HELP PROCESS LUMBER, YOU COLLECT THEIR \$3 FEE.
- ALLOWS YOU TO HIRE THE LUMBERJACK LABORER FOR FREE.

LAND MANAGEMENT - ALLOWS YOUR PIONEER TO BECOME THE TOWN'S LAND MANAGER.

- WHEN THIS PIONEER MAKES AN EXPLORE ACTION, THEY ARE ALLOWED TO REVEAL TWO ADJACENT LAND TILES, IF SPACE PERMITS.
- YOU COLLECT THE \$2 FEE PAID WHEN ANOTHER PLAYER USES THE STAKE CLAIM ACTION.
- THIS PIONEER CAN STAKE A CLAIM FOR FREE.

LAW ENFORCEMENT - ALLOWS YOUR PIONEER TO BECOME A DEPUTY OF THE TOWN.

- PREVENT THE BANDIT FROM EVER BEING ON, OR CROSSING OVER, THE SAME LAND TILE AS THIS PIONEER.
- THE BANDIT CANNOT STEAL FROM THIS PIONEER.
- WHEN A PLAYER HIRES THE SHERIFF CHARACTER YOU COLLECT THEIR \$3 FEE.
- ALLOWS YOU TO HIRE THE SHERIFF FOR FREE.

METALLURGY - ALLOWS YOUR PIONEER TO BECOME THE TOWN'S BLACKSMITH.

- FREE SET OF TOOLS - THIS DIPLOMA ACTS AS A FULL SET OF TOOL TOKENS, ALLOWING THIS PIONEER TO PROCESS RESOURCES OF ANY TYPE.
 - THESE TOOLS CANNOT BE LOST, STOLEN, OR SOLD.
- WHEN A PLAYER BUYS A TOOL TOKEN, YOU COLLECT THEIR \$3 FEE.

MINING ENGINEER - ALLOWS YOUR PIONEER TO BECOME A MINER.

- DOUBLE THE PRODUCTION OF ORE WHEN THIS PIONEER USES THE PROCESS A RESOURCE ACTION. YOU GAIN A SECOND RESOURCE TOKEN FROM THE GAME'S STOCKPILE AS YOU PROCESS AN ORE RESOURCE TOKEN.
- WHEN A PLAYER HIRES THE MINER LABORER CHARACTER TO HELP PROCESS ORE, YOU COLLECT THEIR \$3 FEE.
- ALLOWS YOU TO HIRE THE MINER LABORER FOR FREE.

PROSTITUTION - ALLOWS THIS PIONEER TO BECOME THE TOWN WHORE.

- THIS PIONEER IS ABLE TO MAKE THE EXPAND FAMILY ACTION FROM ANY LAND TILE.
 - THIS PLAYER MUST STILL HAVE A SECOND PIONEER ON THE SAME LAND TILE AS THIS ONE.
- WHEN THE PLAYER DIE IS ROLLED AND LAND'S ON THIS PIONEER'S SYMBOL, THE BANDIT IS DIRECTED TOWARDS THIS PIONEER.
 - IF THE BANDIT LANDS ON THE LAND TILE AS THIS PIONEER, THE BANDIT GIVES THIS PIONEER'S PLAYER UP TO \$5 FROM THE BANDIT'S HIDEOUT INSTEAD OF ROBBING THEM, IF THERE ARE ENOUGH BILL TOKENS AVAILABLE.
 - A RETREAT ROLL OCCURS WHEN APPROPRIATE.
- THIS PIONEER CAN SPREAD SYPHILIS FROM ANY TILE.
 - SEE SPREAD SYPHILIS IN THE GLOSSARY FOR DETAILS.

THEOLOGY - ALLOWS YOUR PIONEER TO BECOME THE TOWN'S PREACHER.

- INSTANTLY GAIN A SECOND FED PIONEER IF YOU HAVE ONLY ONE PIONEER REMAINING ON THE PLAYING FIELD.
- ALLOWS YOU TO USE THE PRAY ACTION FROM ANY LOCATION FOR FREE.
- YOU COLLECT THE \$2 PRAYER FEE WHEN OTHER PLAYERS USE THE PRAY ACTION.

JAILED PIONEER

IF YOUR PIONEER HAS BEEN ARRESTED AND PLACED IN JAIL:

- IF A PIONEER HOLDS THE LAW ENFORCEMENT DIPLOMA, THEY LOSE THIS DIPLOMA WHEN ARRESTED.
- ONCE PER TURN, ROLL A 1 OR 6 TO GET OUT OF JAIL.
 - IF SUCCESSFUL, YOUR PIONEER RESUMES NORMAL PLAY FROM THE JAIL TILE.
 - IF UNSUCCESSFUL, YOUR PIONEER REMAINS IN JAIL.

DEATH

IF A PIONEER DIES, REMOVE THAT PIONEER FROM THE PLAYING FIELD.

- IF THEY HAD A DIPLOMA, IT IS RETURNED TO THE GAME'S STOCKPILE AND IS AVAILABLE FOR ANOTHER PIONEER TO OBTAIN.

PLAYERS CAN REPLACE ANY DECEASED PIONEERS BY:

- USING THE EXPAND FAMILY ACTION.
- USING THE PRAY ACTION AND REVEALING AN "OBTAIN A PIONEER" PRAYER CARD.
- MAKE AN OFFER TO ANOTHER PLAYER TO BUY ONE OF THEIR PIONEERS. (REPLACE THEIR PIONEER WITH A PIONEER OF YOUR SYMBOL.)

LOSING OR QUITTING

IF A PLAYER QUILTS, OR ALL OF A PLAYER'S PIONEERS DIE, THEY HAVE LOST AND ARE OUT OF THE GAME.

- ALL CLAIM STAKE, BUILDING, AND HOMESTEAD TOKENS REMAIN ON THE BOARD AND ARE NOT SOLD OR INSTANTLY ACQUIRED BY THE OTHER PLAYERS.
- ALL BILL TOKENS CURRENTLY IN THIS PLAYER'S INVENTORY ARE PLACED ON THE BANDIT'S HIDEOUT.
- OTHER PLAYERS MAY NOW CROSS THIS PLAYER'S DEVELOPED LAND TILE WITHOUT CONSEQUENCE.
- IF THERE ARE ANY REMAINING RESOURCE TOKENS LEFT BEHIND ON THE DECEASED PLAYER'S BUILDING(S), A PLAYER MUST FIRST CLAIM THIS PLAYER'S BUILDING TOKEN BEFORE THEY CAN PROCESS RESOURCES.

RESPAWN OR LATE ENTRY (OPTIONAL)

IF ACTIVE PLAYERS AGREE, THE LOSING OR LATE ENTRY PLAYER MAY RESPAWN/SPAWN IN A GAME ALREADY IN SESSION, SIMPLY FOLLOW THESE INSTRUCTIONS.

- REMOVE ALL PIECES RELATED TO THE (NEW) PLAYER'S CORRESPONDING SYMBOL FROM THE PLAYING FIELD.
 - SET THE PIONEERS (NUMBERED 1 AND 2) ON THE GENERAL STORE TILE.
 - PLACE BUILDING TOKENS AND REMAINING PIONEERS (NUMBERED 3-6) IN FRONT OF THIS PLAYER.
- SET A PRICING SHEET/ACTION LIST/EVENT ORDER IN FRONT OF THIS PLAYER.
- PLACE THE FOLLOWING ITEMS IN FRONT OF THIS PLAYER:
 - \$20 WORTH OF BILL TOKENS

- SIX FOOD TOKENS
- ONE REVOLVER TOKEN
- ONE BULLET TOKEN
- DO NOT SHUFFLE ANY DECKS.
- THIS PLAYER'S FIRST TURN IS TAKEN IN RESPECT TO THEIR SEATING LOCATION AND THE CURRENT TURN ORDER.

POTSHOT

THIS REACTIONARY ACTION MAY OCCUR WHEN ANOTHER PLAYER'S PIONEER USES A MOVE ACTION THROUGH A LAND TILE THAT HOLDS ONE OF YOUR PIONEERS AND/OR YOUR CLAIM STAKE TOKEN, BUILDING TOKEN, OR HOMESTEAD TOKEN.

- WHEN THIS OCCURS, YOU MUST IMMEDIATELY CALL OUT "POTSHOT".
 - YOU HAVE UNTIL THE CURRENT PLAYER PERFORMS THEIR FINAL ACTION, BEFORE THEY ROLL FOR "PLAY AS THE BANDIT" TO MAKE THIS CALL.
- SHUFFLE THE ATTACKER DECK.
- TRESPASSING PLAYER MAY CHOOSE TO CUT THE DECK ONCE.
- FLIP THE TOP CARD OVER.
- IF A MISS CARD APPEARS, NOTHING HAPPENS.
- IF A HIT CARD APPEARS, TRESPASSING PLAYER'S PIONEER DIES AND IS REMOVED FROM PLAY.

TARGETED

IF AT ANY MOMENT DURING THE GAME A PLAYER IS CAUGHT HAVING 5 OR MORE PIONEER POINTS THAN THE NEXT LEADING PLAYER, THEY BECOME THE TARGETED PLAYER.

- THIS RULE CAN ONLY AFFECT A PLAYER CURRENTLY IN 1ST PLACE.
- PLAYERS CEASE ROLLING THE PLAYER DIE DURING THE "PLAY AS THE BANDIT" PHASE OF THEIR TURN.
- BANDIT MOVEMENT IS ONLY DIRECTED TOWARDS THIS TARGETED PLAYER'S PIONEERS(S).
- AS SOON AS THERE IS NO LONGER A 5 PIONEER POINT SEPARATION, THE TARGETED PLAYER MUST STATE SO, THEN NORMAL BANDIT PLAY RESUMES.

HOW TO WIN

WINNING IS DETERMINED BY THE FIRST PLAYER TO REACH 20 POINTS, OR HAVE THE LAST PIONEER STANDING (I.E. EVERY OTHER PLAYER'S PIONEERS HAVE BEEN KILLED.).

- PLAYERS' PIONEERS ON THE PLAYING FIELD ARE WORTH 1 PIONEER POINT EACH.
- BUILDING AND HOMESTEAD TOKENS ON THE PLAYING FIELD ARE WORTH 2 PIONEER POINTS EACH.
- DIPLOMAS OBTAINED ARE WORTH 1 PIONEER POINT EACH.

GLOSSARY

BANDIT

AT THE BEGINNING OF THE GAME, PLACE THIS CHARACTER PIECE ON SQUARE 21 OF THE BANDIT'S HIDEOUT. THIS CHARACTER AIMS TO STEAL RESOURCES, AND ROB/KILL OTHER CHARACTERS.

BANDIT HIDEOUT

THE HIDEOUT PIECE IS PLACED ON THE EDGE OF THE PLAYING FIELD. THE HIDEOUT PORTION OF THIS PIECE HOLDS THE BILL TOKENS THE BANDIT ACQUIRES DURING ROBBERIES. THE COUNTDOWN PORTION IS USED AS A WAY FOR THE BANDIT TO TRAVEL SLOWLY INTO TOWN TO ALLOW TIME FOR PLAYERS TO BUILD ASSETS AND GAIN SUPPLIES.

BILL TOKEN

THESE TOKENS SIGNIFY MONETARY VALUE. BILLS CAN BE USED FOR ANYTHING ON THE PRICING LIST.

BUILDING TOKEN - 2 PIONEER POINTS EACH

THESE TOKENS SIGNIFY A RANCH, FARM, MINE, OR SAWMILL. THESE TOKENS CAN ONLY BE BUILT ON SPECIFIC DEVELOPABLE LAND TILES. THESE TOKENS CAN ONLY BE PURCHASED WHEN YOUR PIONEER IS LOCATED ON A LAND TILE WITH A CLAIM STAKE FOR \$3.

BULLET TOKEN

THESE TOKENS SIGNIFY THE AMOUNT OF AMMO YOU OWN, AND THE NUMBER OF SHOTS YOU CAN TAKE. WHEN YOU TAKE A SHOT WITH YOUR REVOLVER, RETURN ONE BULLET TOKEN TO THE GAME'S STOCKPILE.

CLAIM STAKE TOKEN

THIS TOKEN IS USED TO DECLARE OWNERSHIP OF A LAND TILE. A CLAIM STAKE TOKEN MUST BE PLACED ON A LAND TILE BEFORE ANY BUILDING TOKENS CAN BE BUILT. THIS TOKEN CAN BE PURCHASED FROM ANYWHERE ON THE PLAYING FIELD FOR \$2.

- THE NUMBER OF CLAIM STAKE TOKENS AVAILABLE IS EQUAL TO 2 MORE THAN THE NUMBER OF PLAYERS.
 - 2 PLAYERS = 4 CLAIM STAKE TOKENS
 - 3 PLAYERS = 5 CLAIM STAKE TOKENS
 - 4 PLAYERS = 6 CLAIM STAKE TOKENS

DEADWOOD DIE

THIS DIE HELPS ADVANCE THE GAME ALONG IN A TIMELY MANNER SEE **ROLL THE DEADWOOD DIE** FOR SPECIFICS. ITS RESULTS COULD BE BENEFICIAL, OR COSTLY.

DIPLOMA - 1 PIONEER POINT EACH

THE DIPLOMAS SIGNIFY A PIONEERS' EXPERTISE IN A FIELD OF STUDY, AND A RESULTING BUFF. ONLY ONE DIPLOMA CAN BE OBTAINED PER PIONEER. DIPLOMAS ARE PURCHASED FROM THE SCHOOL TILE FOR \$4.

EVENT DECK

THIS DECK IS DRAWN FROM IF THE DEADWOOD DIE LANDS ON E. THEIR EFFECTS WILL CAUSE POSITIVE OR NEGATIVE RESULTS.

FOOD TOKEN

THESE TOKENS SIGNIFY THE AMOUNT OF FOOD YOU OWN. ONE FOOD TOKEN IS USED TO FEED ONE PIONEER AT THE BEGINNING OF EACH OF YOUR TURNS.

GAME'S STOCKPILE

THIS AREA ON THE PLAYING FIELD IS WHERE EXCESS INVENTORY, THAT IS UNOWNED BY ANY PLAYER, IS PLACED. GENERALLY, ONE PLAYER IS DESIGNATED TO MANAGE THE STOCKPILE, BUT IT IS NOT NECESSARY.

HOMESTEAD TOKEN - 2 PIONEER POINTS EACH

THESE TOKENS DETERMINE THE ALLOWABLE FAMILY EXPANSION PER PLAYER.

- NO HOMESTEADS = SUPPORTS UP TO TWO PIONEERS.
- ONE HOMESTEAD = SUPPORTS UP TO THREE PIONEERS TOTAL. **(+1 PIONEER)**
- TWO HOMESTEADS = SUPPORTS UP TO FIVE PIONEERS TOTAL. **(+2 PIONEERS)**
- THREE HOMESTEADS = SUPPORTS UP TO EIGHT PIONEERS TOTAL. **(+3 PIONEERS)**

HORSE TOKEN

THIS TOKEN ALLOWS YOU TO DOUBLE YOUR MOVEMENT POINTS ON A MOVE ACTION. YOU MUST FEED YOUR HORSE AT THE START OF EVERY TURN. IF YOU DO NOT FEED YOUR HORSE, IT IS RETURNED TO THE GENERAL STORE IMMEDIATELY. THIS TOKEN CAN BE BOUGHT FROM THE GENERAL STORE FOR \$4. THIS TOKEN CAN BE SOLD TO THE GENERAL STORE FOR \$2.

LABORERS

THESE CHARACTER PIECES ARE USED TO REPRESENT HIRED HELP. THEY ALLOW FOR ADDITIONAL PROCESSED RESOURCES TO BE ACQUIRED BASED ON THEIR SPECIFIC DESIGNATION.

LAND TILE

THESE TILES HELP EXPAND THE PLAYING FIELD. EACH TYPE OF TILE DETERMINES WHAT KIND OF ACTIONS ARE AVAILABLE TO USE ON THEM. SEE **LAND TILES** SECTION FOR MORE INFORMATION.

LOOT THE BODY

THIS OCCURS AFTER A PLAYER VERSUS PLAYER SHOOTOUT. AT THE WINNING PLAYER'S DISCRETION, THEY MAY ROLL THE NUMBERED D6 AND TAKE THAT MANY BILL TOKENS FROM THE LOSING PLAYER.

MOVEMENT POINT

THE DISTANCE A PIONEER CAN TRAVEL ON THE PLAYING FIELD.

DEVELOPED LAND TILES = ONE MOVEMENT POINT

- TOWN CENTER TILE - EACH LOCATION IS CONSIDERED DEVELOPED.
- ANY LAND TILES WITH A BUILDING ON TOP IS CONSIDERED DEVELOPED
- UNDEVELOPED LAND TILE = TWO MOVEMENT POINTS
- CANYONS, DEATH VALLEY, AND COLLAPSED ABANDONED MINES ARE UNCROSSABLE BY PIONEERS.

RESOURCE DIE

THIS DIE IS ROLLED AFTER BUILDING A RANCH, FARM, MINE, OR SAWMILL TO DETERMINE THE NUMBER OF RESOURCE TOKENS THAT ARE PLACED ON TOP OF THE BUILDING TOKEN.

RESOURCE TOKEN

THESE TOKENS SIGNIFY THE AMOUNT OF RESOURCES A BUILDING TOKEN HAS AVAILABLE FOR PROCESSING. THESE TOKENS CANNOT BE STOLEN ONCE IN A PLAYER'S INVENTORY. RESOURCE TOKENS MUST BE SOLD AT THE GENERAL STORE FOR BILL TOKENS. THEY CAN ALSO BE TRADED OR AUCTIONED TO YOUR OPPONENTS.

REVOLVER TOKEN (A PLAYER CANNOT OWN MORE THAN ONE.)

THIS TOKEN SIGNIFIES OWNERSHIP OF A REVOLVER. A REVOLVER TOKEN IS REQUIRED TO PERFORM THE HUNT ACTION, PARTICIPATE IN A SHOOTOUT, OR TAKE A POTSHOT. THIS CAN BE PURCHASED FROM THE GENERAL STORE FOR \$3. THIS TOKEN CAN BE SOLD TO THE GENERAL STORE FOR \$1.

PLAYER DIE

THIS DIE HOLDS 5 SYMBOLS - BOTTLE, BAG, HAT, BOOT, OR BANDIT. IT IS USED DURING THE "PLAY AS THE BANDIT" PHASE OF A PLAYER'S TURN, OR DURING A GAMBLE ACTION.

PIONEER - 1 PIONEER POINT EACH

THE SYMBOLIZED (BOTTLE, BAG, HAT, OR BOOT) CHARACTER PIECES YOU START THE GAME WITH - EIGHT TOTAL PER PLAYER.

PIONEER POINT CARD

THIS CARD SIGNIFIES A SINGLE PIONEER POINT. THIS CARD CAN ONLY BE PURCHASED FROM THE BANK TILE FOR \$50. IT CANNOT BE SOLD BACK TO THE BANK TILE.

POTSHOT

A REACTIONARY ACTION TO ATTEMPT TO KILL ANOTHER PLAYER'S PIONEER USING A MOVE ACTION THROUGH YOUR LAND TILE. **PRAYER**

DECK

THIS DECK IS DRAWN FROM WHEN A PRAY ACTION IS MADE. THESE CARDS RESULT IN POSITIVE EFFECTS. THESE CARDS CAN ONLY BE PURCHASED FROM THE CHURCH TILE FOR \$3. THESE CARDS CANNOT BE SOLD BACK TO THE CHURCH TILE.

SHOOTOUT DECKS

THESE TWO DECKS ARE USED TO SIMULATE A DUEL. THE ATTACKER SHOOTOUT DECK, WITH ONE HIT CARD, IS GIVEN TO THE AGGRESSOR PLAYER. THE DEFENDER SHOOTOUT DECK, WITH TWO HIT CARDS, IS GIVEN TO THE AGGRESSOR'S TARGETED PLAYER.

SHERIFF

THIS CHARACTER PIECE IS PLACED ON THE JAIL TILE AT THE BEGINNING OF THE GAME. THIS CHARACTER HELPS PLAYERS PROTECT THEIR PIONEERS WHEN HIRED.

SPREAD SYPHILIS

THIS EFFECT CAN ONLY BE USED BY THE PROSTITUTION DIPLOMA HOLDER AND DOES NOT USE AN ACTION. ONCE DURING THIS PIONEER'S PLAYER'S TURN, USE THIS AS AN ACTION. CHOOSE ANOTHER PLAYER'S PIONEER. THAT PIONEER IS UNABLE TO MAKE A SECOND ACTION DURING THEIR NEXT TURN.

TOWN CENTER TILE

THIS TILE IS PLACED AT THE CENTER OF THE PLAYING FIELD. IT CONTAINS THE BANK, SALOON, GENERAL STORE, CHURCH, SCHOOL, JAIL, AND BLACKSMITH TILES.

TOOL TOKEN (A PLAYER CANNOT OWN MORE THAN 1 TOOL OF EACH TYPE.)

THESE TOKENS ALLOW YOU TO PROCESS RESOURCES. THESE TOKENS CAN ONLY BE PURCHASED FROM THE BLACKSMITH TILE FOR \$3.

THESE TOKENS CAN BE SOLD BACK TO THE BLACKSMITH TILE FOR \$1.

- TOOLS ARE LIMITED BASED ON THE NUMBER OF PLAYERS.
 - 2-3 PLAYERS = 1 SETS OF TOOLS
 - 4 PLAYERS = 2 SETS OF TOOLS

THE CORRECT TOOL TOKEN IS REQUIRED TO BE OWNED BY A PLAYER BEFORE THE CORRESPONDING RESOURCE CAN BE PROCESSED FROM A BUILDING TOKEN.

- **PICKAXE** - ALLOWS FOR RESOURCES TO BE PROCESSED AT A MINE.
- **SCYTHE** - ALLOWS FOR RESOURCES TO BE PROCESSED AT A FARM.
- **CHOPPING AXE** - ALLOWS FOR RESOURCES TO BE PROCESSED AT A SAWMILL.
- **CLEAVER** - ALLOWS FOR RESOURCES TO BE PROCESSED AT A RANCH.