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I. INTRODUCTION

Welcome to Six Gun Saga, the single player turn-based strategy game that sends you off to the Old West letting you virtually smell the gun smoke and smear the blood on the floor boards with your boots. This manual will provide you with all the information you need to start playing the game.

Minimum System Requirements

Windows XP/Vista/7

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

256 MB RAM

32 MB Video Card capable of 1024 by 768 resolution

CD-ROM drive if installed via CD-ROM

200 MB of free hard drive space

Serial Key

After purchasing the software you will receive an email containing a unique serial key. When you first start, the game will prompt you for this key, which must validate in order to continue. At no point will Six Gun Saga use the Internet to connect to a validation server; Internet access is not required to play.

Installation

Via Digital Download: After downloading the software from our trusted e-commerce provider, double-click the downloaded file then follow the installation instructions.

General Technical Tips and Warnings

- Six Gun Saga uses Adobe Director, which can grow sluggish on computers that have not been rebooted after a significant amount of time. Reboot your machine if you experience delayed response to mouse clicks or if you notice general slowness.
- If you experience unexpected script errors, or if the program will not run, try the game in a Windows-compatibility mode. Right-click the game's shortcut and select Properties then the Compatibility tab. Experiment with these compatibility settings for best fit.

2. OVERVIEW

Six Gun Saga is a turn based strategy game set in the Old West. Players assume the role of one of seven Bosses vying for control of a fictitious no-name town. The goal of the game is to have the most Victory Points (VP) when the game ends.

General Play Concepts

- ❖ Each player chooses a Boss card at the start of the game that determines many of his in-game attributes and limitations.
- ❖ If the Boss is ever killed in a gun battle the player is eliminated from the game.
- ❖ Players are dealt a hand of cards once when the game starts and then receive (draw) a certain number of cards at the end of each of their turns.
- ❖ The turn order is determined randomly at the start of the game and then stays in that order until the game is finished.
- ❖ During a player's turn he must examine his hand and make choices on how to use the cards in his hand.
- ❖ Each card can be bought, cashed in for money, played as a poker card to a posse's hole or used as a unique Action Card.
- ❖ There are three types of cards: Dudes, Deeds and Ambushes
- ❖ Dudes represent famous/infamous gunfighters from the old west that you send out to the game board to claim story cards as well as to engage enemy dudes in gunfights. Both actions result in the awarding of VP's.
- ❖ You must balance your ledger at the beginning of each turn. Many dudes require that you pay upkeep each turn to retain their services.
- ❖ Deeds represent locations in and around town that can provide additional cash income or special abilities. Once purchased, deeds never require upkeep.
- ❖ Ambushes are bought and placed on the opponents' side of the game board to initiate a free attack against any posse an opposing player moves onto the selected location. Ambushes resolve and then are removed from the game.
- ❖ Poses are groups of dudes who fight together on the game board. Players pay \$3 to create and name a posse. The posse is created in a slot on the player base card. If you do not enter a name for the posse it will be automatically named after the posse's leader.



- ❖ Dudes are transferred from their bunkhouse into their posses. A bunkhouse can only hold a certain number of dudes that varies from boss to boss.
- ❖ Posses can only hold a certain number of dudes. The maximum depends on the largest leadership value of any card that is/will be in the posse.
- ❖ The leadership for a dude indicates how many dudes BESIDES himself that a dude can allow in the posse. A posse only uses the largest leadership number for any single dude in the posse.
- ❖ Posses can only move once per turn unless a Card Action or special ability permits an additional movement.
- ❖ Posses move out onto the board and then can be moved onto a Story Card to claim VP's.
- ❖ A posse can only enter a story card if it has at least one dude with a subtype i.e. outlaw that matches the enter condition stipulated on the story card OR if the story card already has an opposing posse on it.
- ❖ VP's are only claimed by a posse at the beginning of each player's turn so the posse must still be on the story card when the player's NEXT turn begins in order to claim VP's.
- ❖ Dudes who are killed in a gun battle are sent to boot hill and the owner of the posse/Action Card that killed them is awarded their individual VP value.
- ❖ Games may end after a certain number of turns, a fixed number of VP's has been reached by a player or a certain number of dudes have been sent to Boot Hill. The winner is always the player with the highest VP.

3. MAIN MENU

After starting the game you will encounter the Main Menu screen. The following options are available:

New Game: Click this button to start a new game.

Load Game: Click this button to load a previously saved game.

Continue: Click to continue with the last saved game.

Options: Click to adjust the game's audio settings.

Quit: Click to leave the game and return to your desktop

3.1 START NEW GAME OR HOST NEW GAME

Once you click New Game, you will be directed to the New Game Settings Menu, where you will decide the parameters for the game you wish to play. There are several, key characteristics you may change:

Game Length: This drop-down box selects the number of turns that will be played. At the end of the specified number of turns the game ends and the player with the most VP's wins the game. Selecting N/A means that there is no turn limit for the game.

Boot Hill Limit: This drop-down box selects the number of players that can be sent to Boot Hill before the game ends. When the number is reached or exceeded the game ends at the end of the current turn and the player with the most VP's wins the game.

VP Limit: This drop-down box selects the number of VP's that must be earned to win the game. At the end of any turn, if a player or players has reached or exceeded this number, then the player with the most VP's wins the game.

Starting Cash: This drop down-box selects the starting cash position of all the players.

Player Symbol Selection: Use these horizontal arrows to select a color to represent each player, be they AI or human. The default value, a "?", indicates a random selection.

Select Your Boss: This data box selects the Boss which will represent you in the game..

Select Your Opponents: This data box selects AI opponents that you will face during the game. Upon clicking the button next to the data box, you will also be offered a list of AI bosses from which to choose. You must choose at least one opponent to start the game.

3.2 LOAD GAME

Here you may choose to load a game that was saved from a previous session. Click the name you wish to load, then click Load to continue or Delete to permanently remove it from the list.

4. THE GAME ELEMENTS

4.1 THE TURN ORDER

The game is divided into turns in which each player performs his actions. At the beginning of the game a random order is established and play continues in this manner until the end of the game.

4.2 THE TURN PHASES

Each player's turn is divided into 4 phases: Upkeep, Main, Draw and End Turn



4.2.1 UPKEEP

During the Upkeep phase the player must balance his ledger. Income is calculated from each source and added to the player's existing cash stockpile. Expenses are then calculated by determining the upkeep that must be paid for all the dudes that the player has hired. Expenses are then subtracted from Income and Cash and if a deficit exists the player must either cash in cards in his hand or fire dudes to reduce the upkeep costs. The player may not proceed to the main phase until his ledger is balanced. During the Upkeep phase VP's earned from story cards are also calculated and added to the player's total

4.2.2 MAIN

During the Main phase the player can use the cards in his hand, buy deeds from the bank, create posses, or move posses already on the game board. Once the player has finished his actions then he presses the Draw button to proceed to the next phase.

4.2.3 DRAW

During the Draw phase the player draws cards into his hand based on his current Draw Cards Attribute. The base number is determined by the Boss that the player has selected but can be modified by dudes or deeds that the player controls.

4.2.4 END TURN

During the End Turn phase the player passes control of the turn to the next player in the turn order.

4.3 THE BOSS



The Boss

Each boss is represented by a card that has several important attributes associated with it.

Card Draw Number

Each boss has an attribute that determines how many cards he draws per turn.

Maximum Hand Size

Each boss has a maximum hand size attribute. During the player's draw phase he draws cards based on his Card Draw Number. The maximum hand size cannot be exceeded at this point and excess draws beyond that number are not permitted.

Maximum Posses

Each boss can form posses that organize his dudes into groups so they can venture out onto the game board.

Maximum Cards In Bunkhouse

Each boss can only have up to a certain number of dudes in his Bunkhouse. The Bunkhouse is a staging area for dudes before they are assigned to posses.

Special Ability

Each boss has a special ability that adds flavor to the play strategies that can be pursued

Note: Each boss is considered a dude card (see Dude Card Type below) and can do anything that a dude card can do.

Note: If a Boss is killed in a gun battle then the controlling player is eliminated from the game at the end of the current turn.

4.3.1 THE PLAYER BASE CARD



The Base Card

In addition to the boss card that starts in the player's bunkhouse, each player also has a base card that represents him on the game board. The base card is where the player's posses start when they are created. Posses can also be returned to the base card to have more dudes added to them or to heal wounded dudes that are in the posse.

4.4 THE PLAYER HAND

Each player has a hand of cards that can be used each turn. There are three different types of cards: Dudes, Deeds and Ambushes. Each card in the player's hand can be used in up to four different ways: Buy, Cash In, Play As Poker Value, or Action Card.



4.4.1 BUY THE CARD



Buy Poker Chip

Each card can be purchased by the player for the buy cost which is a yellow symbol up in the top left corner of the card. The cost indicates how much cash the player must have to purchase the card. Dudes that are purchased go directly to the Bunkhouse. Deeds go to the Deeds tab area while Ambushes must be placed directly on the board in a movement space belonging to another player. A gold poker chip button is available on the info side panel when the selected card can be bought. Click on the gold poker chip button to buy the card.

4.2 CASH IN THE CARD



Cash Poker Chip

Each card can be cashed in by the player for the cash value which is a green symbol up in the top right corner of the card. The value indicates how much cash the player will receive for the card. Dudes and Ambushes that are cashed in go directly to the discard pile and can be reshuffled back into the draw deck when the draw deck becomes empty. Deeds however go to the Bank tab area and can be purchased by any player during their turn. A green poker chip button is available on the info side panel for selecting the cash in option. Click on the green poker chip button to cash in the card.

4.3 PLAY CARD AS POKER VALUE



Play Poker Chip

Each card can be played by the player for its poker value which is a card symbol in the bottom right corner of the card. The symbol represents a poker card which can be assigned to the “hole” of a posse. High value or pairs of cards in the “hole” can increase the odds of winning a gun battle. A silver poker chip button is available on the info side panel for selecting the poker card option if a valid posse is available. All cards (dudes, deeds and ambushes) that are played as an action card go directly to the discard pile and can be reshuffled back into the draw deck when the draw deck becomes empty. Click on the silver poker chip button to assign the poker value to a posse’s hole.

4.4 PLAY THE CARD AS AN ACTION



Action Poker Chip

Each card can be played as a special one time action. The type of action is indicated in the information panel when the card is selected or rolled over by the mouse. The blue text indicates the name and effect of the action when it is played. Many actions require certain preconditions to be in place before the action can be used. If the action is not valid then the blue poker chip button will not be available to activate the action. All cards (dudes, deeds and ambushes) that are played as an action card go directly to the discard pile and can be reshuffled back into the draw deck when the draw deck becomes empty. Click on the blue poker chip button to play the card as an Action.

4.5 THE CARDS

As stated previously, there are three different types of cards: Dudes, Deeds and Ambushes.

4.5.1 DUDE

Dudes represent the people that your boss hires to carry out his plans for winning the game. The Dude card is broken down as follows:

Name: The name of the dude

Sub Type: The sub type classification. There are eight subtypes: Outlaw, Lawman, Gunfighter, Gambler, Military, Townsfolk, Cowboy and Apache.

Gunfight Value: The number of gunfight points that the dude contributes to a posse when a gun battle is fought.

Wound Points: The number of wounds that a dude can take before he is sent to Boot Hill

Leadership: The number of dudes besides himself that a dude can lead in a posse.

Upkeep: The number of dollars that you must pay each turn to keep the dude employed.

VP Value: The number of VP’s that your opponent gets for sending the dude to boot hill and the number of VP’s per turn that the dude can extract from a story card if he is in a posse that begins the upkeep phase on a story card.

Special Ability: Some dudes have special abilities or can gain special abilities that grant income bonuses etc.

Note: No dude can ever have more than 2 special abilities.

Upkeep — 1 — **VP Value** — 3

Name — Col. Mortimer Gunfighter — **Subtype**

Wound Points — 4 — **Leadership** — 2

Gunfight Value — 4 — Heart 3/3

Dude Card

4.5.2 DEED

Deeds represent places that a boss can purchase to help provide income or special abilities in the game. The deed card is broken down as follows:

Name: The name of the deed

Special Ability: All deeds have at least one special ability that offers bonus income or other advantages during the game

4.5.3 AMBUSH

Ambushes represent the people that your boss hires to carry out one time attacks on your opponents' posses when they move on the game board. The ambush card is broken down as follows:

Name: The name of the ambush

Gunfight Value: The number of gunfight points that the dude contributes to a posse when a gun battle is fought.

Special Ability: Some ambushes have special abilities or can have an impact on the outcome of a gun battle.

4.6 POSSES

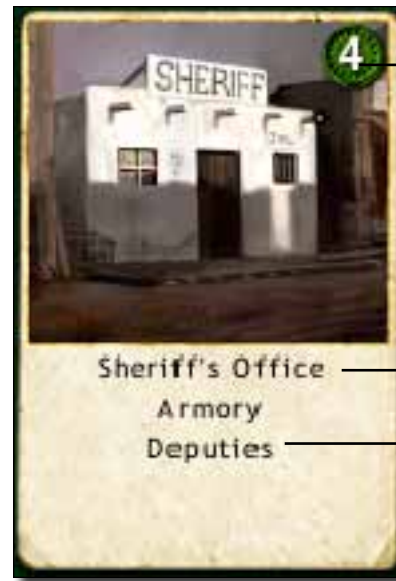
Posses are groups of dudes that the player can move about the board and onto story cards in order to collect VP's.

4.6.1 CREATING A POSSE

Each player may create a posse by clicking on a free star icon that is located on the player base. If the player already has less than the maximum number of posses allowed by his boss' attribute and any other modifiers, then a dialogue box will pop up to allow the player to name and create the posse. If a player does not name a posse i.e. leaves the text box blank then the posse will be named after the dude in the posse with the highest leadership skill. Each posse costs \$3 to create and appears as a chip icon on the player's base. The posse will be empty and will need to have dudes transferred into it from the player's bunkhouse.



Create Posse



Deed Card



Ambush Card

4.6.2 TRANSFERRING DUDES TO A POSSE



*Transfer
Poker Chip*

Dudes can be transferred to a posse by moving the dude to the bunkhouse and then selecting the dude by clicking on the card. A purple transfer button will appear next to the info display area. Clicking on this button will pop up a dialogue box that will allow you to select a valid posse for the dude. Remember, the maximum number of dudes in a posse is determined by the largest leadership value of any potential dude in the posse. For example, if a posse currently contains two dudes, one with leadership 1 and one with leadership 0, then only a dude with a leadership of 2 or greater can be added to the posse.

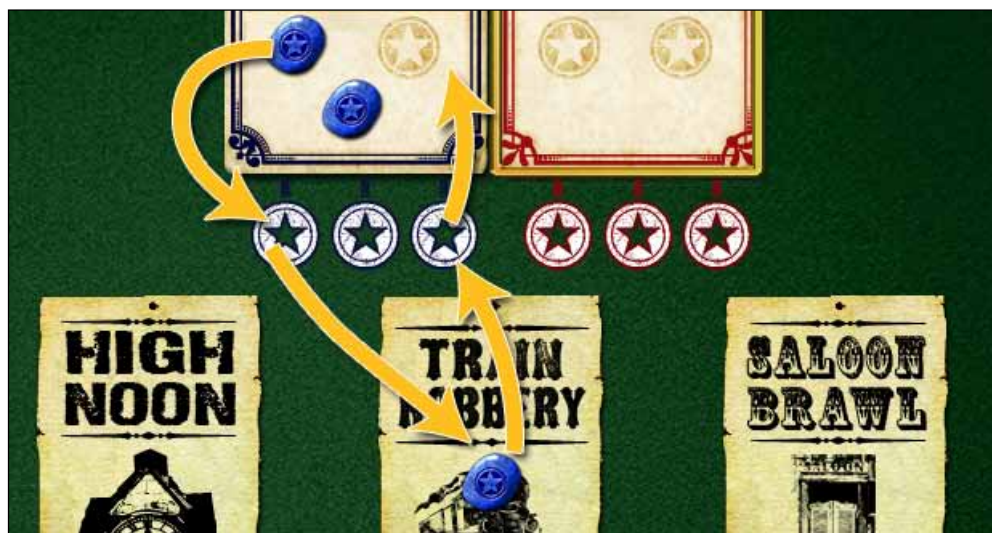
Note: A posse must be on the player base card in order to have a dude transferred from or to it.

4.6.3 RULES FOR SUBTYPES IN A POSSE

A posse may never contain both an outlaw subtype and a lawman subtype at the same time. Apache subtype dudes may only be in a posse with other apache subtype dudes.

4.6.4 MOVING A POSSE

Each player may normally move a posse once during a turn by clicking on its icon and then selecting the Move Posse button that will appear next to the info display. If no icon appears then the posse is not able to move for some reason i.e. it has already moved that turn. Movement is always up and down along a track between the player base card and the story cards. Between the player base card and the story cards are three circle locations that may contain ambushes set by other players.

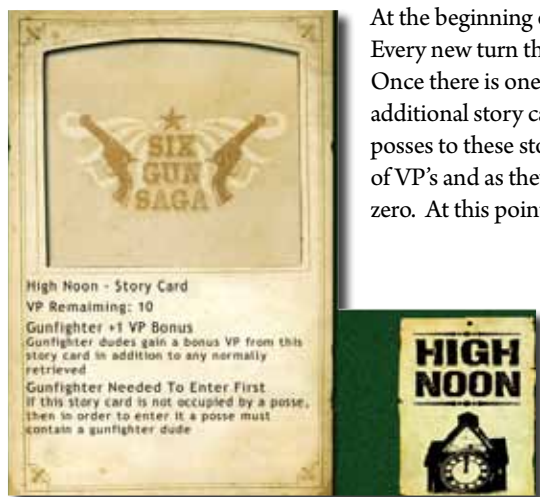


After the Move Posse button is activated, valid board locations will be highlighted in the circle locations between the player base and the story cards. Posses can only move to the next location along the track (the exception being that posses can move from one circle location to another). If a posse is already on a circle location then it may be moved to either a story card or the player base. If the posse is on the player base or a story card it may only move to a circle location. At no point may a player's posse move to a circle location belonging to another player.

Note: Movement is how gun battles and ambushes are initiated. When a posse moves onto a Story Card containing the posse of another player a gun battle begins. When a posse moves into a circle location containing an ambush then an ambush gun battle begins.

Note: Posses that are not located on a player base are destroyed and removed from the game whenever they no longer contain any dudes.

4.7 STORY CARDS



At the beginning of each game 2 story cards are randomly chosen and placed on the game board. Every new turn there is an increasing chance that an additional story card will be added to the board. Once there is one more card than the number of players in the game (or 4 cards max) the drawing of additional story cards halts and story cards are only replaced from that point out. Players can move posses to these story cards during the game and “win” VP’s. Each story starts with a certain number of VP’s and as they are won by a players posse each turn the total for the story card is reduced until it is zero. At this point the Story Card is completed and replaced with a new story card.

4.7.1 ENTER CONDITIONS

Each story card has an “entry condition” that restricts which posses can move there to win VP’s if no other posse already occupies the story card. The entry condition stipulates what subtype of card must be in the posse to permit entry i.e. “Outlaw Needed To Enter First” means that a posse must contain at least one outlaw dude in order to be eligible to move onto the story card if it is vacant. It is important to remember that once a story card is occupied ANY posse belonging to another player may now enter the story card. If this happens then a gun battle occurs. There can never be more than two entry conditions on a story card.

Note: A player may never move more than one posse onto a story card at any given time i.e. posses cannot be stacked on story cards.

4.7.2 VP CONDITIONS

Each story has a rule for winning VP's at that story card. VP's are won at a story card only after the posse has completed an entire turn at the story card. At the beginning of the upkeep phase following the turn on which the posses moved onto the story card and every upkeep phase thereafter (assuming the posse remains on the story card), all the dudes in the posse total their VP values and remove that many VP's from the story card. The VP Conditions can improve this rate or add bonus VP's per turn if certain conditions are met. There can never be more than two VP conditions on a story card.

4.7.3 GUNFIGHT CONDITIONS

Some action cards can add special bonuses for certain card types when gun battles are fought on the story card. There can never be more than two gunfight conditions on a story card.

4.7.4 COMPLETING A STORY CARD

Once the VP's for a story card are reduced to 0 the posse that completed that story card is returned to the controlling player's base card and that posse MAY NOT move on the following turn. The story card is then discarded and a new story card is drawn to take its place.

Note: Posses which possess the Move 2 Times special ability (from a dude or as a result of an action card) may move ONCE on the turn following their completion of the story card.

4.8 GUN BATTLES

Gun battles are initiated whenever a posse moves onto a story card containing another player's posse or onto a circle location that has been marked by an ambush card belonging to another player. The player that moved his posse is considered the attacker and the other player is designated the defender.

4.8.1 SET UP

Before each gun battle the opposing possess or ambush cards are displayed on the poker table. The gunfight numbers for each dude or ambush card are added up and displayed as well. If hole cards have been assigned to a posse then they will be displayed face up.



Gun Battle Set Up

4.8.2 DEALING THE CARDS

Gun Battles are resolved through a Texas Hold'em game of poker. The player clicks the "Deal Cards" button and each side then receives cards to complete his "hole" and 5 cards are also dealt to the common area as well. Each player makes the best hand possible with their hole cards and the 5 common cards and a winner is then determined. A point value based on the hand value for the winner (see table below) is then added to the winner's gunfight value. The loser receives no additional points. In the case of a tie both players receive 0 points. The two gunfight values are now compared and the difference is applied to the loser as wounds. The winner of the poker hand remains on the story card. The loser must either select a retreat circle location to which his posse will retreat if he was the defender or remain in his location if he was the attacker. If an ambush is sprung after the defender retreats then a new gun battle ensues.

Note: The winner of the poker hand remains on the story card. The winner is not necessarily the posse card that inflicted wounds (if any) on their opponent i.e. had the higher gunfight number.



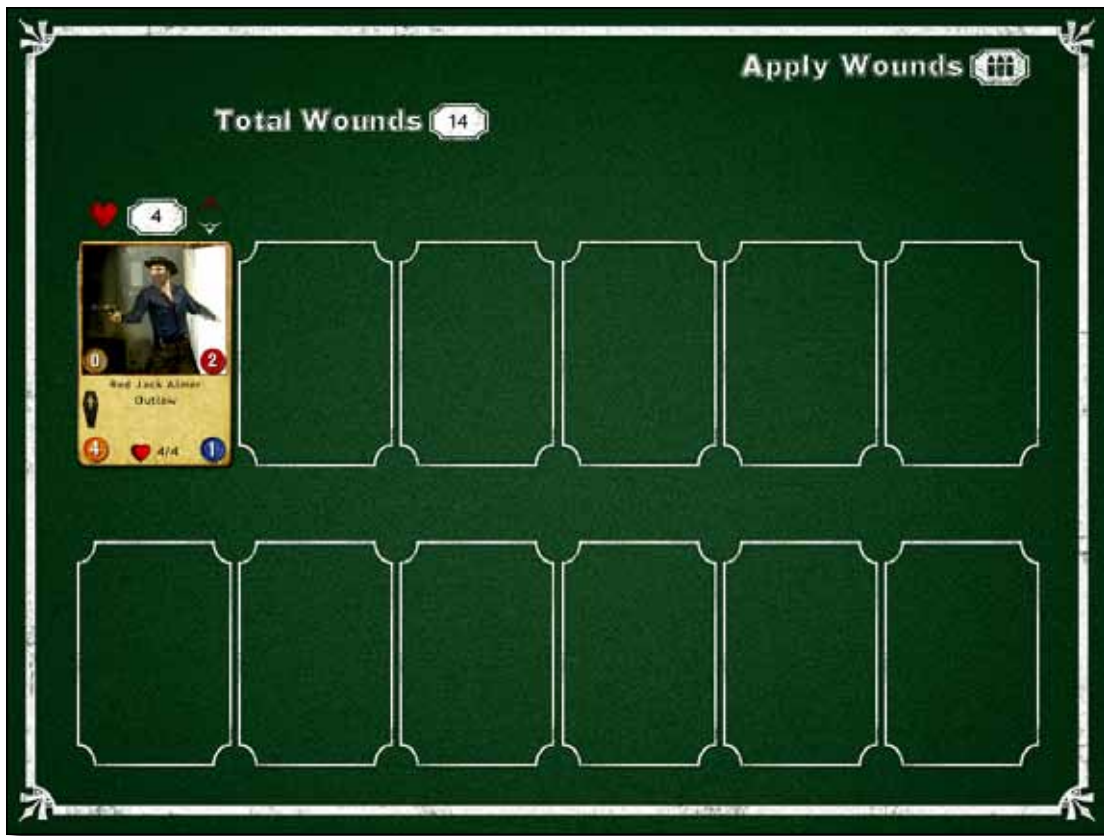
Gun Battle Cards Dealt

Poker Hand Gunfight Bonuses

Royal Flush	14	Straight	6
Straight Flush	12	Three of a Kind	5
Four of a Kind	10	Two Pair	3
Full House	9	Pair	2
Flush	7	High Card	1

4.8.3 THE WOUND PHASE

Whenever wounds are to be applied to dudes in a posse a new screen appears. If the human player has inflicted wounds on his opponent's posse then controls are displayed to allocate the wounds. Once the human player is satisfied with the allocation then he must click on the "Apply Wounds" button to resolve the wounds and continue the game. If the AI player has initiated the gun battle then the AI will simply resume its turn.



Gun Wound Assignment

4.8.4 ASSIGNING VP'S

Dudes eliminated by wounding are sent to Boot Hill and their VP value is awarded to the player who eliminated them.

4.9 SETTING AMBUSHES

Ambushes are set by buying the ambush card from the player hand. Valid ambush locations are the circle locations of other players that are located between the player base card and the story cards that are NOT currently occupied by an opponent's posse OR an ambush that you have already set. Once the ambush is bought, valid ambush locations will be highlighted with a ring contain the letter "A" and a small arrow.

4.9.1 AMBUSH VS. AMBUSH

It is possible that you will select a location that already has an ambush set there by another player. In this case a gun battle is initiated and the side that has the higher modified gunfight value wins and remains in the location. A tie goes to the ambush card that was already in the location.

4.9.2 AMBUSH VS. POSSES

Ambush cards never take wounds. If they are triggered by the movement of a player into the ambush location then they are discarded whether or not they win the poker hand or inflict wounds on the moving posse. They are in effect one shot combats.

4.10 THE BUNKHOUSE

When a player purchases a dude, the dude is sent to the bunkhouse. Each boss has an attribute that limits how many dudes can be in the bunkhouse at any given time. Dudes in the bunkhouse can be transferred to posses that are located on the player base card. A dude can only be transferred to the bunkhouse if it is in a posse located on the player base card or via the use of an action card.

4.11 THE BANK

If a player cashes in a deed card instead of purchasing it, then that deed is sent to the bank where it can be purchased by any player during their own turn. The price of the deed is increased slightly.

4.12 HEALING WOUNDED DUDES

Wounded dudes are automatically healed up to their maximum wounds attribute at the beginning of their controlling player's upkeep phase if the dude is either in the bunkhouse or in a posse that is located on the player base card.

4.13 FIRING DUDES



*Fire Dude
Poker Chip*

Sometimes the only way to balance your ledger during the upkeep phase is to fire dudes that require upkeep. When you fire a dude they go to the discard pile and may later reappear during the game. You must first fire any dudes that require upkeep in your bunkhouse or in posses located on your player base card. Only after there are no more dudes that require upkeep there, may you proceed to fire dudes in your posses that are in middle circle locations or assigned to story cards.

Note: During the Main phase, you can only fire a dude in your bunkhouse. If the dude you wish to fire is in a posse on your base card, you must first move the dude to your bunkhouse in order to fire him.

4.14 APACHES

Dudes with the subtype Apache do not require upkeep (unless modified by an action card) but at the beginning of every upkeep phase of the controlling player, they have a 15% chance of simply leaving the posse that they belong to and being sent to the discard pile where they may later be shuffled back into the draw deck. If the controlling player of the Apache dude owns the deed to Apache Canyon then this check is skipped and the dude will not leave during the upkeep phase.

4.15 WEIRD WEST STORY CARDS

A check box on the New Game menu enables the inclusion of 4 Weird West story cards and their guardians. The rules for these cards are a little different than your normal story cards. - Each card can be entered by any posse that a player controls.

- Each card has a powerful unique guardian that will defend the story card. When a player moves a posse onto the story card there is a 50% chance that a guardian will attack that posse
- If a posse wins the poker hand and survives any wounds that the guardian might deal then the posse remains on the story card after the gun battle
- Guardians never retreat anywhere. They simply go back into hiding.
- Guardians can be destroyed and their VP value is awarded to the player who destroys them
- Guardians each have a unique effect that is triggered when they wound a dude
- If a posse is not attacked or survives the encounter with the guardian then it will remain on the story card until the player hits the "Draw Cards" button to advance to the draw phase
- If a posse is on the story card when the draw phase occurs it gains a bonus that is described on the story card info. It is also awarded a set amount of VP's that are also detailed on the story card info. Finally the posse is returned to the corresponding player base card and now can be accessed by the posses belonging to other players. The posse MAY move the following turn.

After Sundown



Chance Vampire Attack 50%: Any posse that moves onto this story card has a 50% chance of being attacked by a vampire.

Survival Bonus: The player who occupies this story card draws 2 bonus cards into his hand during their draw phase.

Survival VP Award: The player who occupies this story card during their draw phase gains 2 VP's and the posse is returned to its player base card.

Wound Effect: A dude wounded by a vampire has his upkeep increased by 1.

Special Ability: The vampire regenerates all wounds between player turns.

The Lost Valley



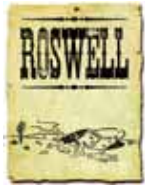
Chance Dinosaur Attack 50%: Any posse that moves onto this story card has a 50% chance of being attacked by pack of Velociraptors.

Survival Bonus: Dudes in a posse occupying this story card during their draw phase have a 50% chance of gaining 2 max wound points.

Survival VP Award: The player who occupies this story card during their draw phase gains 3 VP's and the posse is returned to its player base card.

Wound Effect: Any wounds inflicted by a dinosaur are permanent.

Roswell



Chance Alien Attack 50%: Any posse that moves onto this story card has a 50% chance of being attacked by an alien.
Survival Bonus: Dudes in a posse occupying this story card during their draw phase have a 50% chance of gaining 2 gun fight points.
Survival VP Award: The player who occupies this story card during their draw phase gains 2 VP's and the posse is returned to its player base card.
Wound Effect: When a dude is wounded any amount by an alien, the controlling player loses 1 VP.

Missing Settlers



Chance Skin Walker Attack 50%: Any posse that moves onto this story card has a 50% chance of being attacked by a skin walker.
Survival Bonus: If a player occupies this story card during their draw phase then a random townsfolk belonging to one of his opponents is killed.
Survival VP Award: The player who occupies this story card during their draw phase gains 3 VP's and the posse is returned to its player base card.
Wound Effect: A dude wounded by a skin walker loses 1 gunfight point.

5. WINNING THE GAME

The game winner is always the player with the most VP when the end game conditions have been met. In the case of a VP tie when the end game conditions have been met, the winner is the player who has the most cash. If the cash amounts are the same the winner is the player who controls the most dudes. In the unlikely event of a tie in the number of dudes controlled the winner is determined by a coin toss.

APPENDIX A DUDE SPECIAL ABILITIES

+1\$: The player who owns this dude receives +1\$ at the beginning of every turn.

+2\$: The player who owns this dude receives +2\$ at the beginning of every turn.

+1\$/+2\$ Hotel: The player who owns this dude receives +1\$ at the beginning of every turn. If the player also owns the deed to the hotel then the player receives +2\$ instead.

+1\$/+2\$ Saloon: The player who owns this dude receives +1\$ at the beginning of every turn. If the player also owns the deed to the saloon then the player receives +2\$ instead.

+1\$/+2\$ General Store: The player who owns this dude receives +1\$ at the beginning of every turn. If the player also owns the deed to the general store then the player receives +2\$ instead.

+1\$/+2\$ Railway: The player who owns this dude receives +1\$ at the beginning of every turn. If the player also owns the deed to the railway station then the player receives +2\$ instead.

+1\$/+2\$ Mine: The player who owns this dude receives +1\$ at the beginning of every turn. If the player also owns the deed to the mining office then the player receives +2\$ instead.

+1/+2 draw Mission: The player who owns this dude receives +1 card draws during the draw phase. If the player also owns the deed to the mission then the player receives +2 card draws instead.

+2\$ Per Dude: The player who owns this dude receives +2\$ whenever a dude belonging to any player is sent to Boot Hill.

Indian Fighter: +6 to this dude's gunfight skill when battling a posse that contains Apaches.

Sermons: -1 to the gunfight skill of all outlaws that you control.

+1 VP: The player who owns this dude receives +1 Victory Points whenever a dude belonging to any player is sent to Boot Hill.

+2 VP: The player who owns this dude receives +2 Victory Points whenever any posse he controls sends an outlaw dude belonging to another player to Boot Hill.

Move 2 Times: The posse containing this dude may move up to 2 times per turn.

Immobile: This dude may not leave the bunkhouse.

+1 Draw: The player who owns this dude receives +1 card draws during the draw phase.

-1 Draw: The player who owns this dude receives 1 less card draws during the draw phase (with a minimum of 0 draws).



+1 Max Hand: The player who owns this dude gets a +1 Max Hand bonus during each Draw Phase.

-1 Max Hand: The player who owns this dude gets a -1 Max Hand penalty during each Draw Phase.

-1 Hold Cards: The player who owns this dude may hold -1 more cards in his hand.

Poker Winnings: Whenever you play a card for its poker value to equip it to a posse you gain half the cash value of the card rounded down.

Shootist: Gunfighters that you control gain +1 to their gunfight skill and have their upkeep decreased by 1.

Earp Brothers: Morgan and Virgil help out so upkeep for all lawman dudes you control is decreased by 1 but you may not hire any outlaw dudes.

Range Wars: The cost to buy any dude is reduced by 1.

Schemer: All ambush cards that you set gain +4 to their gunfight skill.

Villain: You may not hire lawman dudes but all your posses gain +2 to their gunfight skill for each lawman that your opponent's posse has in it.

APPENDIX B DEED SPECIAL ABILITIES

Safe Haven: Apaches hired by the owner of the deed to Apache Canyon will not leave randomly during the upkeep phase.

Hired Hands: Cowboys hired by the owner of the deed to the Cattle Ranch do not require upkeep.

Hard Work: +1\$ for every cowboy in bunkhouse of the player who owns the deed to the Cattle Ranch at the beginning of the turn.

U.S. Cavalry: +2 to the gunfight skill of all dudes that you control when they are battling a posse that includes Apaches.

Logistics: Military do not require upkeep nor do any dudes in a posse that also contains a military dude.

Cash Register: +2\$ for every action used by an opponent.

Clean Rooms: +1\$ for every gunfighter or gambler dude owned by an opponent that is not in a bunkhouse at the beginning of the turn.

Rich Vein: The player who owns this deed receives +2\$ at the beginning of every turn.

Confession: Change an outlaw into a lawman once per turn.

Whiskey: The player who owns this deed receives +2\$ at the beginning of every turn.

Freight Fees: The player who owns this deed receives +2\$ at the beginning of every turn.

Poker Table: Gambler Upkeep is free.

Armory: +1 to the gunfight skill of all lawmen that you control.

Deputies: -1 to the upkeep cost of all lawmen that you control.

High Interest: The player who owns this deed receives +1 card draws during the draw phase.

+1 Draw Card: The player who owns this deed receives +1 card draws during the draw phase.

+1\$ Improvement: The player who owns this deed receives +1\$ at the beginning of every turn.

+2\$ Improvement: The player who owns this deed receives +2\$ at the beginning of every turn.

+1 VP: The player who owns this deed receives +1 Victory Points whenever an outlaw belonging to any player is sent to Boot Hill.

APPENDIX C MISSION ENTER RULES

Townfolk Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a townfolk dude.

Outlaw Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain an outlaw dude.

Lawman Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a lawman dude.

Gambler Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a gambler dude.

Gunfighter Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a gunfighter dude.

Apache Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain an apache dude.

Military Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a military dude.



Cowboy Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must contain a cowboy dude.

Pair or Better Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a player must have a pair or better poker value in his hand.

Pair or Better In Hole Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must have a pair or better poker value in its hole.

Ace In Hole Needed To Enter First: If this story card is not occupied by a posse, then in order to enter it a posse must have at least one Ace poker value in its hole.

APPENDIX D MISSION VP RULES

Outlaw +1 VP Retrieved: Outlaw dudes can retrieve an additional VP from this story card per turn.

Outlaw +1 VP Bonus: Outlaw dudes gain a bonus VP from this story card in addition to any normally retrieved.

Lawman +1 VP Retrieved: Lawman dudes can retrieve an additional VP from this story card per turn.

Lawman +1 VP Bonus: Lawman dudes gain a bonus VP from this story card in addition to any normally retrieved.

Gunfighter +1 VP Retrieved: Gunfighter dudes can retrieve an additional VP from this story card per turn.

Gunfighter +1 VP Bonus: Gunfighter dudes gain a bonus VP from this story card in addition to any normally retrieved.

Gambler +1 VP Retrieved: Gambler dudes can retrieve an additional VP from this story card per turn.

Gambler +1 VP Bonus: Gambler dudes gain a bonus VP from this story card in addition to any normally retrieved.

Cowboy +1 VP Retrieved: Cowboy dudes can retrieve an additional VP from this story card per turn.

Cowboy +1 VP Bonus: Cowboy dudes gain a bonus VP from this story card in addition to any normally retrieved.

Apache +1 VP Retrieved: Apache dudes can retrieve an additional VP from this story card per turn.

Apache +1 VP Bonus: Apache dudes gain a bonus VP from this story card in addition to any normally retrieved.

Outlaw -1 VP Retrieved: Outlaw dudes can retrieve one less VP from this story card per turn.

Lawman -1 VP Retrieved: Lawman dudes can retrieve one less VP from this story card per turn.

Gunfighter -1 VP Retrieved: Gunfighter dudes can retrieve one less VP from this story card per turn.

Gambler -1 VP Retrieved: Gambler dudes can retrieve one less VP from this story card per turn.

Cowboy -1 VP Retrieved: Cowboy dudes can retrieve one less VP from this story card per turn.

Apache -1 VP Retrieved: Apache dudes can retrieve one less VP from this story card per turn.

+2 VP Per Turn Bonus Fort Defiance: The player who retrieves VP from this story gains 2 Bonus VP per turn if he owns the Fort Defiance deed.

+2 VP Per Turn Bonus Apache Canyon: The player who retrieves VP from this story gains 2 Bonus VP per turn if he owns the Apache Canyon deed.

APPENDIX E MISSION COMPLETE RULES

-10 VP Bank Owner: Owner of the Bank Deed loses 10 VP if an opponent finishes this story card.

-5 VP Railway Station Owner: Owner of the Railway Station Deed loses 5 VP if an opponent finishes this story card.

-5 VP Cattle Ranch Owner: Owner of the Cattle Ranch Deed loses 5 VP if an opponent finishes this story card.

-5 VP State Prison Owner: Owner of the State Prison Deed loses 5 VP if an opponent finishes this story card.

-5 VP Saloon Owner: Owner of the Saloon Deed loses 5 VP if an opponent finishes this story card.

-5 VP General Store Owner: Owner of the General Store Deed loses 5 VP if an opponent finishes this story card.

+7 VP Pair Or Better: The player who finishes this story card gains 7 Bonus VP if he holds a pair or better in his hand.

+\$10 Pair Or Better: The player who finishes this story card gains \$10 if he holds a pair or better in his hand.



- Draw 2 Cards:** The player who finishes this story card draws 2 cards into his hand even if this would exceed his hand limit.
- +\$3 For Each Lawman:** The player who finishes this story gains \$3 for each lawman that he controls.
- +1 Draw Cards Attribute:** The player who finishes this story gains +1 to his Draw Card Attribute.
- All Opponents Discard 2 Random Cards:** The player who finishes this story card forces all opponents to discard 2 random cards.
- All Opponents Lose 5 VP:** The player who finishes this story card forces all opponents to lose 5 VP.
- +6 VP Bonus Sheriff's Office Owner:** The player who finishes this story gains 6 Bonus VP if he owns the Sheriff's Office deed.
- 2 VP Per Outlaw:** The player who finishes this story card forces all opponents to lose 2 VP per outlaw that they control.

APPENDIX F ACTION CARDS

- They Froze Up:** Designate an opponent's posse as unable to move during the controlling player's next turn.
- Move'em Out:** Free up one of your own posses to move again even if it has moved one or more times.
- Got Tuberculosis:** Select a dude your opponent controls and decrease his gunfight skill by 1 to 4 points.
- Bad Case Of Gout:** Select a dude your opponent controls and decrease his gunfight skill by 2 points.
- Bring Out The Gimp:** Select a dude your opponent controls and decrease his gunfight skill by 3 points.
- Confidence Boost:** Select a dude you control and increase his gunfight skill by 1 to 4 points.
- Practice Range:** Select a dude you control and increase his gunfight skill by 2 points.
- Marksman:** Select a dude you control and increase his gunfight skill by 3 points.
- The Edge:** Select a dude you control and increase his gunfight skill by +5 points.
- Gone Bad:** Select a dude controlled by any player and change his subtype to "Outlaw".
- Gone Righteous:** Select a dude controlled by any player and change his subtype to "Lawman".
- Gone Professional:** Select a dude controlled by any player and change his subtype to "Gunfighter".
- Retired:** Select a dude controlled by any player and change his subtype to "Townfolk".
- Fading Fast:** Select a dude controlled by any player and decrease his VP value by 1 to 4.
- Getting Old And Slow:** Select a dude controlled by any player and decrease his VP value by 2.
- Losing His Nerve:** Select a dude controlled by any player and decrease his VP value by 3.
- Legend in the Making:** Select a dude controlled by any player and increase his VP value by 1 to 4.
- Famous:** Select a dude controlled by any player and increase his VP value by 2.
- Feared By All:** Select a dude controlled by any player and increase his VP value by 3.
- Loves Whiskey:** Select a dude (non-Boss) your opponent controls and increase his upkeep cost by 1.
- Gambling Addict:** Select a dude (non-Boss) your opponent controls and increase his upkeep cost by 2.
- Got A Lady Friend:** Select a dude (non-Boss) your opponent controls and increase his upkeep cost by 3.
- Satisfied:** Select a dude you control and decrease his upkeep cost by 1.
- Got His Own Motivations:** Select a dude you control and decrease his upkeep cost by 2.
- Loves The Killing:** Select a dude you control and decrease his upkeep cost by 3.
- True Grit:** Select a dude you control and increase his max wounds by 1 to 4.
- Good Health:** Select a dude you control and increase his max wounds by 2.
- Snake Oil That Works:** Select a dude you control and increase his max wounds by 3.
- Hard Day's Ride:** Select a dude you control. That dude allows any posse that he is a member of to make 2 moves per turn.



Loves A Good Plan: Select a dude (non-Boss) you control. That dude gives you a +1 Draw Card bonus during each Draw Phase.

Classic Bumbler: Select a dude (non-Boss) your opponent controls. That dude gives them a -1 Draw Card penalty during each Draw Phase.

Knows A Fortune Teller: Select a dude (non-Boss) you control. That dude gives you a +1 Max Hand bonus during each Draw Phase.

Way Too Trusting: Select a dude (non-Boss) your opponent controls. That dude gives them a -1 Max Hand penalty during each Draw Phase.

Caught Cheating At Poker: Select a dude (non-Boss) your opponent controls and inflict 1 to 4 wound points on him. If he dies send him to Boot Hill.

Took A Spill From A Horse: Select a dude (non-Boss) your opponent controls and inflict 1 wound point on him. If he dies send him to Boot Hill.

Drank The Water: Select a dude (non-Boss) your opponent controls and inflict 2 wound points on him. If he dies send him to Boot Hill.

Gangrene Set In: Select a wounded dude (non-Boss) your opponent controls and inflict 3 wound points on him. If he dies send him to Boot Hill.

You Need Me?: Select any dude not in a bunkhouse and send them back to their owner's bunkhouse.

They Say You Is Jinxed: Select an opponent and force them to discard 1 to 4 cards from their hand.

Harass: If you have at least one posse containing a gunfighter that has occupied a story card for at least one turn then select an opponent and force them to discard 2 cards from their hand.

Raid: If you have at least one posse containing a gunfighter that has occupied a story card for at least one turn then select an opponent and force them to discard 3 cards from their hand.

Hit'em Hard: If you have at least one posse containing a gunfighter that has occupied a story card for at least one turn then select an opponent and force them to discard 4 cards from their hand.

Got The Cash Box: Select an opponent and steal 1 to 4 cards from their hand.

Stagecoach Holdup: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take 1 card from their hand.

Train Robbery: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take 2 cards from their hand.

The Bank At El Paso: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take 3 cards from their hand.

Royal Flush: If you have at least one posse containing a gambler that has occupied a story card for at least one turn then select an opponent and take a random deed card from their holdings.

Full House: If you have at least one posse containing a gambler that has occupied a story card for at least one turn then select an opponent and take a random deed card from their holdings.

Four Aces: If you have at least one posse containing a gambler that has occupied a story card for at least one turn then select an opponent and take a random deed card from their holdings.

Foreclosure: Select an opponent and force them to send a random deed card from their holdings to the bank.

Suspicious Fire: Select an opponent and force them to discard a random deed card from their holdings.

Burn It Down: If you have at least one posse that has occupied a story card for at least one turn then select a deed owned by an opponent and force them to discard it from their holdings.

Lynching: Select an opponent and send a random Dude belonging to that player to Boot Hill.

Outhouse Ambush: Select an opponent and then wound a random Dude belonging to that player for 1 to 4 wound points.

Hanging Judge: If you have at least one posse containing a lawman that has occupied a story card for at least one turn then select an opponent and decrease by 1 the number of cards that they can draw during the draw phase.

Capable Lieutenant: Increase the number of cards that you can draw during the draw phase by 1.

The Usual Suspects: If you have at least one posse containing a lawman that has occupied a story card for at least one turn then select an opponent and decrease by 1 the number of cards that they can hold in their hand after the draw phase.

Run Of Good Luck: Increase the number of cards that you can hold in your hand after the draw phase by 1.



Informants: If you have at least one posse containing a lawman that has occupied a story card for at least one turn then select an opponent and decrease by 1 the number of posses that they can command.

Skilled Leader: Increase the number of posses that you can command by 1.

Warrants For Arrest: If you have at least one posse containing a lawman that has occupied a story card for at least one turn then select an opponent and decrease by 1 the number of dudes that they can keep in their bunkhouse.

Charismatic: Increase the number of dudes that you can keep in your bunkhouse by 1.

The Big Pot: Add \$3 to \$9 to your cash stockpile immediately.

Gambling Debts: Select an opponent and subtract \$3 to \$9 from their cash stockpile immediately.

Unpaid Property Taxes: Select an opponent and subtract \$3 for each deed that they own from their cash stockpile immediately.

Petty Theft: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take \$5 from their cash stockpile immediately.

Rob The Payroll: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take \$7 from their cash stockpile immediately.

Horse Thieves: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then select an opponent and take \$10 from their cash stockpile immediately.

Disgraceful Behavior: Select an opponent and subtract 2 to 4 Victory Points from their total immediately. You then discard a random card.

Demonstration of Force: If you have at least one posse that has occupied a story card for at least one turn then select an opponent and gain 1 Victory Point. Your opponent loses 1 Victory Point.

You are a pathetic Weaking: If you have at least one posse that has occupied a story card for at least one turn then select an opponent and gain 2 Victory Points. Your opponent loses 2 Victory Points

I'm Calling You Out: If you have at least one posse that has occupied a story card for at least one turn then select an opponent and gain 3 Victory Points. Your opponent loses 3 Victory Points.

Brazen Banditry: If you have at least one posse containing an outlaw that has occupied a story card for at least one turn then you immediately gain 1 Victory Point for each outlaw that you control.

New Marshal In Town: If you have at least one posse containing a lawman that has occupied a story card for at least one turn then select an opponent. He immediately loses 1 Victory Point for each outlaw that he controls.

Thriving Town: You immediately gain 1 Victory Point for each townsfolk that you control.

Show Of Force: If you have at least one posse that has occupied a story card for at least one turn then you immediately gain 1 Victory Point for each card in your hand.

Town Boss: You immediately gain 1 Victory Point for each deed that you own.

Change In Plans: Select a story card that is not occupied by a posse and replace it with a new story card that has not yet been drawn