

# PIONEERS IN PERIL

**Welcome to the town of Peril, USA.**

**You've spent almost all your earnings to get here. 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. The worst part? Your neighbor is as trustworthy as the Bandit. In order to survive, you must claim land, build, process resources, expand your family, and find help with the tasks at hand. Don't forget, you need to be quick on the draw too. If not, you'll end up being just another plot on the Boot Hill in these parts.**

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**Our CBO Barkley and CFO Pumpkin Bread**

## Setup the Playing Field

- **Place the Town Center Tile in the middle of the Playing Field.**
  - **Place the Sheriff Character Piece on the Jail Tile.**
  - **Place all 4 Laborer Character Pieces near the Playing Field.**



- **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 \$10 on the Bandit Hideout.**



- **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 Card 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:**
  - **Choose from the boot, bag, bottle, or hat Pioneer Pieces**
    - **Set the Pioneers (Numbered 1 and 2) on the General Store Tile.**
  - **Place your corresponding 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 remaining Tokens and Tiles near this Player.**
  - **These piles are the Game's Stockpile.**



## Objective

**Be the first Player to collect 20 Pioneer Points or have the last Pioneer remaining on the Playing Field.**

## How to Win

**The first Player to reach 20 Pioneer Points, or have the last Pioneer remaining on the Playing Field, is the winner.**

- **Players' Pioneers on the Playing Field are worth 1 Pioneer Point each.**
- **Building and Homestead Tokens in play are worth 2 Pioneer Points each.**
- **Diplomas held by Player's Pioneers are worth 1 Pioneer Point each.**

## **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 the Pioneers who live here, and requires a majority of Players to agree. 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 rules update!**

**(Discord link can be found on our website [DeadwoodGamesBGC.com](http://DeadwoodGamesBGC.com).)**

## **How to Start**

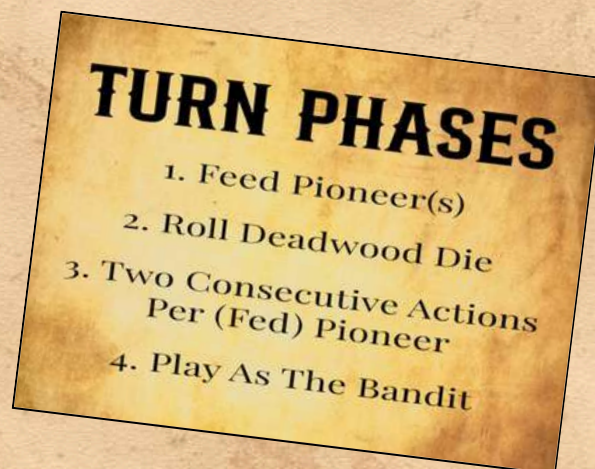
**Whichever Player had the shittiest day, agreed by the majority of Players, starts the game with their turn first.**

**If there is a tie, a Shootout win determines who goes first.**

**Play proceeds clockwise.**

## **On Your Turn**

- **Feed each of your Pioneers in play one Food Token.**
- **Roll the Deadwood Die.**
- **Make two consecutive Actions per Pioneer.**
- **Play as the Bandit.**

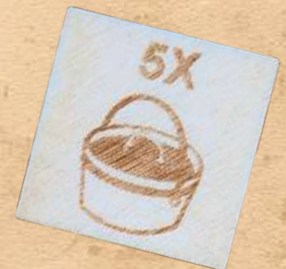


## On Your Turn - Expanded

### Feed Your Pioneer(s)

Each of your Pioneer(s), and your Horse if owned, 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 Traded by 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), number face up, to signify they are only allowed one Action this turn.**
  - **If a Pioneer is not fed in two consecutive turns, they instantly die and are removed from the Playing Field.**
- **If you cannot Feed your Horse, immediately return it to the General Store.**



### 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 Land 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, disaster events remove all related Resource Token(s) from the Playing Field.**
- **Some Event Cards may have no effect.**
  - **For example, your card states “Lose One Tool” and you don’t own any Tools, 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 must use a free Action to Sell or Trade 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 immediately.**
- **If you “Lose a Homestead”, you must remove both the Homestead Token and the number of Pioneers that Homestead supported.**



### **Make Two Consecutive Actions**

**Each Pioneer that has been fed receives two Actions, and must perform their Actions consecutively. If a Pioneer has not been fed, they receive only one Action this turn. The available Actions are as follows:**

# Move

Use this Action to advance your Pioneers in any direction.

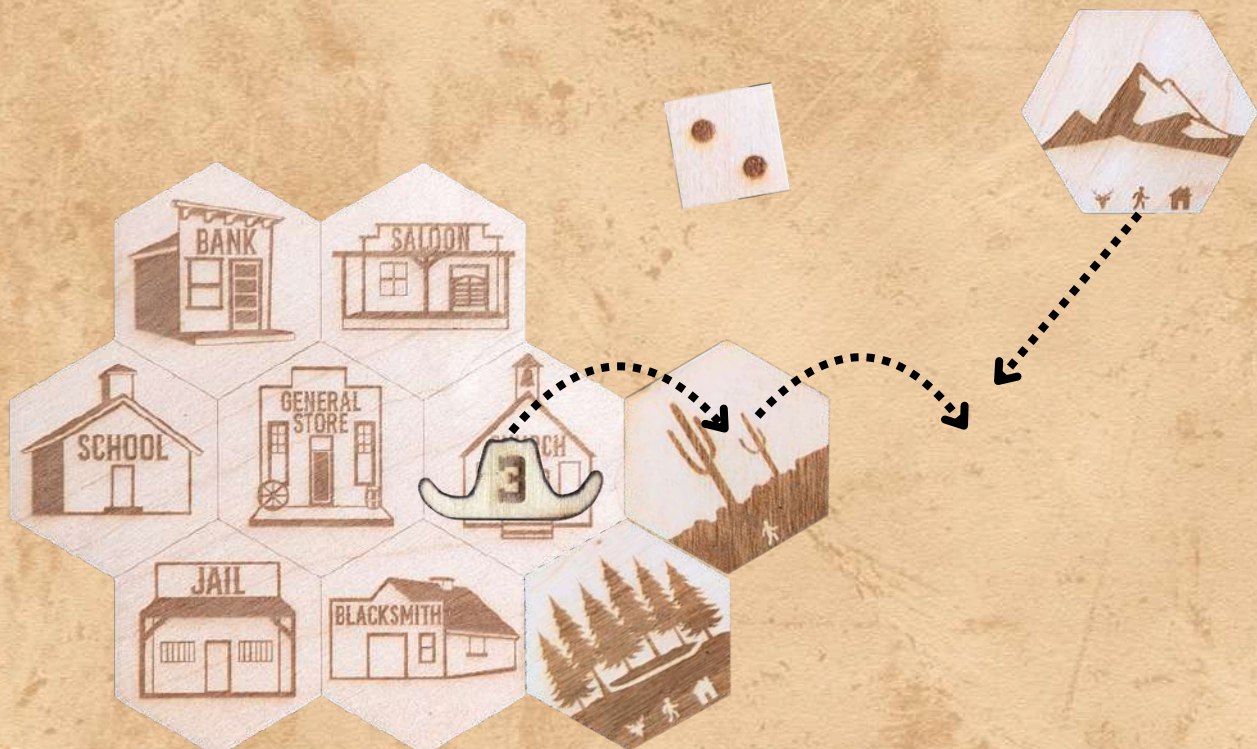
- Roll the numbered D6.
  - The number rolled indicates the number of Movement Points you are allocated to use.
    - You are not required to use all Movement Points.
    - Movement Points not used during this Move Action are forfeited.



**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.
  - Any Land Tiles without a Walking Symbol cannot be crossed by any Pioneer or Character Pieces.

**Note - If your Pioneer Moves through a Land Tile holding another Player's Pioneer and their Claim Stake, Building, or Homestead Token, 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 and a 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 remaining Movement Points are surrendered.**
    - **Your Pioneer cannot Move any further without using another Action.**
  - **If an Uncrossable Land Tile appears under your Pioneer, said Pioneer must move backward one Land Tile to the Land Tile they arrived from.**

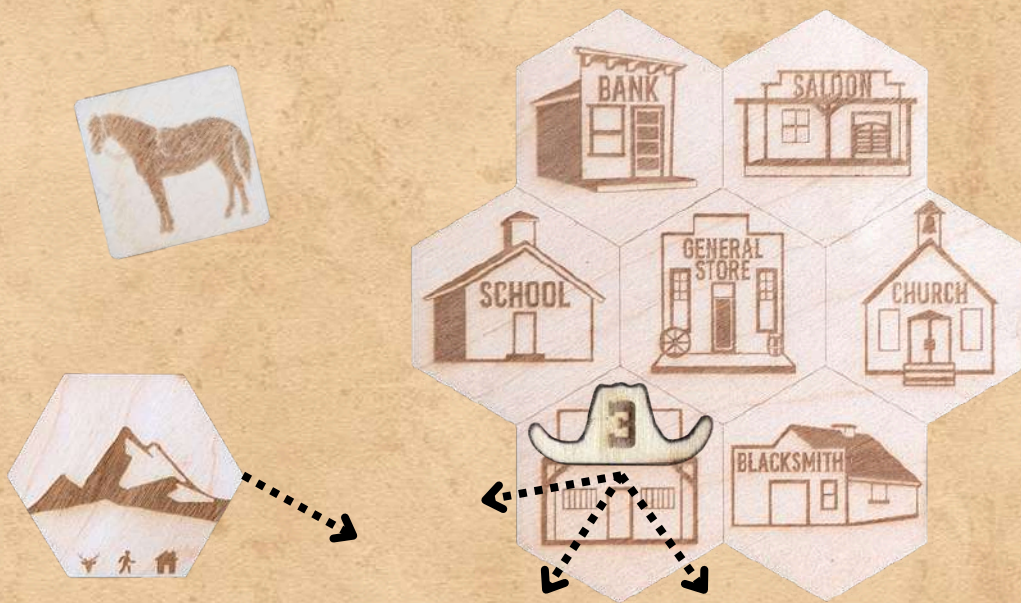
**Note - If your turn ends with any of your Pioneers on a Land Tile that hosts another Player's Claim Stake or Building Token, your Pioneers are in danger of being arrested by the Sheriff!**

## **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.**

**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 acquire items from the General Store Tile, Tools from the Blacksmith Tile, or Pioneer Points from the Bank Tile.**

- **Items bought on the Buy Price List require the Pioneer making the Action be on the General Store Tile, Blacksmith Tile, or Bank Tile respectively.**
- **If the Pioneer making this Action has the Business Diploma, items can be Bought from any location in the Playing Field.**
- **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 tokens than available in the Game's Stockpile.**
- **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.**

Ammo (6 Tokens)	1	Building	3
Food (2 Tokens)	1	Hired Help	3
Horse	4	Claim Stake	2
Prayer	2	Diploma	4
Tool	3	Homestead	5/10/15
Revolver	3	Pioneer Point	40

# Sell

**Use this Action to exchange items for Bill Tokens.**

- **Items sold on the Sell Price List require the Pioneer making the Action to be on the General Store Tile.**
  - **If the Pioneer making this Action 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 cannot be Sold or Traded.**



SELL PRICE LIST	
Ammo (6 Tokens)	1
Food (2 Tokens)	1
Tool	1
Revolver	1
Horse	2
Resource (1 Token)	5
Pioneer Point	20

# Trade

**Use this Action to swap any ownable Game Pieces with another Player that agrees to terms.**

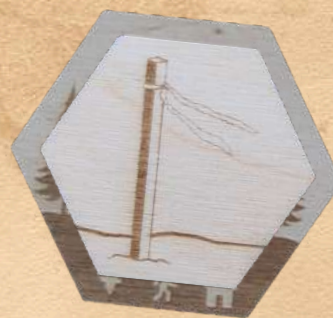
- **Involved Player's Pioneers do not need to be on the same Land Tile to make a Trade.**
- **Negotiate the cost with any interested Players.**
  - **When trading a Building, the buying Player places their Building Token on top of the seller's.**
    - **Two Pioneer Points are removed from selling Player's total.**
    - **Two Pioneer Points are added to the buying Player's total.**

## **Claim Land**

**Use this Action to assert your right to Build on a Developable Land Tile. This Action must occur before a Build Action can be used.**

**Note - Players cannot own Claim Stake Tokens, nor place them in their inventory. They are awarded only when it is time to place in the Playing Field.**

- **Your Pioneer making this Action must be on the Land Tile you would like to Claim.**
- **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.**
  - **You are not required to Build within a certain amount of time of making this Action.**
- **Once a Build Action has occurred and a Building Token has been placed on the Land Tile that holds the Claim Stake Token, return the Claim Stake Token to the Game's Stockpile.**



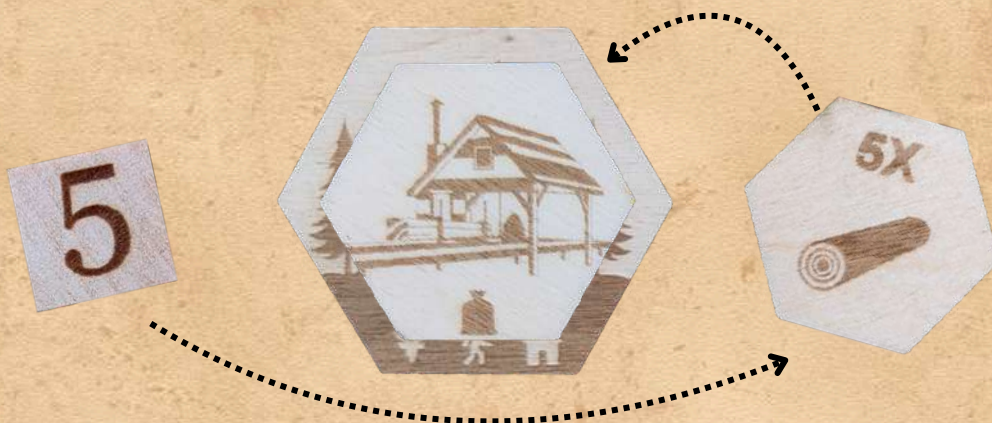
## **Build**

**Use this Action to place a Building Token in the Playing Field.**

- **Your Pioneer making this Action must be on the Land Tile that has your Claim Stake Token placed on it.**
- **The Land Tile must have a Home Symbol 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.**
- **Rye Tokens are placed on top of Farm Tokens.**
- **Cattle Tokens are placed on top of Ranch Tokens.**
- **Coal Tokens are placed on top of Mine Tokens.**
- **Timber 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 conjoin to your first Homestead's Land Tile, 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 Hutable Land indicated by a Deer Head Symbol.**
- **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 game box.**

- **Place the Animal Token in front of you.**
- **Choose whether to Hunt this Animal, or run away.**
- **If you choose to try to hunt this Animal for Food:**
  - **Place one Bullet Token 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.**
    - **If you roll less than the number shown, you have missed and must try rolling again, which requires another Bullet Token to be placed in the Game's Stockpile.**
  - **You collect Food Tokens equal to the number shown on the Animal Token from the Game's Stockpile.**
  - **After a third unsuccessful roll, the animal becomes startled and runs away.**
    - **Return the Animal Token to the game box.**
- **If at any moment you choose to run away from Hunting the Animal:**
  - **Simply return the Animal Token to the game box.**
  - **This results in the end of this Action.**
  - **You may choose to use the Hunt Action again, but only if additional Actions are available, and you have Bullet Tokens in your inventory.**



## **Process A Resource**

**Use this Action to obtain Resource Tokens from the Playing Field.**

- **Your Pioneer and/or hired Laborer 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.**

- **The Player making this Action must own the appropriate Tool in their Inventory before they can make this Action.**
  - **Pickaxe Token - Allows for Coal Tokens to be processed from a Mine Token.**
  - **Scythe Token - Allows for Rye Tokens to be processed from a Farm Token.**
  - **Ax Token- Allows for Timber Tokens to be processed from a Sawmill Token.**
  - **Cleaver Token- Allows for Cattle Tokens to be processed from a Ranch Token.**
- **Use of this Action results in a single Resource Token obtained from the Playing Field and placed in your inventory.**
- **Increase your Resource Output**
  - **If you Hire a Laborer and place them on the same Land Tile as the Pioneer making this Action, you gain an additional Resource Token from the Game's Stockpile, but only AS you use this Action.**
  - **If your Pioneer has the appropriate Diploma, you gain an additional Resource Token from the Game's Stockpile, but only AS you use this Action.**



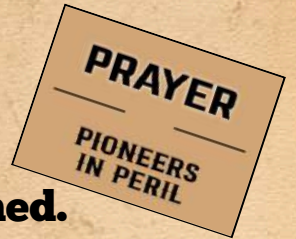
**Note - Hired Laborers may be used to Process a Resources on behalf of a Player's Pioneer Action, but can only obtain a single Resource Token from the Playing Field if used in this manner.**

## Pray

**Use this Action to draw from a single card from the Prayer Deck.**

**Note - If the Player making this Action holds less than \$5 or less than 2 Resource Tokens in their Inventory, their Pray Action has 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 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, any two of your Pioneers must be located on the same Land Tile with one of your Homestead Tokens.**
  - **This Action counts as one Action made by 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.**
- **Pioneers you create using the Expand Family Action must wait to use their two Actions until they are Fed on your next turn.**
  - **If this Pioneer is not Fed at the beginning of your next turn, they die and are placed back in your Inventory.**
  - **Pioneers obtained from a Prayer Card arrive on the Playing Field fully Fed, and are able to make their two Actions during that turn.**



## **Gamble**

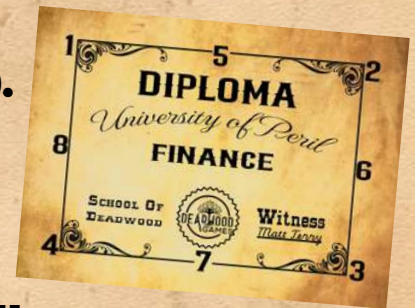
**Use this Action to significantly increase, or decrease, your wealth.**

- **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, announce your choice, 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 Bandit Hideout.**

## **Dispute A 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 the fallen Player's Building or Claim Stake Token.**
  - **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 A Diploma

Use this Action to educate your Pioneer, providing a skill set.

- **Your Pioneer making this Action must be on the School Tile.**
  - **If another one of your Pioneer's holds the Education Diploma, they may use this Action if located on the same Land Tile as the Pioneer who holds the Diploma.**
- **Pay \$4 to the Game's Stockpile.**
  - **If a Player's Pioneer holds the Education Diploma, pay the fee to that Player instead.**
  - **If your Pioneer holds the Education Diploma, you pay the fee to the Game's Stockpile instead.**
- **Choose one of the Diplomas in the Game's Stockpile, then place it in your inventory.**
  - **Place a Diploma Marker onto the corresponding number shown on the Diploma to indicate which Pioneer has this skill set.**

- **Only this Pioneer can now use this skill set at the appropriate time(s), except when specifically indicated by the Diploma and/or the Rulebook.**
- **Each Pioneer can only hold one Diploma at a time.**
  - **There is no Diploma swapping between Players or Pioneers, unless an Event Card instructs to do so.**
  - **You can surrender a Diploma back to the Game's Stockpile at any time.**
- **If your Pioneer dies during the game, the Diploma attached to that Pioneer goes back to the Game's Stockpile.**

## **Hire the Sheriff**

**Use this Action to block the Bandit's movement path, arrest the Bandit, arrest other Player's Pioneers, or release prisoners.**

- **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 the Sheriff to the desired Land Tile to impede the Bandit's direct path of travel.**
- **Attempt Arrest:**
  - **The Bandit:**
    - **The Bandit must be in the Playing Field.**
    - **Place the Sheriff on the same Land Tile as the Bandit.**
    - **Roll the Player Die.**
    - **If the Die lands on the Bandit Symbol, a Shootout commences. (See Shootout Rules)**
    - **If the Die lands on any other Symbol, the Bandit surrenders and is placed on the Jail Tile.**
  - **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 or Claim Stake Token.**



- **Place the Sheriff on this Land Tile.**
- **Pioneer's Player can choose one option:**
  - **Surrender peacefully and place this Pioneer on the Jail Tile.**
  - **Shootout commences. (See Shootout Rules)**
- **Release a Prisoner:**
  - **Place the Sheriff on the Jail Tile.**
  - **Place a released Pioneer on the General Store Tile.**
  - **Place a released Bandit on the Saloon Tile.**
  - **The released Pioneer or Bandit resumes normal play.**

## **Hire a Laborer**

### **Use this Action to help Process Resources**

- **You must 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 the Laborer, 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, then the Laborer is returned to the Game's Stockpile.**
  - **The Laborer is Hired away by another Player.**
- **You can only hire Laborers to their related Build Token:**
  - **Mines can only host the Miner.**
  - **Farms can only host the Farmer.**
  - **Ranches can only host the Rancher.**
  - **Sawmills can only host the Lumberjack.**



# Play as the Bandit

The last phase of a Player's is played as the Bandit, causing havoc with every roll of the dice.

- **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 a Player's Symbol is rolled, that 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 it's target with this roll, it simply stops on the last Land Tile it uses a Movement Point on.**
    - **If the Bandit Symbol 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 cannot 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 the targeted Player's Pioneer on it, the Bandit stops moving and instantly starts the Holdup process.**
- **If other Player's Pioneers occupy the same Land Tile as the Bandit, the Bandit will Holdup all Pioneers, starting with the targeted Player's Pioneers, then in order of the turn sequence.**
  - **If the Bandit dies during this multi-Pioneer process, the remaining Pioneers are no longer affected.**
- **If a Player's turn ends with their Pioneer on the same Land Tile as the Bandit, the Holdup process begins.**
- **If the Bandit is in Jail:**
  - **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**

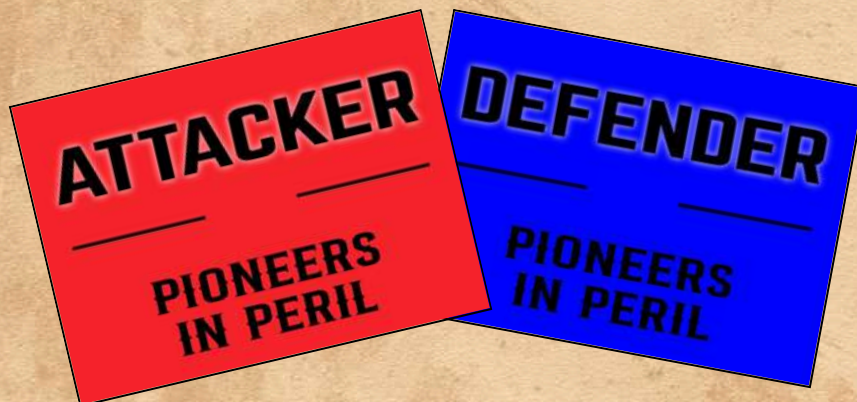
- **When the Bandit occupies a Land Tile with Pioneers, the Player must choose one of the following options:**
  - **Attempt to stop the Holdup:**
    - **See Shootout rules.**
  - **Succumb to the Holdup:**
    - **Roll the numbered D6.**
      - **The number rolled indicates the number of Bill Tokens the Bandit takes from the Pioneer's Player.**

- Place these **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.
- o **No Bill Tokens in Player's Inventory:**
  - Nothing happens to this **Pioneer**, and play continues.
- **After the Holdup is completed, and the Bandit is still alive, the Bandit will retreat.**
  - o **The Player who loses the most Bill Tokens during the Holdup rolls the numbered D6 and moves the Bandit away in any direction.**
  - o **The Bandit cannot Holdup any other Pioneers during this retreat.**
  - o **The Bandit cannot be placed on a Land Tile with Pioneers after a retreat.**



## Shootout

- **Each participating Player must own a Revolver and have a minimum one Bullet Token.**
  - o **Each Player places the number of Bullet Tokens they intend to use in front of themselves**
    - You may only use up to ten bullet tokens per shootout
    - You may only flip over as many cards as **Bullet Tokens** placed in front of you.
      - You must still hold the entire deck.
  - o **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, shuffle their opponents' Deck, and trade back.**
- **The Players may opt to "cut" their Deck once.**
- **Both players synchronize a countdown from three to one:**
  - **Then, both yell "Draw!"**
  - **Flip your cards over one at a time, as fast as you can.**
    - **You must flip each card face forward towards the Playing Field.**
      - **If a Player fails to do so, they automatically lose.**
  - **The Player's flipping hand must touch the table before the next card can be drawn.**
  - **If a Player starts too early, the Shootout restarts from the shuffling instruction line above.**
  - **If it occurs two times in a row by the same Player, this Player automatically loses.**
- **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.**
  - **Once completed, place the number of Bullet Tokens used (i.e. the number of cards flipped over during the Shootout) in the Game's Stockpile.**



## 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 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 Hunttable Land - Pioneers can Build, Hunt, and Move across these Land Tiles.**

○ **Forest**

- **Sawmills and Homesteads can be Built on this Tile.**



○ **Mountain**

- **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.**



○ **Lake**

- **Only Homesteads can be Built on this Tile.**



○ **River**

- **Only Homesteads can be Built on this Tile.**



- **Undevelopable and Not Hunttable Land - Pioneers cannot Build or Hunt on these Land Tiles, but can Move across them.**

- **Graveyard**



- **Desert**



- **Uncrossable Land - Pioneers cannot Build, Hunt, or use Move Actions on these Tiles.**

- **Canyon**



- **Badlands**



## **Diplomas**

### **Agriculture - Your Pioneer becomes a Farmer.**

- **You gain an additional Rye Resource Token from the Game's Stockpile AS you Process a Rye Resource Token.**
- **When a Player Hires the Farmer Laborer character to help Process Rye, you collect their \$3 fee.**
- **Allows you to Hire the Farmer Laborer for free.**

### **Bartending - Your Pioneer becomes 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 both the Bandit and the Game's Stockpile.**
  - **If incorrect, do not collect \$2 from the Bandit's Hideout.**



### **Bovine Sciences - Your Pioneer becomes a Rancher.**

- **You gain an additional Cattle 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 - Your Pioneer becomes a manager of the General Store.**

- **This skill set allows this Pioneer to Buy and Sell General Store related items from anywhere in the Playing Field.**
- **When another Player uses a Buy Action at the General Store, you collect \$1 from the Game's Stockpile.**

### **Education - Your Pioneer becomes the Town's Teacher.**

- **When a Player Obtains a Diploma, you collect the \$4 fee.**
- **This Pioneer's Player must still pay the \$4 fee to the Game's Stockpile.**
- **Allows your other Pioneers to Obtain a Diploma from this Pioneer when they occupy the same Land Tile.**

### **Finance - Your Pioneer becomes 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 \$5 of the fee.**
- **This Pioneer can use 7 Resource Tokens instead of \$40 worth of Bill Tokens to make this purchase.**

### **Forestry - Your Pioneer becomes a Lumberjack.**

- **You gain an additional Timber Resource Token from the Game's Stockpile AS you Process a Timber Resource Token.**
- **When a Player Hires the Lumberjack Laborer character to help Process Timber, you collect their \$3 fee.**
- **Allows you to Hire the Lumberjack Laborer for free.**

### **Land Management - Your Pioneer becomes the Town's Land Manager.**

- **When this Pioneer makes an Explore Action, they are allowed to reveal two adjacent Land Tiles, if space is available.**
- **When a Pioneer uses the Claim Land Action, you collect their \$3 fee.**
- **This Pioneer can Claim Land for free.**

### **Law Enforcement - Your Pioneer becomes a Deputy.**

- **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 - Your Pioneer becomes 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 another Player Buys a Tool Token, you collect their \$3 fee.**

### **Mining Engineer - Your Pioneer becomes a Miner.**

- **You gain an additional Coal Resource Token from the Game's Stockpile AS you Process an Coal 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.**



**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 this Pioneer to use the Pray Action from any location.**
- **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:**

- **Players can Hire the Sheriff to release their Pioneer from Jail or:**
  - **Once per turn, roll a 1 or 6 to get out of Jail.**
    - **If successful, your Pioneer resumes normal play, resuming from the Jail Tile.**
    - **If unsuccessful, your Pioneer remains in Jail.**

## **Death**

**If a Pioneer dies, remove them from the Playing Field.**

- **If they held a Diploma, it is returned to the Game's Stockpile.**

**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 at the same location.)**

## **Losing or Quitting**

**If a Player quits, or all of a Player's Pioneers die, they have lost and are out of the game.**

- **Remove all Claim Stake, Building, and Homestead Tokens from the Playing Field.**
- **If there are any remaining Resource Tokens left behind on the deceased Player's Building(s), place them on the Bandit Hideout.**
- **All Bill Tokens in this Player's Inventory are placed on the Bandit Hideout.**

## **Respawn or Late Entry (Optional)**

**The losing or late entry player may respawn/spawn in a Game already in session by simply following these instructions:**

- **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.**

- **This Player must have a Revolver and a Bullet Token.**
- **When this occurs, you must immediately call out "Potshot!"**
  - **You must call it out as the Pioneer is moving through the Land Tile occupying your Token.**
- **Place a Bullet Token in the Game's Stockpile.**
- **Shuffle the Attacker Deck.**
- **The 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 the Playing Field.**

# Targeted

If at any moment during play 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 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.

## This box contains

### Character Pieces

Pioneers - 32 (8/ea symbol)



Laborers - 4



Sheriff - 1



Bandit - 1



### Decks and Cards

Event Deck - 54 Cards



Attacker Deck - 10 Cards



Defender Deck - 10 Cards



Prayer Deck - 10 Cards



Pioneer Point Card - 4



Diplomas - 12



Action/Turn Phase Cards - 4



# Price List - 4

**BUY PRICE LIST**

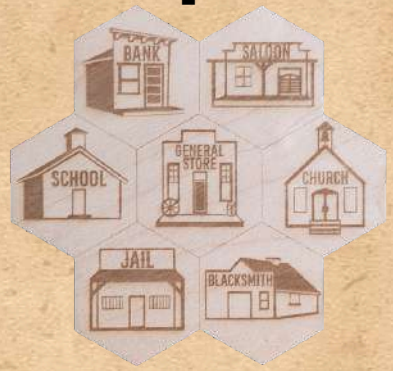
Ammo	3 Tokens	1	Building	3
Food	3 Tokens	1	Hired Help	3
Horse	4	Claim Stake	2	
Prayer	2	Diploma	4	
Tool	3	Homestead	3, 10, 21	
Revolver	3	Pioneer Point	20	

**SELL PRICE LIST**

Ammo	3 Tokens	1	Horse	2	
Food	3 Tokens	1	Resource	5 Tokens	5
Tool	3	Pioneer Point	20		
Revolver	3				

## Land Tiles

**Town Square - 7 tiles as one piece**



**Desert - 6**



**Canyon - 6**



**River - 6**



**Lake - 6**



**Badlands - 6**



**Graveyard - 6**



**Mountain - 7**



**Forest - 7**



**Pasture - 7**



**Field - 7**



**Resource Tokens**

**Cattle - 40 (10 - 5x)**



**Timber - 40 (10 - 5x)**



**Player Building Token Sets**

**Farm - 3**



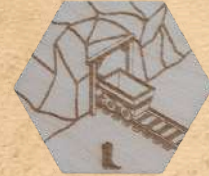
**Sawmill - 3**



**Ranch - 3**



**Mine - 3**



**Homestead - 3**



**Dice**

**Numbered Die - 1**



**Resource Die - 1**



**Player Die - 1**



**Deadwood Die - 1**



**Coal - 40 (10 - 5x)**



**Rye - 40 (10 - 5x)**

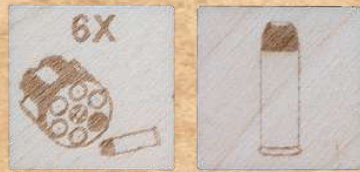


**Assorted Tokens**

**Food - 60 (10 - 5x)**



**Bullets - 40 (10 - 6x)**



**Tool - 2 of each = 8 total**



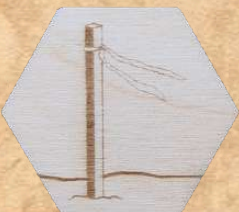
**Horse - 4**



**Revolver - 4**



**Claim Stake - 6**



## Misc.

### Hunting Tokens - 10



### Bills - 86 (50-1's, 16-5's, 8-10's, 4-25's, 4-50's, 4-100's)



### Diploma Markers - 12



### Bandit Hideout



## 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 Homestead, 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 a Build Action can be used. 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 is only rolled at the beginning of each Player's turn. See Roll the Deadwood Die for specifics.**

## **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 an additional Resource to be acquired from the Game's Stockpile during a Process A Resource Action. They can only be Hired to their designated Building Tiles.**

## **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.**

- **One Land Tile costs one Movement Point.**
  - **Horses double the number rolled during Move Actions.**
- **Canyons and Badlands are Uncrossable.**

## **Numbered Die**

**This die has dots signifying the numbers one through six. This die is primarily rolled for Movement (Actions), Playing as the Bandit, and other gameplay.**

## **Resource Die**

**This die has the written numbers 3,3,4,4,5,6. This die is primarily 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 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, and two Bandits. It is primarily rolled during the "Play as the Bandit" phase of a Player's turn.**

## **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 \$2. These effects must be used immediately, if possible, and are returned to the deck immediately.**

## **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.**

## **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 Token - Allows for resources to be processed at a Mine Token.**
- **Scythe Token - Allows for resources to be processed at a Farm Token.**
- **Ax Token - Allows for resources to be processed at a Sawmill Token.**
- **Cleaver Token - Allows for resources to be processed at a Ranch Token.**

