

Guns for hire!

You have nothing more than the cloth on your body.

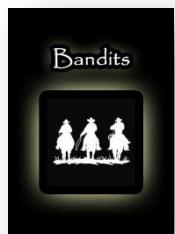
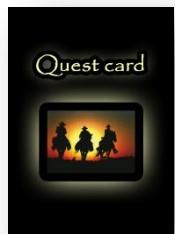
Determined to make money you decide to form your own gang and work as a hired gun.

Get your gang together and head out to complete a mission.

You will move over the whole landscape, fight bandits, mine gold, collect timber, handling cattle's and avoid Indians in this awesome Wild West game...

Game set up:

- Shuffle the two decks of cards and place them face down on the table.



"Gang member"



- Each player pick a starting point marked with an X on the map, and place there character here.
- Place all cowboy (gang member) shards in a pile next to the board.
- Place one gold shard on each of the 7 yellow gold hex spots on the game board.
- Place one cattle shard on each of the 7 brown cattle hex spots on the game board.
- Place one timber shard on each of the 7 green timber hex spots on the game board.
- Place all shards with horse, guns, gun belt, lasso and saddle, faced down on the table. Mix them up and then place them on the white marked hex spots on the map. (All these shards are black on the backside) No player shall know what goes where of these shards...
- Take the blank white dice and put following stickers on it:
Horse, Guns, Gun belt, boots/hat, Lasso and saddle. This dice is called: Gang member dice.



Horse



Guns



Gun belt



Boots/hat



Lasso



Saddle

- Take the 4 blank black dices and put following stickers on each of them: bandit1, bandit1, bandit2, Axe, Pickaxe and Cattle. This dices are called: Battle dices.



1 bandit



1 bandit



2 bandits



Axe



Pickaxe



Cattle

Dices:

White dice:

Moving dice

You use this dice to decide how many steps you max get to move in a turn.

White item dice:

Gang member dice – (Horse, Guns, Gun belt, boots/hat, Lasso and saddle).

Once you have picked up a hidden item in the game you should start rolling the gang member dice every time it's your turn before you make your move. If you manage to roll items you have found you will benefit from this.

If you have and roll:

A horse, a saddle or a boots/hat – you can move 3 extra steps in this turn.

The guns, gun belt or lasso – you get to use one extra “battle dice” in any battle you have this turn.

Note: You have to have the item you roll to benefit from this. If you for example roll a horse and you don't have found the horse shard yet, you don't get to move the extra steps.

Black item dices:

Battle dices – (bandit1, bandit1, bandit2, Axe, Pickaxe and Cattle)

These dices are used in battle and when you try to get quest items.

You get to use one battle dice for each gang member you have (you can have max 3 gang members) You don't get to use a dice for your own character so if you for example have 2 gang members you get to use 2 battle dices. The only way to use all 4 battle dices is if you have 3 gang members, have the “guns” shard or the “gun belt” shard or the “lasso” shard and manage to roll that item with the “gang member” dice before you make your move.

First part of the game:

Search the map (white hex spots that has hidden item shards on them) and look for 6 items (Horse, Guns, Gun belt, boots/hat, Lasso, saddle.... and the house)

Once you have moved to a spot with a hidden item you get to look at this shard. If it's an item you don't have you pick it up and place it in front of you. If it's an item you already have you place it back on the spot again (don't show the other players what's on the shard if you place it back).

If you find the house you put it back again and remember where it is. (You can't pick up the house) The house is where you go to get your quest cards once you have at least one gang member. Again, don't show the other players what's on the shards you look at and put back!

Gang members:

To get a gang member you have to go to the city in the centre of the map.

Once you get to the city, you get to roll the gang member dice.

If you manage to roll an item you have (Horse, Guns, Gun belt, boots/hat, Lasso and saddle) you get to pick a gang member shard and place it in front of you.

You can do this until you have max 3 gang members. You can try to get all of them on same turn but you have to roll the dice one time for each member.

If you don't manage to roll an item you have, you will lose an items you have of your choice. The item you choose to lose will then be placed in the Mexican village (see on the map).

You can try to get a gang member as many times you like when you're in the city, but the fewer items you have the harder it gets.

If you have found all 6 items you clearly don't have to roll the dice.

Note: If you lose gang members during the game, you can always go back to the city and recruit more the same way as explained here above.

Mexican village:

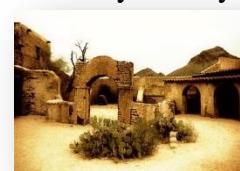
All items that are lost trying to get a gang member will be placed here.

You can anytime during the game go to the Mexican village and collect as many items you need that are placed here. (If there are items here)

Note: You can only hold one of each item

(Horse, Guns, Gun belt, boots/hat, Lasso and saddle)

but you can at anytime during the game, go to the Mexican village and pick up items you need if there are any.



The City:

The City is located in the centre of the map.

Once you have all the items or some of the items you can go to the city and try to get gang members. You can try to get all of them on the same turn but you have to roll the dice one time for each member. Read more about this under "Gang members".



The House:

You will find the house among the hidden shards on the map (white hex spots). Once you have found it don't show or tell the other players where it is.

When you have got at least one gang member you will go to the house.

If it's still faced down you can now turn it over so it's faced up and all players can see it. Once you're at the house with at least one member you will draw 5 quest cards from the deck.



Quest cards:

You will get 5 quest cards once you move to the house together with at least one gang member. On the quest cards you will see what items you have to pick up and deliver to the city. The first player that delivers 5 quest items to the city has won the game.

Quest items:

To be able to get a quest item you have to stand on the location the quest item is.

You also have to have at least one gang member with you.



Gold:

When you mine for gold you have to move to a yellow hex spot on the map (that have a gold shard on it). Once you are here you roll the gang member dice/s.

If you manage to roll a “pick axe” you manage to mine the gold and can take the gold shard and place it in front to you. You use the battle dice/s when doing this and you get to use one dice for each gang member you have. (Read more under “Black item dices”)



Cattle:

When you collect cattle you have to move to a brown hex spot on the map (that have a cattle shard on it). Once you are here you roll the gang member dice/s.

If you manage to roll a “Cattle” you manage to collect the cattle and can take the cattle shard and place it in front to you. You use the battle dice/s when doing this and you get to use one dice for each gang member you have. (Read more under “Black item dices”)



Timber:

When you collect timber you have to move to a green hex spot on the map (that have a timber shard on it). Once you are here you roll the gang member dice/s.

If you manage to roll an “Axe” you manage to collect the timber and can take the timber shard and place it in front to you. You use the battle dice/s when doing this and you get to use one dice for each gang member you have. (Read more under “Black item dices”)

If you fail to mine gold or collect cattle or timber, you have to draw a Bandits card and fight the amount of bandits it says on the card.

Battle:

If you run into bandits you have to fight them. You use the battle dice/s when doing this and you get to use one dice for each gang member you have. (Read more under “Black item dices”)

You have to roll as many bandits as the bandits attacking you are to win the battle.

For example: You get attacked by 2 bandits. You have 3 gang members so you use 3 battle dices. You roll “2 bandits”, “Axe” and a “cattle”... Since you have rolled 2 bandits and the bandits were two, you win the battle.

If you lose a battle you will lose one of your gang members.

You can only lose ONE gang member in each battle. You can at any time in the game go back to the City and recruit more members (Read more under “Gang members”)

Indian camps:

On the game board there are 5 triangles.

If a player moves to one of the triangles he will receive an Indian camp. This camp can be placed on any triangle on the board at any time in the game. A player can never move over an Indian camp so the camp will block the way for everyone. Each player can only receive and place one camp during the game. The camp can be placed at once, later or never...