

RULES (WORK IN PROGRESS BETA VERSION)

I. AIM OF THE GAME

Outlaws is a Mexican Stand-off steeped in political intrigue and deceit, where each player will take on the role of a Governor in the Wild West looking to outmanoeuvre their opponent and prevail in one of three different ways:

THE GOOD WAY

The story of Outlaws is one of a presidential race where every vote counts.
The Governor with the most votes when the election takes place wins. Although,
it isn't called the wild west for nothing, anything can happen between now and election day!

THE BAD WAY

Men of few morals aren't hard to find in the West and the rich and powerful
aren't above hiring individuals such as these to do their dirty work.
If a Hitman can eliminate the opposing governor with a well-placed shot, well,
dead men can't be President, it's as simple as that.

THE UGLY WAY

Luckily though, In a time of lawlessness there are those that still uphold justice.
If a Sheriff can foil an assassination attempt and arrest the Hitman, well,
that's what we call a smoking gun and a good scandal will kill a man as surely as a bullet.

**Each player will control ten characters, each with a unique ability.
These characters are lined up facing one another,
their identities hidden from their opponent.
During the game these characters will move up and down the table,
revealing their identity to collect tokens and use their abilities.**

**Players must manage the "information" that they reveal and receive,
using it to bait and trap their opponent's characters in order to accomplish
one of the three win conditions.
The first player to do so will be free to move on up in the world,
all the better to see his opponent fall.**

II. COMPONENTS

* **20 character cards with stand**
* **17 Item Tokens**
    - » **3 Bullets**
    - » **3 Handcuffs**
    - » **6 votes**
    - » **4 « X » bogus tokens**
    - » **1 Election**
* **6 « Headline » Markers**
* **2 Gaming aides**
* **20 Character Mini-tokens**



III. SETUP

1. Remove all the character standees and stands from the box and assemble them by slotting one stand into the space provided on the right-hand side of each card.
2. After assembly, split the characters into two factions of 10 according to the colour of the back of their cards: **Green** and **Red**.
3. Once sat facing one another, players take one faction each.
4. Each player takes 8 of their characters and line them up facing one another with the backs of the cards towards their opponent. These two rows are known as “Main Street”. They then place the two remaining to the side, visible to their opponent. This zone is known as the “Saloon”.

Players are free to deploy their characters as they wish however for their first game it is recommended that they deploy them randomly.
Note: The Governor may not be placed in the saloon! A man of his standing wouldn’t be seen in such an establishment!

Be sure to leave enough space in-between each card so as to be able to move them around easily.

5. Take the 17 Item Tokens out of the box. Give one Bullet and one Handcuff token to each player. Place the rest face down on the table and shuffle them.
   Without looking at them, place one token face down in between each pair of character cards before placing the rest on either end to form the Supply.
6. Take the 20 Character mini-tokens out of the box and give one example of each character to both players.
7. Take the 6 Headline tokens and give 3 to each player.
8. Each player then receives a Gaming Aid before starting the game.
9. Flip a coin (or one of the Bullet/Handcuff tokens) to determine the first player.

IV. THE TURN

During their turn, each player may perform two actions before passing to their opponent.

There are four actions available and players may perform the same once twice in one turn.

MOVE

The controlling player takes two of their characters, without revealing them, from Main Street and exchanges their positions. The player may choose to make this switch outside of his opponent’s view if they so wish and may replace the characters in their original positions if it suits their plan.

Leaving the Saloon: If a player wishes to move a character from the saloon then they first take the character in question and two other characters from Main Street. They may then move these characters as per the rules of a normal move, placing one back into the saloon and two into Main Street.

The Saloon: The Saloon is a space located to one side of Main Street and contains two characters. These characters are always visible to both players however they may not be interacted with in any way whilst located there. Any character may enter the Saloon with the exception of the Governor as a man of his standing would never be seen in such an establishment!

LOOK AT A TOKEN

The player reveals one of his characters to his opponent. He may then take the token located in front of that character and look at it, keeping its identity to themselves.

Revealing a character: Most actions in Outlaws require/cause you to « reveal » a character. To do so, turn that character around to face your opponent.
They are turned back round at the end of the action.

Character Mini-Tokens: Outlaws is a game or strategy and memory, however, not everyone appreciates memory games. If you so wish you may use the character tokens as a reminder of which of your opponent's characters is which.
They have both a coloured side, for when you're certain of the character's identity, and a black & white side, for when you're not so sure. You may move these tokens around as you please but apart from serving as a reminder, they don't enforce any other rules on the game.

TAKE A TOKEN

The player reveals one of his cards before announcing the identity of the token in front of that character. If the token is not the type previously announced or reveals a Bogus Token (Black **X**) then it is placed face down in its original position. If it does correspond to the type stated by the player then they may take the token and place it face up in front of them. However, only certain characters may pick up certain tokens:





Votes may be picked up by anyone except the Governor



Handcuffs may only be picked up by the Sheriff



Bullets may only be picked up by the Hitman



The Election token may only be picked up by the Governor

Replacing Tokens: After taking a token, it is not replaced directly from the supply but rather the rest of the line of tokens slides down, away from the reserve, and a new token is placed at the end of the row.

USING A CHARACTER'S ABILITY

The player may reveal a character to immediately use their ability.
Each character's ability is unique and some may only be used in specific circumstances.

The Governor – The Governor has no ability.
His only advantage is being able to pick up the Election token if his faction possesses more Vote tokens than his opponent's (*See: V. Winning the game*).

The Hitman – After revealing the Hitman you must discard one Bullet token to reveal the character across from him. If it is the Governor you successfully assassinate him (*See: V. Winning the game*). If it is any other character however the assassination fails.
The token remains discarded and both characters are turned back around.

The Sheriff - After revealing the Sheriff you must discard one Handcuff token and call out the Hitman to reveal the character across from him. If it is the Hitman you successfully arrest him (*See: V. Winning the game*).
If it is any other character however the arrest fails.
The token remains discarded and both characters are turned back around.

Additionally, the Sheriff can try to arrest the Bandit. Discard one Handcuff token and call out the Bandit to reveal the character across from the Sheriff. If it is the Bandit then they are "**immobilized**" and you may recover the spent handcuff token.
If it is any other character however the arrest fails, both characters are turned back around and the token is lost.

Finally, if the Sheriff is adjacent to the Governor when a Hitman assassinates him, the player may reveal the Sheriff and discard a Handcuff token to save the governor and arrest the Hitman (*See: V. Winning the game*).

Immobilized: When a character is immobilized in Outlaws they remain in place and are laid down, face up, to show their state. Whilst immobilized a character may not move, be moved, be activated or use their abilities in any way.
This effect may be cancelled by other characters. When cancelled, stand the character back up, hidden from the opposite player.
That character may now act normally.

The Indian – After revealing the Indian, you may reveal the character opposite him.

The Storekeep – After revealing the Storekeep you may switch the position of two of the three tokens adjacent (opposite and diagonal) to him or one of the three tokens adjacent to him with a random one from the supply.

The Lead Dancer – After revealing the Lead Dancer, you may target any of the 2 characters to the left and right of the one opposite the Dancer. Place one of these characters in front of the Lead Dancer, sliding the others outwards to make space.

The Reporter – After revealing the reporter you may call out one character.
Reveal the character opposite him. If the revealed character corresponds to the one you named, take a headline marker and slot it onto that character's card.
For the rest of the game that character must remain revealed. If the character is not the one you named, discard one of your headline Markers.
You may not attempt to perform this action if you have no headline markers left.

The Bandit – After revealing the Bandit, you may name either the Hitman or the Sheriff.
Reveal the character opposite the Bandit. If it's the Hitman, you may steal a Bullet Token from your opponent. If it's the Sheriff you may steal a Handcuff token from your opponent.
If it is neither then the action has no additional effect.

The Reverend – After revealing the Reverend, if there is an immobilized Bandit to his left, you may cancel the immobilized state.

Additionally, if a Bandit or Hitman is arrested by the Sheriff whilst immediately to the left of the Reverend, you may reveal the reverend to cancel the arrest. The action fails and Handcuff tokens are still discarded.

The Mayor – When revealing a character situated immediately to the right of the Mayor to use their ability, you may also reveal the Mayor. If you do so then you may increase the Range of that ability by 1. Abilities that targeted opposite character(s)/token(s) may now also target those immediately adjacent to them.
This ability may not be used I conjunction with the Hitman, Lead Dancer or Bandit.

Example: The player reveals the Indian and then the adjacent Mayor.
The Indian now has a choice of three characters he may reveal.

The player reveals the Storekeep and then the adjacent Mayor.
The Storekeep may now exchange the positions of two of the five tokens within his reach.
He may also swap one of them for a token from the supply.

V. WINNING THE GAME

There are three ways to win the game: The **Good Way**, the **Bad Way** and the **Ugly Way**.

The Good Way

If a player's Governor reveals and takes the Election token they win the game.

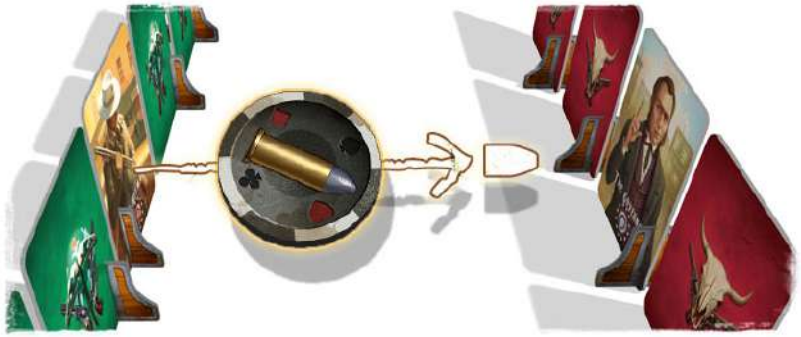
Remember: To do so they must have more votes than their opponent otherwise there is no effect.



The Bad Way

If a player's Hitman successfully assassinates their opponent's governor, they win the game.

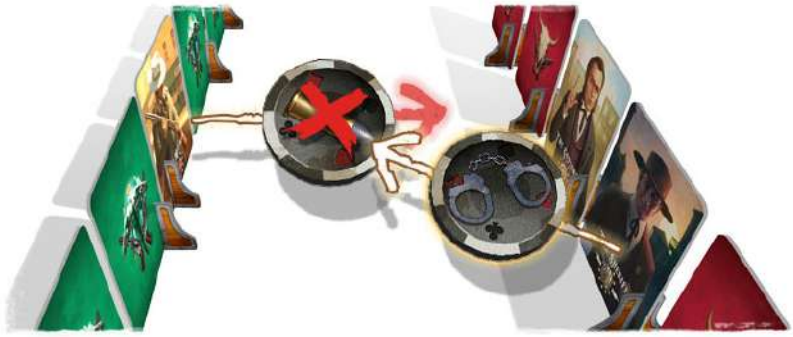
Remember: To attempt an assassination the player must discard one Bullet token.



The Ugly Way

If a player's Sheriff successfully arrests their opponent's Hitman, they win the game

Remember: To attempt an arrest the player must discard one Handcuffs token.



Sudden Death: Even though it is incredibly rare, it may happen that it is no longer possible for either player to win the game (Both players have 3 votes and all 6 Bullet and Handcuff Tokens have been used). As soon as the last of these tokens has been claimed/used, take the three bullet tokens, the three Handcuff tokens and two bogus tokens. Shuffle them together and place them randomly in the Main Street.
Continue playing until either a Bad or Ugly victory has been achieved!

VI. 3 & 4 PLAYER MODES

With two boxes of Outlaws you can play with up to four players!
These 3 & 4 player modes take on a slightly different form but otherwise follow all the same rules!

You will however find that with more Sheriffs and more Hitmen comes a lot more bullets and handcuff tokens so these games can become quite rambunctious! The core duel theme is unchanged but you have a lot more elements to consider, which means things can get rather explosive...

3 PLAYER MODE

Setup: Follow the standard instructions but prepare 3 factions (sets of 10 character cards) instead of 2.
These are set up in a "Y" shape as shown.
Each player's Saloon is placed to the Right of their line.
The token supply is placed in the middle of the three Main Streets.
When building the supply, use the following tokens:

- **8 Votes**
- **2 Bullets**
- **2 Handcuffs**
- **2 Elections**
- **4 Bogus**

The rules are exactly the same as in the standard game.

You may only interact with cards or tokens that are opposite one of your own characters.

If a player wins the Good Way, both his opponents are defeated!

If a player Arrests an opposing Hitman (the Ugly Way) or Assassinates an opposing Governor (The Bad Way) then that player is eliminated from the game along with all his characters and any tokens they may have possessed.

The two remaining players merge their lines so that it resembles the standard two player setup. Any tokens that would be merged are shuffled together, four of them are placed in their standard positions and the others are returned to the supply.

The remaining players then continue the game.



4 PLAYER MODE

Setup: Follow the standard instructions but prepare 4 factions (sets of 10 character cards) instead of 2.
These are set up in an "X" shape as shown.
Each player's Saloon is placed to the Right of their line.
The token supply is placed in the middle of the four Main Streets.
When building the supply, use the following tokens:

- **12 Votes**
- **2 Bullets**
- **2 Handcuffs**
- **2 Elections**
- **6 Bogus**

The rules are exactly the same as in the standard game.

You may only interact with cards or tokens that are opposite one of your own characters.

If a player wins the Good Way, all his opponents are defeated!

If a player Arrests an opposing Hitman (the Ugly Way) or Assassinates an opposing Governor (The Bad Way) then that player is eliminated from the game along with all his characters and any tokens they may have possessed.

The three remaining players merge their lines so that it resembles the three player setup (see above). Any tokens that would be merged are shuffled together, four of them are placed in their standard positions and the others are returned to the supply before continuing play.

If a second player is eliminated the two remaining players merge their lines so that it resembles the standard two player setup. Tokens are shuffled and replaced as previously described.

The remaining players then continue the game until only one is left standing!



4 PLAYERS REPUBLICANS VS DEMOCRATS

In this mode players will form two teams.

Each team will be seeking victory but only one player can be President!
At the end of the game the player with the most votes on the winning side will be elected president, whereas his colleague will have to settle for the vice-presidency.
So be sure to keep a close eye on your “friends” in this one!

Follow the standard setup instructions for a two player game.
However, the Main Street is now composed of 11 cards instead of 8.

Both players have a Governor, Hitman and Sheriff that only they can control.
The other 7 characters may be used by both team members.

There are two saloon slots, one for each player.

Order of play alternates between teams, so if Team 1 was composed of players A and B, whilst Team 2 was composed of played C and D, the turn order would be A,C,B,D.

Information can be shared between players of the same team. If a decision must be made, it is the active player who decides.

If a player is eliminated the “Bad” or “Ugly” way, remove the character that was affected (Governor for the Bad and the Hitman for the Ugly) as well as any tokens related to them that were owned by the player (votes for the Governor and Bullets for the Hitman).

The surviving member of their team takes control of their two remaining characters and any remaining tokens before continuing the game as normal. Their first action must be to immediately replace the lost character with one from the Saloon: This follows the usual rules of moving a character from the Saloon but no character will be placed back into the Saloon, all three will be placed in the Main Street.

If both players from the same team are eliminated, their opponents win.

To win the “Good” way, the team that picks up the Election token must have more votes than the opposing team.

Once a team has been declared victorious, total up the votes for each player on that team.

The player with the most votes is declared president and the overall winner of the game!

