



There's rumours of something big about to happen in Cactus Town - a small backwater settlement that usually wouldn't catch anyone's interest. Marshal O'Callaghan doesn't know what it is, but he sure knows one thing: the local sheriff cannot be trusted with keeping law and order.

While he is mustering a party to ride to Cactus Town, he needs to find a way to stall any developments, and no one is better suited for the task than the lone ranger, his predecessor in the marshal post.

"Will you make sure nothing happens before we get there?"

"Don't you worry, O'Callaghan, you got your man!" The lone ranger prefers working alone, two decades serving as US marshal have taught him not to trust anyone. "He travels fastest who travels alone," is his motto. "I'll get there and keep everyone in check until you arrive!"

This expansion introduces a new asymmetric party to Cactus Town: **the lone ranger**.

Commissioned by the federal marshal, his objective is to **keep everyone in check until the marshal's task force arrives**. A new game mechanic, based on round events, will put a time-limit on your games, ending the game when the event deck is depleted and the marshal arrives.

The Lone Ranger expansion requires the Cactus Town base game, and opens several new party combinations, for 2-player, 3-player, and 4-player games, but more importantly, opens the game for **solo play and 5-player games**.

In the **solo mode**, you will **take on the role of the outlaws** and experience a race against the clock to get your plundering done before the marshal shows up... All the while, the lone ranger will tamper with your plans, being your automata opponent.

In a **2-5-player game**, you can **take on the role of the lone ranger** yourself, trying to prevent anyone else from fulfilling their objective and manipulating events to win time and speed up the arrival of the marshal.

## COMPONENTS



4 action cards



18 event cards



1 lone ranger



1 standee base



9 solo mode action cards



1 translucent die



4 player aid cards  
(4 languages)



1 gunslinger screen

## GOAL OF THE GAME



The lone ranger's objective is to prevent any opponent from winning the game before the arrival of the marshal. "You won't have your ways, come rain or shine!" He **wins immediately when the event card marshal's arrival is revealed**.



# PREPARING THE GAME (BASIC MODE)

## TOWN SETUP

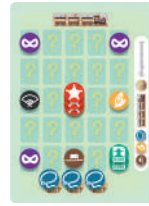
Follow the town set-up rules of the Cactus Town base game. The Lone Ranger expansion works with all variants of the game (basic or advanced buildings, reverse order or straight programming).

## STANDEE POSITIONS AND PLAYER SETUP

Take the **setup card B**, it shows which new party combinations are possible, depending on player number, and which clockwise seating order must be maintained.

Choose your parties (being aware of the seating order) and continue with character and town set-up as described in the Cactus Town base game.

When playing solo mode you will play as outlaws and your automata opponent will be the lone ranger, **starting from the sheriff's office**.



# HOW TO PLAY WITH 2-5 PLAYERS

Play the game exactly as you play the Cactus Town base game, with planning phase and action phase, and stopping the game immediately when any player has fulfilled their objectives.

## EVENT CARD DECK

Take the 18 event cards marked and set aside the *marshal's arrival* card. Shuffle the remaining 17 cards and draw a number of cards face down, depending on the number of players:

Players	2	3	4	5
Cards in event deck (excl. marshal's arrival)	8	10	10	10



Afterwards, shuffle the marshal's arrival card with the bottom 2 cards of the deck, so you always know that the game end will be triggered with one of the last 3 cards.

Each round, **before the action phase**, the lone ranger draws a card from the event deck and reads out the corresponding text from the event card table (last page of the rulebook). After application of the effect, discard the event card to a discard pile.

# NEW ACTION ICONS

This expansion introduces new special actions, apart from repeating action icons from the base game.



## DUEL

The **DUEL** action works the same way as in the base game. If the lone ranger **wins a duel he has initiated, discard the following event card** from the event card deck. A losing lone ranger is **pushed**.



## CONFUSE

If you share space with an opponent, you may look at a single opponent's target cards, choose one and archive it. The opponent draws a new target card from the deck.



## HORIZONTAL SNEAK (only in solo mode)



## VERTICAL SNEAK (only in solo mode)



## DOUBLE SNEAK (only in solo mode)

Carry out up to 2 separate SNEAK actions in a row, following the rules from the base game.



## SPRINT (only in solo mode)

Carry out up to 2 separate RUN actions in a row, following the rules from the base game. Only reveal the building you end your full movement on.

# HOW TO PLAY IN SOLO MODE

Play the game exactly as you play the Cactus Town base game, with planning phase and action phase, and stopping the game immediately when you or the lone ranger have fulfilled your objectives.

In solo mode, you will take on the role of the outlaws, but your objective changes to **plundering with all 3 outlaws and escaping with all of them to the wilderness.**

The lone ranger will try to tamper with your plans, all the while getting stronger in his actions and hoping for an early arrival of the marshal. **He will win when the marshal's arrival card is revealed as an action.**


Give the first player token to the lone ranger. It will change party after each turn, just like in multi-player games.



## PLANNING PHASE

At the beginning of the game, **as well as before each round**, you will have to prepare the **solo mode action card draw deck**, using the numbered solo mode action cards.

1st Round: Take the 4 solo mode action cards marked  and shuffle them to form the action card draw deck.

2nd to 5th round: take the action cards from the previous round and add 1 random  card to form the new action card draw deck. Shuffle.

6th round: In the 6th round add the marshal's arrival card  to the action card draw deck, this is the LAST card to be added. The action card draw deck now has 9 cards. Shuffle. Remember that the game ends immediately when the marshal's arrival card is **revealed as an action**. If the marshal's arrival card is drawn as *second shot* card, continue gameplay as normal.

As of round 7: Archive 1 card from the action card draw deck, starting with card #1 and counting up in subsequent rounds. Shuffle. The probability of the marshal's arrival increases with each round.

During the planning phase, when it is the lone ranger's turn, take the topmost card of the solo mode action card draw deck and place it face down on the action stack, without looking at it. After his 3 programmed action cards are placed, take the topmost card of the action card draw deck and set it aside as *second shot* card.

## ACTION PHASE

In the action phase, the lone ranger will always use the *second shot* feature, and apply the value to all duels in the round.

TARGET VISIBILITY



The actions of the lone ranger depend on whether there is a visible target (the distance to the target does not matter). Carry out the respective action icon sequence shown on the action card.

A visible target is:

- An outlaw with a plunder token
- A revealed target building

The outlaws' 4 target building cards are visible face up in the outlaws' player area. When any of these buildings is revealed, consider it a visible target. When an outlaw plunders a building, flip the respective target card. This building is not considered "visible" anymore.

## ACTION ICON SEQUENCE

Action icons in an uninterrupted sequence are all carried out in the same turn, sequentially, from left to right. Skip icons of actions that cannot be carried out. For action icons separated by a slash, carry out the first action if possible. Otherwise, carry out the second action. If none are possible, pass turn.

## THE LONE RANGER'S MOVEMENTS

The lone ranger will always move towards the closest outlaw, counting the number of building spaces it would take to get there with orthogonal movements. If there are several outlaws with the same distance, determine the target randomly between them.

If the lone ranger has a movement action but is already on a building with an outlaw, he will not move.



EVENT	NAME (n° of cards)	ROUND EFFECT
1	Sandstorm (2)	Vision blurs. No player may use the second shot feature.
2	Disorder (2)	Change of plans. When revealing action cards, players may replace a single action card with the action card set aside for the second shot. If they do, they may not use the second shot feature.
3	Distraction (1)	You get distracted. Starting a duel has a penalty of -1 to your die roll.
4	Train (1)	The marshal moves faster. Discard the following event. If it is the "marshal's arrival", the game ends immediately.
5	Stagecoach (1)	The marshal moves slower. Shuffle the event discard pile, draw 2 cards (if possible) and put them on top of the event card deck
6	Dried up water well (2)	You are thirsty. The RUN ALL action can only be carried out with a single standee per action. Parties with only one standee are not affected.
7	Snake in my boots (2)	You cannot control your moves. The SNEAK ALL action can only be carried out with a single standee per action. Parties with only one standee are not affected.
8	Shootout (2)	You get up early to get some shooting done. If your unplayed action card allows you to duel, you may duel immediately before the action phase, with a +2 to your die roll.
9	Fast draw (1)	You feel like a gunslinger. All parties roll their dice twice in a duel, adding both results. Any modifiers from tokens or buildings apply to both dice.
10	Tumbleweed (3)	No effect.
11	Marshal's arrival (1)	The game ends immediately. The lone ranger party is the winner!

## CREDITS

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