



DICE TOWN



LUDOVIC MAUBLANC - BRUNO CATHALA

WILD WEST



GAME RULES

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WILD WEST

Once-small Dice Town is attracting more and more adventurers, lured by gold and easy bucks. To satisfy them, all the stores and attractions in main street are offering new opportunities.

GAME CONTENTS

- 1 Cup
- 5 Poker dice
- 11 General Store cards
- 10 Ranch Property cards
- 12 River cards
- 12 Outlaw cards
- 10 \$1 bills
- 10 gold nuggets
- 1 Indian die
- 6 Doc Badluck cards
- 1 Rulebook

HOW TO WIN

You still have to become the most influential hero in Dice Town by accumulating gold, money, goods, and property cards including Ranches!

GAME SETUP

- 1 Mix the new General Store cards with those from the original game, shuffle, and make a face-down draw pile. The card "Smoke Signals" must be added only if you are using the Indian Die (see page 8).



- 2 Shuffle the Ranch property cards with the original game's Property Claim cards. Make a face-down draw pile and turn over the first three cards.



- 3 Place the 40 gold nuggets on the Gold Mine (30 from the original game and 10 from this expansion).
- 4 Shuffle the 12 River cards. Make a face-down draw pile above the Gold Mine.
- 5 Place 3 x \$1 bills on the bank and 2x \$1 on the Stagecoach.



- 6 Shuffle the Outlaw cards and place the Outlaw draw pile face-up on the table above the Saloon.
- 7 Turn over the first two Outlaw cards from the draw pile and face them face-up above the Sheriff's office.



- 8 Just as in the original game, each player receives 1 cup, 5 Poker dice and 8x \$1 bills.



- 9 Each player receives a Doc Badluck card and places it in front of him.
- 10 The youngest player receives the Sheriff's badge card.

SETUP FOR 2 PLAYERS

Remove 10 cards from the "Property / Ranch" draw without looking at them and put them back in the box.

Do not use the 10 Gold nuggets from the expansion and leave only 30 on the Gold Mine.

- 11 *If you are using the Indian die (see page 8), place it on the Indian village, between Town Hall and Doc Badluck.*

HOW THE GAME IS PLAYED

Putting together a hand of 5 dice is done in the same way as the original game. Players will throw their dice in the same manner to create the best combination of 5 dice. The difference lies in the Making Actions phase, because **each location now offers TWO possible actions**.

For each location, the Player who obtained the best combination for that particular location will be able to **choose his preferred action (among the two available choices) and execute it**. The second-place player will have to settle for the remaining action. As is customary in Dice Town, the Sheriff will decide the winner in the case of a tie (see details on page 5).

If only one player obtains the required die at a given location, there is no second-place.


2 PLAYER GAME

There are still two potential actions, but only the best player for each will win. The other will get nothing.






1) GOLD MINE

The player who obtained the highest number of **9's**  can choose one of the following actions.

The second highest will perform the remaining action.

Original game action:

Exploit the Gold Mine and earn 1 Nugget for each **9**  in his Poker Hand.


Expansion action:

Prospect in the river and draw a River card. Use the card immediately and remove it from the game.

For the description of the River cards, see page 7.




2) BANK

The player who obtained the highest number of **10's**  can choose one of the following actions. The second highest will perform the remaining action.

Original game action:

Rob the bank and make off with all the bills in there.


Expansion action:

Attack the Stagecoach and take from there a \$1 bill for each **10**  in his Poker Hand.




Before moving on to the General Store do not forget to move the bills from the Stagecoach to the Bank.

3) GENERAL STORE

The player who obtained the highest number of **J's**  can choose one of the following actions. The second highest will perform the remaining action.

Original game action:

Go to the General Store and draw as many cards as **Js**  in his Poker Hand, keeping one and discarding the other ones. On the first round the original game action of the General Store is performed twice.

This expansion adds 12 new cards to the General Store deck (13 with the card Smoke Signals). See the description of these cards on page 8.




Expansion action:


Immediately pay a visit to Doc Badluck, choosing a remedy according to your Poker Hand dice and apply its effects immediately.

SALOON

4) SALOON.

The player who obtained the highest number of **Qs**  can choose one of the following actions. The second highest will perform the remaining action.

Original game action:

Win the favour of the girls and take advantage of their charm to steal from an opponent. Take as many cards as **Q's**  in his Poker Hand keeping one and giving back the others.

Expansion action:


Recruit an Outlaw by taking the top card from the draw pile.

See page 6



SHERIFF

5) SHERIFF

The player who obtained the highest number of **Ks**  can choose one of the following actions. The second highest will perform the remaining action.

Original game action:

Become the New Sheriff and take the badge from the previous Sheriff.

Expansion action:

Chase Outlaws.

See page 6

Important clarification about the Sheriff


His role is still to settle ties by deciding on a winner. He will, by the way, have a lot more work as both the winner and second place positions can now tie. When several players have the best Poker Hand, he will have to first decide who is in first and then second. When several players have the second-best Poker Hand, he will decide who takes the remaining action and who gets nothing. As is customary, a good old-fashioned bribe can help him make up his mind.

TOWN HALL

6) TOWN HALL

The player with the best Poker Hand chooses one of the following actions. The second highest will perform the remaining action.

Original game action:

Backing up the Mayor allows him to take the first Property card lying face up on the line (the bottom most one), plus a supplementary claim for each **Ace**  in his Poker Hand limited to the two visible cards left.

Expansion action:

Seduce the Mayor's wife and take the top Property claim card on the draw pile.



Amongst the Property cards are now ten Ranch Cards.

When a player gets a Ranch card, he places it **face-up in front of him**. The Saloon girls cannot steal this card (except with the Whiskey card, see page 8).

At the end of the game, each Ranch awards victory points, as described on page 7.



8) Doc Badluck.

Just as in the original game, if a player did not win anything during the round, he can visit Doc Badluck. It is played in exactly the same way.

Doc Badluck Cards:

It is not always easy to remember if a Player has won something during a round, especially with 6 players.



At the beginning of each round, Players should turn their Doc Badluck card face-up to the side showing the pictograms.



As soon as a Player wins something (including Second Place), he should turn the card face-down (with the closed wagon).

This way at the end of the round only players with an active card will visit the Doc.

OUTLAWS

RECRUIT AN OUTLAW AT THE SALOON

When a player recruits an Outlaw at the Saloon, he places the card in front of him (this card therefore cannot be stolen by the Saloon girls). Each Outlaw is associated with a pair of Dice, as illustrated on their card. Later on, **BEFORE any die roll**, a Player who recruited an outlaw can immediately put on the illustration **ONE or TWO of his dice which are about to be rolled** and change them to match the Outlaw's dice. Remaining dice are rolled as usual.



Example: a player still has 3 dice to roll to complete his 5 Poker Hand. He has one Outlaw with J and he uses it to put two of his 3 dice on the J face. Then he rolls his last die as usual.

Once used, the Outlaw card is turned to its "Wanted" side and is placed above the Sheriff's office.

Notes:

- It is possible for a single player to have several Outlaws recruited.
- If a player uses an Outlaw to finish his Poker Hand, it does not instantly end the Putting Together the Poker Hand phase. The others players still treat their next roll as a normal roll, and can keep some or all of the dice as usual. The roll following that one, however, is treated as a final roll in which players must keep all rolled dice.

CHASE OUTLAWS

Each Outlaw sitting above the Sheriff's office with their "Wanted" side showing can be captured. They all have an image of a die on their "Wanted" side.

To capture them, the Player rolls all the dice in his Poker Hand which show **K**. Using this roll, the Player can capture one Outlaw for each matching symbol.

He then puts his Poker Hand back as it was.





Example: There are three Outlaws on the run. Two have a 9 and one has a K. One player with 3 K decides to go chasing them. He rolls his three dice and obtains 9 / Q / Q. His 9 allows him to capture one of the two Outlaws with 9 but his Q are of no value, because no currently Wanted Outlaw has a Q on their "Wanted" side.

The corresponding captured Outlaws remain "Wanted" side up in front of the Player. They cannot be stolen, but they also cannot be used to influence a Poker Hand. On the other hand, their bounty value in dollars will be added to the capturing player's score at the end of the game.

END OF A ROUND

Once a round is finished, each Player takes his Dice and Cup to start a new round. The game ends after the end of the round in which all the Gold Nuggets or Property Claim cards are distributed. Victory Points are then counted.

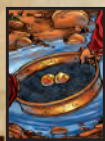
END GAME AND VICTORY POINTS

Victory Points (VP) are counted in exactly the same manner as in the original game:

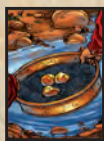
- 1 VP for each Gold Nugget
- 1 VP for every \$2 (Don't forget to add the value of captured Outlaws - Outlaws which were recruited at the Saloon but not used have no value)
- 5 VP for whoever is Sheriff at the end of the game.
- The General Store cards with numerical values award the indicated number of VP
- Property claim Cards award VP according to their numerical value.
- **Now the Ranches:** The value of Ranch Cards is determined by the number of Ranches possessed by that Player. The first Ranch is worth 1 point, the second 2 points, the third 3 points, and so on. So if a Player owns 4 ranches at the end of the game, he will score 10 points for them (1+2+3+4=10)

This may come as a surprise, but the Player with the highest total number of VP is declared the winner.

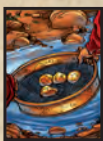
LIST OF THE RIVER CARDS



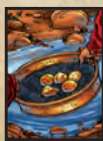
Gold!
You found 2 gold nuggets!
(Taken from the mine)



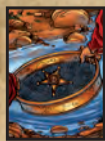
Gold!
You found 3 gold nuggets!
(Taken from the mine)



Gold!
You found 4 gold nuggets!
(Taken from the mine)



Gold!
You found 5 gold nuggets!
(Taken from the mine)



Star Badge
Take the Sheriff card immediately.
You are now the Sheriff.



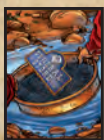
Wallet
You found \$2!
(taken from the bank)



Wallet
You found \$3!
(taken from the bank)



Discovery
Draw 3 River cards.
Choose one and place the other two on top of the deck in the order of your choice.



Coupon
Choose and take one General Store card from the discard pile.



Nothing
You found nothing!

LIST OF THE NEW GENERAL STORE CARDS



Cattle

Play this card at the end of the game.

This card awards 7 Victory Points.



Gift

Play this card immediately.

The player of your choice gives you one of their General Store cards.



Winchester

Play this card at the end of the game.

This card awards 6 Victory Points.



Two Guns

Play this card when you are trying to capture Outlaws.

After your first roll, you can roll the die of your choice again.



Mule

Play this card at the end of the game.

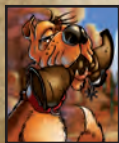
This card awards 1 Victory Points for each General Store card you own (including this one).



Swindler

Play this card immediately.

Each player gives you \$ 2.



The Dog

Play this card at the end of the game.

This card awards 2 Victory Points for each Outlaw you captured.



Whiskey

Play this card when you steal from an adversary at the Saloon.

Steal a Ranch card from this player instead of a face down card.



Insurance

Play this card when another player is stealing a card from you at the saloon.

Draw a card of the same type as the one that was stolen.



Desperado

Play this card when you are recruiting an Outlaw at the saloon.

Instead of the first Outlaw, you may choose any Outlaw from the pile. Reshuffle the pile.

EXPANSION: THE INDIANS

Material: Indian die, "Smoke Signals" card

Set up: Put the die on the Indian village (see page 3). Shuffle "Smoke Signals" card into the General Store deck.

After Town Hall resolution, the player who obtained the best Poker Hand can decide to give one of his newly-earned Property Claim cards back to the Indian people. If he chooses not to, the player with the second best Poker Hand may choose to do so.

The player places ONE of the Property Claim cards back into the box and takes the Indian die instead.

During the next turn, just before the Gold Mine is resolved, that player must roll the die and apply its effect immediately.

At the end of the turn, if a player who won any Property Claim cards doesn't give one of them back to the Indians, the die is returned to the village.



Shaman's blessing

Put one of your dice on a side of your choice.



Ambush

Force one opponent to reroll a die of your choice.



Bodyguard

During this game turn, nothing can be stolen from you.



Warpath

Put the Indian die on a location. The two actions for that location are not taken.



Smoke Signals

Play this card at the end of a turn, just after Doc Badluck.

Take the Indian die from the village or from another player.