

THE BATTLE FOR SLAUGHTER GULCH

A BOARD GAME FROM
TWILIGHT CREATIONS

The Deadlands Board Game The Battle for Slaughter Gulch

“So, stranger, what brings ya to our little town? Hehehe! So, yer seekin’ some o’ that ghosty-rock, eh? Well, ya got yer werk cut out fer ya. Done seem ever’body heard wind o’ the ghost strike. If’n yer wantin’ a share o’ the wealth ‘n glory, ye’d best keep two eyes on yer back. The one thing I kin tell ya fer sure: somebody’ll be gunnin’ fer ya!”

Dust, grit, and the smell of fear blow through the quiet streets of a rough and tumble frontier town. Once deemed a refuge from the hazards of the West, the town took a darker turn with the discovery of precious ghost rock. You have come to lay claim to your share of the priceless mineral, only to find that you aren’t the only one who has heard of the fabulous wealth ripe for the plucking. Can you outwit your foes and take control of the town and the limitless wealth it promises to the strong and cunning? Or will an unmarked grave on boot hill be your final resting place?

CONTENTS:

36 Dude figures (also known as player characters or pawns),
representing six outfits:

- The Agency
- The Texas Rangers
- The Blessed
- Hucksters
- Shamans
- Mad Scientists

20 Townsfolk figures (NPC’s)

6 Player screens, with the name of an outfit on the front

6 Outfit cards

6 Town cards - depicting a small version of the board to put behind
your screen

12 Game board tiles

Action tokens (10 for each outfit)

Harrowed and number counters

30 Objective cards (5 per outfit)

16 Event cards

35 Equipment cards (also called items)

18 Spell cards (6 per spell casting outfit)

6 Gadget cards (Mad Scientists)

29 Encounter cards (representing the NPC’s)

Ghost rock

6 six-sided dice (6d6)

OVERVIEW:

Your outfit has arrived in the frontier town of Slaughter Gulch, seeking the precious ghost rock and hoping to take control of the town. You have six dudes you can send to take over buildings, rough up townsfolk, work the mines, gamble in the saloon, or even enforce the law at the end of a gun. The choice is yours, but victory will go to the outfit that can gather the most wealth, control the most buildings, and accomplish their own private agenda.

GAME SETUP:

Shuffle the outfit cards and give one randomly to each player. Take the player screen, action tokens, objective cards, and dude figures that match your outfit. Take one of the town cards and put it face up behind your screen. Place your objective cards to the left of your screen, and your outfit card to the right. Place your action tokens near your town card. Collect ghost rock equal to the number shown on your outfit card. If your outfit are spellcasters (The Blessed, Hucksters, or Shamans), take the six matching spell cards, shuffle them and place them to the left of your screen. If you are the Mad Scientists, do the same with the gadget cards.

Remove the "Mine" and the "Rail Station" from the tiles and shuffle the rest. Randomly arrange the tiles in two rows of five tiles each with the "street" in the center. Add the "Rail Station" to the left end of the board. Add the "Mine" to the right side of the board.

Place the disk marked "1" on the "Rail Station." Add a numbered disk to each building in order progressing clockwise around the board. Be sure to include the "Mine." These numbers correspond to the numbers on each player's board that they keep behind their screen.

Shuffle the equipment cards and deal three face down to each player. You may purchase any or all of your cards by spending ghost rock from your supply and placing them to the left of your screen. Put any remaining cards face down at the bottom of the deck, and place it near the board. Take the top three cards from the deck and place them face down on the board behind the General Store.

Add ghost rock to the mine as follows:

# of Players	Ghost Rock
2 or 3	40
4	50
5 or 6	60

Place the remaining ghost rock to the side, as a reserve supply.

Remove the Sheriff card from the encounter deck and place it face up by the Jail. Shuffle the remaining encounter cards and place them by



Sample Board Set-Up

T = Townsfolk

the board. Take one townsfolk figure and place it in each building, the mine, the railroad, and the graveyard (but not the street). Draw an encounter card and place it face down behind each location. The encounter card determines which character is represented by that figure. Do not place a second encounter card at the jail, as that figure represents the sheriff.

(For further explanation, see the illustration on the previous page.)

TWO PLAYER GAME:

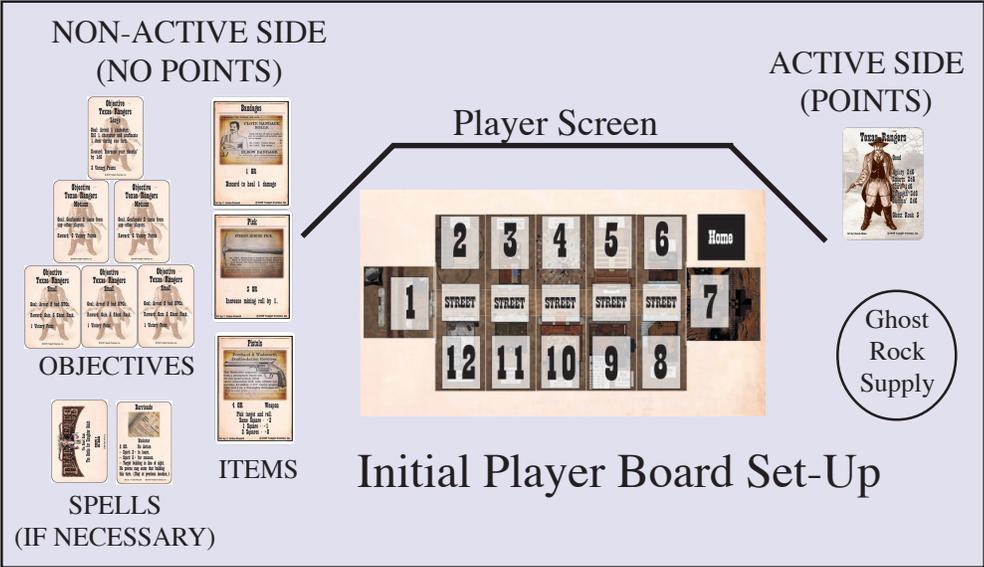
If you are playing a two player game, remove the Stable, Theater, Bank, and church from the tile pool before set-up. Only use the disks numbered 1 through 8. When adding “townsfolk” (NPC’s) disregard any rolls over 8 for a two player game.

GAME END:

There are many ways that the game can end. Roll one die to determine what will trigger the end of the game:

- 1 – The last encounter card is drawn.
- 2 - One outfit controls 3 locations at the beginning of the turn.
- 3 - One outfit completes four objectives.
- 4 – The Jail is full and the mine is depleted. (Reroll if there is no Agency or Texas Ranger outfit in the game)
- 5 – The last event card is drawn.
- 6 - All outfits have at least 5 dudes on the board or at home (including the graveyard).

If three or more of the above conditions are met, the game ends as well even if the one rolled at the beginning of the game is not met.



THE COUNTY CLERK:

Elect one player to serve as the County Clerk. The Clerk is responsible for maintenance of the board and card decks, drawing event cards, placing townfolk, etc., as needed. Place the event and encounter decks near the Clerk so he can reach them easily. The Clerk is also responsible for moving the Deputy once he is in play.

TO START THE GAME:

You begin the game with three dudes on the street. Each player then secretly places any three action tokens on his hidden town card, on any street squares in any combination (you may place multiple tokens on the same space if you wish). After all players have placed their tokens, remove your screen and place three of your figures on the matching spaces of the board. Set your other three dudes aside for now. You can use them later if you recruit townfolk to join your outfit.

PLAYING THE GAME:

The game is divided into a number of rounds (turns). Each round represents one day in town. Each round (turn) is divided into five steps, which must be followed in order:

1. Each spellcasting outfit and the Mad Scientists check if there is a spell or gadget face up to the left of his screen. If there is none, turn over the top card of your spell or gadget deck. Note that you will need to do this on the first turn of the game. For more about spells and gadgets, see "Spell Cards" and "Gadget Cards."
2. Each player hides his town card behind his screen. Place action tokens on your town card to show where your dudes will move and what actions they will take this round. Place a token face down if you do not want your dude to take any actions. Each dude can move up to two spaces each turn, so make sure you place the token no more than two spaces away from your current location (Exception: Running. See "Action Tokens").
3. Once all tokens have been placed, all players remove their screens and move their dudes to their new locations as shown on the town cards.
4. The Clerk turns over the top two cards from the event deck. These events take effect immediately.
5. Starting at the Railroad and continuing clockwise around the board, dudes in each location take their actions for the round. Then, again starting from the railroad and going to the mine, all dudes on street squares take their actions. Finally, any dudes at home take actions.

After step 5 has been completed, any new arrivals in the town (see "Events") are moved to their destinations by the Clerk, and a new round can begin.

TOWN CARDS:

Your town card shows a miniature version of the game board, with all of the locations and streets of the town. You will use your town card to plan your moves each round. Keep your town card hidden behind your screen while you place action tokens, so your opponents don't know what you're up to!

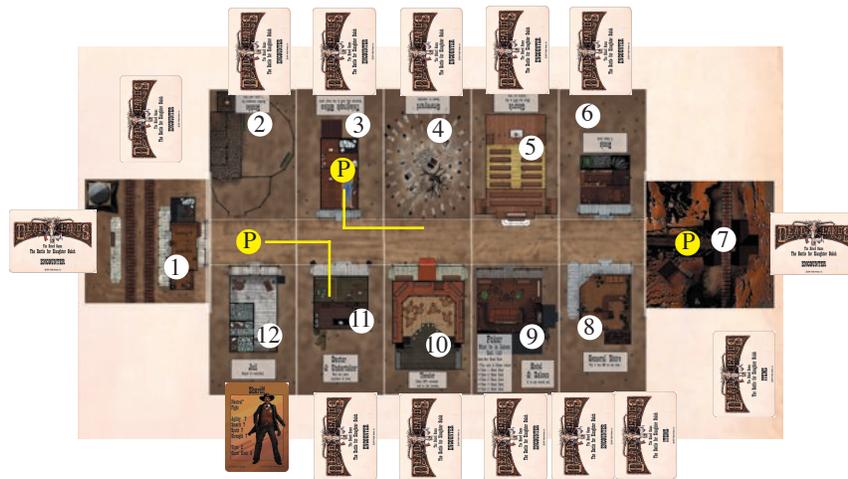
MOVEMENT:

Each round, you may move each of your dudes on the board up to two spaces. Each square in the street and each building/location is considered one space. You cannot move directly from building to building: You must move into the street before you can enter a different building.

Important: Diagonal movement is not allowed!

During step 2 of the turn, you secretly place action tokens on your town card, hidden behind your screen. All players place tokens at the same time, and they are not revealed until all players have finished placing.

Leave your action tokens on the town card after movement, as you will use these later during step 5.



Movement Example:

The Texas Rangers player has three pawns in play. During "step 2" he decides to move two of his pawns and keep one where it is, at the "Mine." He places the appropriate action disks on his player board where he wishes the pawns to move. Once step 3 is reached, he will move his pawns to their new locations.

A = Action Disk

P = Pawn

If you try to make an illegal move, that dude does not move at all and can take no actions this round.

Home Movement: If you want to move a dude from home to the town, you must move to a street square. This is the entire movement for that dude this round. Simply place the dude that is at home on any street square on your town card to show where you are moving. If you want to move back home, you can go directly from any building.

EVENTS:

Each day, two random events occur, determined by the cards in the event deck. Step 4 begins with the Clerk turning over the top two event cards from the deck and placing them face up for all players to see. New event cards are placed on top of the old events.

The event card describes what happens. If townfolk are listed on

the coach, place the appropriate number of figures on the event card and place them by the hotel-saloon until the end of the turn.

Any items listed on the train are placed by the railroad beneath the event card until the end of the round. After the round ends, these items are placed by the General Store. Any townfolk on the train are also placed on the event card until the end of the round. If there are not enough figures, place as many as are available.

After step 5 is complete, any townfolk who arrived by train or coach go to their buildings. Roll two dice and add them together for each new arrival. Find the building with the matching number, and place the figure in that building. Draw an encounter card for the figure and place it face down behind the building. **Exception:** The Deputy always starts at the jail.

If an event card targets the figures at a location, the players will need to roll for any townfolk there. If your dude is in an effected building, you roll for your own dudes. If a townfolk is targeted by the jailbreak event, then move the figure and matching encounter card to the saloon.



Event Cards

CHARACTER ABILITIES:

Every figure, townsfolk or outfit dude, represents a character living in the town. Each character has five abilities. Your dudes' abilities are shown on your outfit card. They are:

- Agility – handy for dodging bullets.
- Smarts – a must for building gadgets and recruiting townsfolk.
- Spirit – powers your spells, and protects you from them.
- Strength – raw physical power. Good to have in a fight.
- Shootin' – well, you use it to shoot people!

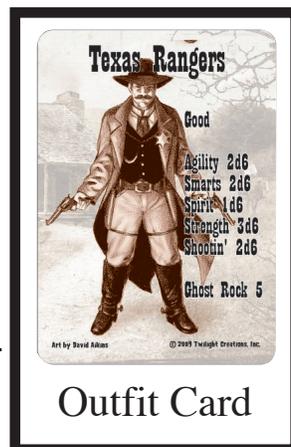
Townsfolk also have five abilities. They are shown on the encounter cards:

- Agility – how fast he can duck.
- Smarts – how stubbornly he resists being recruited.
- Spirit – how well he can resist spells.
- Strength – how hard he is to fight hand-to-hand.
- Vigor – how much punishment he can take before dying.

Different actions will require you to roll against one or more of these abilities. See “Dice Rolling.”

Good VS Bad: Each outfit and townsfolk has an alignment on their card. They can be good, bad, or neutral. You can only try to recruit townsfolk if they have the same alignment as your outfit, or if they are neutral (everybody can try to recruit neutral townsfolk). Of course, you can fight, rob, or otherwise harm anybody, regardless of alignment!

When you are completing an objective, neutral does not count as good or bad.



DICE ROLLING:

At various times during the game, usually a result of an event or an action you have taken, you will need to test one of your dude's abilities. All of your dudes have the same abilities, equal to what is shown on your outfit card. Normally, you will roll a number of dice equal to the ability shown on your outfit card. Your value for the test is equal to the highest number you roll on any **single** die. Any bonus you receive from weapons or other cards are added to the

value of your die roll. You can only use one item card per roll, and you must choose which item you are using before you roll the dice. In order to succeed, your result value has to be higher than or equal to the target number shown on the card or required for the action.

Exploding Dice: If any of your dice come up with 6's, those dice "explode" into a higher value! Roll these dice again, adding the second roll to the 6. If another 6 is rolled, then keep rolling and adding the result!

Example: A Texas Ranger is testing his Smarts. His outfit card says that he has 2d6 in Smarts, so he rolls two dice. He's extremely lucky! He rolled 2 and 6. Now he rerolls the six: it's another 6! Rolling that 6 again, he gets a 3. His total value for the roll is 15! ($6 + 6 + 3 = 15$). He ignores the other die he rolled, because only the single highest die is counted.

Opposed Rolls: Sometimes, two players will be competing with each other. For example, they could be fightin'. In this case, both players roll the appropriate dice. Whoever has the higher result succeeds, and his opponent fails! If the highest result is tied, the dice are re-rolled.

**Dice Rolling
Example**



First Roll



Reroll "6's"
Second Roll



Third Roll

Total: $6+6+3= 15$

ACTIONS:

Each dude may take one action each round, during step 5. Wounded dudes may take actions as normal, **unless** he has taken any damage during the current round. Dudes that are wounded cannot take any action during the round he was wounded! If there is more than one figure on a space, the number on each figure's action token determines the order their actions will be taken (lowest numbers act first). If there is a tie, both players roll a die with the highest roll acting first. If your dude gets to act first, you may choose to allow other players to act before you, if they are in the same space.

Dudes may only take the action indicated on the action token assigned to them that round. If you cannot or choose not to take that action, then the dude does nothing this round. Any dude in a jail cell may not take any actions. You do not need to place action tokens for any of your dudes in jail. Any dude lying in the graveyard is dead – they can't do anything...Yet.

Each outfit has its own unique set of action tokens. You can only take the actions that you have matching tokens for. This means that not all outfits can take every listed action.

ACTION TOKENS:

Here is a list of all the different types of action tokens:

1. **Mesmerize:** Pick a target character in the same space as your dude. Both players roll their spirit. If your roll is higher than your target, you control that character's action this round. If you wish, you can choose to take no action at all with that character. **Example:** A Blessed mesmerizes an Agency character that has a fight action token. The Blessed wins the spirit check, and chooses to have the Agency's dude do nothing this round.
2. **Fight:** You can attack townsfolk or other outfits, regardless of alignment. See "Shootin' and Fightin'" for details. You cannot attack anyone who is in a jail cell as long as the sheriff is alive. If he's pushing daisies, then all bets are off!
3. **Rob:** You can rob any townsfolk, other players, the coach, or the train. In order to rob someone, you must make a successful agility roll against your intended victim (or the coach or train protection indicated on the event). You can only rob the coach or the train if you are at the appropriate location when the event card is drawn during step 4. Of course, you must have played a rob token for your figure at that location in order to rob the coach or train.

If you roll any 1's on your agility roll when robbing, then you are caught red handed! Move your figure to jail. You can avoid this if you rolled at least one 6 on any of your dice.

If you successfully rob a townsfolk, take the ghost rock shown on his card. Remove the townsfolk from the board and discard his encounter card.

If you rob the train, take one item card of your choice from the train at no cost and place it to the left of your screen.

If you rob another player, you must beat him in an opposed agility test. If you win, roll 1d6 and take that many ghost rock from that player. If he wins, then your figure is wounded.

4. **Confiscate:** You target another player at the same location. Both players roll agility. If you win, you take one item or gadget from your opponent and discard it from the game (unless you need it to fulfill an objective, in which case place it beneath your objective card). If your opponent wins, then your dude is wounded. Unlike robbing, your dude is not sent to jail if you roll

any 1's. You cannot use any confiscated equipment, and you do not earn victory points for them.

5. **Spell:** This action allows you to learn new spells or use one you have already learned. You must have a figure at home in order to learn a spell. Roll your spirit. If you are successful, pay the ghost rock and move the spell card to the right side of your screen. If you fail, then your dude is wounded, but you can try again on a later round or with another dude that is at home. Spells you have learned can be used by all of your dudes. See "Spell Cards" for more details.
6. **Gadget:** Use this action token if you want to invent a new gadget or use one you have already invented. Like spells, you must have a figure at home in order to invent. Roll your smarts. If you succeed, pay the ghost rock and place your gadget card to the right of your screen. If you fail, your dude is wounded but you can try again on a later round or with another dude that is at home. Gadgets you invent can be used by all of your dudes but only once per round. See "Gadget Cards" for more details.
7. **Prospect:** This action can only be taken at the mine. Roll 1d6:
 1. Minor Explosion! Your dude is wounded.
 2. You got a rock. No effect.
 3. Found something! Take 2 ghost rock.
 4. What's that glow? Take 3 ghost rock.
 5. What a find! Take 4 ghost rock.
 6. The mother lode! Take 5 ghost rock.

If there is not enough ghost rock left in the mine, then you take all that's left. Once the mine is depleted, no one can take any more prospecting actions.

8. **Recruit:** You can try to convince townfolk to join your outfit. Roll your smarts. If you succeed, then the townfolk joins your outfit. Replace the townfolk figure with one of your dudes not on the board, and discard his encounter card. Remember that you can only recruit neutral townfolk or those matching your outfit's alignment (good or bad). You cannot recruit the sheriff (so don't even try!) Each townfolk encounter card will tell you if he will run or fight if you fail to recruit him. If he runs, simply remove the figure from the board and discard the encounter card. If he fights, your dude is automatically wounded and the townfolk figure remains. You cannot recruit if all six of your dudes are already in play (even if they're dead).
9. **Gamble:** Poker is played at the Saloon. If you choose to gamble, pay a one ghost rock ante and roll one die. See the chart on the board to find what you win.
10. **Heal:** The Blessed can heal one wound from any townfolk or outfit member with this action, including themselves.
11. **Arrest:** The Texas Rangers and the Agency can throw other

folks in jail. You can target other outfits or townfolk. You can only arrest a dude if he robbed or shot someone earlier in the round, and you are in the same location. Simply pick up the offending figure and place it in a jail cell. You cannot arrest anyone if your dude is wounded. You must accompany your arrestee, so move your dude to jail also (but don't put him in a cell).

You can try to arrest townfolk if they are "bad." Roll your strength, and if you beat the number on the encounter card, place them in jail as above.

If all three jail cells are full, you cannot arrest anybody.

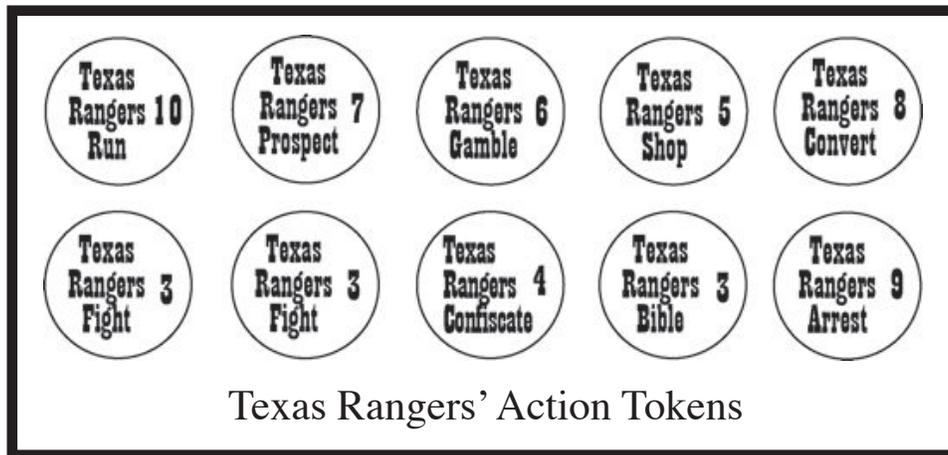
If you intend to arrest someone, you must place the arrest token on your town card. In other words, it has to be in play **before** another player robs or shoots anyone in order to send that person to jail. If you don't have the right action token in play, you cannot arrest them.

If you arrest a townfolk, take the ghost rock indicated on the encounter card as your reward. If you arrest another player, roll 1d6 and take that many ghost rock from the other player.

- 12. Raise the Dead:** If you are in the graveyard, you can try to raise the dead by rolling your Spirit. If you get a 7 or better, you have successfully raised someone from the dead. Place a harrowed disk underneath the figure (see "Harrowed" for more details). If you raise someone who is not in your outfit, replace that dude with one of yours. If all of your dudes are already in play, then he remains a member of his original outfit.
- 13. Shop:** There are bargains galore at the General Store! Take this action when you have a dude at the General Store to look at all the face down cards there. You may buy as many items as you have ghost rock to pay for. Place your purchase to the left of your screen. All of your figures can use any items you purchase. You **cannot** purchase items that are specific to another outfit. See "Items" for more.
- 14. Special:** Some outfits have special action tokens:
 - Brainwash:** The Mad Scientists can use this token to try to recruit a townfolk of the opposite alignment, but the target's Smarts are increased by 1 point.
 - Epiphany:** The Blessed can use this token to try to recruit a townfolk of the opposite alignment, but the target's Smarts are increased by 1 point.
 - Telegraph:** The Agency can use this action at the telegraph office to examine the top three event cards and return them to the top of the deck in any order he chooses.

Texas Range Bible: The Texas Rangers can use this action to replace an encounter card at the same location with the top card from the encounter deck. Discard the old encounter card.

- 15. Run:** This action token allows you to move a dude up to four spaces, but that dude may take no other actions this round. Do not place the token on the space you wish to move to. Instead, place the token on the running dude's current location. You will determine your destination when that dude takes his action for the round. A wounded dude cannot run. If you play a run token and your dude is wounded before his action, then you may only move up to two spaces this round.



AUTOMATIC ACTIONS:

The Doctor's Office – All outfit character that are in the doctor's office at the end of the round are healed, if they have not taken any other actions that round.

The Deputy – The Deputy always starts in the Jail when drawn. At the end of each round, he moves to the next building (the next highest number) clockwise around the board. If any dude takes an illegal action (robbing or shooting) at his location, the deputy automatically sends the offending dude to jail. The deputy remains at his location until the end of the round. He does not accompany the offender to jail.

SHOOTIN' AND FIGHTIN':

Sooner or later, you're going to find somebody who just doesn't see things your way. You could buckle under like a yellow-livered tinhorn, or you can tighten your belt and settle things like men. That's when it's time to start shootin' and fightin'.

When you use a fight action token, you can attack another player's dude or a townsfolk figure. You are considered the attacker, and your victim is the defender. When you attack, you can choose to shoot or fight. You can only shoot somebody if you have a gun (item card), and you can see your target. You can see all spaces adjacent to the space you are in (including diagonally), but you cannot shoot **into** a building. You can throw dynamite into any building except the jail, however. You can shoot **out** of a building you are in, but you can only see the street space outside the door and the two street spaces adjacent to it. In all cases, you can use **one** weapon to help you. All combats are fought for only one attack (and possible counterattack).

If you attack another player:

If you decide to shoot, roll your Shootin' and your target rolls Agility. If you get the higher value, then your victim is wounded. Lie the wounded dude face up in the same space to show the wound. If a wounded character takes a second wound, then he is killed! See "Death" for more details. If your score is not higher, then you have missed, and your intended victim can choose to run, or shoot back. If he runs, then move his dude directly home. If he shoots, then he rolls Shootin' and you roll Agility, and resolve the attack as above.

If you decide to fight, then both players roll Strength. The highest roll wounds his opponent. Reroll any ties.

You may have a defensive spell that will help you avoid taking damage. If you chose to use a spell, cast it **instead** of rolling your agility. If the spell is successful, you do not take any damage. If the spell fails, you are wounded. Of course, if some good Samaritan tries to cast a spell on you to save you, and it fails, you can still try to dodge the bullet yourself!

If you attack Townsfolk:

If you decide to shoot, roll your Shootin'. If you beat the Agility on the encounter card, the townsfolk is wounded. If you miss, he will either draw and shoot or flee, as shown on his card. If he shoots, you are automatically wounded. If he runs, remove the figure from the board and discard the encounter card.

If you choose to fight instead, roll your strength and compare it to the value on the card. If you succeed, he is wounded. If you fail, you suffer a wound, regardless of whether the townsfolk would normally fight or run.

If you wound a townsfolk with a Vigor of 1, he is killed. Remove the figure from the board and discard his encounter card. You take the ghost rock indicated as a reward. If the townsfolk has a Vigor of 2, you will have to wound him twice to get the ghost rock. If it is only the first wound he suffers, rotate the card to show that he is wounded.

Long Range Combat

Some weapons allow you to attack enemies who are far away. As a fight action, you can choose to use one of these weapons to shoot at another player or townsfolk. You can even shoot at townsfolk as they are getting off the train or coach. Simply use the modifier listed for the range you are firing at. If the range is not listed on your gun, then you cannot shoot any target at that range.

Shootin' Example: A member of the Agency has marked Shining Bear, a Shaman, for death. He is one square away when he takes aim with his pistols. The pistol gives him a +1 to his Shootin' score, so he rolls 2 dice: 3 and 4. Adding the gun bonus, he has a score of 5. The Shaman dodges, rolling his agility of 2 dice: 3 and 6, which explodes to become a 9. Shining Bear nimbly steps out of the bullet's path. Now he could run away home, but he decides to answer violence with violence. He draws his rifle, and returns fire. The rifle gives him a +3 bonus. He rolls 1 die and gets a 5, giving him a total of 8. The Agent tries to duck, rolling 3 and 6 with his two dice. The 6 explodes, but he rolls a 1 for a total of 7! The Shaman's bullet flies true, winging the Agent! Since he was unharmed before, he is now wounded.

Fightin' Example: Weird Willy the Mad Scientist really wants to rescue his friend from jail, so he decides it's time to talk to the sheriff. The Sheriff has a strength score of 7, so Willy needs to roll pretty well with his 2 dice if he's going to pull it off. He rolls a 3 and a 4. Even adding 1 for his knife, he just can't handle the burly sheriff. He finds himself tossed out in the street, wounded.

DEATH:

The frontier is a dangerous place, and folks are liable to be wounded or worse during the game. If a wounded character is wounded again, he is killed.

If one of your characters dies, lay the dude face down in the graveyard. If another player killed him, he rolls one die and takes that much ghost rock from you. Dudes lying in the graveyard cannot take any actions, and are not assigned an action token (unless they become harrowed). Townsfolk do not go to the graveyard when killed. Instead, remove the figure from the board and discard the encounter card. If you kill a townsfolk, you receive the ghost rock indicated on the encounter card.

HARROWED:

Some events, such as being brought back to life from the graveyard, cause a character to become harrowed. Place a harrowed disk under the figure. Harrowed dudes cannot be killed, regardless of the number

of wounds they suffer. But, all abilities are reduced by one for the harrowed dude (to a minimum of 1).

CONTROL OF BUILDINGS:

If you have the most dudes in a building when actions are taken there, you are in control of that building. This includes other players and townsfolk too. If there is a tie, then no one controls that building that round. For example, if you have two dudes at the bank, along with one townsfolk and one of another player's outfit, then you control the bank. If another townsfolk appeared at the bank, no one would control it.

Each building offers a special ability that you can use only if you control the building. If you control the bank, you collect 2 ghost rock when it is time to take actions at the bank each round.

If you control a building at the end of the game, it is worth five victory points.

ENCOUNTER CARDS:

When a townsfolk figure appears at a location, draw an encounter card and place it face down at that location. When any action is taken at a location with face down encounter cards, all encounter cards at that location are turned face up and remain so for the rest of the game. Any subsequent cards placed at that location are facedown until another action is taken.

OBJECTIVE CARDS:

Your objective cards are placed face up to the left of your screen. They provide you with a special opportunity to earn victory points, unique to your outfit. Each card tells you what steps you must complete in order to finish the objective and earn the victory points. You can turn a card around to show that you partially completed objectives that require more than one success. Once you have completed all of the requirements for an objective, move the card over to the right side of your screen.



Each objective also has a special reward that you can use after you have completed it. After you have used the reward, move the objective card underneath your outfit card. You still earn victory points for any completed objectives beneath your outfit card.

SPELL CARDS:

If your outfit has spellcasters, you can learn spells to give your dudes special abilities. You start with no spells, and can learn them with the spell action at your home. In order to learn a spell, you must make a Spirit roll and get a result at least as high as the target shown on the spell. Once you learn a spell, place it to the right of your screen. A spell card lists a cost (in ghost rock) that you must pay **after** you successfully learn the spell. There is no cost for failing to learn the spell. You pay this only once.

All of your dudes can use any spells you have learned. You can only use each spell once per round. Most spells (and gadgets) do not require an action token to use. Spells (and gadgets) that do require an action are noted on the card.

After you learn a spell, you will turn over the top card of your spell deck and place it to the left of your screen during step 1 of the next round. You cannot draw a new spell card until you have learned your current face up spell!

The Blessed call their spells “Miracles.” Miracles are treated like other spells in all ways.

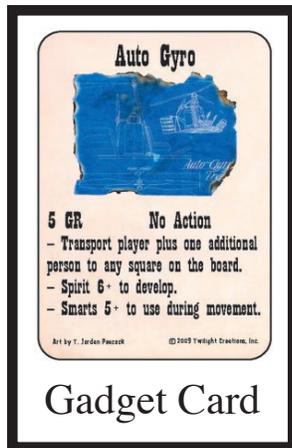
At the end of the game, you earn victory points for all spells you have successfully learned.

GADGET CARDS:

The Mad Scientists can create fantastic gadgets with unique abilities. You start with no gadgets, and can invent them with the gadget action at your home. In order to invent a gadget, you must make a Smarts roll and get a result at least as high as the target shown on the gadget.

Once you invent a gadget, pay the ghost rock and place it to the right of your screen. All of your dudes can use any gadgets you have invented. You can only use each gadget once per round. If the gadget requires an action token to use, it is listed on the gadget card. Gadgets are used much like items.





Gadget Card

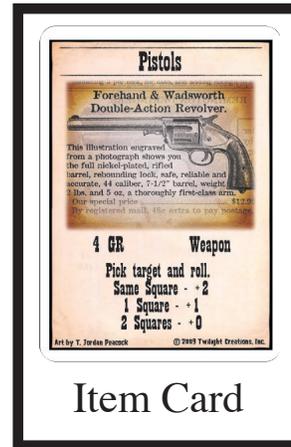
After you invent a gadget, you will turn over the top card of your gadget deck and place it to the left of your screen during step 1 of the next round. You cannot draw a new gadget card until you have invented your current face up gadget!

At the end of the game, you earn victory points for each gadget you successfully invent.

ITEM CARDS (EQUIPMENT):

Each player has an opportunity to start with some items. Additional items can be purchased at the

General Store with the shop action. They can also be stolen from the train with the rob action. When you purchase an item, place it to the left of your screen. All of your dudes have the item and can use it when they need to. If you use the item, immediately move the card to the right side of your screen where it can continue to be used as normal. At the end of the game, items to the right of your screen will award you victory points. Exception: Some items can only be used once before they are discarded. These items are not worth any victory points.



Item Card

Example: You buy a Pistol from the General Store. All of your dudes are now considered to be armed with the Pistol. The first time you use a Pistol during a fight, move the card to the right side of your screen. It is now worth 2 victory points at the end of the game.

You can only have one copy of each item at a time. You cannot purchase or steal items that are specific for another outfit. Additionally, you may not throw dynamite into the jail. Also, NPC's affected by dynamite automatically move two spaces. The owner of the dynamite decides when the NPC's move.

NEGOTIATION:

The Weird West is a wild and uncontrolled place, full of wheeler-dealers of every stripe. Players are welcome to negotiate whatever deals they can make, in the hope of getting an advantage. For example, you could offer to pay the Blessed a ghost rock if they heal your figure. Pretty much any deal you can make is okay, as long as both parties agree.

Please keep this ability in the spirit that it is intended! Keep it in the game, folks!

THE JAIL:

As long as the Sheriff is alive, you can not attack or harm anyone who is in a jail cell in any way. This means that you may not shoot, fight, rob, confiscate, recruit, or target them with spells. This only applies to folks who are in a cell. Anybody hanging out in the jail but not in a cell is fair game.

Breaking someone out of jail: If you want to get someone out of jail, use your fight token. Roll one die. The number rolled is the amount of ghost rock you must pay to "post bail." If you do not want to pay, you can bust them out instead. Roll your strength against the sheriff. If you win, he takes a wound and you bust someone out of jail. Turn the sheriff card around to show that he is wounded. If the sheriff wins, then you take a wound and your dude is moved into the street. If you bail or bust somebody out, move your dude and the newly freed inmate to the street square just outside the jail.

WINNING THE GAME:

At the beginning of the game, you randomly determined which event will cause the end of the game. When those conditions are met, the game will end after the current round. Complete the last round normally, and then add up your score:

1. You receive 1 point for each dude you have on the board or at home (but not dead in the graveyard).
2. You receive 1 point for each ghost rock you hold.
3. You receive 5 points for each location you control (you must have the most dudes there).
4. You receive the points indicated for each objective you have completed.
5. You receive the points indicated for each item, spell, and gadget you have to the right of your screen. Each of these cards award points equal to the ghost rock cost shown on the card. Any items, spells, or gadgets still to the left of your screen are worth zero points!

The player with the most points is named the Mayor of Slaughter Gulch and wins the game!

Game Concept and Design: "Killer" Kerry Breitenstein and Todd A. Breitenstein Card Art: Dave Aikins, Oliver Sprechit, T. Jordan Peacock, Jacob Corn Additional Development: Jonathan Breitenstein Layout and Design: Todd Breitenstein Editing: William Niebling Playtesters: JB, Gerry and Daniel Crowe, Colin Dimock, Dan and Amy Frohlich, Damian Harmony, Dan Oz and his lackies, Travis Reynolds and the Appalachian Gamers, Rich Spas, Riley Swift, Scott Woodward

Twilight Creations, Inc. Cold Spring, KY 41076

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