

MARSHALS



2-4



20'-40'



+8

Players turned into brave Marshals will have to capture a gang of 4 dangerous outlaws in a manhunt set in the Wild West.

They will travel across mountains, forests, plains, and deserts.

The Marshals will have to survive ambushes, find clues that will lead them to the fugitives, arrest them, and enforce the law while taking the occasional break.

Whoever captures them first will receive a generous bounty and the honor of becoming the Marshal who put an end to their mischief.

You choose how to go down in history: as the best Marshal ever, or maybe as the richest...



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This game is dedicated to Pau, Yerba 🐾, and all those who enjoy playing.

COMPONENTS



40 Movement cards: with 4 different types of terrain: **forest, desert, plain, and mountain.** Each card includes an arrow icon in the top left corner and a number value in the opposite corner (*between 1 and 10*).



6 Wild cards: with a value of 0 that can be used to move to any type of terrain.



4 Map cards: used to create the map in the center of the table.



26 Action cards: to be played from your hand.



5 Event cards: with immediate effects that are resolved as soon as you draw the card from the deck. They show a lightning bolt icon ⚡.



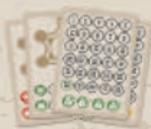
4 Outlaw cards: dangerous criminals who roam the Far West. Each Outlaw shows a danger rating, which is also the reward for capturing them. Additionally, each Marshall is an expert in the terrain type indicated by their card. If they capture an Outlaw on that terrain, they double their reward!



1 Corrupt Marshall card: for the player who reveals the card.



2 Player Aid card: with the meaning of every icon.



8 Player Board cards:

Given to each player based on the color they choose before the game starts.



4 Character cards or Marshals: male or female, whatever you prefer. Each character has a terrain on the back of the card (*forest, desert, plain or mountain*) that indicates the type of terrain they specialize in when tracking Outlaws.



4 Marshals: to track the position of each player on the map.



56 Tokens: 14 for each color.

OBJECTIVE

The goal of the game is to **capture the 4 Outlaws**, members of a dangerous gang of criminals, who are hidden among the cards of the **Far West deck**.

At the end of the game, the winner will be the **Marshal** who meets one of the following **victory conditions**, in this order:

- 1 If you are the **only player left in the game** after eliminating the other Marshals.
- 2 If you are the **Corrupt Marshal** and **1 Outlaw manages to get away indefinitely**.
- 3 If you are the Marshal (corrupt or not) **with the most money earned**, unless another player has captured 3 or more Outlaws.

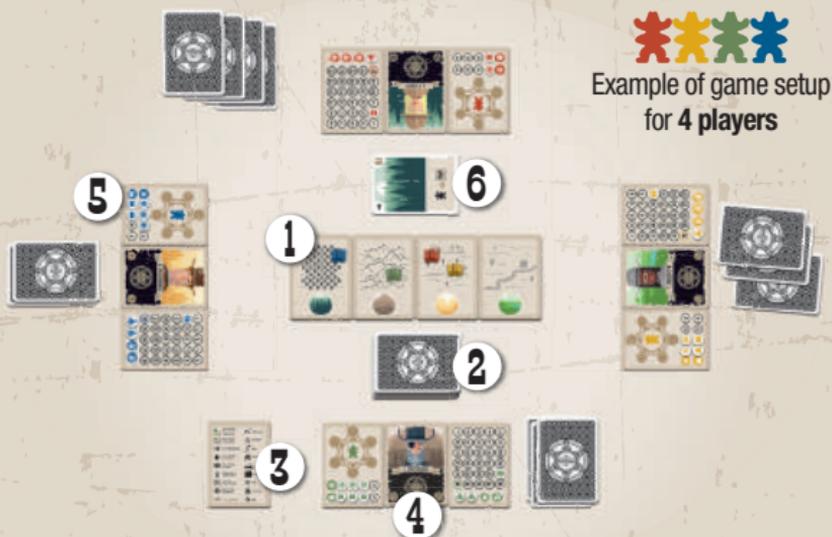
END OF THE GAME

The end of the game is triggered when one of the following conditions is met:

- ★ **When all the Outlaws have been captured.**
- ★ **If the last Outlaw has managed to get away indefinitely.**
In this case, the winner is the **Corrupt Marshal**
- ★ **When there is only 1 Marshal left in the game.**



GAME SETUP



- 1 **Map:** shuffle the 4 cards with the golden back and place them in a horizontal line at the center of the table.

This is how you set up the territory where the Marshals will search for the Outlaws throughout the **Far West**.

Each player places their **Marshal** on the card of the **map** that matches the terrain they specialize in (*shown in the background of the Character card*).

- 2 **Far West deck:**

- ★ Shuffle all the cards with a black back, except for the **Corrupt Marshal**.
- ★ Split the deck in half. You can either count the cards or take a rough guess.
- ★ Shuffle the **Corrupt Marshal** with the upper half of the deck.
- ★ Place the upper half of the deck on top of the lower half and place the resulting deck on the table, within reach of all the players.

- 3 **Player Aid card:** place it on the table within reach of every player.

- 4 **The Marshals:** each player creates their own player board with their Character card in the middle and the two cards of their color, one on each side. To move along the map, players can choose to use either their Marshal meeple or their cardboard token.
 - 5 Each player takes the **tokens of their corresponding color** and place them on their player boards to indicate they have:
 - ★ **4 Bullets.**
 - ★ **4 Provisions.**
 - ★ **10 Coins.** Use the “money bag” tokens to indicate you have more than 30 Coins.
 - 6 **Discard pile.**
- ! **First player:** the player who most recently watched a Western film or the youngest player.
 - ! **Each player draws 4 cards.** If a player draws an Event card ⚡, they can play it from their hand during the game.
 - ! **The players who have drawn an Outlaw,** must draw a new card, return the Outlaws to the deck, and reshuffle.

THE PLAYER BOARD



- 1 **Bullets:** you will need them during an ambush.
- 2 **Provisions:** you will need them when you are camping.
- 3 **Earnings:** the money earned by your Marshal. For every 30 Coins gained, cover the corresponding money bag.

GAMEPLAY

The game is played in turns; starting with the **first player** and in clockwise order, each player follows these steps (*steps 1 and 2*):

1 FAR WEST DECK:

At the beginning of your turn, draw a card:

- ★ If it is an **Event card**, resolve its effect immediately, ending your turn.
- ★ If the card is an **Outlaw**, its resolution varies depending on whether you are the Corrupt Marshal or not. Then, you end your turn.

! You do not have the Corrupt Marshal card:

- If the top card of the discard pile is an **Ambush or Camping card**, the Outlaw escapes (*place the card on the bottom of the deck, ending your turn*).
- Otherwise, you **capture the Outlaw and cash** in the reward shown on the Outlaw card.
- The current location of your Marshal is considered the **capture zone**. If the capture zone matches the terrain in your Character card, **your reward is doubled**.
- The **other players** (*except for the Corrupt Marshal, if revealed*) with one or more cards with the matching terrain can claim a reward equal to the sum shown in all the matching cards. Once they have cashed in their rewards, they must discard those cards. The expertise of the Marshal has no effect when claiming this reward during another player's turn, therefore these rewards are never doubled.
- After capturing the **Outlaw**, you end your turn and keep the card as a reminder.

! You have the Corrupt Marshal card and therefore will help the Outlaw get away (*temporarily: place the Outlaw on the bottom of the deck*):

- Reveal your **Corrupt Marshal** card to all the players, if you had not done it before. Cash in the 30\$ shown on the **Corrupt Marshal** card for allowing the Outlaw to escape.

- ★ If you draw **any other card that is not an Outlaw**, keep it in your hand without revealing it to the other players.

This includes the **Corrupt Marshal card**: if you draw it, your goal for the rest of the game is to help the Outlaws escape.

2 PLAY A CARD FROM YOUR HAND OR PERFORM A SPECIAL ACTION:

Place the card on the top of the discard pile once played.

★ **Movement and Wild cards:** (with the ➔ icon).

They allow you to move to the terrain shown on the card. The location you move to must be adjacent to the one occupied by your Marshal. You can move either left or right. Remember that the first and fourth card on the map are only connected on one side.

★ **Action Cards:** (with the 🖐 icon).

The effects are explained in detail later in this rulebook. Once you play an Action card your turn ends.

★ **Return to Step 1.**

Instead of playing a card, you can perform one of the following 2 special actions:

★ **Spend 1 Provisions** to move to an adjacent location.

★ **Spend 1 Bullet** to force the Marshals on your current location to move to an adjacent location of their choice, unless they also decide to spend 1 Bullet and stay.

★ **Return to Step 1.**

IMPORTANT:

★ **There is no limit** to the number of cards you can have in your hand during the game.

★ Players take **turns** until one of them is declared the winner after meeting at least one of the **victory conditions**.

PLAYING DURING ANOTHER PLAYER'S TURN

During another player's turn, you can play a **Jurisdiction card** that will cancel a **Clue or Hideout card** played by another player, which will have no effect.

The **Jurisdiction card** goes on top of the discard pile, while the **Clue or Hideout card** goes to the hand of the player who played **Jurisdiction**, to be used in a subsequent turn. If more than one player wants to play a **Jurisdiction card**, only the card of the player farthest from the active player will be resolved.

Other cards that can be played during another player's turn are **Movement and Wild cards**, in the following cases:



When the **effect of a Train event** is being resolved, you can **move your Marshal** by **paying the cost** of using that Train. Move your Marshal to the next location, if there is one, in the **direction** the train is heading (*as shown on the card*).



When the **effect of a Village event** is being resolved, you can **move your Marshal** by playing the necessary **Movement or Wild cards** to reach the active player's location, where the village is, and **buy Provisions and Bullets**.

ELIMINATING A PLAYER

If a player cannot spend the resources required by an **Ambush or Camping card** (*explained further on*), nor avoid its effect, that player will be **eliminated** from the game.

Eliminated players must discard their hands of cards in the **discard pile** and their turns will be skipped by the remaining players. However, they may still win the game if they are the Marshal with the **most earnings** at the end of the game (*provided that no other player captures 3 Outlaws or an Outlaw manages to escape indefinitely thanks to the Corrupt Marshal*).

THE OUTLAW ESCAPES

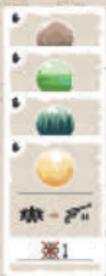
An **Outlaw can escape in two different ways**: temporarily or indefinitely.

- ★ **Temporary Escape**: if there is an **Ambush or Camping card** on top of the discard pile when an **Outlaw card** is revealed, the Outlaw manages to escape and the **Outlaw card** is placed on the bottom of the **Far West deck**. The same happens if the **Outlaw card** is revealed by the **Corrupt Marshal**.
- ★ **Indefinite Escape**: at the end of the game, if the last card of the deck is an **Outlaw** and they manage to escape for a second time, they get away indefinitely. The **Corrupt Marshal** wins the game if they revealed their identity at some point during the game.

CARD DESCRIPTION

ACTION CARDS:

These cards **are not resolved immediately** and you can keep them in your hand to use whenever you choose, as long as **your Marshal is on the same terrain as the one indicated in the card**. Playing these cards does not affect the player who plays it, but ends their turn.



AMBUSH CARD (ACTION):

This card indicates that the gang of Outlaws has **Ambushed** the Marshals, so the Marshals must **spend 1 or 2 Bullets** to get away. **If there is only 1 Marshal in the target location**, they will have to spend the bullets shown on the card. **If there are 2 or more Marshals in that location**, they can reveal a card with the matching terrain in turn order (Wild cards are not allowed). The player with the lowest number or the player without a card of that terrain type must spend the Bullets required. **If no player has cards to escape**, they must all spend the Bullets shown on the Ambush card.



CAMPING CARD (ACTION):

This card is **like the Ambush card**, with the only difference that instead of spending Bullets **you must spend Provisions**. During this relentless manhunt, the Marshals are forced to pause in order to recover their strength. Determine who spends the **Provisions** as explained above for **Ambush cards**.

IMPORTANT:

- ★ To avoid being eliminated you must have at least **1 Bullet remaining and 1 Provisions**.
- ★ If you use a card with a matching terrain to avoid the effect of an **Ambush or Camping action**, give that card to the Marshal who played the action (*only the Marshal who reveals the highest number, the others do not have to give their cards away*).
- ★ Once resolved, you must place the **Ambush or Camping card** on top of the discard pile. If the next card you draw is an **Outlaw**, check **“The Outlaw Escapes”** on page 8.



CLUE CARD (ACTION):

This card **provides Clues** on the Outlaw's location if your Marshal is **occupying the terrain** shown on the card.

Draw the **first 3 cards from the Far West deck** and **put them back on top in any order**, without revealing them to the other players.



HIDEOUT CARD (ACTION):

If you play this card and your Marshall is **occupying the terrain shown on the card**, you have found a **potential hideout of the Outlaws**.

You can use the card in two different ways:

- ★ Draw 2 cards from the Far West deck, keep 1 card in your hand, and return the other one to the top of the deck.
- ★ Choose 2 cards from another player's hand, and look at them. Keep 1 card in your hand and return the other one to its owner.



WILD CARDS:

These cards can **replace any Movement card**.

For example: if you do not want to end your turn and need to move to a specific terrain, you can play a Wild card to keep moving.

Wild cards **cannot be used to claim a reward**. Likewise, Wild cards **cannot be used to freely move** to any terrain, only to the **terrain adjacent** to your Marshal's location.



JURISDICTION CARDS:

Jurisdiction cards cancel the effects of other players' **Clue and Hideout cards**. When you play a **Jurisdiction card** to cancel another player's card, the canceled card has no effect and the owner must give it to you, **adding it to your hand** to use whenever you want.

Once played, place the **Jurisdiction card** on top of the discard pile. **These cards are only used once.**

EVENT CARDS:

Event cards include  icon to indicate that **you must resolve the effect immediately when you draw them**. The different types of event cards are:



BORDER CARD (EVENT):

In their search for the gang of Outlaws, the Marshals will travel across the **Far West** and **cross several borders** to venture into new territories.

When you reveal this card, remove all the Marshals from the map, **reshuffle the map cards**, and create a new row of 4 cards. **Place the Marshals on their starting terrain**, as indicated on their Character cards.



TRAIN CARD (EVENT):

When you reveal this card, **take into account the direction the train is moving in and the current location of your Marshal**. To know the direction of the train, **position the Train card matching the orientation of the Map cards**. You may **move up** to the last map card **in the direction of the train** and get off the train wherever you want. If there are no locations ahead of you, you cannot benefit from the effect of this card. The card requires **spending a certain amount of Coins** that every player who gets on the Train will have to pay.

Other players on the same location as you are, or occupying locations in the direction of the Train, **may also get on the Train and move by paying the cost of the ticket**, as long as there are locations ahead.



VILLAGE CARD (EVENT):

When you reveal this card, **you can visit the Village to buy Bullets or Provisions**. This card allows you to buy resources by **paying the amount of Coins** indicated in the card.

The Village is considered to be in the same location as the Marshal who revealed the card. The rest of the players in that location can also buy Provisions or Bullets.

Players in other locations can also play Movement or Wild cards, as usual, to go the Village and **buy resources**.

OTHER GAME MODES

So far, this rulebook explains how to play **3 or 4 player** games.

Below you will find the rules to play **2 player** games or to play a “**basic**” mode with **the youngest members of the family**.

2 PLAYER MODE

The only difference compared to a game for **3 or 4 players** is that **the following cards are not used in this mode**, and therefore must be removed from **the Far West deck**:

- ✗ Corrupt Marshal.
- ✗ All Jurisdiction cards.
- ✗ 3 out of the 6 Wild cards.



The game is now basically a race to see **who can capture the most Outlaws or earn more Coins through rewards**.

BASIC MODE FOR THE YOUNGEST

In this mode you need to **remove the following cards from the game**:

- ✗ Corrupt Marshal.
- ✗ Jurisdiction cards.
- ✗ Clue cards.
- ✗ Hideout cards.
- ✗ All the events.



The **Far West deck** will therefore only include **Movement, Wild, Ambush, and Camping cards** as well as the **4 Outlaws**.

This mode consists in **traveling to as many locations as possible** to draw cards from the deck and **find the Outlaws** before the rest of the players. In this mode the **Ambush card** is used to take 1 card from any rival's hand and the **Camping card** to make a player skip their turn. **Terrain type and the location of your Marshal are irrelevant when using actions**. Additionally, you will not need player boards, **since Coins, Bullets, and Provisions are no longer part of the game**. You only need your character card and your only goal is to capture the Outlaws.