

Two-Player Intro Set

nootout at High

Contains 100 cards and rules

Deadlands: The Tradin' Card Game

DeadlandsTM is the fast-action game of Weird West™ shoot-'em-ups and strange horror. Pinnacle Entertainment Group pinneered the Weird West, the setting for **Deadlands**, in its Deadlands roleplaying game and the Deadlands: The Great Rail Wars miniatures battle game.

In the card game, you're the leader of a Weird Western **Outfit** in Gomorra, the biggest boomtown in the Maze. You need to organize your gang and manage your resources to bring Gomorra under your control. To grind other players under your bootheels, you need to build a little empire, protect it, and make sure your foes fail. You've got friends to fall back on: gunfighters, mad scientists, and stranger sorts, includin' those who've been to Hell and back.

Shooutout at High Noon™ is what we call an intro set, an easy way for you to learn the ropes... before they hang you with 'em. There's two fifty-card decks in this box. One belongs to the **Blackjacks**, one to the **Law Dogs**. Keep the decks separate and give one to each player. You can sort through your cards and compare 'em with the pictures here.

Dude

You can hire Dudes to work for your Outfit. They do all the dirty work for you: callin other Dudes out, shootin', and makin' a general ruckus. You know what Outfit a Dude belongs to by the Dude's Outfit

Poker value: Every card in your deck has a poker suit and value. This is for when you use the card in a poker hand durin' play. Aces always count as 1s (ones), so they're low in poker hands.

Bullet rating/Bullet bonus: Bullet rating is a gunfighter's shootin' ability. If a Dude has a Weapon with a "+" number here—like +1—the Dude'll get that bonus to his or her Bullet rating.

Influence/Influence bonus: Dudes with Influence (a red poker chip) can get folks to do what they want. They can take control of properties around Gomorra for you. If a Dude takes on a card with a "+" number here, the Dude'll get that bonus to his or her Influence.

Outfit symbol: This shows what crowd a Dude hangs with. In Shootout at High

Noon, this'll be Law Dogs or

Blackjacks . Dudes without symbols are Drifters and aren't part of an Outfit.

Ghost rock cost: This is what you gotta pay to hire a Dude, buy a Deed, buy Goods, or take an Action.

Text box: This describes what the card -does. Simple as that. A card can only use an action once per turn.



Them Cards *

There are four kinds o' cards in your deck: Dudes, Goods, Actions, and Deeds. These represent different folks, things they can have, things they can do, and places for them to go in Gomorra. You also have an Outfit card, which isn't counted as part of your deck. It says "Blackjacks" or "Law Dogs" at the top. The cards pictured show you everything you might encounter on a card durin' your visit to Gomorra. Use 'em as a reference. Also, look over the glossary, which can help you out in a pinch.

Upkeep cost/Production: Upkeep cost is

what you have to pay to keep a card workin' for you. If there's a "+" number here, the card has ghost rock Production instead. You can get ghost rock from some Deeds, fer example, to pay Dudes' Upkeep and buy more Deeds. -----



Flavor text: This tells you a little somethin' about the thing the card represents. Flavor text doesn't affect the game, but it gives you an idea of what makes a card interestin' in the story you're playin' out.

Deed

Deeds are property in Gomorra. Some, like the Courthouse, are buildin's. Others, like The Gaping Maw Strike, are ghost rock mines. You got your Barber Shop and Dentist's Office, newspaper and Casino, Laundry and lawyer's office, Brothels and

Deeds usually produce ghost rock, and some give you special abilities. You get the ghost rock a Deed produces every turn unless somebody else's Dudes take control of it.

Most information on Deeds is the same as on Dudes. The one exception is **Control Points**. Control Points are in the same place on a Deed as Influence is on a Dude, but a Control Point chip is blue instead of red. Control Points are how you win the game. If, at the end of a day, you control Deeds with more Control Points than your opponent's Dudes' total Influence, you win the game. Keep careful track o' your Influence to make sure nobody sneaks a victory



Goods



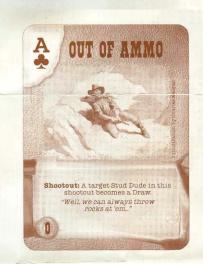
Goods—Weapons, Holsters, Hats, and other such tools o' the trade—outfit Dudes with everything they need to get their jobs done. You place Goods cards under Dudes to **attach** the Goods cards to the Dudes. A Goods card either improves things like Bullet rating or Influence or gives its Dude an ability. Dudes like to keep their Goods close at hand: they take 'em along if they leave your employ and are buried with 'em if they get themselves killed.



Action

Actions are things you or your Dudes can do to advance your purpose o' controllin' Gomorra. You're gonna use a lot of 'em. There are two kinds of actions in Shootout at High Noon: Noon actions and **Shootout** actions. You do Noon actions durin' High Noon and Shootout actions right before you draw in a shootout. I'll explain all these things more later.

Most actions come from Action cards played from your **Play hand**—the hand that contains all the Dudes, Goods, and Deeds you can play this turn. These Actions wind up in your discard pile when you're done with 'em. Other actions come from cards in play, like Dudes or Deeds. To use one of those, once per turn you can just say you're usin' it and then do what it says.



Outfit Card

The World o' Deadlands!

The year is 1876, but the Civil War grinds on

An earthquake has sunk California and formed a Great Maze of sea-canyons. The Sioux have retaken the Dakotas, the Coyote Confederation

dances the Ghost Dance on the plains, and monsters prowl the desert. This is **Deadlands**. In 1863, Raven, a vengeful shaman,

released centuries-imprisoned manitou demons and a flood of supernatural energy. This

awakened the Reckoners, beings that use fear to create warped deadlands on Earth. But where there are monsters, so there are heroes

hucksters, preachers, gunfighters, braves, and

boomtown. Ghost rock miners search the caverns or chip away at the Maze's mesas.

After them come bartenders and soiled doves, outlaws and law dogs, politicians and other hard-bitten folk, all after the miners' rock.

Gomorra's a hard place, and most that come to town these days seem to leave it in a

That's why they call it Doomtown.

Gomorra needs such heroes. A huge vein of the superfuel known as ghost rock was struck in the Maze there, making it a



Your Outfit card—also called your nometells you everything special about your Outfit, be it Law Dogs (pictured) or Blackjacks. Though it's a location in Gomorra where Dudes can go, it's not a Deed. It includes your Outfit symbol, starting ghost rock, and startin' Production.

Notice that the text box on the Law Dogs home talks about **Victory Points**. Those are permanent Control Points that the Law Dogs layer can keep track of usin' tokens or by tallyin' on a piece of paper.

Playin'

You and the other player have got conflictin' plans for Gomorra. To keep your opponent from ruinin' the town, you need to get Control Points. Keep your sights on that.

Cards're Always Right

Some cards do pretty crazy things. If a card contradicts a rule, the card can do what it says.

Bootin' Cards

Most times when you use a card's abilities, the card tells you to boot itturn it sideways 90 degrees. If a card's booted, it can't be booted again until it's unbooted—turned straight up.

Startin' the Game

Take your Outfit card and put it in front bag with a number in it where the Upkeep cost/Production is on Dudes and Deeds. That's how much ghost rock you start the game with. Take that much ghost rock from the Bank—a pile of ghost rock tokens in the middle of the table, not owned by either of you.



You spend some ghost rock now to start with some Dudes—the first members of your gang—in play. If you're playin' the Law Dogs, pick Charlie Flatbush, Nate Hunter, and William Olson. If you're playin' the Blackjacks, start with Charlie Landers, Rachel Sumner, Father Juan, and Flint Parker. Take these out o' your deck and lay 'em in front o' you. To pay for these Dudes, toss the ghost rock for 'em into the Bank. Now shuffle your deck and draw five cards for your Play hand.

Table Layout

After you use a card, it usually goes to your discard pile. If you run out o' cards, shuffle up your discard pile and make that your new deck. Some cards are aced (killed) durin' play. If a card you own is aced, it goes into your Boot Hill. Boot Hill is a discard pile that you do not shuffle back into your deck when you run out of cards.

Put your home in front of you. This starts your street—the row of Deeds you own (though your home, remember, isn't a Deed). When you bring a Deed into play, put it at one end o' your street, adjacent to the location at that end.



street

As players place their Deeds, the play area becomes a town map. New Deeds make your street longer. If a Deed with locations on both sides is destroyed, the

Dude in Town

Square

Player #2's deck

discard pile, and

Boot Hill

Player #1's deck,

discard pile, and

Game in

Progress

two locations adjacent to it move together and become adjacent to each other.

Ordinarily Strikes are considered "out of town" and are harder to move to. But for Shootout at High Noon, they are like any other Deed. Full rules on Strikes and out-of-town Deeds are in the regular Deadlands rulebook.

Controllin' Deeds

You own Deeds you bring into play for the rest of the game. But just because you own a Deed doesn't mean you control it. (You always control your home, and no one ever controls the Town Square.) Whenever a player has the most Influence at a Deed, that player controls it, even if somebody else owns it. If a card refers to "you," it's talkin' about its controller. If you control a Deed, you get its Control Points and you are the only player who can use its abilities.

A Deed's controller can change more'n a couple o' times a turn. This doesn't affect the Deed. If there's a tie for the most Influence at a Deed (even a 0-0 tie), the owner control.

Durin' the Upkeep Phase, you collect ghost rock from Deeds you both own and

Player #2's

home with

Dude at

a Deed

a Goods

attached

card

control. If you own a Deed but don't control it, you're outta luck. On the other hand, if you don't control a Deed, you don't have to pay any Upkeep on it. If a Deed's owner and controller are different players, no one gains or loses ghost rock from it.

Sequence o' Play

A turn in Deadlands has four phases: the Gambling Phase, the Upkeep Phase, High Noon, and Nightfall.

1. Gambling Phase

At the beginnin' of each turn, every player antes up 1 ghost rock. If you haven't got any, just borrow one from the Bank. (Pay it back in the Upkeep Phase before you do anything else.)

Then you both set aside your Play hands and draw five-card Draw hands. You can't play cards from Draw hands; all you care about with them is their poker values.

This is lowball. Unlike other Deadlands poker hands, the lowest hand wins. (If you get the same hand as the other player, redraw.) At the end of these rules is a hand-rank cheat sheet.

The player with the lowest poker hand, called the Winner for the turn, gets all the anted ghost rock. The Winner gets to take the first action each phase o' the turn and whenever you and your opponent both want to take an action at once.

After you determine who is the Winner, discard yer lowball hands.

2. Upkeep Phase

The first thing you do in the Upkeep Phase is collect all the ghost rock your cards have been producin'. Add together all the Production numbers on all your cards and take that much ghost rock from the Bank. If a Deed's owner doesn't control it, nobody gets its Production.

You promised to pay a bunch o' your cards every day, and they want some of all that ghost rock you just got. To keep 'em, you have to pay ghost rock to the Bank equal to the total of these cards' Upkeep

If you can't or don't pay a card's Upkeep cost, you have to discard it along

with any cards attached to it. You don't have to pay Upkeep on Deeds you don't control—or Deeds you don't own, even if you control them. If a Dude is on a Deed that leaves play, the Dude goes home booted. Both players can do this phase at

3. High Noon

Startin' with the Winner, each player takes one action at a time. Go back and forth 'til both o' you decide not to try any more actions. You can do five different things:

Shoppin': Bring in a Dude, Deed, or Goods from your Play hand and pay its ghost rock cost.

Actin': Take any Noon action, whether it's an Action card in your Play hand or on a card that you control in play

Movin': Move one o' your Dudes.

Callin' Out: Have one o' your unbooted Dudes call out another player's Dude at the same location.

Nothin': Pass on your action. This doesn't mean you can't take a crack at somethin' later in the turn. As soon as both players pass consecutively, it's Nightfall.

4. Nightfall

Once High Noon's over, you can discard one card, if n you want to get rid of it. Then fill your Play hand back to five cards.

> Next, unboot your booted cards. Then go back to the Gambling Phase.

Winnin' the Game

If it's the start of Nightfall and you have more Victory Points plus Control Points than the Influence total of the other player, you win.

If you both meet the victory condition at the same time, the one with the most Victory Points plus Control Points wins. If that's tied, the player with the most Influence wins. If that's also tied, play another turn and check again.

Shoppin'

To get a Dude, Deed, or Goods from your Play hand into play, pay for it durin' High Noon and put it on the table. You can start usin' its abilities this turn. Dudes start in your home.

When you bring a Deed into play, put it at one end o' your street' adjacent to the location on that end of the street.

You attach Goods to unbooted Dudes (a booted Dude's too tuckered out for new Goods). Only your Dudes in a location you control can get Goods.



If a Dude's ever discarded or aced, so are the Dude's Goods. A Dude can carry any lumber of Goods, but High Noon-only one Weapon. Also, if two or more of your Dudes (booted or unbooted) are in one location you control. they can trade Goods as a Noon action, so long as they don't take anything they're not allowed to carry. Dudes won't trade away a card they traded for that turn.

Movin' Around

At High Noon, you can use an action to boot and move a Dude o' yours to another location (Deed, home, or Town Square). There are two moves a Dude can make without bootin' (but the Dude must still be unbooted): a move from home to an adjacent location or a move from Town Square to an adjacent location other than home. Each of these moves still uses up a High Noon action. A Dude can move any number of times per turn, but most moves require bootin'. Movement caused by a card also doesn't boot a Dude, but movement restrictions still apply.

If a Dude is sent home booted, the Dude goes to his or her controller's home. Ignore movement restrictions. If the Dude is already home, the Dude stays and still boots to "run upstairs and hide."

over (



Shootin'

As a Noon action, one o' your unbooted Dudes can call out another player's Dude at the same location to a shootout The Dude you call out can refuse, but then has to boot to run home and hide. If the Dude you call out is booted, the Dude has to accept. You can't call a Dude out when the Dude's at his or her home without a card effect.

Just to keep things clear, we call the player and Dude doin' the callin' out the dealer. The player and Dude bein' called out are the target.

If the target accepts the dealer's call-out, other Dudes at the same or an adjacent location can join in the shootout. A Dude and everybody who joins up with him or her like this is called a posse. Any Dude, even a booted one, at the same location can join. Dudes at an adjacent location have to boot to move to the shootout's location and join their side's posse.

If lead flies in a Public place like the Town Square, a Saloon, or even your land, folks figger you're shootin' in self-defense. If a shootout ever erupts at a Private location (a Deed'll tell you if it's Public or Private, and homes are Private) that you don't own, your posse's Dudes become Wanted when they join the posse.

Wanted Dudes are hunted by the Law. Spin 'em 180 degrees to show they're Wanted.



WANTED

If a Wanted Dude is aced in a shootout, the player who done the acin' gets a bounty o' 1 ghost rock from the Bank.

Glossary

ace: Put into its owner's Boot Hill.

adjacent to: Next to. A Dude's

adjacent to a location when in a location

next to it. The Town Square's adjacent

to all Deeds in town. Streets don't wrap

around; Deeds at either end of a street

aren't adjacent. A location isn't adjacent

Bank: The central pile of ghost rock

boot: Turn a card 90 degrees to

Boot Hill: Your pile of destroyed

control: For a Deed: Have the most

Control Point: The number in the

and aced cards. Keep this separate from

come back into play after goin' to Boot

Influence at, even if somebody else owns

gang. When a card refers to "you," it's

blue poker chip on some Deeds. If you

control a Deed, you get its Control Points.

If your total Control Points plus Victory

the Deed. For a Dude: Have in your

your discard pile. Usually, cards don't

Hill. Be afraid of those that do.

talkin' about its controller.

show it's busy doin' somethin' or has

Shootout Sequence

1. Startin' with the Winner, you each either pass or play a Shootout action from your hand or a card in the shootout. Keep playin' Shootout actions until you both pass consecutively. Shootout actions' effects last until the shootout ends.

2. The dealer and target choose and announce their shooter from the Dudes in their posse, for this round of the shootout.

3. DRAW! and reveal Draw hands to see who wins this shootout round. See "Draw!" below.

4. The loser aces a number of Dudes in his or her posse equal to the number of hand ranks by which his or her Draw hand lost (check the cheat sheet at the end of these rules). If there's a same-rank tie for first, each posse loses one Dude even if one player has a better hand. Put aced Dudes in Boot Hill with any attached cards.

5. Discard the Draw hands.

6. Startin' with the dealer, players can chicken out by bootin' and movin' any Dudes in their posses from the shootout to their homes. If a Dude's already booted, the Dude can still run home. If the Dude's already home, the Dude can still leave the

7. Go back to Step 1 to start Round 2, and repeat until only one posse is left, at which point the shootout's done ended.

Draw!

Over and over in your fight for Gomorra, you're gonna be told to "draw." When you draw, you put your Play hand aside and draw a new, five-card hand from your deck—a Draw hand.

Drawin' is all about Bullet ratingsand the color of your Dudes' Bullet rating bullets. If your shooter's a Stud-meanin' his or her bullet's silver—you get to draw an amount of extra cards for your Draw hand equal to his or her Bullet rating. Make sense? So if your shooter's a 3-Stud, you draw eight cards.

If your shooter's a Draw, you can discard a number of cards equal to his or her Bullet rating, then refill your hand. So if your shooter's a 2-Draw, you can redraw up to two cards.

A Goods that gives a Bullet bonus to a Dude increases the Dude's Bullet rating number regardless of whether the Dude's

a Draw or a Stud. If a Goods' Bullet is brass and the Dude's is silver, it doesn't matter. For example, a Goods giving a 3-Stud Dude a a +1 Bullet bonus makes the Dude a 4-Stud

You also get to draw an extra card for each Stud other than your shooter in your posse, and you can redraw an extra card for each other Draw Dude in your posse. So if you've got a 3-Stud shooter and two Draw Dudes in the shooter's posse, you get to draw eight cards, then discard and redraw up to two. That can make a pretty darn good poker hand.

Notice that the extra Dudes' Bullet rating numbers don't matter. That's because those Dudes aren't your shooter. Here's some advice: if you have a Dude with a 0 Bullet rating in a posse, don't use that Dude as your shooter 'cause that Dude won't help one bit that way. But the Dude can sure lend a hand to a shooter who has a useful Bullet rating number.

You might have both Stud and Draw bonuses in a posse. Take the Stud bonuses first. If you have a bigger Draw bonus than the number of cards in your hand, the extra bonuses are wasted: you can only redraw once each Draw hand.

When you finish drawin' and discardin', keep the five cards that make the best poker hand. (If you don't know poker, get a copy o' Hoyle's book or the first Deadlands rulebook.)

You might wind up with cards o' the same suit and value in your hand. You can get away with this kind of illegal "cheatin" hand" in Shootout at High Noon, but there are consequences to cheatin' in regular Deadlands.

Shootout Example

You might want to play this out usin' cards from the decks to keep good track o' what's

Bob's Outfit is the Law Dogs; Alice's is the Blackjacks. Alice has the Golden Mare Hotel in play and has Lilith VandeKamp

Bob has Nash Bilton and T.C. in the Town Square with Nate Hunter, who has a Pearl-Handled Revolver. Bob moves Hunter to the Golden Mare Hotel. This doesn't boot Hunter, because the Town Square is adjacent to all Deeds in town.

Alice moves Eddie Bellows, who has Pair of Six-Shooters, to the Golden Mare. This boots Bellows, who was at a Deed not adjacent to the Golden Mare.

Bob calls out Bellows with Hunter. Alice accepts the call-out, as she must since Bellows is booted.

Roundin' Up Posses

Since T.C. and Bilton are adjacent to the Golden Mare, Bob can boot 'em to join the posse. He does so.

Alice has Rachel Sumner at home (adjacent to the Golden Mare), so she boots her to join the defensive posse. Lilith VandeKamp, already at the Golden Mare, joins up without bootin'. Alice has two Dudes over at the Legal Offices of they're two locations away—not adjacent to the Golden Mare. They're not close enough to join the posse.

Round One

Alice won lowball at the beginnin' o' the turn, so as the Winner, she gets the first Shootout action. She plays Crack Shot to make Eddie Bellows a 1-Stud instead of a 1-Draw for the shootout.

Bob, for his Shootout action, plays Out of Ammo on Eddie Bellows to change him back to a 1-Draw.

Alice plays Pistol Whip and lowers Bellows to a 0-Draw to send Nash Bilton to Bob's home booted.

Bob passes, havin' no more Shootout

Alice plays Out of Ammo to lower Hunter from a 5-Stud to a 5-Draw.

Bob passes again.

Alice passes, too.

Both players declare shooters, Alice declares Sumner as her shooter. Bob declares

Sumner is a 3-Stud, so Alice draws eight cards. She gets the followin': 3, 3, 4♠, 4♣, 5♣, 8♥, 8♦, and K♦. Alice has two Draw Dudes in her posse, but she decides to discard only one card. She gets rid o' the 5♣ and draws the 7♠. She discards the 3♥, 7♠, and K♦ to get her Draw hand of Two Pairs: 3♣, 4♠, 4♣, 8♥, 8♦.

Bob's shooter is not a Stud, but Bob has one other Stud in his posse, so he gets to draw six cards: 2♣, 2♣, 3♥, 8♣, 10♠, and

Shootout at High Noon, you can shoot with the big guns. These are the new things you'll

deckbuilding: Regular Deadlands

From those cards, you can build a deck however you want, so long as it has no more or less than fifty-two cards. You can fine-tune your deck with cards from Saddle Bags (booster packs).

fifty-two-card deck limit. You can pick the value of a Joker you draw in a Draw hand. Jokers do other

represents a random occurence. You never know when an Event is gonna

Action on an illegal Draw hand. With Cheatin'! cards floatin' around, you might think twice before playin' that illegal hand-or puttin' many copies of same-value, same-suit cards in your deck.

that you can play whenever it gets triggered (it'll tell you what its

skilled Dudes: Huckster, Shaman, Blessed, and Mad Scientist Dudes can cast Spells (a new kind of card)

a Dude changes as the story rolls along, that Dude'll get another version o' his or her card with the Experienced trait on it. As you may have noticed, Black Jack, Eddie Bellows, and Corky Hendricks are

Abomination (a monster) or Harrowed (undead).

Besides playing regular Deadlands (see above) with a regular deck and some Saddle Bags, these are some things you can do to get up-to-snuff on Gomorra's

Get on the Internet mailing list, where you can discuss your deck, the story, gamin' groups, and other aspects of the game with other players and experts. You can get official answers to any questions. The list can generate over a hundred messages per day, so you might want to switch to digest mode after you subscribe. In digest mode, you get a compendium of the messages sent to the list each day. Save the message you receive after you sign on to learn how to switch to digest mode or unsubscribe. To subscribe, send a plain text E-mail to <majordomo@frpg.com> with the message <subscribe deadlandsinfo>. For example:

> From: you@isp.com To: majordomo@frpg.com Subject: <not needed>

subscribe deadlandsinfo

The list manager'll send you a confirmation message with helpful hints on usin' the system. Go see the web site at

http://www.frpg.com/deadlands.

Join the Gomorra Town Council as

described in the regular Deadlands rulebook. This'll get you a subscription to the newsletter and promo cards only available to council members.

Play in sanctioned Deadlands tournaments, which are offered at game stores and conventions yearround. At tournaments you can test your best deck against those of other players. Make new friends, see new strategies, and win cool prizes!

K♣. Since he has a 5-Draw as his shooter, Bob can discard up to five of his cards. He keeps the Pair of 2s and discards the rest. He gets 2^{\lozenge} , 8^{\blacktriangle} , 9^{\blacktriangle} , and 10^{\lozenge} ! He discards the 84 and reveals his Three of a Kind: 24, 2♣, 2♠, 9♠, 10♠. Notice that there are two 2♣s in his hand. You can get away with playin' illegal hands like this in Shootout at High Noon, but you might get nailed if you cheat in regular Deadlands.

Bob's hand beats Alice's by one rank, so she has to ace one of her Dudes. She aces VandeKamp.

Both players discard their Draw hands.

Next, both sides get a chance to run home. Both players stick to their guns.

Round Two

Alice used up all of her good Shootout actions in the first round, so she passes. Bob does, too. They declare the same shooters, then draw again.

Alice gets one less discard without VandeKamp, but she still gets eight cards. She ends up with a Full House: 3, 3, 5, 5 5♥, 5♠. Bob groans and reveals his Flush: Q4, 84, 64, 54, 34. Bob, beaten by one rank, has to ace one of his Dudes. He aces

At this point, with Alice's victory in sight, Bob realizes he'd better pull Hunter out o' the fight if he wants any chance o' stoppin' a Blackjacks win this turn. He sends Hunter and Bilton home (booted). Alice's Dudes remain at the Golden Mare

Movin' Example

For example, say the Casino Morongo is next to your home. To its left is Miss Coutreau's. Past Miss Coutreau's is the Sunny Side Hotel. Now, say you've got a Dude at home. For your first Noon action, You can move the Dude without bootin' from home to the Town Square. On your next Noon action, you move the Dude to the Sunny Side Hotel. Since the Hotel is adjacent to the Town Square, your Dude still doesn't boot. Finally, you decide to move the Dude back home. This boots the Dude because you're not movin' to an adjacent location. Movin' the Dude to Miss Coutreau's would also boot the Dude because you only get "free" moves from your home and the Town Square. Now that the Dude's home booted, the Dude can't move any more: even though the Town Square and Casino Morongo are adjacent, a Dude still has to be unbooted to move.

Remember, locations next to each other in a street are adjacent. Deeds (and the home) on one gang's street aren't adjacent to another's. The Town Square is between gangs' streets and adjacent to everything in town. (It's not



Turn Order Summary

Gambling Phase: Ante 1 ghost rock and draw five cards. Lowest hand is the Winner, who goes first this turn. **Upkeep Phase:** Collect ghost rock and pay Upkeep.

High Noon: Startin' with the Winner, players take turns. A player can: buy a card from his or her Play hand, play a Noon action, move a Dude, call out an opposin' Dude

at the same location, or pass. Nightfall: Discard a card, if you want. Refill your Play hand to five cards. Unboot booted cards.

Hand Ranks

- 11. Dead Man's Hand: exactly 8♠, 8♠, A♠, A♠, J♦ 10. Five of a Kind: example A♠, A♥, A♠, A♠, A♥
- Straight Flush: example 84, 74, 64, 54, 44
- Four of a Kind: example K♠, K♠, K♠, K♥, 2♦
- Full House: example $J \spadesuit$, $J \spadesuit$, $J \diamondsuit$, $3 \diamondsuit$, $3 \diamondsuit$
- Flush: example 104, 84, 74, 64, 44
- Straight: example $Q \spadesuit$, $J \diamondsuit$, $10 \clubsuit$, $9 \clubsuit$, $8 \clubsuit$
- Three of a Kind: example 5, 5, 5, 5, 2, 3
- Two Pairs: example Q♠, Q♣, A♣, A♥, K♠
- One Pair: example 7♣, 7♠, K♣, 10♠, 3♠
- High Card: example $K \clubsuit$, $10 \spadesuit$, $7 \clubsuit$, $3 \heartsuit$, $A \diamondsuit$
- If a hand can be more than one rank, it's the highest

David Williams

.....Shane Lacy Hensley

Credits

Lead Designer	David willains
Art Direction	Bryon Wackwitz
Story Czar	Rob Vaux
Visual & Graphic Design	Al Skaar & Paul Allen Timm
Design Team	D.J. Trindle & Erik Yaple
Initial Design & Story Concept	sMatt Staroscik & Matt Wilson
Conceptual Graphic Design	Cris Dornaus & Steven Hough
Development & Licensing	Rick Arons & Edward Bolme
Packaging Design	Blake Beasley
Typesetting/Layout	Blake Beasley & Jessica Beaven
Production	Travis Adams, Roger Mangelson,
	Hans Reifenrath, Jefferson M. Shelley,
	Michelle Lewis, Joe Fernandez, Tom Wänerstrand,
	Kate Archie, & Todd Revnolds

EditingMatt Forbeck, D. J. Trindle, & Jessica Beaven

Deadlands is created by Shane Lacy Hensley.

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Points is more than the other player's Influence, you win the game.

discard pile: Where cards go after bein' used, unless they've been aced. Draw hand: A five-card hand

conflict, separate from the Play hand. It gets discarded after it's used. Drifter: A Dude who doesn't belong

drawn to resolve a shootout or other

Dude: A character or personality tryin' to help its player take control o' the town.

to an Outfit.

gang: All the Dudes under your control.

home: Your Outfit card. It starts in play and is the first card o' your street. New members o' your gang report here. This is not a Deed, and you always control it. It's Private.

illegal Draw hand: A Draw hand with two or more cards of identical suits and values. You can get away with playin' illegal hands in Shootout at High Noon, but you might get nailed if you cheat in regular

Influence: How much power a Dude wields around Gomorra, shown by a number in a red poker chip on some cards. Dudes with Influence can help you take control of Deeds.

in play: Started with or played from a Play hand. Discarded and aced cards aren't

location: Any Deed in play, the Town Square, or any home. Dudes can travel to these places.

Outfit: A group tryin' to control Gomorra.

own: Have brought into play.

Play hand: The five-card hand that a player plays cards from durin' the turn.

posse: One or more Dudes temporarily

grouped together to get into a shootout. shooter: The lead gunfighter of a

shootout posse.

shootout: A gunfight between posses, resolved by comparin' Draw hands.

Strike: A concentration o' ghost rock.

Most ghost rock is in the Maze. **Town Square:** The area between

streets. It's adjacent to all Deeds in town. unboot: Turn a card straight up.

Victory Point: A permanent Control Point-type o' thing you get for doin' somethin' special.

Wanted: Wanted by the law. Mark Wanted Dudes by spinnin' 'em 180 degrees. you: The controller. Normally, you

control cards you own, but control can be taken by another player.

Diggin' into

Now that you've played Deadlands:

decks come with sixty cards each.

Jokers: Jokers don't count against the

Events: An Event is a kind of card that

trigger is).

Deadlands

find in regular **Deadlands**:

crazy things, too.

happen.

Cheatin'! cards: You play this type of

Reactions: A Reaction is a type of action

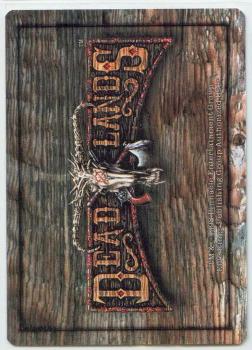
or invent Gadgets (a technological kind of Goods). **Experienced Dudes:** Things change. People change. In Gomorra, when

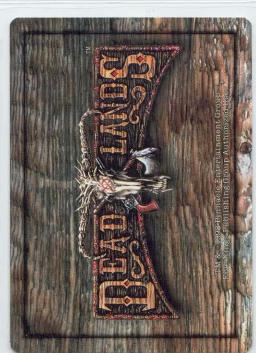
all Experienced. Terrors: A Terror is a Dude that's an































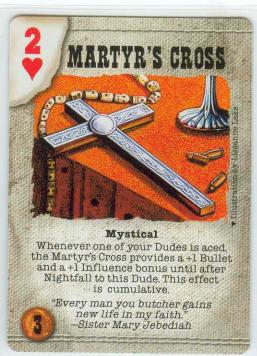








































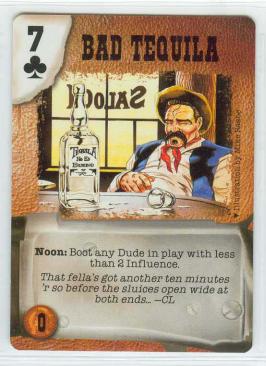














































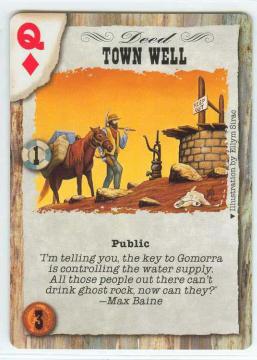








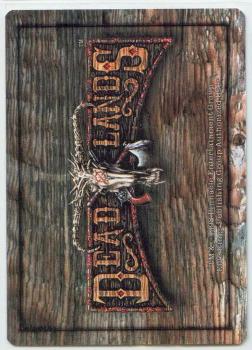


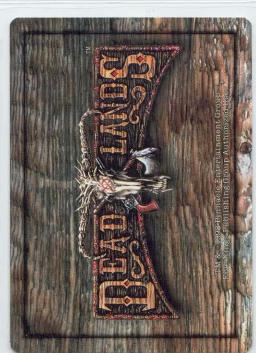












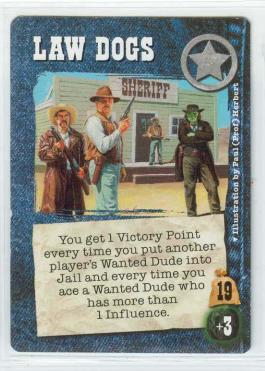


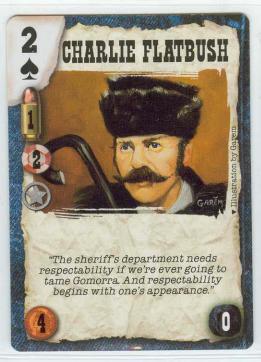










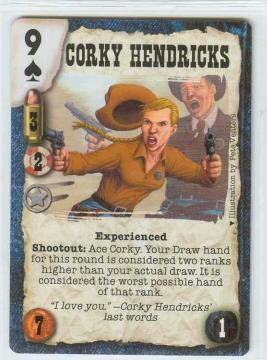




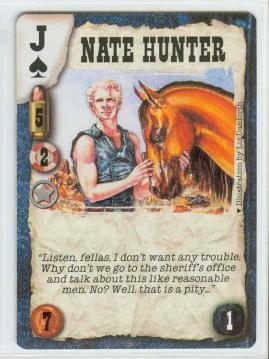






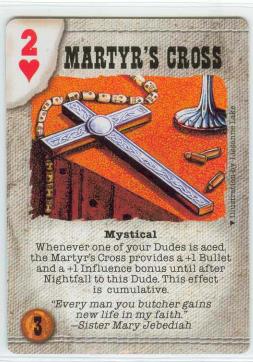








































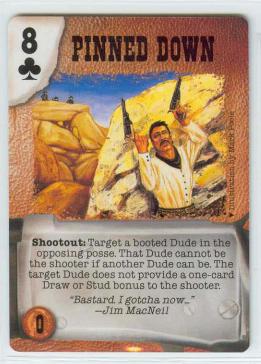




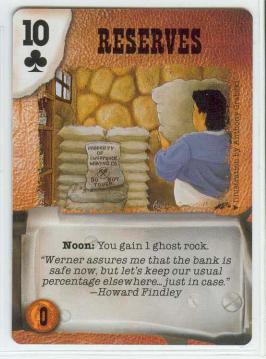


















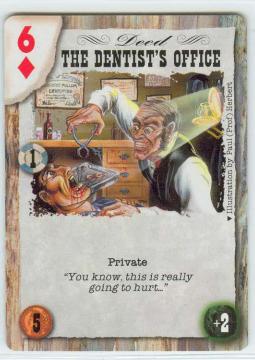














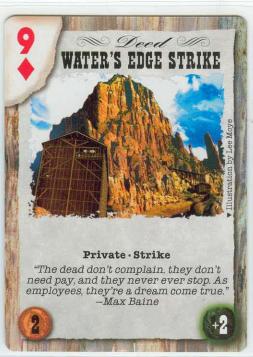


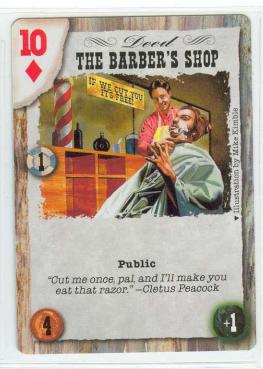




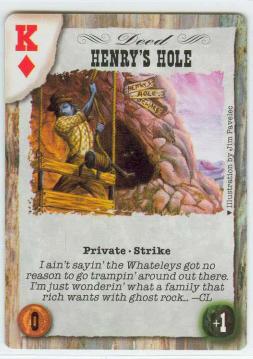








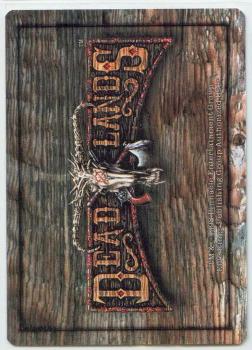


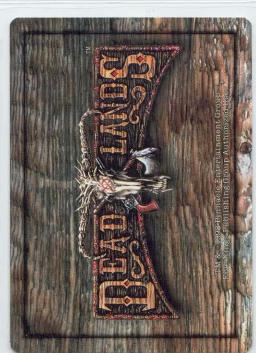




















What're You Lookin' At?

Yer lookin' at the game that *InQuest* called the Best Game of '98:

Deadlands! Walk the dusty streets of Gomorra,

California, meet spell-slinging hucksters in the Green Eye Saloon, face deadly undead gunslingers in the town square, and stalk horrid monsters with Sioux shamans.

This introductory set includes easy-tolearn rules and trading cards exclusive to this package. Now there ain't no more excuse:

Larn to Play!