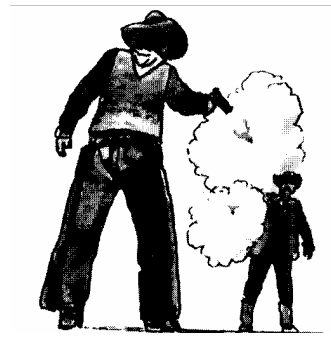


WAY OUT WEST



Rules (text in red are clarifications)

In 'Way Out West' players are attempting to score as many points as possible, mainly by owning buildings and transport counters in the largest towns. Cash is in short supply and the easiest way to earn it is through cattle and certain buildings. Cowboys are crucial **because** they protect your property; allow you to take over other players' property; rustle cattle; and get rid of nuisance sheep farmers.

The game is for 3 to 5 players and should take between 90 and 120 minutes to complete.

Components

Rulebook
Map
Black Wooden Tokens
Player Counters
Farmer Counters
Wanted Counters
Gold Counters

Starting the Game

Each player should choose a set of player counters, a matching wooden token, and two wooden black tokens. If there are **three or four players**, then each player starts with \$20. With **five players**, each player starts with \$25. The remaining money forms a reserve. Each player starts with **one** Farmer counter.

Roll the dice to decide who will be the first player. The order of play will go clockwise from the first player. The colored wooden tokens are turn order tokens and should be placed on the correct space of the Turn Order Track on the map to show the present order of play. In player order, each player places one of their cowboy counters in the town box of any of the five towns (the town box is the box containing the town's name). Repeat the process three times so that all the players end up with three cowboys on the map.

The length of the game depends on the number of players. With three players the turn marker (use one of the black tokens) starts on the '1' space of the Turn Track. With four or five players, the turn marker starts on the '4' space.

Playing the Game

During each turn the following phases will occur:

1. Bid for turn order.
2. Action phase.
3. Move turn marker on one space.

At the end of the 3", 6", 9" and 12" turns players will also collect income. The game ends at the end of the turn in which the turn marker has reached the '12' turn space.

1. Turn Order

A bidding system is used to determine the order of play. All turn order tokens should be given back to their owning players. The player who went first in the last turn starts the bidding. In play order, players must either raise the present bid or drop out. When a player makes a bid he places the bid amount in money in front of his position (a player can always exchange money with the reserve to get the correct denominations). If a player drops out, he places his turn order token in the lowest available turn order position (remembering that certain positions will not be in play due to the number of players). *E.g. In a four player game, the first player to drop out will become the fourth player and will place his turn order token in the 4th space of the turn order track.* When a player drops out any money he has bid up to that point is paid into the reserve. If a player does not drop out, then he can increase his bid the next time the bidding comes around to him. A bid must always be higher than the last player's bid. Bidding continues until all but one player has dropped out, and that player will be the first player. The last player still pays whatever he has bid into the reserve.

2. Action Phase

The Action Phase is the most important part of the game. At the start of a new action phase, each player must make sure they have two black tokens. All the action boxes at the top of the map must be empty. In turn order, as shown on the Turn Order Track, each player selects and carries out one action. After all players have had one action, they then have a second action, still in play order. To select an action, a player places one of his black tokens in the desired action box. He then carries out that action, which may mean paying money if there is a cost in the action box. A player can never place a black token in an action box that already contains a black token. So there is a limit to how many times an action can be selected during a turn. A player can always choose to pass instead of taking an action, which means discarding one of his black tokens.

The various actions are as follows:

CATTLE Placing a token in the cattle action box allows a player to buy either one or two of his own

cattle counters and place them on the map. Each counter will cost \$1. If there are five players, then an extra cattle action box is available. A cattle counter must be placed in a corral box (surrounded by fences). The first cattle placed must be placed in the lowest town on the map. Cattle can only be placed in the next highest town if more than half of the corral boxes have been filled in the previous town. A player can only place cattle in a town if he has at least one cowboy in the same town. However, if later on a player moves all of his cowboys from that town then the cattle remain. Only one counter can be placed in a corral box.

COWBOYS This action allows a player to buy and place one or two of his own cowboy counters. A cowboy counter can be placed in any town (place in the named town box). If another player owns the stagecoach in that town, then he receives \$1 from the reserve. If a player is placing two cowboys, then they can be placed in the same or different towns. There is no limit to the number of cowboys that may be placed in a town.

BUILDINGS AND TRANSPORT COUNTERS There are six building and transport action boxes. When a player selects one of these, it allows him to place the same building/transport counter in a town. The cost to do so is shown in the action box. Each town has a number of empty building boxes (under the corral boxes). A building/transport counter must be placed in one of these boxes. A player can normally build in any town (i.e. he does not have to have a cowboy in the town). *However, once a player has two or more such counters in a town he cannot pay to build any more building/transport counters in that town.* It is possible to exceed this limit but only by taking over other players' buildings/transport counter through the use of cowboys. The other limit on buildings and transport counters is that there can only ever be one of each type in a single town. So once one player has built a jail in a town, no other player can place the same counter type in that town.

MOVING COWBOYS Selecting this action allows the player to move a number of cowboys (up to the value in the action box) from any town to any other town. The cowboys do not have to start in the same town, nor do they have to end their move in the same town. A cowboy can be moved between any of the

five towns on the map. The owner of the stagecoach in the town being moved from earns \$1 for each cowboy moved from that town, taking it from the reserve. If, however, there is no stagecoach in that town, or it is owned by the active player, then the money will be earned by any player who has a stagecoach in the town that a cowboy ends up in.

MOVING CATTLE Selecting this action allows the player to move one cattle counter from any corral box to any other vacant corral box, even if the next lower town's corrals are not half full.

GUNFIGHT There are a number of reasons why a player might wish to start a gunfight: to takeover another player's property; rustle cattle; rob a bank; or get rid of a farmer.

The active player is the attacker. He then decides which player he wishes to attack and states the target of the attack. This may be any building or transport counter in the town, or one or two cattle counters, (must belong to the same player and be in the same town). The remaining players cannot join in the gunfight. However, the owner of the jail in the town may choose to join the defender (see below for more details). A farmer may be attacked instead of another player, and defends as a single cowboy.

The player with the fewest cowboys (only those in the town count) fires first. The chance to fire will then alternate between the two players (*i.e. you only decide the order of firing at the start of the gunfight*). If both sides have the same number of cowboys, then combat is simultaneous and remains so until the end of the gunfight. When a player fires, he rolls a number of dice equal to the number of cowboys he has in the town. Each roll of 5 or more kills an opposing cowboy. Losses are taken immediately, unless fire is simultaneous, in which case any dead cowboys have the chance to fire back. The owner of the dead cowboys removes the correct number of cowboy counters and places them back in his stock. Each side fires until one side has lost all of its cowboys or one player decides to retreat. Cowboys represented by counters must always be killed before those represented by jails, banks, or trains.

A player can retreat instead of firing. He immediately loses the gunfight. He moves his cowboys to

different towns. He can only move one cowboy into one town, so they end up spread out. No stagecoaches are used in a retreat.

Banks and trains have an intrinsic defense of one cowboy, which is added to the number of defending cowboys. **If a player has no cowboys in a town then he still defends as if he had one cowboy (i.e. he always rolls one die in defense). This default cowboy cannot be added to any other defense (e.g. he would not add to the defense of a bank or train). This default defense is also lost if the defender has a sheriff in the town.**

If the attacker wins, then he takes control of the target of the attack, replacing it with a counter, or counters, of his own color (except for banks and jails). A jail is removed from play if successfully attacked. A bank is robbed if successfully attacked (see below for more details). If the target of the attack was a farmer, then the farmer counter is removed **from the game**. It is not returned to the owning player.

Every time a player wins a gunfight, he takes a Wanted counter. If there are no more such counters left, then the player takes one from a player of his choice.

Controlling a Jail The defender in a gunfight can ask the owner of the jail in the same town (if there is one) to help defend him. This adds one cowboy, (which in effect is the sheriff) to the defense. A player can also use his own sheriff as an additional cowboy if attacking another player in the same town (an example of a 'bad' sheriff). The sheriff is always killed last, unless defending a farmer, in which case the farmer is killed last. If the sheriff is killed, the jail remains in play (another sheriff would be elected to fill his place which means the jail still has an effect in the next turn). A jail is only removed from play if it was the target of the attack.

Robbing a Bank The attacker can target a bank (but not his own color). If he wins, then instead of taking control of the bank, he gains money. He rolls 3d6 and takes that amount in money from the owner of the bank. If the owner cannot pay the full amount, then the bank is removed from town (after paying any money he does have to the attacker). If there is a jail

belonging to another player in the town, then the attacking player must immediately leave town after robbing the bank. The cowboys may move together or separately to any other town on the map. No stagecoach movement is used. *Note: the player may stay in the same town if he controls the jail, or there is none.*

Example of a gunfight. Jesse has decided to attack Frank's bank. Jesse has four cowboys in the town while Frank has two. The jail is owned by Roy, whom Frank asks for help. Roy decides not to help. Frank has a defense of three (two cowboys plus the intrinsic defense of the bank). Jesse has an attack of four cowboys which means Frank gets to fire first. Frank throws three dice and rolls one hit. Jesse immediately loses one cowboy. He returns fire with his three remaining cowboys and scores two hits. Frank has to remove both of his cowboy counters, leaving him with the bank guard in defense. He rolls one die and misses. Jesse rolls three dice and rolls one hit, killing the bank guard. Jesse has won and so he robs the bank. He rolls 3d6 and takes that amount of money from Frank. He must then move his three remaining cowboys out of town as the jail is owned by Roy. If Roy had decided to help Frank then there would have been four cowboys on each side, leading to simultaneous combat. Both sides roll dice for their cowboys at the same time and then take casualties.

FARMER If a player selects this action, then he places his Farmer counter on the map. A farmer can be placed in any corral box (even one already containing a cattle counter). If there is a cattle counter there, then the counter is returned to the owning player. There can only be one farmer in a town at any one time. A farmer halves the income **gained** from cattle. He also reduces the victory points gained for cattle at the end of the game by one point. No cattle can be placed in a corral containing a farmer. A farmer can only be removed if targeted and defeated by another player in a gunfight. The farmer fights like a single cowboy. The sheriff may help defend the farmer, in which case the farmer is the last to be killed. *Each player can only place one farmer counter during the entire game.*

3. End of Turn

The turn ends when each player has used both of their black tokens. The turn marker is moved on one space, unless it is the 3", 6", 9" or 12" turn, in which case income is calculated before moving the turn marker on. The game ends at the end of the turn in which the turn marker has reached the 12th space.

4. Income

Income is normally collected at the end of each third turn (income from a stagecoach is collected during the action phase). Players collect income from the reserve depending on which counters they have on the map as explained below. (Note: a player can never make money off of the back of his own counters.)

CATTLE Each cattle counter earns the owning player \$2 unless it is in a town that also contains a farmer, in which case it only earns \$1. If there is a train in the town, and it does not matter who it belongs to, then the income from cattle is doubled.

BANK A bank claims its owner \$2 for every building or transport counter in the same town, except for any counters that belong to the owner of the bank.

STORE A store claims its owner \$1 for each cattle counter in town, except those belonging to the store owner. It also earns \$2 for a farmer counter in the town.

HOTEL A hotel claims \$1 for each cowboy in the town, except those that belong to the hotel owner.

Special Rules

Each building and transport counter has a special effect as described below.

STAGECOACH Stagecoaches earn income when cowboys move or are placed on the map. If a cowboy is placed in a town after being purchased, or moves from that town, then the owner of the stagecoach takes \$1 from the reserve. However, a player can never claim money by moving or placing his own cowboys. If a cowboy moves from a town, then any

stagecoach in the town will normally claim this income. However, if there is no stagecoach, or it belongs to the moving player, then the stagecoach in the town that the cowboy is moving to claims the \$1. A stagecoach never claims money from retreating cowboys or ones riding out of town after a bank robbery.

TRAIN A train in a town doubles the income gained from all cattle in the same town (not just those of the same color as the train). It also doubles the victory points gained from cattle at the end of the game.

BANK Owner claims income as described above.

JAIL The sheriff acts as an extra cowboy that can be added to the owning player's cowboys or used to help another player defend. A sheriff may also help a farmer defend. If a player is on the losing side of the gunfight, then he does not lose control of the jail (unless it was the target of the attack in which case the jail is removed from play).

STORE Owner claims income as described above.

HOTEL Owner gains extra income as described above.

Winning the Game

The game ends when the turn marker cannot be advanced any further which will be after twelve turns with three players or nine turns with four or five players. Players now calculate their victory points.

Each building and transport counter is worth victory points equal to the size of the town it is in. The size of the town is equal to how many building/transport counters placed in it. (*Example: a building in a town that has a total of four building/transport counters, including itself, will be worth four victory points*).

Each cattle counter is worth one victory point or two in a town containing a train (doesn't matter who the train belongs to). If there is a farmer in the town, then each cattle is worth one less victory point, which would mean cattle in a town without a train would be worthless and those in a town with a train would be worth one point.

The player with the most building/transport and cattle counters combined in a town controls that town and gains bonus victory points equal to the size of the town. *Note: cattle do not affect the size of a town but do count for control of a town. Also, no bonus is scored if there is a tie.*

The player with the most money in hand claims an extra five victory points. In the case of a tie, each tied player scores two victory points.

The player with the most Wanted counters claims an extra four victory points. In the case of a tie, each tied player scores two victory points.

No points are scored for cowboys.

The player with the most victory points is the winner. There are no tie-breakers, so a tie remains a tie.

Credits

Way Out West was designed by Martin Wallace.

Artwork by Peter Dennis.

Graphic design Lee Thomson and Philip Roberts.

German translation by Ferdinand K6ther

Title conceived by Andy Callan

(Unofficial) reformatting and some additional text by Greg Nichols and Dave Richtmyer (2003)

Mainly playtested by Tim Cockitt, Simon Bracegirdle, Geoff Brown, Rob Mulholland, Richard Spilsbury, Matthew Ellis, Eddy Richards, and Paul Evans. Playtesting was also carried out at the Man 0 War games club, Manchester Boards Garners, Swiggers, Stabcon, Baycon, Convention of Wargamers, and Midcon.

Thanks to Elisabeth Miller, Horst Walz, and Nuala O'Rourke.

Special thanks to Karl and Audrey Bown, and Jack Geisler.

If you wish to contact Warfrog then please write to 843a Wilmslow Road, East Didsbury, Manchester, M20 5WD, England or check our website at www.warfrog.co.uk.

Way Out West is © Warfrog 1998

WAY OUT WEST

Special Actions



Move
Cowboys



Move
Cattle



Gunfight



Place
Farmer

Useful Information

Turn Sequence

1. Bid for Turn Order.
2. Actions (2 per player).
3. End of Turn.
4. Income (every 3rd turn).

Income (collected every 3rd turn)

Cattle \$2 per counter - double if train in same town, halved if farmer in same town.

Hotel \$1 per cowboy in town, (but not if own colour).

Store \$1 per cattle in town, (but not if own colour), and \$2 for a farmer.

Bank \$2 per building in town, (but not if own colour).

Stagecoach (collected during turn) \$1 per cowboy placed in or moved from a town (but not if own colour).

Victory Points (collected at the end of the game)

Cattle 1 VP per counter + 1 VP for train - 1 VP for farmer.

Buildings/Transport counters Score VP's equal to the size of the town (how many buildings/transport counters in total in the town).

Town Bonus Player with majority of building/transport counters and cattle counters combined scores a VP bonus equal to the size of the town. **No bonus is scored if there is a tie.**

Most Wanted Posters Player with the most Wanted counters scores 4 VP's. In case of tie, each tied player scores 2VP's.

Most Money Player with the most money in hand at the end of the game scores 5VP's. In the case of a tie, each tied player scores 2VP's.

FAQ:

Q. If I try and take over a cattle or building counter, and the defender has no cowboys in that town, does the defender get to roll?

A. Yes, the defender always gets to roll at least one die. If the owner of the sheriff decides to help the defender he gets another die.

Q. How do you distribute Town Bonus VP's when 2 or more players are tied with the exact number of Building/Transport and Cattle counters in a particular town?

A. No bonus is scored if there is a tie (MW).

Latest Errata/Clarifications:

1. On page 3, the second sentence of the paragraph that starts 'Banks and trains...' should read as: 'If a player has no cowboys in a town then he still defends as if he had one cowboy (i.e. he always rolls one die in defense). This default cowboy cannot be added to any other defense (e.g. he would not add to the defense of a bank or train). This default defense is also lost if the defender has a sheriff in the town.'
2. The intrinsic defense of a bank or train only counts if that building/transport counter is the subject of the attack.
3. If the attacker and defender have the same number of cowboys in attack then combat is simultaneous and remains so until the combat is resolved. However, after the first round of gunfire, first the attacker and then the defender has the option to declare a retreat. If they retreat the opposing player does not get another round of gunfire.
4. A player must always use all of the cowboys, including sheriff and any other bonus cowboys. A player cannot choose to use less cowboys to gain the right to fire first.
5. If a farmer is attacked then he rolls one die. The sheriff can choose to help, in which case the farmer would defend with two dice. In this case the sheriff would be shot first, then the farmer.
6. If a player selects the Move Cattle action, then he does not have to have a cowboy in the town that the cattle counter is being moved to.