

BANDIT BRAG

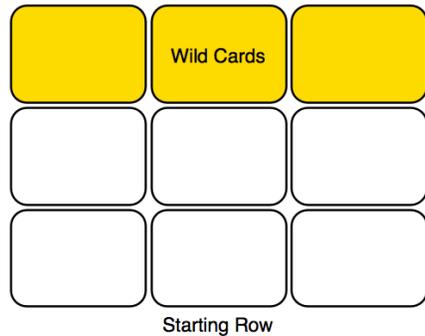
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Objective

Earn bounties by defeating bandits with poker hands. The first player to \$21 rides off into the sunset as a legend of the west!

Set-Up

Shuffle the 6 non-Wild territory cards. Then, arrange the territory cards in a 3 x 3 pattern as shown below. The three wild cards should be at the top, with the 6 non-wild territories below in any order.



Shuffle the bandit and event cards together to form the bandit deck. Reveal the top four cards of the deck place them face up on the table. Shuffle in any events that appear on the initial deal. There should always be four face up bandits available to capture. Select one "Boss" bandit to use this game and place it face up next to the others.

Each player takes a set of three pawns, and draws three cards from the main deck.

The player who most looks like a cowboy/cowgirl becomes is the Sheriff and takes the first turn

Gameplay

On each of your turns, choose one action to perform, then capture a bandit or end your turn.

Action

During the action phase, choose one:

1. **Reload** - Discard all three of your hole cards, draw three new cards.

OR

2. **Ride** - Make up to three moves.

You may make a total of three moves with your posse-divided across your posse members however you choose.

Each of the following counts as one move:

- A. Moving a pawn onto the board. All pawns must enter from the starting row side.
- B. Moving a pawn orthogonally.
- C. Flipping a territory card where your pawn currently stands.
- D. Discard one face up bandit, and replace it with the top card of the deck.

These moves may be performed in any order, and you may move your pawn onto a space containing other pawns.

Bounty Phase

During this phase, choose a bandit to capture or end your turn. To capture a bandit, you must create a poker hand that beats the bandit's indicated hand, kickers and high cards apply. Bandit hands have no suit unless that hand is a flush or straight flush. Players may use any combination of cards from their hand AND territories on the board where they have posse pawns to create a 5-card poker hand. In all cases, a player must use a total of five cards and territories (a full five card hand). You may **not** use the same tile twice in the same hand. You may use a physical card in your hand that matches a card on one of your territories. When you capture a bandit, place it face down in front of you; it is worth the the \$ indicated. Flip any territory cards used, and discard any cards used; then (if you have less than 3 cards in hand), draw cards until you have 3 cards in hand.

Once your turn ends, the player to the left takes his or her turn.

Events

Mixed in with the bandits are event cards. When an Event is revealed, immediately resolve that event, then draw a new bandit card. There should always be four bandits face up available to capture.

Reward Bandits

Some of the bandits show a card in the reward area of that bandit. If you capture one of these bandits, place it face up in front of you instead of face down. You may use that reward on your turn, then flip that bandit face down.

End of Game

The first player to reach \$21 wins the game and rides off into the sunset.

Advanced Variant - No Events

For a less random and more competitive game, simply remove the events from the bandit deck before playing.

Contents

9 Double Sided Territory Cards
24 Bandit cards
3 Boss Bandit cards
9 event cards
4 Player reference cards
49 cards total.

15 Player Posse Pawns (3 per player)
1 Standard 52 card poker deck