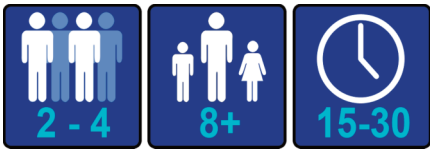


POSSE

• Wild West Justice •

Rules of Play



Game Components

- 1 Rules Sheet
- 20 Warrant Cards
- 30 Posse Cards
- 50 Outlaw Cards
- 1 Sticker Sheet
- 2 Red Dice
- 3 Yellow Dice
- 5 Green Dice

Introduction

The old west was a rough and tumble place filled with all manner of rustlers, robbers and renegades. The only thing that stood between the law abiding settlers and absolute anarchy was the lawman.

Posse: Wild West Justice is a card and dice game where the player takes on the role of a hard-boiled lawman in the wild west. Players recruit their posse, grab a handful of warrants and head out to bring the villainous varmints to justice.

It won't be easy. These low down lawbreakers will do anything and everything to keep themselves from going to jail or ending up on Boot Hill. Players will need nerves of steel and a heap of luck to complete their tasks and collect their rewards.



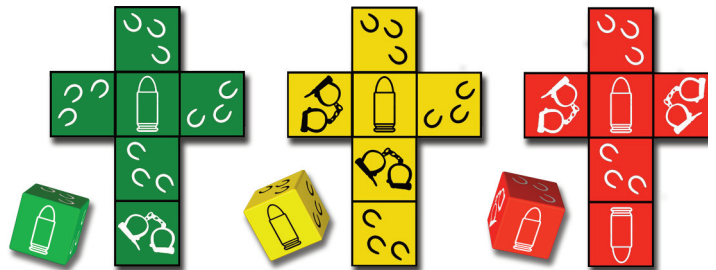
The Game Dice

Each game die has a varying number of symbols which determine whether an outlaw has been killed, captured or has escaped for that round:



There are three types of dice in the game.

The Green Die is the weakest one with one bullet and one handcuffs face, giving a 33% chance of a positive result. The Yellow Die is medium strength, with one bullet and two handcuffs faces, giving a 50% chance of a positive result. The Red Die is the strongest, with two bullet and two handcuffs faces, giving a 66% chance of a positive result.



The Game Cards



Game Set Up

- Separate and shuffle the Posse, Warrant and Outlaw decks.
- Determine which player will go first. This can be done cutting the posse deck to reveal a card; highest cost goes first. In case of a tie, first player to draw the number goes first. Play starts with the first player and goes clockwise around the table.
- Each player draws one Posse card, continuing clockwise until each player has a posse with a total of 20 points or more. Once a player has reached 20 or more points, they are skipped in the draw phase.
- Determine what dice the player gets to throw by counting up the green, yellow and red dice shown on their Posse cards.
- Deal out 5 Warrant cards face down to each player.
- Players each flip one Warrant card.
- First player draws the specified number of Outlaw cards specified on the Warrant card, followed successively by the next player, until all players have the appropriate number of outlaws laid out before them.
- Players adjust the number and type of dice to roll as specified by any outlaw abilities.

Playfield Layout



Game Play

- Players in turn roll the appropriate number of red, yellow and green dice.
- Apply any modifiers as specified on the Posse and Outlaw cards. Captured or killed outlaw's abilities are not applied.
- Separate Bullets, Handcuffs and Escape results.
- The player now uses these to kill or capture the outlaws by 'spending' them according to the cost of capture specified on the individual Outlaw cards.
- Turn killed or captured outlaws sideways to show them as out of play.
- Roll results do not carry over to the next round.
- A player must use all roll results to capture outlaws during their turn, but have the choice of which outlaws to capture.
- Player's turn is over and the next player's turn begins.
- When all outlaws in the gang are turned, the gang is captured. Player moves the outlaws and Warrant card to the captured pile, flips the next Warrant card, and draws the stated number of outlaws.

Winning the Game

The game is over when a player captures or kills all the gangs shown on their 5 Warrant cards. The winner is the person who has collected the most reward money at the end of the game. Only the rewards in the captured pile are counted. Ties go to the player who has captured the most outlaws.

Dead Only, Alive Only or Dead or Alive Designations

If an outlaw is designated as **Dead Only**, then only bullet results may be applied to capturing the outlaw. If they are designated as **Alive Only**, then only handcuff results may be applied to capturing the outlaw.

If they are designated as **Dead or Alive**, then both bullets and handcuffs may be applied to capturing the outlaw. The player may use any combination of results to capture the outlaw, i.e. if the outlaw card has a shown requirement of 3 bullets and 3 handcuffs, the player may use 3 bullets, or 2 bullets and 1 handcuff, or 2 handcuffs and 1 bullet, or 3 handcuffs to capture.

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