MOST WANTED

Ken Gruhl, Quentin Weir & Dominic Crapuchettes Present



15-35 MINUTES

10+ AGES

2-8 PLAYERS

North Star Games

MOST WANTED

RULE BOOK



DON'T LIKE READING RULES? GO TO
NORTHSTARGAMES.COM/MOSTWANTED

North Star Games



Howdy varmint! Welcome to St. Louis, gateway to the Wild West, where you and your fellow outlaws will compete to become the most notorious wrongdoer in the land. But beware: as your infamy increases with each thrilling heist, you'll need more and more money to stay out of the slammer. Go get 'em, partner!

SETUP

- Place the Scoreboard, Bags of Money and the 6 Action Cards on the table. Make sure the Action Cards have the correct sides facing up (see graphic below).
- Each player places an Outlaw Character Token and the corresponding Player Aid in front of them on the table.
- Shuffle the cards and place the Draw Deck next to the Scoreboard.
- Deal 5 face-down cards to each player.
- Youngest player goes first. Once everyone is familiar with the game, you may choose to determine the first player with a 1-card Duel involving all players (see Duel rules in the Non-Robbery Actions section).

SCOREBOARD



ROBBERY ACTIONS

OTHER ACTIONS



GENERAL SUPPLY



DRAW DECK

SPACE FOR DISCARD PILE

GOALS AND OBJECTIVES

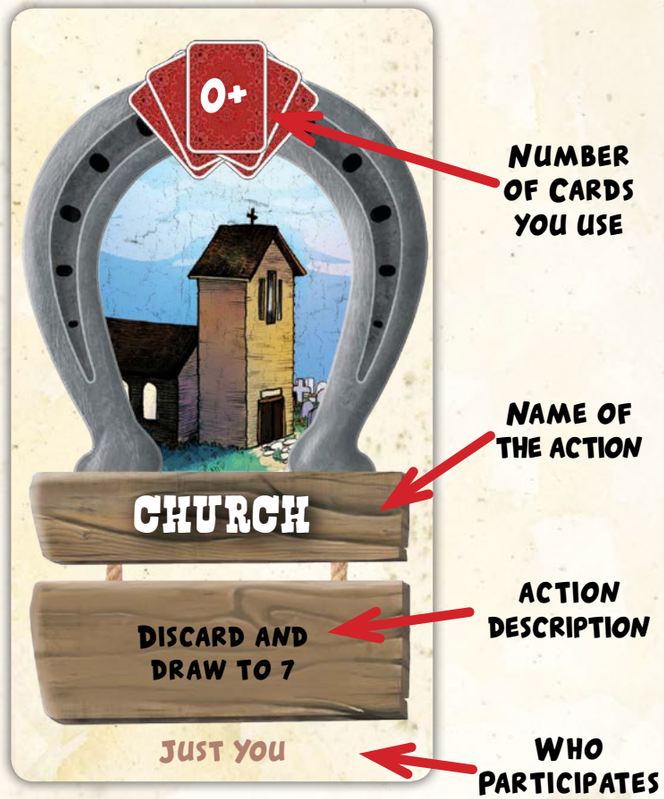
In Most Wanted, players are competing to become the most notorious outlaw in St. Louis. Your notoriety increases with points gained and decreases if you can't afford to pay Bail. The first player to reach the end of the Scoreboard becomes St. Louis' most wanted!

GAMEPLAY

- **On your turn, select and complete one action.** The available actions are shown on the Action Cards. Some actions allow (or require) other players to participate.
- After the action is complete:
  - Points are scored by moving the appropriate Character Token forward the required number of spaces on the Scoreboard.
  - All cards played are discarded onto a face-up Discard Pile.
  - Any player who participated in the action draws until they have 5 cards in hand. Players do not draw if they already have 5 or more cards in their hand.
- Play continues clockwise until one player reaches the "Most Wanted" space on the Scoreboard and wins the game!

Note: See page 7 for special 2-player rules.

ACTION CARD STRUCTURE



ROBBERY ACTIONS

Most of your notoriety (your score) will be gained from Robberies. With great risk comes great reward! When you select a Robbery action:

- Declare the type of Robbery and play the appropriate number of face-down cards. You are now committed to taking that action, but may change the cards played if you choose.
- Anyone may participate in your Robbery by playing the appropriate number of face-down cards. There is no turn order for this decision and players may change their mind at any time before the cards are revealed.
- When all players are ready, the cards are revealed.
- The player with the best hand (see Hand Rankings on pages 8 & 9) wins the number of points shown on the bottom of the Action Card. If no one else participated in the Robbery then you automatically win. Rules for resolving ties are on page 6.
- All losing players must pay Bail (see Bail on page 6).



PONY EXPRESS ROBBERY

Action: Play a 2-card hand
Result: Winner receives 2 Points | All losers pay Bail

The Pony Express is coming to town – let's help lighten its load! It's not the most lucrative heist, but every robber has to start somewhere.



STAGECOACH ROBBERY

Action: Play a 3-card hand
Result: Winner receives 3 Points | All losers pay Bail

A stagecoach is like a treasure chest on wheels – there's always something shiny inside worth pilfering!



TRAIN ROBBERY

Action: Play a 4-card hand
Result: Winner receives 4 Points | All losers pay Bail

You hear that "chugga-chugga-choo-choo" coming up the tracks? That's the sound of a big-time score!

NON-ROBBERY ACTIONS



CHURCH

- Only you may take this action.
- Discard any number of cards from your hand.
- Draw until you have 7 cards in hand.

Sometimes even the slimiest scoundrel needs to repent and get a new start.



HONEST LABOR

- Only you may take this action.
- Play any number of face-up cards, all of the same color.
- For each card played, take 2 Bags of Money from the General Supply.

Crime pays, but sometimes you need to get your hands dirty with some honest labor to get out of a bind.





DUEL

- You challenge one player to a Duel. They must participate!
- You choose a hand size of 1 or 2 cards.
- Both players play a face-down hand of the selected size.
- When both players are ready, the cards are revealed.
- The player with the best hand (see Hand Rankings on pages 8 & 9) receives points equal to the loser's Bail.
- The losing player pays Bail (see Bail on page 6).

This here's the Wild West, and we settle our differences with an ol' fashioned duel! Uncivilized? Definitely! You got a problem with that?



DOUBLE CROSSER

During any action, if someone plays a hand of all Aces, and someone else plays a hand containing all 6s (the hidden 6-shooter!), then the 6s count as a Double Crosser, which beats every hand. See Double Crossing on pages 8 & 9 for examples.

TIES

If there is a tie for the best hand, each tying player plays a face-down 1-card hand to determine the winner. If additional ties occur, continue playing face-down 1-card hands until one player wins. If a player involved in a tie does not have a card in hand, they draw the top card from the Draw Deck. You can Double Cross on ties.

BAIL AND OTHER PAYMENTS

- If you are the loser of a Robbery, Duel, or any other Action Card that shows a jail icon, you must pay Bail to the General Supply.
- The amount of Bail you must pay is depicted on your current position on the Scoreboard, from 1 to 3 Bags of Money. You do not have to pay Bail if you are not yet on the Scoreboard.
- If you are ever required to pay Bags of Money and do not have enough, move back 1 space on the Scoreboard for each Bag of Money you are unable to pay. Example: Clara must pay 3 Bags of Money as Bail, but she only has 2 Bags of Money. She pays 2 Bags of Money and moves her character back 1 space on the Scoreboard.
- You may not hide your Bags of Money from the other players.

WHEN THE DRAW DECK IS DEPLETED

When you need to draw a card but the Draw Deck is empty, shuffle the Discard Pile to form a new Draw Deck. Each of the first three times you shuffle the deck, flip a Robbery Action Card in the order shown below. For the remainder of the game, that action will be worth more points.



WINNING THE GAME

The first player to reach the Most Wanted space on the Scoreboard wins!

SPECIAL RULES FOR TWO-PLAYER GAMES

When playing a two-player game, the Sheriff shows up to defend the town against the pair of greedy scoundrels. The Sheriff participates in every Robbery and must be beaten to score points. To form the Sheriff's hand for each Robbery, draw cards from the deck equal to twice the number required for the Robbery: 4 for Pony Express, 6 for Stagecoach, 8 for Train. Place these cards face-down on the table until both players are ready. Before revealing hands, the Sheriff makes the best hand from the available cards.

The Sheriff is a do-gooder and will not retroactively choose to play a Double Crosser in response to another player's Aces. However, the Sheriff will play a Double Crosser if the best possible hand happens to contain all 6s.



For example, if the Sheriff was dealt these cards while protecting the Pony Express, she would play the Pair of Queens, because a Pair of Queens is ranked higher than a Pair of 6s. This remains true even if another Outlaw played a Pair of Aces for this Robbery.



If the Sheriff was dealt these cards in the same situation, however, she would play the Pair of 6s, as this is her highest-ranked hand. If another Outlaw played a hand of all Aces, this would count as a Double Crosser!



HAND RANKINGS - HIGHEST TO LOWEST

DOUBLE CROSSER! See examples on the next page.

FOUR-OF-A-KIND



THREE-OF-A-KIND



TWO-PAIR



PAIR



HIGH CARD





High Card ——————————————————→ Low Card





HIGHER RANKED HANDS

Any hand of a higher rank always beats a hand of a lower rank.



In this example, the Pair of 7s beats the High Card Ace. Likewise, any 3-of-a-Kind always beats a 2-of-a-Kind.

IN-HAND TIE BREAK

When a hand from the Hand Rankings chart is played as part of a larger hand (e.g., if a Pair is played as part of a 3-card hand) and two or more players initially tie, the *extra* card(s) determine the higher-ranking hand.



In this example, two hands tied with their 3-of-a-Kind, so the tie is broken by the leftover High Card. A Double Crosser does not occur because the *extra* card is part of a larger hand.

RANKING TWO PAIRS

If two hands have Two-Pair, first compare the higher Pairs to determine the winner.



In this example, the Pair of Queens beats the Pair of Jacks. If the higher Pairs are tied, then compare the lower Pairs.

DOUBLE CROSSING

During any action, if one (or more) player's hand contains all Aces, and one (or more) player's hand contains all 6s, then the 6s count as a Double Crosser, which beats every hand!



The 6 becomes a Double Crosser and beats everything because an Ace was played.



Without a hand of Aces, the 6s are a low Pair, so the Kings win.



In order to Double Cross, there needs to be a full hand of 6s and a full hand of Aces.



ALTERNATE ACTIONS

Ready to shake things up a bit? After you've played Most Wanted a handful of times, you might want to try some of the alternate actions on the backs of the non-robbery Action Cards. You can play with any combination of these non-robbery actions, so choose whichever sides suits your fancy for each game.



SALOON

- Only you may take this action.
- Pay one Bag of Money to the General Supply.
- Discard any number of cards from your hand.
- Draw until you have 8 cards in hand.

When you've worked up a thirst after a long day of thieving, there's nothing more refreshing than a trip to the saloon!



SHOOTOUT

- Challenge one or more player(s). They must participate!
- Choose a hand size of 1, 2, or 3 cards.
- All involved players play a face-down hand of the selected size.
- When all players are ready, the cards are revealed.
- The player with the best hand (see Hand Rankings on pages 8 & 9) receives 2 points.
- Each losing player must pay Bail (see Bail on page 6).

The more the merrier! So gather some friends for a good old-fashioned shootout.



DISHONEST LABOR

- Only you may take this action.
- Play any number of face-down cards.
- Place 2 Bags of Money from the General Supply onto each card played.
- Declare that all of your cards are of the same color (or suit). You may bluff.
- Other players may challenge your bluff. After players have had a chance to challenge, reveal your cards.
  - If your cards are all of the same color: You keep the money, and everyone who challenged you loses their next turn.
  - If any of your cards are of different colors: You split the Bags of Money evenly between yourself and everyone who challenged you. Extra money is returned to the General Supply.
- You keep all the money if no one challenges you.

Honest labor? Dishonest labor? I'm not sure. I don't get paid to ask questions.

evolution
THE VIDEO GAME

Based on the award-winning board game about adapting to the changing environment, Evolution the Video Game features fast and fluid gameplay and a highly acclaimed, learn-by-playing tutorial. Test your strategies against the challenging AI; then get matched against online opponents of your skill level.



Available on the App Store
GET IT ON Google Play
STEAM

Use your unique code shown above to receive an exclusive wallpaper featuring the art of Catherine Hamilton, the original soundtrack composition by Island Styles, and exclusive content to enrich your gameplay experience.

NorthStarGames.com/digital

CREDITS

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GAME CONTENTS

- 1 Scoreboard
- 72 Playing Cards (8 copies of each number; 6 through Ace)
- 8 Amazing Characters with Stands & Player Aids
- 6 Action Cards
- 63 Bags of Money

THE LEGENDARY TREASURE OF FAST-FINGER FREDDIE

St. Louis is a hoot, but rumors tell of even wilder adventures waiting farther to the west! Only a fool would travel into such untamed wilds alone. Luckily, legend has it that a dusty old travel guide exists that can show you the way to unimaginable treasures. No one knows exactly where this fabled book now lies... but it has to be around here somewhere, right? Happy trails, friend!

MOST WANTED

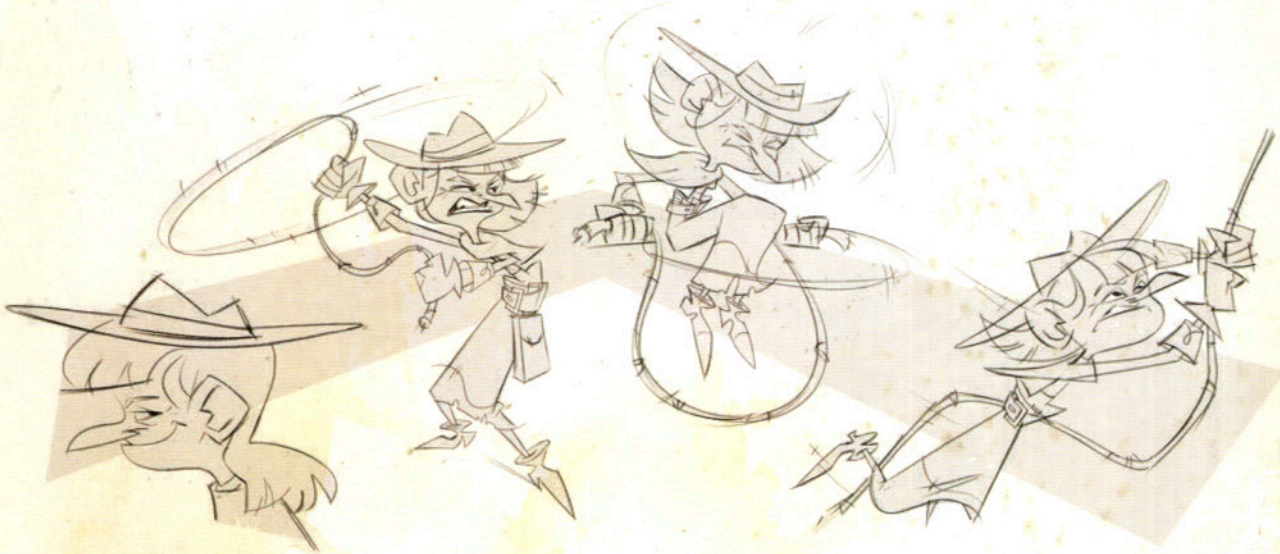
TRAVEL GUIDE



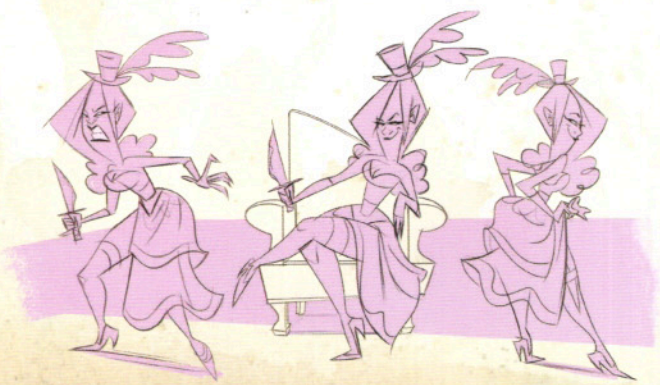
North Star Games

WELCOME TO THE WEST

St. Louis is a wonderful city that provides plenty of opportunities for outlaws to profit. But if you're yearning for adventure – if you've got a fire in your soul that cannot be tamed… or a posse on your tail – it's time to get out and explore new cities! After all, St. Louis is only a gateway, a gateway to the Wild West, where danger is ever-present and unimaginable riches are yours for the taking!

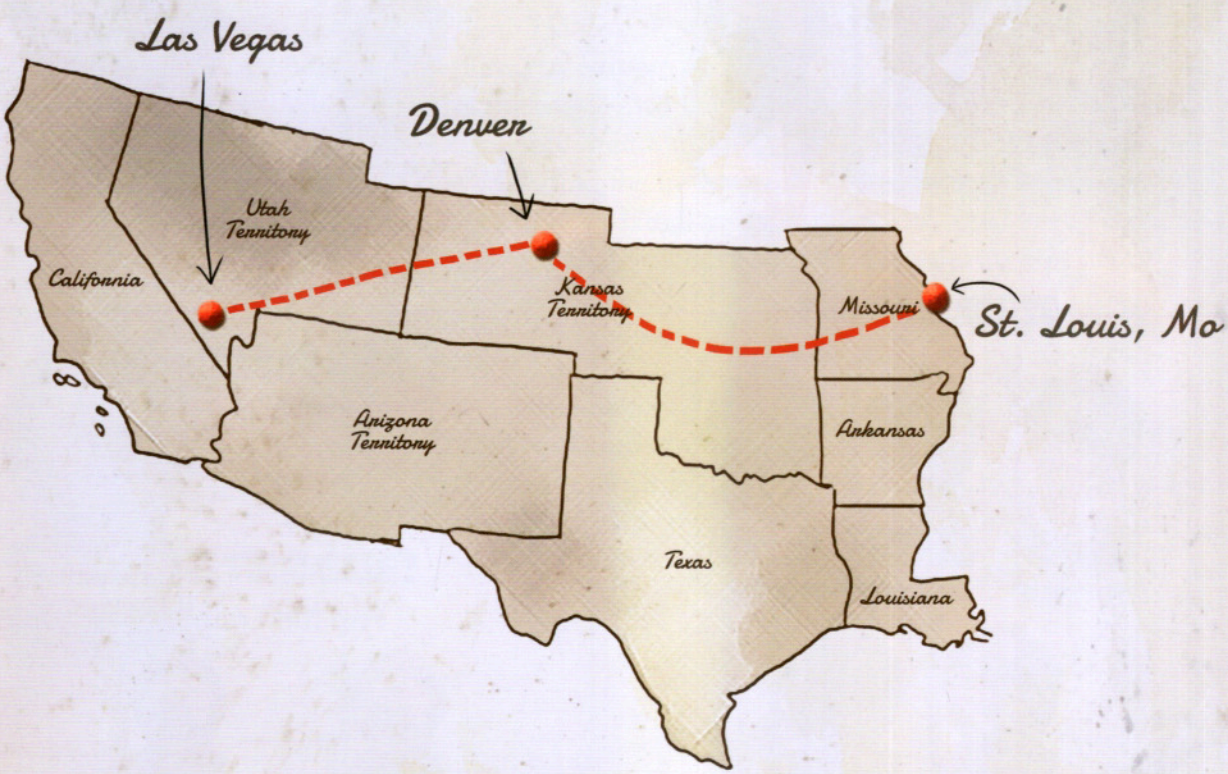


This booklet is your guide to the new journeys that await: new cities, new ways to play, new Action Cards and more! We have two "trips" planned for you, which introduce new game elements gradually - a few changes in each new city. Or, if you're feeling confident and comfortable with the game, explore whatever city catches your fancy! Good luck, partner – you'll need it!





LAS VEGAS TRIP



This here trip is a road to riches, ready to get you playing with full 5-card poker hands. It starts in Kansas Territory in the small town of Denver, where you'll find new General Store and Casino actions. The Casino uses a type of poker hand called a Straight; once you're familiar with Straights, you'll be ready to head to the fabulous city of Las Vegas!

DENVER
KANSAS TERRITORY

Denver adds a General Store and a Casino to the 6 Action Cards of St Louis. The General Store is a great place to gear up for your next heist, and the Casino is action-packed! See page 12 of this Travel Guide for full explanations of these new actions.

SETUP

ROBBERY ACTIONS



OTHER ACTIONS



SHUFFLES

FIRST SHUFFLE

Flip the Pony Express



SECOND SHUFFLE

Flip the Stagecoach



THIRD SHUFFLE

Flip the Train



LAS VEGAS
UTAH TERRITORY

You've made it to Las Vegas – congratulations! Now, celebrate in true outlaw fashion by robbing a bank! The Bank Robbery is a 5-card action where you can use all standard poker hands. See page 13 of this Travel Guide for a full explanation of this new action, and see the back page for details on rankings of standard poker hands.

SETUP

ROBBERY ACTIONS



OTHER ACTIONS



SHUFFLES

FIRST SHUFFLE

Flip the Pony Express



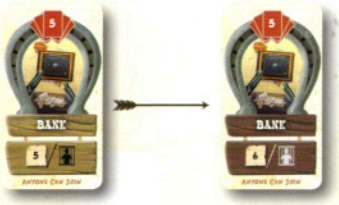
SECOND SHUFFLE

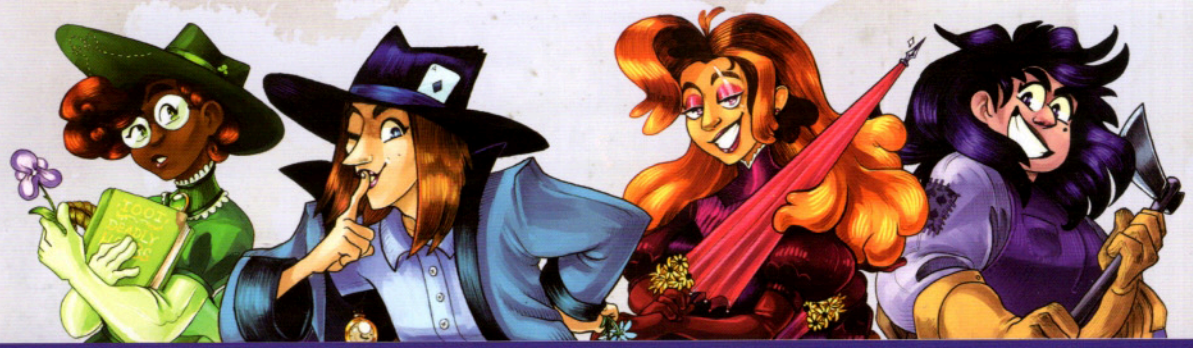
Flip the Stagecoach



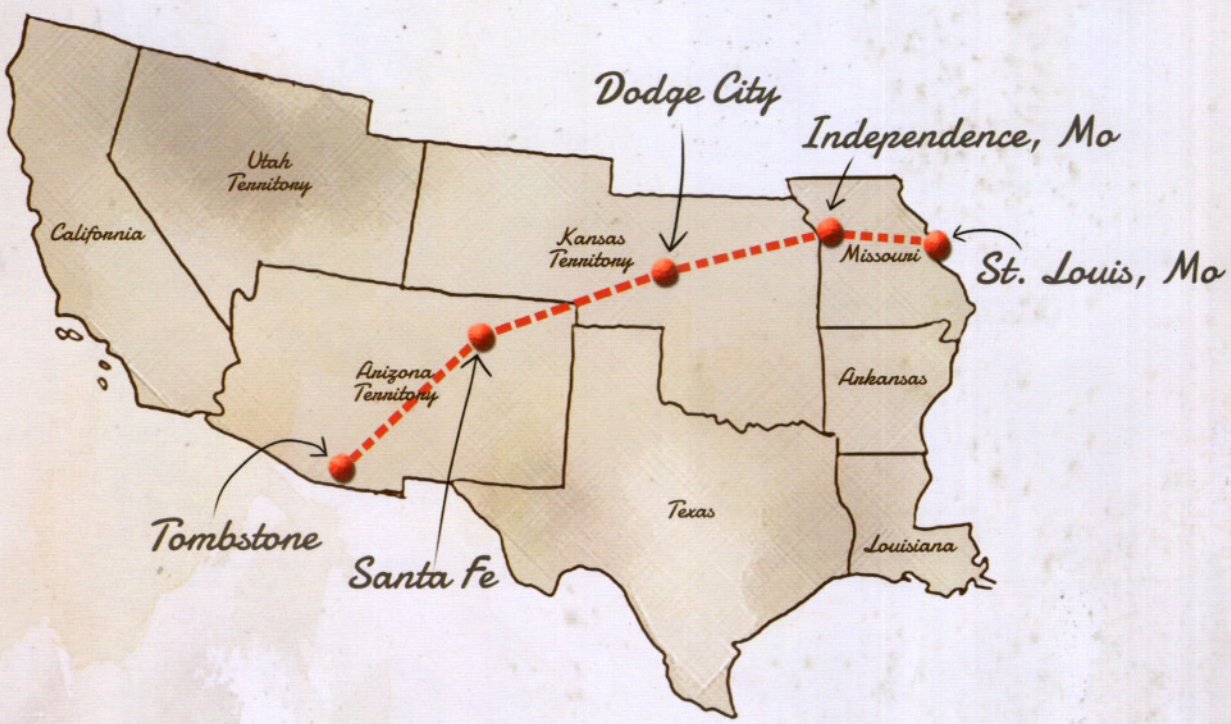
THIRD SHUFFLE

Flip the Bank





SANTA FE TRAIL



This second trip starts at the beginning of the Santa Fe Trail in the wild frontier town of Independence. Once you reach the end of the trail (hopefully with pockets full of silver!), you'll head over to the boomtown silver mines of Tombstone, a haven for all kinds of shady characters!

INDEPENDENCE
MISSOURI

Independence is a crossroads, the starting point for the California Trail, the Oregon Trail, and the Santa Fe Trail - where you're headed. This city uses the Shootout Action (found on the backside of the Duel Action and explained in the Rule Book) and adds the terribly risky - but fun - Holdup Action. See page 13 of this Travel Guide for a full explanation of this new action.

SETUP

ROBBERY ACTIONS



Note: You may use the Bank Robbery instead of the Train Robbery if your group wants to play with full poker hands.

OTHER ACTIONS



SHUFFLES

FIRST SHUFFLE

Flip the Pony Express



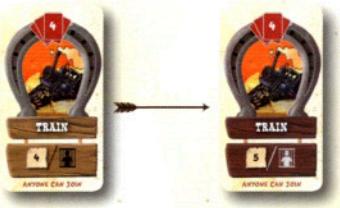
SECOND SHUFFLE

Flip the Stagecoach



THIRD SHUFFLE

Flip the Train



DODGE CITY
KANSAS TERRITORY

Time to head over to the even wilder frontier town of Dodge City. It was built around Fort Mann in 1847 to provide protection for travelers on the Santa Fe Trail. The first bar in Dodge City was established by George Hoover; it was nothing more than a tent where you could warm yourself with whiskey!

SETUP

ROBBERY ACTIONS



Note: You may use the Bank Robbery instead of the Train Robbery if your group wants to play with full poker hands.

OTHER ACTIONS





SHUFFLES

FIRST SHUFFLE

Flip the Pony Express



SECOND SHUFFLE

Flip the Stagecoach



THIRD SHUFFLE

Flip the Train



SANTA FE
ARIZONA TERRITORY

The Santa Fe Trail comes to an end at its namesake. What will an ambitious outlaw like yourself find here? Not much! Santa Fe was very important to the fur trade coming from Mexico, but it was a poor town without much to offer. Perhaps a shootout or two could liven things up a bit? Here is what one traveler wrote in 1849:

> *"I can hardly imagine how Santa Fe is supported. The country around it is barren... A Mexican will walk about town all day to sell a bundle of grass worth about a dime. They are the poorest looking people I ever saw."**

SETUP

ROBBERY ACTIONS



OTHER ACTIONS



SHUFFLES

FIRST SHUFFLE

Flip the Shanty Town



SECOND SHUFFLE

Flip the Stagecoach



THIRD SHUFFLE

Flip the Bank



*Game Designer Dominic Crapuchettes went to school in Santa Fe and likes it very much.

TOMBSTONE
ARIZONA TERRITORY

Tombstone is the final destination of your trip. This boomtown was founded by a silver prospector in 1879 and grew to a population of 14,000 within seven years. The infamous gunfight at the O.K. Corral took place here, when special law enforcement officers Wyatt Earp and Doc Holliday took the law into their own hands because they found the judicial system too slow for their liking. The thought of it is enough to make an outlaw shudder!

DAYTIME

ROBBERY ACTIONS



OTHER ACTIONS



NIGHTTIME

ROBBERY ACTIONS



OTHER ACTIONS



Tombstone alternates between 2 Action Card set-ups: "daytime" and "nighttime." Begin with the daytime setup; after the 1st shuffle, flip over every Action Card to create the nighttime setup. Then, alternate between day and night (by flipping all Action Cards) with each subsequent shuffle. Robberies are more lucrative during the night, but if you don't plan carefully, you may have to attempt a risky robbery in broad daylight!

STAKE A CLAIM
WILD WEST TERRITORY

Starting your own town is an outlaw's dream! The easiest way to do this is to combine your favorite Action Cards into a unique city, but if you're feeling adventurous, you can even create your own custom Action Cards! When you discover a set of Action Cards that creates interesting gameplay, name the city and post it on our website at:

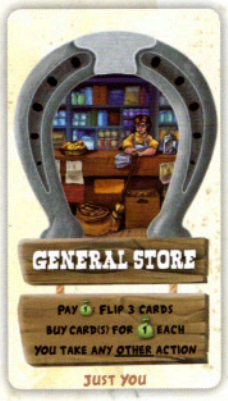
www.NorthStarGames.com/MostWantedCities

Here are a few thing to keep in mind as you strike out on your own:

- Include an action that provides an easy way to get cards.
- Include a dependable way to get money.
- Include a way to target the more wanted outlaws, making bail money an essential part of gameplay.
- Make sure that each successful risk does not increase the chances of doing well in the future. For instance, Robberies that also give you Bags of Money ruin the game. (Yes, we tried!)



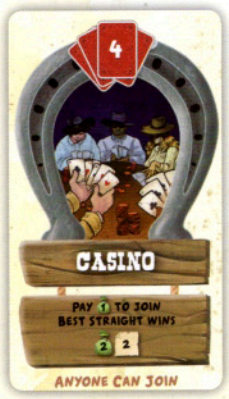
TRAVEL GUIDE ACTIONS



GENERAL STORE

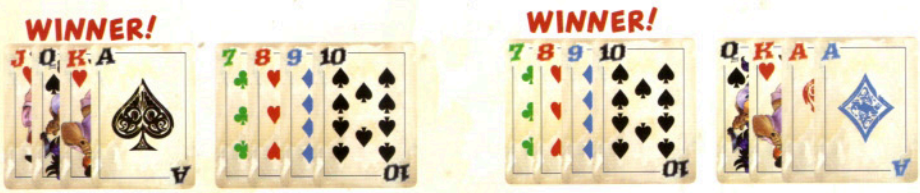
This is a "free" action. You take another action after you complete this one, but you may never take the same action twice during your turn.

- Only you may take this action.
- Pay 1 Bag of Money to the General Supply.
- Flip over the top 3 cards of the Draw Deck. You may purchase as many of these cards as you want for 1 Bag of Money each.
- Purchased cards are placed in your hand, unpurchased cards are discarded. You do not have to purchase any of the flipped cards.
- Take any other action that you have not yet taken during this turn.



CASINO

- Pay 1 Bag of Money to the General Supply.
- Play 4 face-down cards.
- Anyone can join you at the Casino by paying 1 Bag of Money and playing 4 face-down cards.
- Whoever plays the longest/highest-ranking Straight gets 2 points and 2 Bags of Money (see below).
- The Casino is a 4-card action; whoever plays the longest Straight wins. If two or more players have Straights of the same length (using the same number of cards), then the Straight using higher-ranked cards wins.



- The best Casino hand is a 4-card run of J, Q, K, A. There is no Double Crosser at the Casino.

WHAT'S A STRAIGHT?

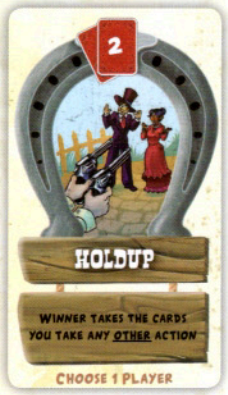
A Straight (or "run") is a hand of cards in numerical order, without skipping any numbers. In a Straight, a Jack counts as 11, a Queen as 12, a King as 13 and an Ace as 14. In poker a Straight has to be exactly 5 cards.





BANK ROBBERY

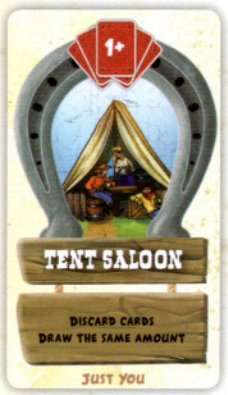
- Anyone may choose to participate in your Bank Robbery.
- Each player involved plays 5 face-down cards.
- When all players are ready, the cards are revealed.
- The player with the best poker hand (see Poker Rankings on the back of this booklet) wins the 5 points. Note that Flushes, Straights, and Full Houses are legal hands in this action.
- All losing players must pay Bail.



HOLDUP

This is a "free" action. You take another action after you complete this action, but you may never take the same action twice during your turn.

- Choose 1 player to Holdup. They must participate.
- Both players play 2 face-down cards.
- Whoever plays the best 2-card hand wins and puts all the cards played during this action into their hand. If there is a tie, the winner also gets any cards played during the tie-breaker.
- The losing player draws up to 5 cards.
- Take any other action that you have not yet taken during this turn.



TENT SALOON

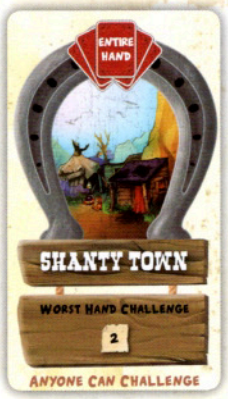
- Only you may take this action.
- Discard any number of cards from your hand.
- Draw an equal number of cards from the Draw Deck. Note that you will end this action with the same number of cards that you began with.



HIRED GUN

This is a "free" action. You take another action after you complete this action, but you may never take the same action twice during your turn.

- Give 2 Bags of Money to any player.
- That player must choose 3 cards from their hand and give them to you.
- That player draws back up to 5 cards.
- Take any other action that you have not yet taken during this turn.



SHANTY TOWN

- Play your entire hand of cards face-up on the table and loudly declare that no one has ever been dealt a more pitiful poker hand!
- Anyone who has a worse poker hand (the lowest ranking according to the Poker Rankings section at the back of this booklet) may play their entire hand and receive 2 points. More than 1 player may receive this reward.
- You receive 2 points if no one else played a worse hand.
- All played cards are placed in the Discard Pile.



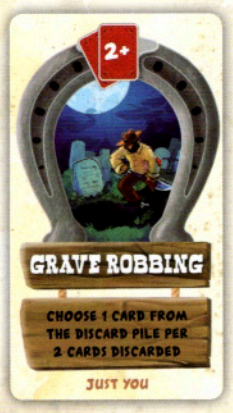
PAY RESPECTS

- Play a Straight (see page 12) of two or more cards face-up on the table.
- Anyone who has a better Straight may play it face-up on the table. As a reward, each player who does this draws cards until they have 9 cards in their hand.
- If no one else played a better Straight, then you draw until you have 9 cards in your hand. Otherwise, draw as normal until you have 5 cards.
- All played cards are placed in the Discard Pile.



SILVER MINE

- Only you may take this action.
- Flip 1 card at a time from the Draw Deck face-up onto the table.
- You may stop flipping cards at any time. If you do:
  - Place 1 face-up card from the table into your hand.
  - Receive 1 Money Bag per card flipped.
- You "bust" if you ever flip a black card (a spade). In that case, place the black card (the spade) into your hand and your turn is over. You do not receive any Bags of Money. Place all flipped cards remaining on the table into the Discard Pile.



GRAVE ROBBING

- Only you may take this action.
- Discard an even number of cards from your hand into the Discard Pile.
- For every 2 cards discarded, search through the Discard Pile and choose 1 card to add to your hand. You do not need to reveal which card(s) you picked.

THE DESIGNERS



Ken Gruhl & Quentin Weir are the game designers of the international blockbuster **Happy Salmon**, a 1-minute card game about celebrating life's little victories with friends.

Dominic Crapuchettes was the captain of an Alaskan fishing boat before designing the award-winning **Evolution**, a strategy game being used in the evolutionary biology department at the University of Oxford.



One day, Dominic was sitting at the Salty Salmon Saloon, fish and dinosaurs on his mind, when Ken and Quentin approached. They exchanged a friendly *"Howdy"* and a tip of their hats. A new game was born. **Most Wanted** is packed with fun moments.It is easy enough to teach a 7-year-old, yet strategic enough to be enjoyed by serious gamers.

Go to www.NorthStarGames.com to see other award-winning board games and to join our mailing list.

POKER RANKINGS

DOUBLE CROSSER! See page 9 of the Rule Book.

STRAIGHT FLUSH
5 card Straight of one color



FIVE-OF-A-KIND



FOUR-OF-A-KIND



FULL HOUSE
3-of-a-Kind & 2-of-a-Kind



FLUSH
5 cards of the same color



STRAIGHT
See page 12 of this booklet.



THREE-OF-A-KIND



TWO PAIR



TWO-OF-A-KIND



HIGH CARD






PISTOL PETE
FASTEST GUNS IN THE WEST


SISTER CHUCK
A NUN WITH A BAD HABIT



MOST WANTED HAND RANKINGS

4 of a Kind
3 of a Kind
Two Pair
2 of a Kind
High Card

DOUBLE CROSSER

If a hand of all Aces is played, a hand of all 6s beats everything.



MOST WANTED HAND RANKINGS

4 of a Kind
3 of a Kind
Two Pair
2 of a Kind
High Card

DOUBLE CROSSER

If a hand of all Aces is played, a hand of all 6s beats everything.


SLY HOUDINI
THE SHANTYTOWN GRIFTER
DYN O'MIKE
THE BOOMTOWN KID



MOST WANTED HAND RANKINGS

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Two Pair
2 of a Kind
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MOST WANTED HAND RANKINGS

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DOUBLE CROSSER

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TRAPPER DAN

A REAL FRONTIERSMAN'S FRONTIERSMAN

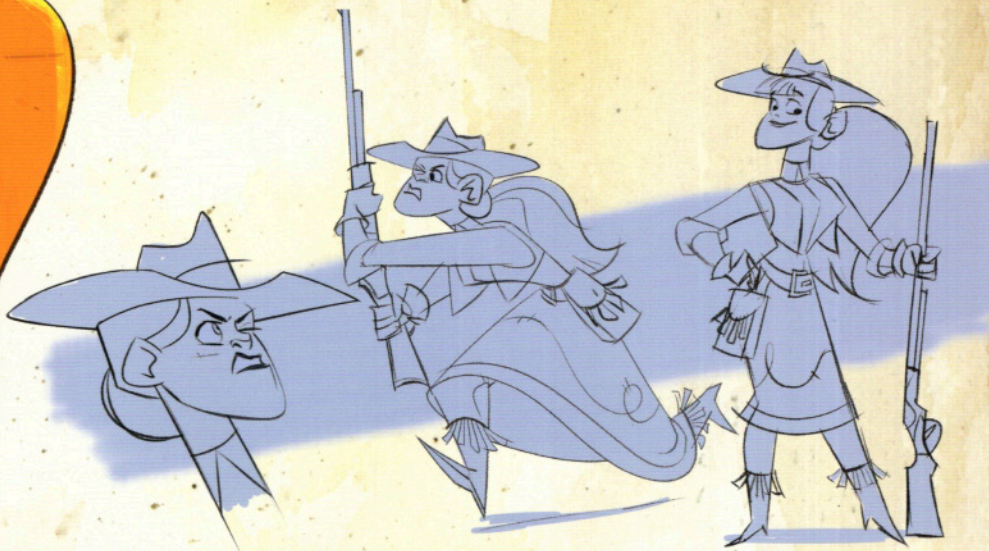




BULLSEYE BETTY

A ROOTIN' TOOTIN' SHARP SHOOTIN' GAL







MOST WANTED HAND RANKINGS

4 of a Kind
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Two Pair
2 of a Kind
High Card

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If a hand of all Aces is played, a hand of all 6s beats everything.



MOST WANTED HAND RANKINGS

4 of a Kind
3 of a Kind
Two Pair
2 of a Kind
High Card

DOUBLE CROSSER

If a hand of all Aces is played, a hand of all 6s beats everything.


LASSO LILLY
WRANGLES GRANDKIDS AND CATTLE


ANNITA TIPP
THE RENT DOESN'T PAY ITSELF



MOST WANTED HAND RANKINGS

4 of a Kind
3 of a Kind
Two Pair
2 of a Kind
High Card

DOUBLE CROSSER

If a hand of all Aces is played, a hand of all 6s beats everything.



MOST WANTED HAND RANKINGS

4 of a Kind
3 of a Kind
Two Pair
2 of a Kind
High Card

DOUBLE CROSSER

If a hand of all Aces is played, a hand of all 6s beats everything.

4

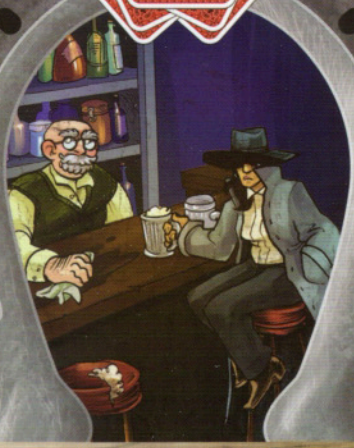


TRAIN

5 / 

ANYONE CAN JOIN

0+



SALOON

PAY 1
DISCARD AND
DRAW TO 8

JUST YOU

2



PONY EXPRESS

3 / 

ANYONE CAN JOIN

1+



DISHONEST LABOR

2 PER SUITED CARD
YOU CAN BLUFF
ANYONE CAN CALL

ANYONE CAN CHALLENGE

4

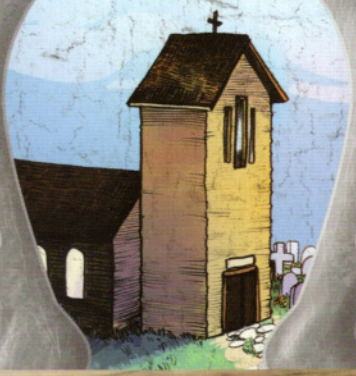


TRAIN

4 / 

ANYONE CAN JOIN

0+



CHURCH

DISCARD AND DRAW TO 7

JUST YOU

2



PONY EXPRESS

2 / 

ANYONE CAN JOIN

1+



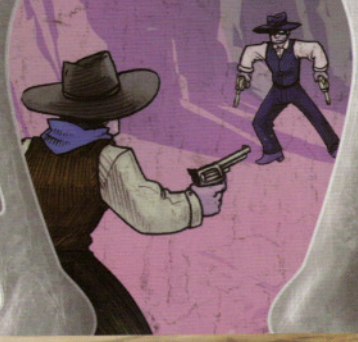
HONEST LABOR

DISCARD CARDS OF THE SAME COLOR

GET 2 PER CARD

JUST YOU

1-2



DUEL

0-3 / 

CHOOSE 1 PLAYER

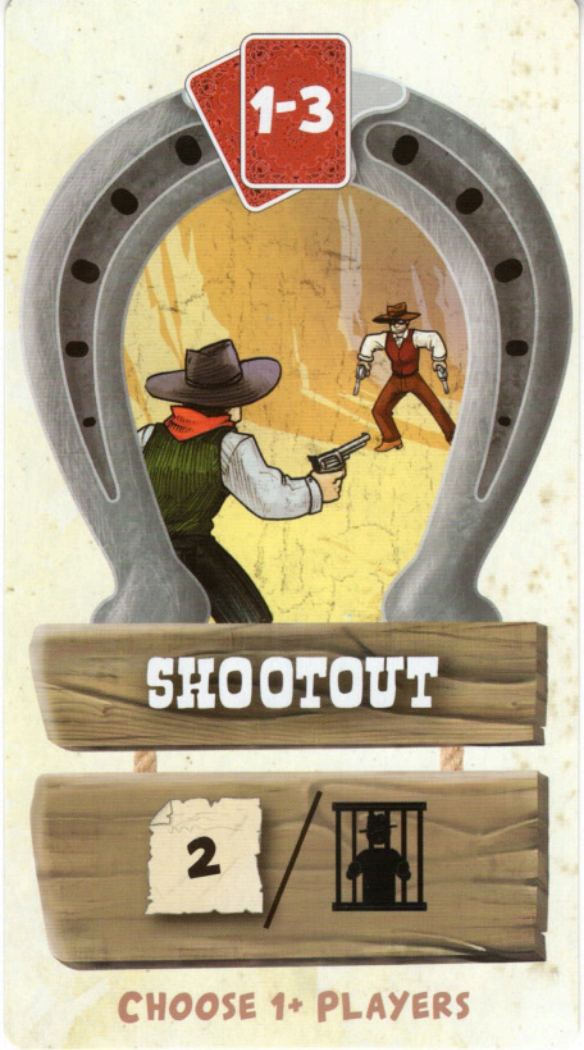
3

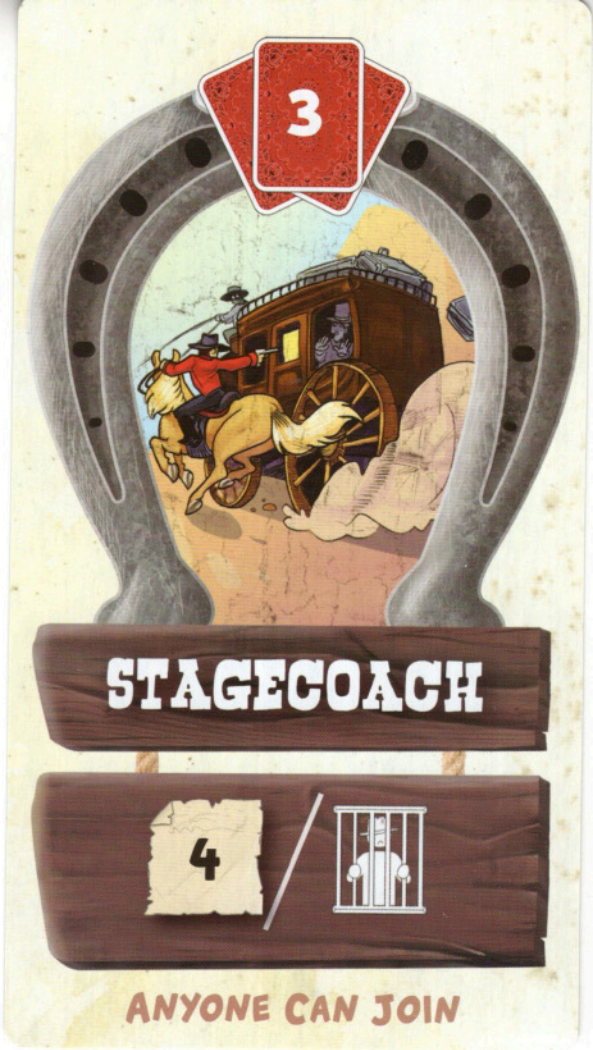


STAGECOACH

3 / 

ANYONE CAN JOIN


1-3
SHOOTOUT
2
CHOOSE 1+ PLAYERS


3
STAGECOACH
4
ANYONE CAN JOIN



HIRED GUN

PAY 2 TO A PLAYER
THEY GIVE YOU 3 CARDS
YOU TAKE ANY OTHER ACTION

CHOOSE 1 PLAYER



TENT SALOON

DISCARD CARDS
DRAW THE SAME AMOUNT

JUST YOU



HOLDUP

WINNER TAKES THE CARDS
YOU TAKE ANY OTHER ACTION

CHOOSE 1 PLAYER



GRAVE ROBBING

CHOOSE 1 CARD FROM
THE DISCARD PILE PER
2 CARDS DISCARDED

JUST YOU



SILVER MINE

1 FLIP CARDS
PER CARD. KEEP 1 CARD
BUST ON ♠S

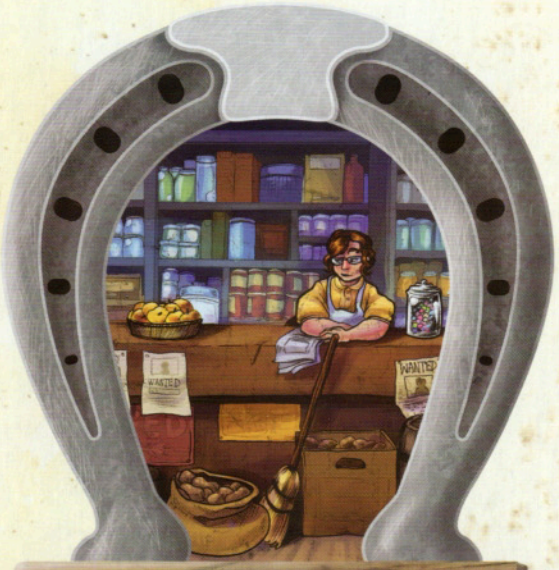
JUST YOU



CASINO

PAY 1 TO JOIN
BEST STRAIGHT WINS
2 2

ANYONE CAN JOIN



GENERAL STORE

PAY 1: FLIP 3 CARDS
BUY CARD(S) FOR 1 EACH
YOU TAKE ANY OTHER ACTION

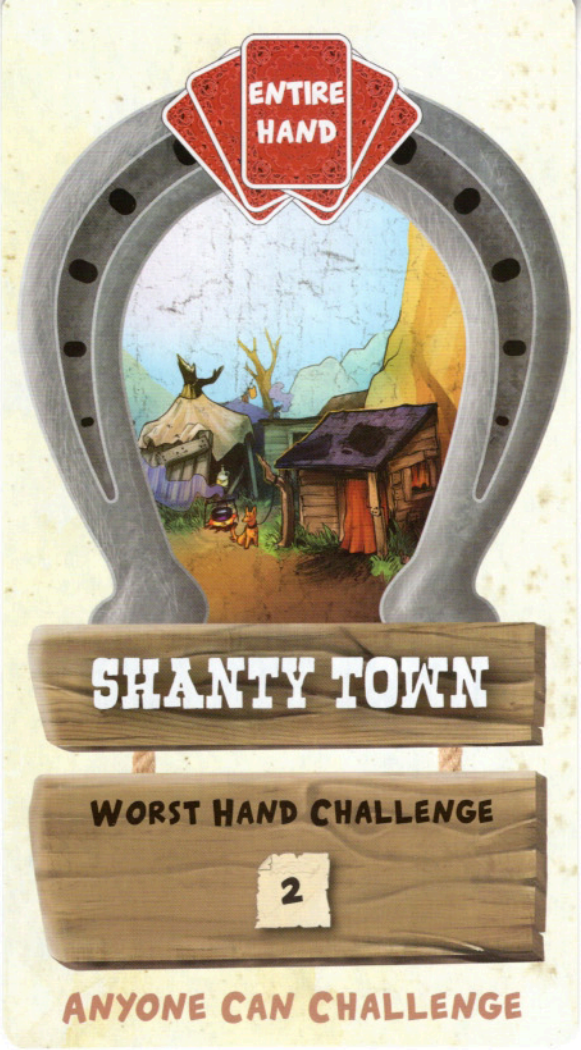
JUST YOU

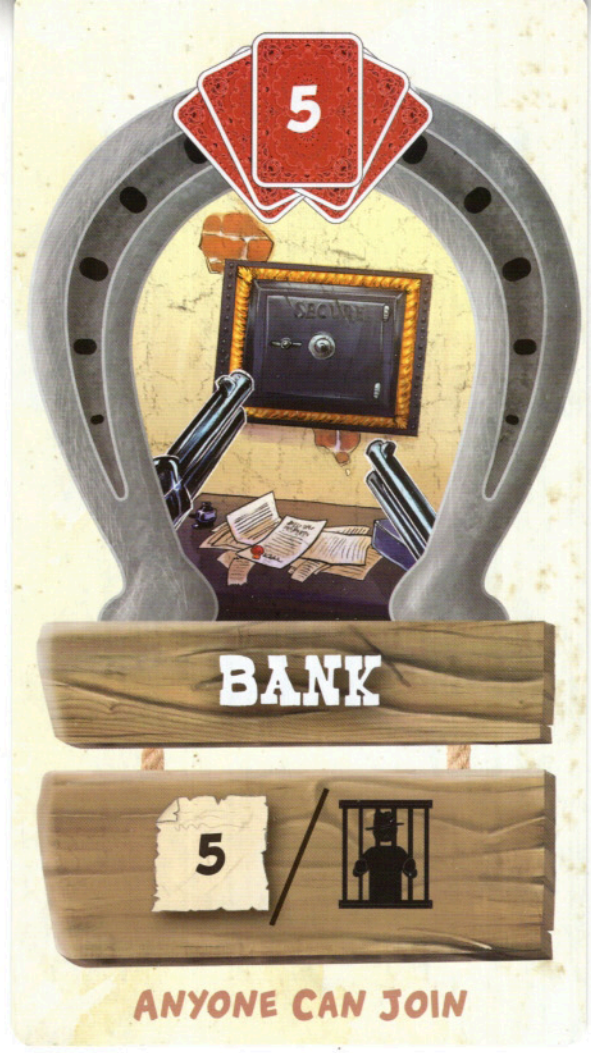


PAY RESPECTS

STRAIGHT CHALLENGE
WINNER(S) DRAW TO 9 CARDS

ANYONE CAN CHALLENGE


ENTIRE HAND
SHANTY TOWN
WORST HAND CHALLENGE
2
ANYONE CAN CHALLENGE


5
BANK
5
ANYONE CAN JOIN

ENTIRE HAND



SHANTY TOWN

WORST HAND CHALLENGE

3

ANYONE CAN CHALLENGE

5



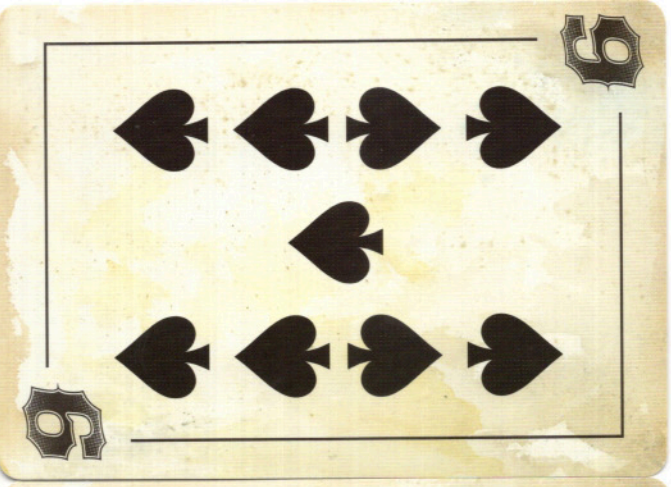
BANK

6 /

ANYONE CAN JOIN



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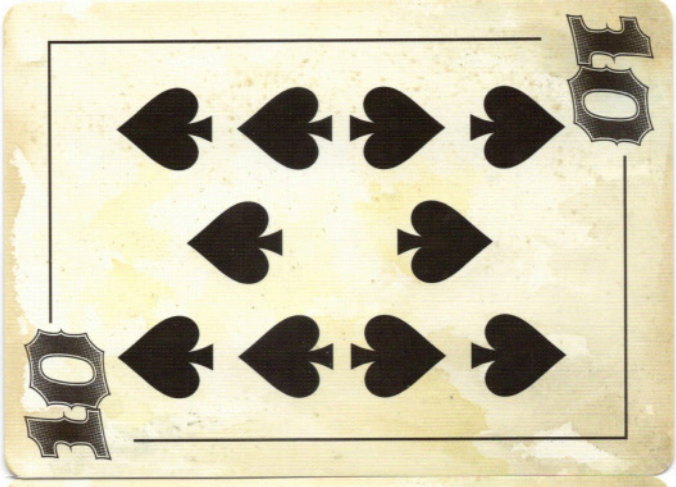
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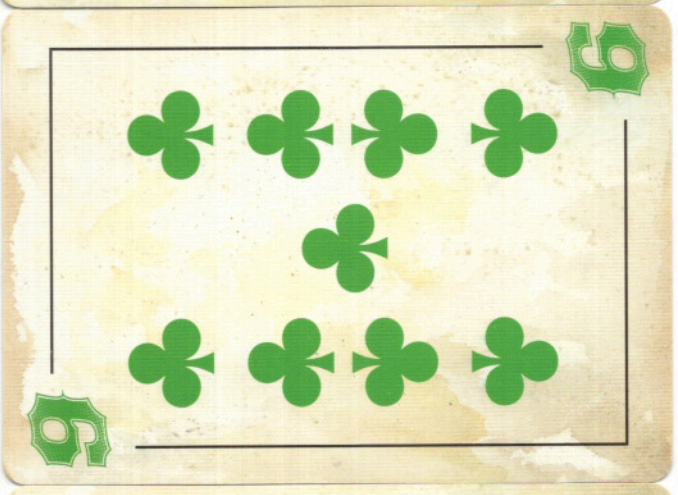
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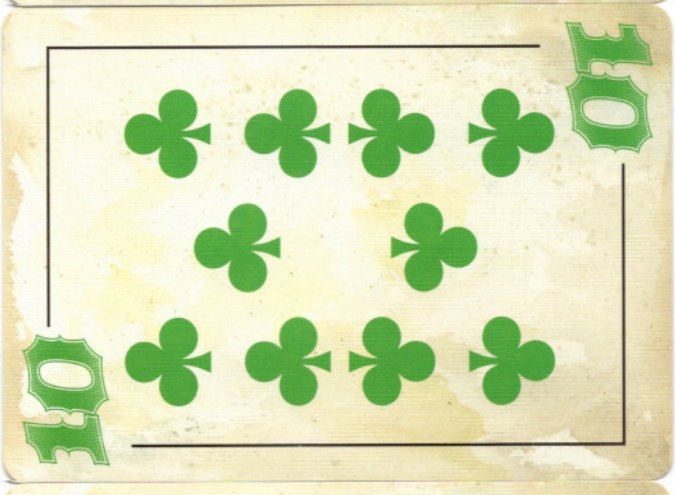
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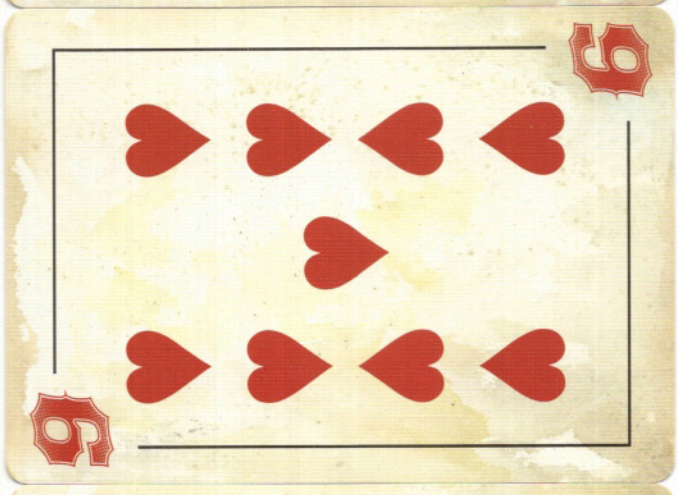
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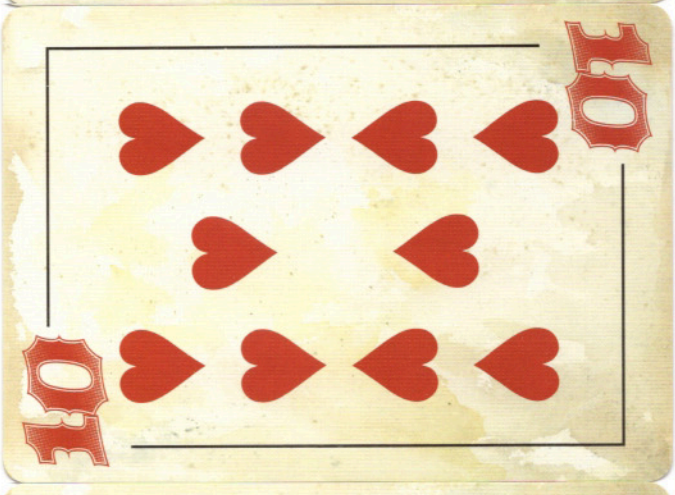
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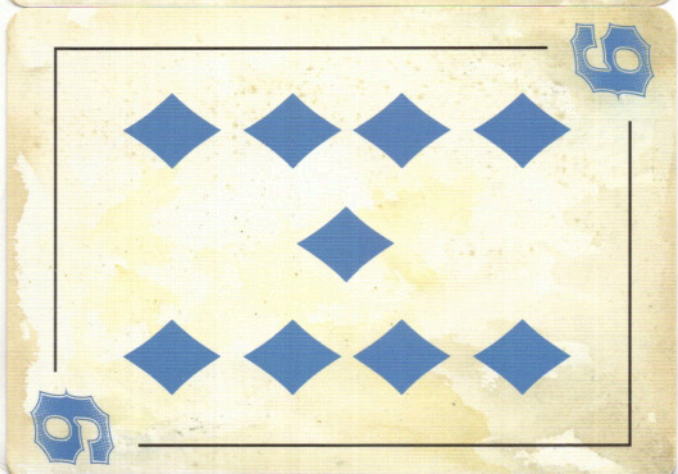
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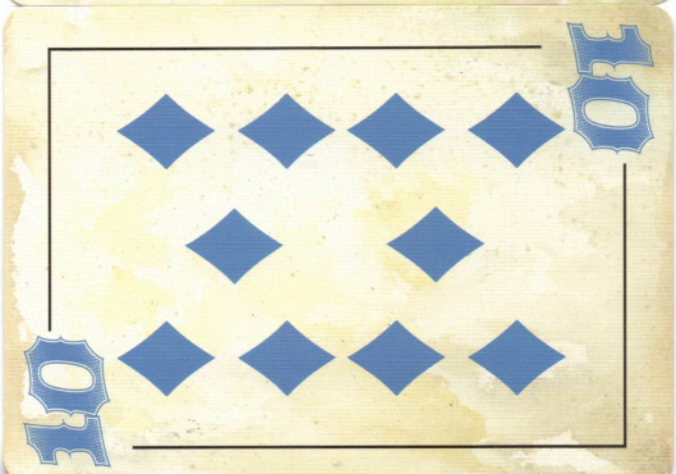
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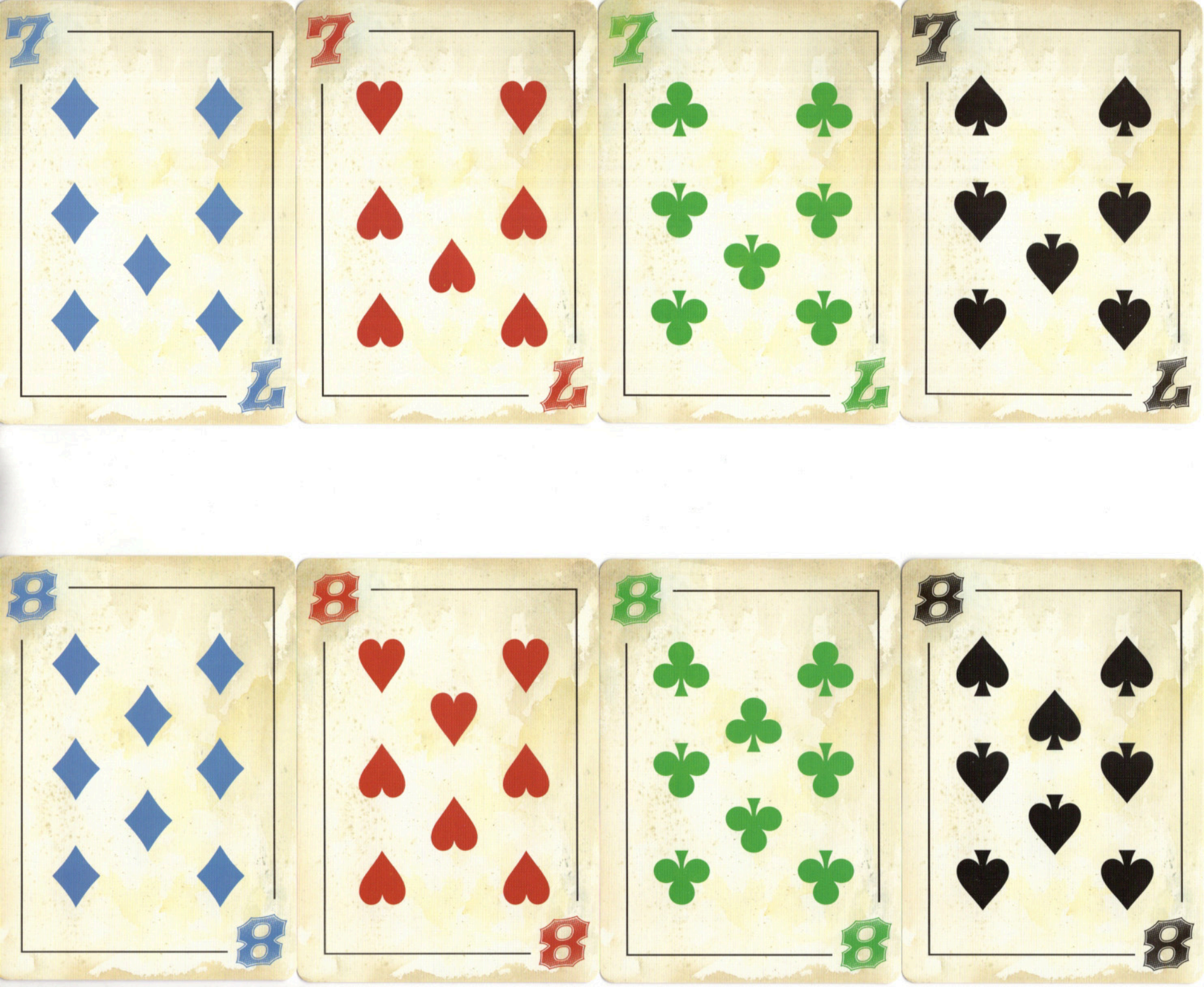
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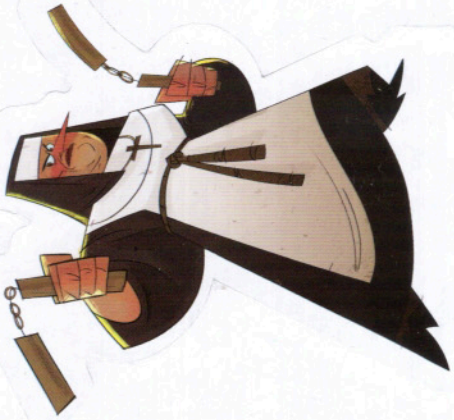

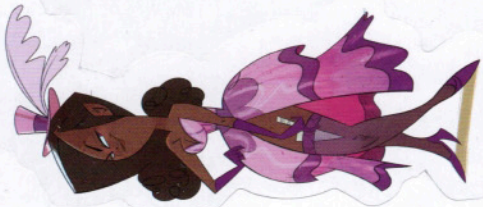











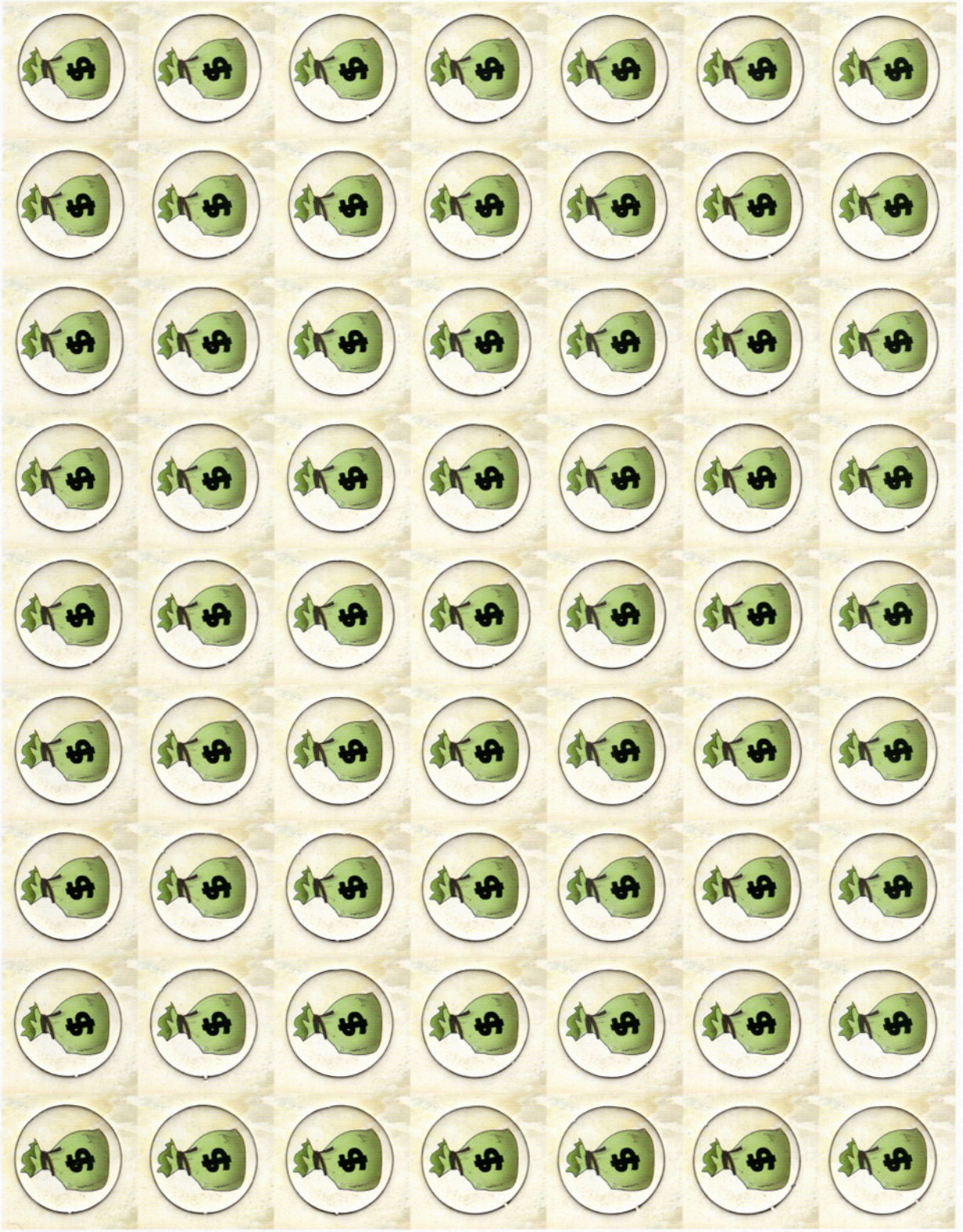

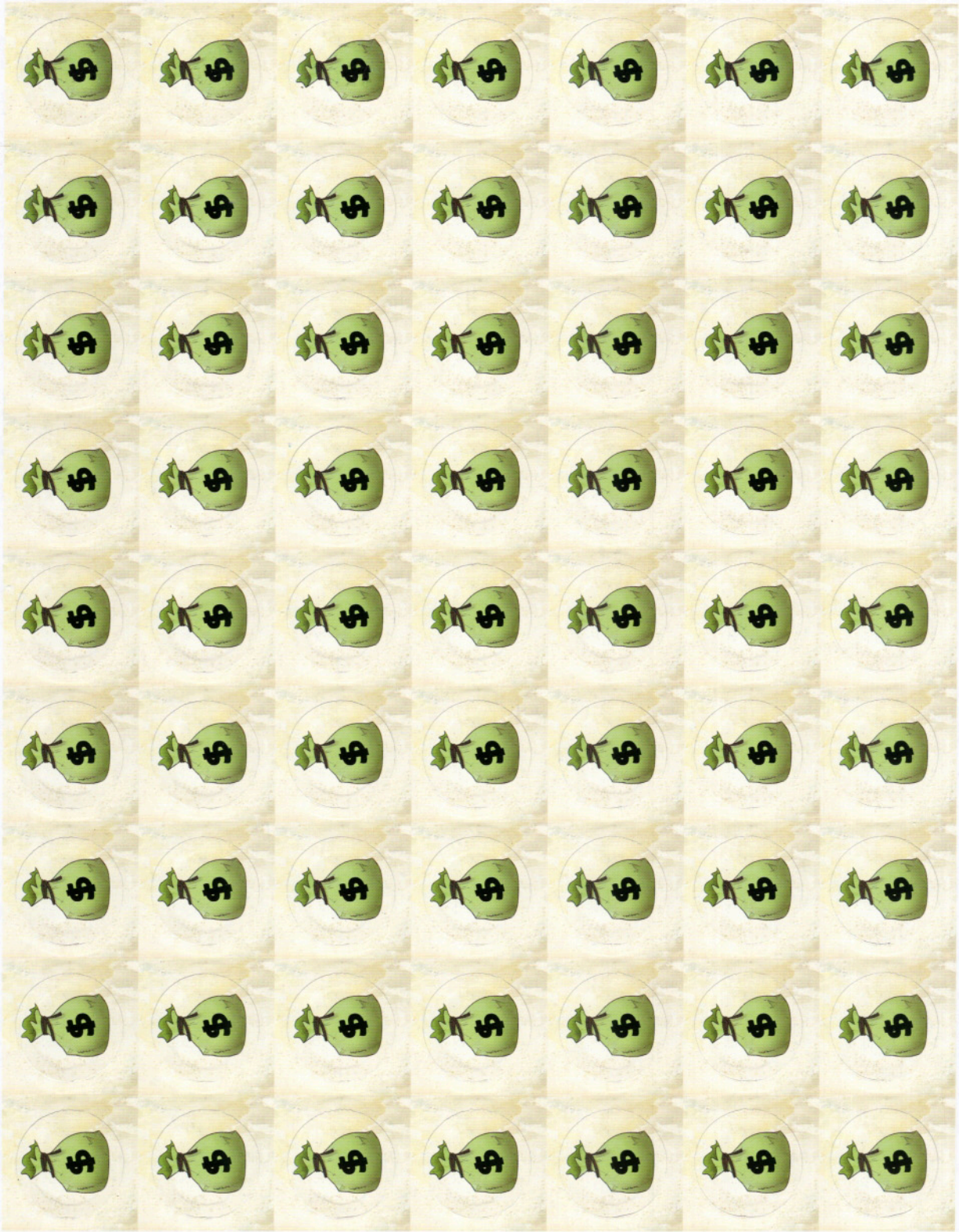

MOST WANTED



REWARD: $10,000

3 3

3 3

3 3

3 3

2 2

2 2

2 2

2 2

1 1

1 1

1 1

1 1

BE THE BADDEST IN THE WEST!



This town is ripe for the pickin' and every outlaw knows it. Stagecoaches and trains are slow-movin' treasure chests - but any robbery is risky! Play your cards wrong and you'll end up in the slammer without money for bail. Play 'em right and you'll gain loot, admiration, and infamy. Heck, you might even become the...

MOST WANTED





NorthStarGames

AGES	PLAYERS	PLAY TIME
10+	2-8	15-35MIN

CONTENTS:

- 1 Scoreboard
- 63 Money Tokens
- 8 Characters
- 8 Plastic Stands
- 1 Rule Book
- 8 Player Aids
- 72 Playing Cards
- 6 Action Cards
- 1 Hidden Treasure

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