

DOOM TOWN

MULTIPLAYER

RULES



PINE BOX
ENTERTAINMENT 

In addition to the options presented on the Doomtown Resources page, the following are the official multiplayer rules for **Weird West Edition**. When playing with three or more players, the rules that change are as follows:

Turn order begins with the Dealer and proceeds clockwise around the table. In the case of a Shootout that doesn't involve the Dealer, it starts with the Leader and proceeds clockwise.

In the Gambler's Phase, all players ante 1 ghost rock as usual. The player with the lowest hand rank wins 2 ghost rock and becomes the Dealer. The player with the second lowest hand rank gets 1 ghost rock, and any remaining ghost rock in the pot is removed from play.

When forming posses for a job or shootout, the Leader and then the Mark can invite other players not already participating to send dudes to join their posse. Those players can join under the same restrictions as the player whose side they are joining. Any dudes that join this way are referred to as third-party dudes. When making shootout plays, a third-party dude's controller can use Shootout abilities when it is that player's turn to use an ability. A third-party dude's bullet rating contributes to the bullet rating of the posse's shooter, and the dude can even be selected as the shooter if the Leader or Mark (whichever is controlling that posse) desires. If a third-party dude is selected as a posse's shooter, the Leader or Mark still uses their own deck for making their draw hand.

If a shootout occurs at a Private location, and the location owner's dudes are in the Leader's posse, that posse does not gain bounty for breakin' and enterin'. If a shootout occurs at a Private location owned by a player who has no dudes in either posse, then all posse members gain bounty for breakin' and enterin'.

After fulfilling any targeted casualty assignments during a shootout round (such as from cards like Pinned Down), the leader must assign the first of any remaining casualties to a dude they own (if possible). After that, they may assign the remaining casualties as they like. This means that a posse's controller can ace third-party dudes to cover casualties, although that player cannot do so if it would cover more casualties than required (e.g. a player cannot ace a third-party dude to cover one casualty). At the Flight or Fight step, players with third-party dudes get to decide whether their dudes (only) will flee the shootout or stay and fight before their respective posse owners; the loser's allies decide first, then the winner's allies. After those decisions have been made, the loser is next to choose whether or not to flee.

Bounty obtained from casualties is split evenly amongst the participating players. If the bounty cannot be split evenly, the player who controls their posse's shooter chooses how it is distributed (e.g. if there were 3 players with dudes in the posse and only 2 bounty). Any bounty gained due to a dude being aced or discarded by a card effect goes to the owner of the card that caused that dude to leave play.

Victory in multiplayer games is determined by gaining Victory Points. You win the game if you accrue Victory Points equal to or greater than the number of opponents in the game (e.g. in a 3-player game, 2 Victory Points are needed to win). Victory Points are gained during Sundown. When you check for victory, if you have more Control Points than an opponent has influence, you score 1 Victory Point. This check is carried out against each

opponent, so in a 3-player game, a player can score up to 2 Victory Points in one turn. Victory Points are permanent and cannot be lost or traded.

If two or more players would meet the victory condition during Sundown (e.g. in a 3-player game multiple players have 2 or more Victory Points), then the following tie break procedure is followed to determine the overall winner:

1. If one player has more total Victory Points than the others, they are the winner.
2. If one player scored more Victory Points in this turn than the others, they are the winner.
3. If there is no winner, then follow the standard tie-break procedures for players with equal Victory Points.