

THE GOOD AND THE BAD AND THE GOAT

You're in the Old West! Yes, there are hardly any laws here! You can steal, you can kill, and most importantly, you can bluff! Bluff your opponents to get rid of bad characters and guess your opponent's bluff to catch the good ones. Profit from the best spots in town, amass the greatest fortune and rule the city.

COMPONENTS



15 CHARACTER CARDS



40 COINS (\$1)



3 ELIXIR TOKENS



5 LOCATION CARDS



8X BOTTLES (\$2)



4X SUPPLIES (\$3)



4X MONEY BILLS (\$4)



3X CATTLE (\$5)



3X GOLD (\$5)

22 BELONGING TOKENS



15 SMALL HATS
(3 OF EACH PLAYER COLOR)



5 BIG HATS
(1 OF EACH PLAYER COLOR)

20 PLAYER MARKERS



5 PLAYER AIDS

SET UP

- Place the Saloon Location Card in the center of the play area. According to the number of players, take the following Location Cards and place them vertically above the Saloon, in any order:

2 players: Store and Bank.

3 players: Bank and Ranch.

4 players: Store, Bank and Ranch.

5 players: Store, Bank, Ranch and Mine.

Return the unused Locations to the box.

- Create a general supply within reach of everyone with the 3 Elixir Tokens, 40 Coins and the following Property Tokens:

2 players: 4 Suplies, 4 Money Bills and 6 Bottles.

3 players: 3 Money Bills, 3 Cattle and 6 Bottles.

4 players: 3 Suplies, 3 Money Bills, 3 Cattle, and 7 Bottles.

5 players: 3 Gold, 3 Suplies, 3 Money Bills, 3 Cattle and 8 Bottles.

Return the remaining tokens to the box.

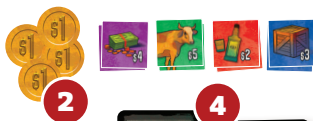
- Return to the box the Character Cards that correspond to the Locations that are not in play:

2 players: Farmer, Cowboy, Miner, and Prospector.

3 players: Kid, Seller, Miner, and Prospector.

4 players: Miner, and Prospector.

5 players: do not remove any Character.



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4



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- 4 Shuffle all the remaining Character Cards to form a face-down draw deck, placed next to the general supply of Belonging Tokens and Coins.
- 5 Each player receives 2 Coins and 1 Bottle Token (keep it face down).
- 6 Each player chooses a color and takes the Big Hat Marker and 2 Small Hat Markers of the corresponding color.

Exception: in 2 players, each player will take 3 Small Hats.

Place the Big Hat with the active side (colored) face-up in front of you, along with the Small Hats.

- 7 The youngest player will be the Starting Player for the first round.

OBJECTIVE

Your goal is to accumulate the highest amount of money, between coins and Property Tokens, after 3 rounds (4 rounds in 2 players).

HOW TO PLAY

The game is played over 3 rounds (4 rounds in 2 players), each round consisting of the following phases:

1. Upkeep
2. Distribution
3. Saloon
4. End of Round



1. UPKEEP

Each Location has a Belonging Token icon in its bottom left corner. Place a face-up token of the corresponding type to the left of each Location card. If the Location has Coin icons, also place the indicated amount of Coins to the left of the Location.

Note: Coins and Tokens left over from previous rounds are not removed and accumulate with the new ones.

Remove the top two Character Cards from the deck. Place one face down and one face up beside the playing area. These cards will not be used in this round.



Note: if the face-up card is the Goat, draw and reveal a new card. Return the Goat card to the deck and shuffle it again.

2. DISTRIBUTION

The Starting Player becomes the first Dealer. They draw 4 cards from the deck to their hand without showing them to the other players.

After checking their 4 cards, the Dealer must offer one of them to any other active player (see “active and inactive players” on page 5), placing it face down in front of them.

The Dealer must declare which Character they are offering (for example: “Would you like to perform the Gunslinger’s action?”). **The declared Character must be one of the four cards in their hand** but does not necessarily have to match the card placed face down. **Yes, lying is allowed!**

Without looking at the card, the player who received the offer must decide whether to accept it or not:



If the card is accepted, they reveal it and place one of their Small Hats on it to indicate that they control the Character.



If the card is refused, the Distributor reveals it and places one of their Small Hats on it to indicate that they control the Character.

The Character is then placed to the right of the corresponding Location, as indicated by the icons and the bottom part of the Location Cards.



Exception: The Goat is placed in the area below the Saloon, as it does not have a corresponding Location.

If the Character has an Instant Effect, it is resolved immediately. (Check “Character Effects,” pages 9-12.)

ACTIVE AND INACTIVE PLAYERS

When a player places their 2nd Small Hat on a Character to take control of it (3rd Hat in games with two players), they must turn their Big Hat to the gray side, indicating that they are now inactive and cannot receive any more offers or be the Distributor for the rest of the round. *They can become the Distributor again when there is only one active player left in the round.*



NEW DEALER

After the offer is resolved, the Dealer passes the three remaining cards in their hand to the next active player clockwise. This player becomes the new Dealer.

Upon receiving the cards, the new Dealer replenishes their hand to 4 cards by drawing one card from the top of the deck.

Then, they offer a card to any other active player, repeating the procedures explained above.

LAST ACTIVE PLAYER

When there is **only one active player** left, the 3 remaining cards in the previous Dealer’s hand must be handed over to the player immediately to the left of the remaining active player. This player becomes the first Assistant Dealer, who must then take all the remaining cards from the deck and combine them with the 3 cards from the hand.

Note: the number of cards remaining in the deck depends on how many Small Hats the last player still has and the number of players, ranging from 1 to 3 cards.

Then, the first Assistant Dealer must offer one of the cards from their hand to the active player, as usual.

✓ **If the Character Card is accepted**, the active player reveals it and resolves its effects.

✗ **If the Character Card is declined**, it is revealed and discarded.

The Assistant Dealer then passes all remaining cards in their hand to the next inactive player clockwise, who becomes the next Assistant Dealer.

***Important:** with the exception of the first one, Assistant Dealers do not draw new cards for their hands.*

Players must continue offering cards to the last active player until they have placed all their Small Hats on Characters.

***Note:** if the number of remaining Small Hats of the active player is equal to the number of cards in the Assistant Dealer's hand before the offer, the active player cannot decline the card.*

When there are no more active players, meaning all players have already placed all their hats on the characters, the Distribution Phase ends.

3. SALOON



After the Distribution Phase, the Characters in the Saloon must activate their effects. These Characters are activated in ascending order of the numbers shown on the top right corner icon of their cards.

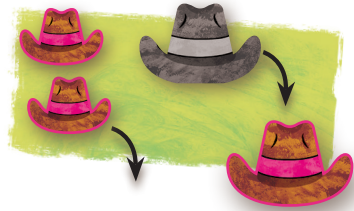
Each character's effect is resolved by the player who controls them. The order of the characters is as follows: **Gunslinger, Sheriff, Robber, Charlatan, Dancer, and Gambler**. Note that not all characters will always be present, but the resolution order is maintained.

After resolving all the characters' actions at the Saloon, we move on to the next phase.

4. END OF ROUND

If this was the 3rd round (4th in 2-player games), proceed to End of Game. Otherwise, follow these steps:

- Everyone gets their Small Hats back and flips their Big Hats to the active side.



- Shuffle all Character Cards to form a new draw pile (don't forget to include the 2 cards removed in the previous round).

- Begin a new round with Phase 1: Upkeep.

- The last active player in the previous round will be the Starting Player in Phase 2: Distribution.

END OF GAME

The game ends after the conclusion of the 3rd round. In 2-player games, it ends after the 4th round.

The player with the **highest total of money** in their Coins and Belonging Tokens is the winner!

In case of a tie, the tied player with the highest amount of Coins wins. If the tie persists, the tied player with the highest number of Belongings Tokens wins. In the rare occasion that the tie is not resolved this way, the tied players share the victory.



EXAMPLES



EXAMPLE 1: Pedro is the Dealer and his hand has the following cards: Farmer, Goat, Charlatan, and Sheriff. Pedro offers a card to Arthur, stating that it is the Sheriff **1**. The Sheriff is not a good choice right now, since the Gunslinger is already in play and the Sheriff would be killed before applying his effect, so Arthur refuses the offer. The card is returned to Pedro, who reveals it, showing that it is actually the Farmer **2**. Pedro places one of his Small Hats on the card and places it next to the Ranch **3**. Finally, Pedro receives the two Cattle Tokens that are on the Ranch, due to the Farmer's instant effect.



EXAMPLE 2: Pedro passes the three cards from his hand to Silvia, who is the new Dealer. Silvia draws a card to replenish her hand and then offers a card to Pedro, saying that it is the Goat **1**. Pedro believes that Silvia is lying, and the card is actually some interesting character. Pedro accepts the card, but upon revealing it, he finds out that Silvia was telling the truth **2**. The Goat card is placed below the Saloon, along with one of Pedro's Small Hats **3**. The Goat has no effect, much to Pedro's disappointment.



EXAMPLE 3: In the Saloon Phase, there are 4 cards: Sheriff (*Silvia*), Dancer (*Arthur*), Robber (*Arthur*) and Gunslinger (*Jorge*). The first card to be resolved is the Gunslinger (n°1). Since the Sheriff is in play, the Gunslinger kills him, and *Jorge* receives 4 Coins ①. The Sheriff would have been the next Character to be resolved (N°2), but he was killed by the Gunslinger and, therefore, does not carry out his effect ②. We move on to the Robber (n°3), who has a Gold Token stolen from the Mine. *Arthur* takes the token and places it in his personal reserve ③. Finally, we reach the last card, the Dancer (n°5). *Arthur* must distribute the two Bottles from the Saloon, and he decides to give both to *Silvia*. Since the Gambler is not in play, the Dancer cannot perform his action ④, much to *Arthur*'s dismay.

CHARACTER EFFECTS

Here you can check a list of all Characters and their effects. All effects **must** be performed, even if they are disadvantageous to the player controlling the Character. Character effects are divided into two categories:

⚡ INSTANT EFFECT

They have a ⚡ icon to their left. These effects are activated immediately after the Character is placed next to a Location Card.


🚪 SALOON EFFECTS ① ② ③ ④ ⑤ ⑥

They are indicated by a saloon door icon in the card's effect. These effects are activated during the Saloon Phase, in ascending order of the numbers shown in the top right corner of the card.

IMPORTANT: The Belonging Tokens received through the effects of Characters remain face down in your personal reserve. You can check your Belongings Tokens, but you shouldn't show them to your opponents.

BANKER, SELER, FARMER, AND MINER



Instant Effect : Take all the Belonging Tokens from the corresponding Location and place them in your personal reserve.

If the Location doesn't have any tokens, bad luck, you don't receive anything.

BOY, WIDOW, COWBOY, AND PROSPECTOR




Instant Effect : Take all the Coins from the corresponding Location and place them in your personal reserve.

If the Location doesn't have any Coins, bad luck, you don't receive anything.

GUNSLINGER 1




Saloon Effect  **1**: If the Sheriff is in play, eliminate him (discard the Sheriff card) and take 4 coins from the general supply to your personal reserve.

If the Sheriff is not in play, bad luck, you don't gain anything.

XERIFE 2



Saloon Effect  **2**: Take 2 coins from the general supply and place them in your personal reserve.

If the **Robber** is in play, he is arrested and you take another **2 coins** from the general supply. Discard the Robber card and return the stolen Belonging Tokens to their original locations. If the **Charlatan** is in play, he is also arrested and you take an additional **1 coin** from the general supply. Discard the Charlatan card and return the stolen Coins to the players with Elixir Tokens.

If the Gunslinger is in play, bad luck, you were killed before you could act and won't receive anything. The Robber and Charlatan won't be arrested.

ROBBER 3



Instant Effect (🔪): Select a location, excluding the Saloon. Take all the Belonging Tokens from the chosen location and place them **on the Robber card**.

Note: The Robber is placed in the Saloon, not at the location from which he stole the tokens.

Saloon Effect (🔪): If the Robber wasn't arrested by the Sheriff, take the Belonging Tokens on him and place them in your personal reserve.

If no Location Card has Belonging Tokens, bad luck, you don't steal anything.

CHARLATAN 4



Instant Effect (🔪): Take a total of up to three Coins from the personal reserves of other players (in any combination) and place them on the Charlatan card. The players deceived by the Charlatan receive one Elixir Token for each lost Coin.

Saloon Effect (🔪): If the Charlatan wasn't arrested by the Sheriff, take the Coins on him and place them in your personal reserve. If the Sheriff arrested him, return the Coins to the players (Elixir Tokens are used to remember how many Coins were stolen from each player). In both cases, discard the Elixir Tokens.

If no player has Coins in their personal reserve, bad luck, you don't deceive anyone.

DANCER 5



Saloon Effect (🔪): Take all the Bottle Tokens from the Saloon and distribute them among the **other** players as you prefer..

Additionally, if the Gambler is in play, you perform his action, and he doesn't perform any action.

If the Gambler is not in play, bad luck, you distribute the drinks and receive nothing.

GAMBLER 6



Saloon Effect 6: Choose any other player and take a random Belonging Token from their personal reserve. In the rare situation that no other player has a Belonging Token, you receive nothing.

If the Dancer is in play, bad luck, she will perform her action instead.

GOAT



No effect.

Bad luck, it's just a goat.

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