

# TROUBLE IN DODGE CITY

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## Setup

Count 10 tokens for each player and put them in a single central loot pile.

Shuffle the cards into a facedown deck.

Deal a hand of 3 to each player; keep your hand hidden.

## Play

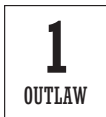
Oldest player goes first; take turns clockwise around the table.

On your turn, draw a card and play a card; see chart below.

Then discard the card you played unless another rule tells you to keep it.

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<i>Play:</i>	<i>Action:</i>
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Take 1 token from any other player.



Keep the saloon out in front of you: for each saloon already out at the start of your turn, draw +1 card and play +1 card.



Take 3 tokens from the central loot pile.



Take 4 tokens from the central loot pile.



Take 5 tokens from the central loot pile.

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## End

The game is over immediately when there are no more loot tokens in the central pile.

The player with the most loot tokens wins.

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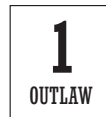
Oldest player goes first; take turns clockwise around the table.

On your turn, draw a card and play a card; see chart below.

Then discard the card you played unless another rule tells you to keep it.

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<i>Play:</i>	<i>Action:</i>
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Take 1 token from any other player.



Keep the saloon 2 out in front of you: for each saloon already out at the start of your turn, draw +1 card and play +1 card.



Take 3 tokens from the central loot pile.



Take 4 tokens from the central loot pile.



Take 5 tokens from the central loot pile.

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## End

The game is over immediately when there are no more loot tokens in the central pile.

The player with the most loot tokens wins.

**1**

OUTLAW

**1**

OUTLAW

**1**

OUTLAW

**1**

OUTLAW

**1**

OUTLAW

**2**

SALOON

**2**

SALOON

**2**

SALOON

**2**

SALOON

**2**

SALOON

**3**

MERCHANT

**3**

MERCHANT

**3**

MERCHANT

**3**

MERCHANT

**3**

MERCHANT

**4**

SHERIFF

**4**

SHERIFF

**4**

SHERIFF

**4**

SHERIFF

**4**

SHERIFF

**5**

MAYOR

**5**

MAYOR

**5**

MAYOR

**5**

MAYOR

**5**

MAYOR

