Cactus Town is an asymmetric action planning game for 2 to 4 players. Set in the Old West, it offers highly interactive gameplay of chase & escape, with various opposing parties set against each other. You will try to outwit your opponents by guessing their moves and fulfilling your very personal objectives.

**RULEBOOK**

**COMPONENTS**

- 24 basic building cards (blue back)
- 24 advanced building cards (red back)
- 4 x 4 player aid cards (4 languages)
- 2 setup & 1 victory conditions cards
- 3 sheriff/deputies
- 3 outlaws
- 1 jail card
- 1 Can-Can dancer
- 1 first player token
- 4 translucent dice
- 4 gunslinger screens
- 4 x 4 action cards
- 1 sheriff’s office
- 2 bounty hunters
- 2 horse tokens
- 1 pay-off-debts tokens
- 3 plunder tokens
- 3 duel tokens
- 4 peace pipe tokens
- 4 reload tokens
- 4 bullet token
- 4 trap tokens
- 10 standee bases
- 4 reload tokens
- 4 bullet token
- 4 trap tokens
- 1 can

**GOAL OF THE GAME**

Cactus Town is a sleepy little town in the Old West, which is about to see a whole lot of action. You take on the role of one of four parties, each having their own objectives and victory conditions. This is what you need to do to come out victorious:

- **The sheriff and his deputies’** goal is to take the outlaws into custody. “No plundering in my town!” They win immediately when 2 outlaws are in jail.

- **The outlaws’** goal is to plunder their hidden target buildings and escape town. “You won’t stop us, you fools! We’ll find that loot!” They win immediately if 2 outlaws have escaped to the wilderness with plunder tokens.

- **The bounty hunters’** goal is to cash in on the bounty, by capturing an outlaw and securing transport means to deliver him to the district’s capital. “That’s MY prey, not the sheriff’s!” They win immediately if they have captured 1 outlaw and stolen 2 horses, in any order.

- Last but definitely not least, the **Can-Can dancer’s** goal is to get revenge on those who did her wrong. “They think they’re better? They’ll remember my name!” She wins immediately if she has paid off debts in 2 target buildings and won 3 duels, in any order.

**CHOOSE SIDES**

The following party combinations are possible, depending on player count.

With 2 players, choose the sheriff and the outlaws, with 3 players choose any of the combinations shown on setup card A, with 4 players all parties will be present. Be aware that clockwise seating order is important, so either choose parties according to how you are seated, or seat according to how you choose your parties, following the order in the setup chart.

Further 1p, 2p, 3p, 4p and 5p combinations are available through the game’s expansions, as shown on setup card B.
**TOWN SETUP**

Place the sheriff’s office in the center of the play area 1. Shuffle the basic building cards (blue back) and place them face down around the sheriff’s office, forming a 5x5 square. This represents Cactus Town 2. The outmost buildings of the 5x5 square are considered the town’s edges, directly leading to the wilderness beyond 3. Shuffle the advanced building cards (red back) to form the target building deck 4.

Place the standees of your party on the starting locations indicated on the back of setup card A (5 - 8):

Note that the map shows a total of 7 parties. It includes the positions of the 3 parties (Dakota & Tashunka, the lone ranger, and the cowboy) of the game’s current expansions and the Stampede expansion’s train and corral tiles. You can find more information on the expansions using the QR code below the map.

Reveal all starting location buildings. Give the first-player token to the party shown first in your chosen party combination. Take the 4 action cards with your symbol, the die of your color, and your player aid card, and place them in your player area 9.

Leave the gunslinger screens, the peace pipe, reload, bullet, and trap tokens in the box; they are only used in gunslinger mode.

1. Place the jail card in your player area 10

2. Draw 4 cards face down from the target building deck. The depicted buildings are the outlaws’ plunder targets (disregard the iconography or text on the card) 11. Place the plunder tokens in a general reserve next to the target building deck 12.

3. Draw 1 card face down from the target building deck. The depicted building is a target to steal a horse from 13. Place 2 horse tokens shaded face up in your player area 14. Place 1 captive token in the general reserve 12.

4. Draw 4 cards face down from the target building deck. The depicted buildings are targets for the Can-Can dancer to pay off debts 15. Place the 2 pay-off-debts tokens and 3 duel tokens shaded face up in your player area 16.
GOLDEN RULE #1: TARGET DRAWS

When drawing from the target building deck, none of the drawn cards may represent a building your standees are standing on. Discard and redraw until you have fulfilled this condition. Shuffle discarded cards back into the deck after completing the draw. Keep target building cards secret from your opponents until activating them.

HOW TO PLAY

The game is played in rounds and stops immediately (even mid-round) when one of the players reaches their goal. Each round is played in two phases:

Planning phase (clockwise): The player holding the first player token places one of the action cards from their hand face down on the table. Then the next player places one of their action cards face down on top of the previously laid-down card. Repeat this step until each player has played 3 cards to form the face-down action stack. The unplayed action card remains face down in the player area.

Action phase (counterclockwise): Starting with the card on top of the action stack, the action cards are flipped, one by one, and their actions immediately resolved by the respective player who played the card. If a card’s action is not playable, disregard it and flip the next card.

Beware! The order of actions in the action phase is reverse to the placing order in the planning phase. This also means that the player with the first player token goes last in the action phase. Mastering this is one of the challenges of the game. (If this distracts you from gameplay, try out the straight programming variant described on page 7)

Once all action cards are resolved, the player with the first player token passes it to the next player in clockwise order. You are ready for your next round!

ACTION CARDS

Each player has a private hand of 4 action cards, each featuring 1 or various action icons. When a card is revealed in the action phase, the player owning the action card chooses 1 (and only one) of the action icons and resolves it as described below. Actions can only be carried out by 1 standee, unless otherwise specified.

Second Shot value

ACTION ICONS

Party icon

This action can be carried out by up to 3 standees.

This action can only be carried out in games with 3 or more players.

MOVEMENT ACTIONS

GOLDEN RULE #2: MOVEMENT & DEADLOCK

- Except for the initial setup, there may never be 2 standees of the same color in the same building.
- You must move all your standees from the starting building(s) with your first move action.
- Upright standees of opposing color present in the same building are considered to be in a deadlock. They cannot use the RUN action and can only be separated using the SNEAK action or a as a result of a DUEL or UP-CLOSE action.
**RUN**

Move 1 / all of your standees **up to 1 building space**, orthogonally. **Reveal the building card** you end on, even for standees you decided not to move this turn. If you are prevented from carrying out the **RUN** action because of deadlock, do **NOT** reveal the building card.

An outlaw carrying a plunder token can use the **RUN** action to **escape to the wilderness** if they are alone in one of the town’s edge buildings. Place the outlaw with its plunder token in your player area to indicate the partial completion of your objective. Only 1 outlaw may escape to the wilderness at a time.

**SNEAK**

Move 1 / all of your standees **up to 1 building space**, orthogonally. Do **NOT reveal the building card** you move to. You may **SNEAK** out of a building, even if another standee is present, thereby **overcoming deadlock**.

Note: the **SNEAK** action does **NOT** enable an outlaw to escape to the wilderness. *(There is nothing to hide behind out in the desert!)*

**DANCE THE CAN-CAN** *(Can-Can dancer)*

Move **up to 1 space**, diagonally. Reveal the building you end on. You may ignore deadlock with your dance.

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**DUEL ACTION**

**DUEL**

Choose one building with at least 2 upright standees, including your own. **For each upright standee, its owner rolls a die.**

Players may add the **second shot value** displayed on their unplayed action card to the die roll. They can improve their duelling odds by setting aside the highest value card in the planning phase.

To use the second shot value, flip the unplayed action card face up; **you may only use it once per round**.

In the gunslinger mode, players may have additional tokens to modify their roll result (see pages 7-8). Resolve these tokens before deciding whether to use your second shot.

Players may use their second shot value at any time, including as a reaction to other players having used their respective second shots.

When no more player wants to use their second shot, **the highest modified roll result wins**.

In case of a **tie for highest modified result**, the player whose card initiated the duel wins. If the owner of the duel card is not among the tied players (this may be the case in multi-player shootouts), the tied players repeat rolling the dice until the tie is broken.

Then apply the duel outcome to the loser(s). There are two possible outcomes, **stun** and **push**. Sheriff/deputies, bounty hunters and the Can-Can dancer are always pushed; the outlaws are always stunned.

**STUN**

A character may be stunned. Represent this by **laying the standee on its side**. Stunned standees are not dead, but **cannot do any action except RECOVER**. They **cannot take part in a duel, nor are they considered for deadlock.**
**PUSH**

A character may be pushed. The duel winner may move the losing standee up to 3 building spaces. Each move is in an orthogonal direction and consecutive moves do not have to follow a straight line. The pushed standee reveals the building space it ends in. Moving through buildings with other standees is possible in this case, but ending in one with a standee of the same color is not.

**OTHER DUEL IMPLICATIONS**

A losing bounty hunter releases a captive outlaw if they are carrying one. The released outlaw appears upright in the location of the duel or on an orthogonally adjacent location, chosen by the winner of the duel. Do not reveal that building. Return the captive token to the general reserve.

Each time the Can-Can dancer wins a duel (just taking part is not enough), flip a duel token in her player area to the colored (completed) face.

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**SPECIAL ACTIONS**

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**JAIL AN OUTLAW**

If in the same building, one sheriff/deputy may JAIL a stunned outlaw by moving the standee (and plunder token, if any) on the jail card.

**PLUNDER**

One of the outlaws may PLUNDER when in one of their target buildings, even if an opposing standee is present. Flip the respective target card, show it to the other players, and discard it. Then take a plunder token from the general reserve and place it below the outlaw standee. It will move together with the standee until the end of the game, in stunned or upright state, and even in captivity. Each outlaw may only have 1 plunder token.

**RECOVER**

Recover 1 stunned outlaw by returning the standee upright.

**CAPTURE**

One of the bounty hunters may CAPTURE a stunned outlaw in the same building by removing the standee (and plunder token, if any) and placing them in their player area. Take the captive token from the general reserve and place it under the bounty hunter standee. The bounty hunters may only have 1 captive outlaw at a time.

**RELEASE A PRISONER**

A bounty hunter present in the sheriff’s office may RELEASE a prisoner from jail. Place the outlaw standee, together with any plunder token it carried, on the sheriff’s office, upright.
**STEAL A HORSE**

One of the bounty hunters may **STEAL A HORSE** if standing in a target building, even if an opposing standee is present. **Flip the respective target card**, show it to the other players, and **discard it**. **Flip a horse token in your player area** to the colored (completed) face to indicate the partial completion of your objective.

**DRAW 1 TARGET BUILDING**

Draw 1 card from the target building deck.

**UP-CLOSE**

Move an opposing standee from an orthogonally adjacent building to your own. This may overcome deadlock in the other building. **Reveal** the building you are standing on.

**PAY OFF DEBTS**

Pay off debts, if present in a target building. **Flip the respective target card**, show it to the other players, and **discard it**. **Flip a pay-off-debts token in your player area** to the colored (completed) face to indicate the partial completion of your objective.

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**OUTLAW LAST RESORT ACTION**

The following action is **only allowed in games with 3+ players including outlaws, sheriff, and bounty hunters**. It may be activated **only if all outlaw standees are off the map** (1 escaped, 1 jailed, and 1 captive).

**BREAK FREE**

An outlaw character manages to escape from jail or from bounty hunter captivity. Roll your die. On 1-3, choose the outlaw in jail, on 4-6 the outlaw in captivity. Place the character on the sheriff’s office or on the location of the bounty hunter carrying the captive bandit token, depending on where they escaped from. If breaking free from a bounty hunter, return the captive bandit token to the reserve.

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**CACTUS VARIANT**

You can play with the cactus variant to add another layer of fun to the game. You can combine this variant with any mode, other variant, or expansion of the game. It automatically forms part of the gunslinger mode.

Place the cactus standee next to the board at the beginning of the game.

**Each time a standee enters a building with the cactus symbol**, the player owning the standee **moves the cactus from its current position to an unoccupied building space**, whether that building is revealed or not.

The **caucus is a blocking element**: you may neither enter nor pass through a building with the cactus on it, neither voluntarily nor involuntarily.
**STRAIGHT PROGRAMMING VARIANT**

This variant eliminates the reverse programming order and the player holding the first player token starts the action phase.

In the planning phase, choose 3 action cards from your hand and lay them face down in front of you, from left to right. You may check these cards at any time. Turns in the action phase follow clockwise order, starting with the player holding the first player token. When it is your turn in the action phase, flip the left-most face-down action card and resolve it, then the turn passes to the next player.

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**GUNSLINGER MODE**

**GAME SETUP**

Use the setup instructions from page 2, but use the advanced building cards (red back) for the 5x5 town layout, and the basic building cards (blue back) to form the target building deck. Place the peace pipe, bullet, reload, and trap tokens in the general reserve next to the target building deck. Give a gunslinger screen to each player.

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**SPECIAL BUILDING EFFECTS**

In the gunslinger mode, some buildings will have special effects, as described at the bottom of each card. Application of these effects is mandatory. Some of the effects have a condition:

- **REVEAL**: the player revealing the building applies the effect once.

- **ENTER**: apply (if possible) the effect each time a standee ends their movement on the building card, including the first time a player reveals it. It does not matter what type of movement is used (RUN, SNEAK, DANCE, push, etc), and a single standee may leave and re-enter a building in a later turn to apply the effect again.

In a duel, or as a result of a building effect, standees may get pushed and reveal/enter new buildings. The pushed standee is considered to be revealing/entering and applies the relevant effect.

**Note:**

- **During game setup some buildings are revealed to place standees in their starting position. The standees may not apply the buildings’ effects at this moment; they are not considered “revealing/entering” at game start.**

- **Disregard the icons next to the buildings’ names. They are used in connection with additional buildings from expansions and promotions, including Kickstarter content. Check Second Gate Games’ online shop for availability of extra content for the game.**

Some buildings provide **tokens**. Each time a standee ends its movement in a building showing a token, its owner may take the respective token from the reserve (if available) and hide it behind their gunslinger screen. There are only 4 tokens of each kind and they are archived after use, i.e. they do not return to the general reserve.

You may have a maximum of 6 tokens at a time. If you are eligible to take a 7th token on a building, you may archive one of your current tokens to take a new one.
In a duel, players are allowed to use **dueling tokens** (peace pipe, bullet, reload) as surprise items. After a duel location is declared, each dueling player **secretly** selects tokens (maximum 1 of each kind) and hides them in their outstretched fist. All players **open their fists simultaneously** to reveal the tokens (if any) and apply their effect.

### SPECIAL EFFECTS GUNSLINGER MODE

<table>
<thead>
<tr>
<th>Token / building action</th>
<th>When to use it</th>
<th>Effect when used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Peace pipe</td>
<td>Duel</td>
<td>The party showing the peace pipe does not take part in the duel. Archive the token. If there is no duel because of this, all revealed dueling tokens are archived anyway.</td>
</tr>
<tr>
<td>Bullet</td>
<td>Duel</td>
<td>+1 to your roll result. Archive the token.</td>
</tr>
<tr>
<td>Reload</td>
<td>Duel</td>
<td>You may re-roll your die once. Archive the token.</td>
</tr>
<tr>
<td>Trap</td>
<td>After the movement of an opponent</td>
<td>Cancel the movement of a single opponent standee, including involuntary movements (for example a pushed standee). Archive the token.</td>
</tr>
<tr>
<td>Cactus</td>
<td>On entering building</td>
<td>Move the cactus to a new unoccupied location.</td>
</tr>
<tr>
<td>Cactus</td>
<td>On revealing building</td>
<td>Carry out a <strong>RUN</strong> action with any of your standees.</td>
</tr>
<tr>
<td>Cactus</td>
<td>On revealing building</td>
<td>Carry out a <strong>RUN</strong> action with an opponent’s standee.</td>
</tr>
<tr>
<td>Cactus</td>
<td>On revealing building</td>
<td>Carry out a <strong>SNEAK</strong> action with any of your standees.</td>
</tr>
</tbody>
</table>

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**CREDITS**

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