# CACTUS TOWN

## KICKSTARTER CONTENT

Dear Backer,

It is an honor and a pleasure to greet you as citizen of CACTUS TOWN, our little backwater in the Wild West. We hope that you are going to have heaps of fun with this game, it has been created with a lot of love and dedication. And we are pretty sure it will look great on your table and your game shelf, too ;)

On these pages you will find a description and rules for your KICKSTARTER EXCLUSIVE material, the plunder you're taking to your hideout, a reward for your fantastic support. Together, we unlocked a total of 26 stretch goals during the campaign!!! That's additional variety, and additional fun!

We'll also show you the Pets mini-expansion and promo set rules (Tools and Crazy Chicken), which, by the way, some of you received free of charge for being early-bird backers and/or having subscribed to our pre-campaign newsletter. Make sure you don't miss out on similar offers for our next games, we always award loyal and early backers. So get your email down for our upcoming game "Black Planet", here (huh?! What's that??!). **And as a suprise, we give Deluxe backers the Pets minis, ENJOYI!!**

Finally, a word on production. This is a product with plenty of content, and little things in production or assembly can go wrong, even when working with a very experienced and high-standards manufacturer like we are doing. If you find anything missing or damaged, don't panic, but write to *support@secondgategames.com* and we'll try to sort you out. All components (KS exclusives, base game, expansions, promos) are listed under the QR code below so you can easily reference them against your pledge.

Thank you, also in the name of Raul (author) and Isaac (illustrator)!

Second Gate Games (Victor, Sergi, Gorka, and Daniel)

The alternative characters introduce character-specific skills to the game.

Replace the base game characters and take the respective skill token, including the dynamite token for the Can-Can dancer. For expansion parties, take a skill token to go with the depicted character. Place the skill token in your player area with the face showing 2 dots up.

*Use skill tokens in all parties at once to keep balance. Or limit alternative characters to the less experienced or younger players to give them a little edge.*

The skill tokens can be activated twice per game; **only** for those specific characters and none other. You can activate the special skill **during your turn**, either before or after resolving your action card. **Flip** the skill token on its first use, and **archive it** (return it to the box) on its second use.

In addition to the normal resolution of your action card this round, you may resolve it once more with the following change: choose an opposing standee in the building of the skilled character, or in an orthogonally adjacent one. Resolve the action card with this standee, as if it were your own.

Release a captive outlaw from jail. The skilled character must be adjacent to the sheriff's office.

Make a movement of 1 space (RUN or SNEAK) with the skilled character **in addition** to the action of the action card.

Place the dynamite token on the building you are on. In subsequent turns you may explode the dynamite with your CAN-CAN action card (losing any other action allowed with the card). The explosion will move all characters on the building 2 building spaces, of the Can-Can dancer's choosing. The movement does not have to be in a straight line. Discard the token after the explosion.

Use twice in a row the action icon you select this turn.

Secretly peek at any 2 buildings in town.

Must be played with an action carried out by the bull-riding cowboy. Until the start of your next turn, cattle in the cowboy's range cannot leave it, neither through duel effects nor stampedes. In the rare event of a stampede happening until then, the cows will still look for goring targets and try to gore, but stop whenever they would have to leave the cowboy's range. The cowboy cannot be pushed out of the cows' range.

## PETS MINI-EXPANSION

Did you ever notice that ALL buildings have different animals depicted on them? They are there for a reason!!! And they are not distributed by chance but follow a pattern. One character of your faction can now have their very personal pet. The "pet parent" characters are:



Include the 4 pet buildings in the town set-up, replacing 4 buildings with the cactus symbol from the base game. Your pet parent (and only the pet parent) can pick up the depicted pet at the 4 new pet locations. Store the respective token in your visible player area (maximum 1 token per faction).

When the pet parent participates in a duel in a building with an illustration of that pet, it will help its owner!! Note that the pets are not distributed evenly among the buildings. You may discard the pet token after the resolution of dice, advanced mode tokens, and second shot to gain the following:

**Cat:** May cause allergic reaction. You may force your opponent to reroll.

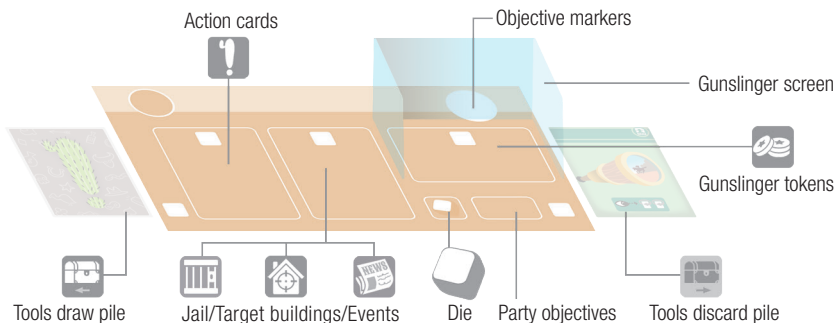**Crow:** Distract your opponent(s). -1 to their die roll(s).

**Dog:** A loyal companion. +2 to your die roll.

**Snake:** Argh, it bit me!!!   Convert 1 opponent's die roll to 0 (zero).

Discarded pet tokens become available again at their respective locations.

## MINI BOARD



Action cards

Objective markers

Gunslinger screen

Gunslinger tokens

Tools draw pile

Jail/Target buildings/Events

Die

Party objectives

Tools discard pile

# CRAZY CHICKEN

This promo allows your party to use the force of some crazy chicken! Pick up a crazy chicken token at one of the new chicken locations and store it behind your gunslinger screen (maximum 1 chicken token per player at a time).

You can then "let it loose" in your turn, on a space orthogonally adjacent to any of your standees. It will go berserk in that space and expel all present standees. The standees move 1 space each, direction chosen by you. The chicken stays there until the end of the round and nobody may enter that building during that time. At the end of the round, the chicken token is archived.

There may only be 1 crazy chicken token in town each round.
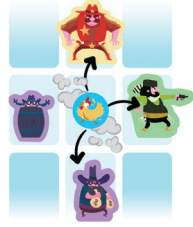
# TOOLS

Tools are **action cards** that have a **single use.** They are party specific, the tool cards' BACKSIDE is color and icon coded, the same way as the party's other action cards. Shuffle each player's tool card deck and place it face down in their player area.

Draw a tool card at the beginning of the game and hold it together with your action cards. To use a tool, place it during the planning phase instead of an action card, and apply the effect in the action phase, the same way you would apply other character actions. After use, discard the tool card face up in your player area.

You gain new tools from your stack **when losing a duel.** Yes, you read correctly, losing will give you a benefit. This is an optional balance mechanism that will strengthen you in case of bad luck with the dice. You may have various tools on hand at the same time.

If you gain a tool and your tool card deck is empty, reshuffle discarded tools (if any) to form a new tool card deck.

Tools and the **second shot feature:** In a game without tools, the "unused" action card serves for the second shot. Note that when playing with tools you may have various "unused" action cards (up to 4, if all your 3 actions in a round were carried out with tools). At the end of the planning phase, select one of your unused action cards and place it face down next to your action card sequence or next to the common action stack (in Pioneer mode), this will be your second shot card.

# ALTERNATIVE BUILDINGS

This expansion features 11 new buildings. If this is the first time you use alternative building cards, take note that each building has a building type icon on the left of its title, the icon's only use is to help create your building line-up at the beginning of a game, while maintaining balance.

Groups (mostly pairs) of cards with a **matching icon must always be used together** when creating your building line-up for a game. **Add any full group of buildings with matching symbols, replacing the same number of buildings with matching icons in your previous deck.**

Keep in mind that card replacements have to be made both in the basic and the advanced building card deck, assuring your target building deck represents the buildings in town.

If you have additional building cards from expansions or promos, you can mix and match groups for a huge building combination variety, allowing you to configure your map differently each time you play and experience new building effects.

| SPECIAL EFFECTS GUNSLINGER MODE | | |
|---|---|---|
| **Token / building action** | **When to use it** | **Effect when used** |
| Peace pipe | Duel | 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. |
| Bullet | Duel | +1 to your roll result. Archive the token. |
| Reload | Duel | You may re-roll your die once. Archive the token. |
| Trap | After the movement of an opponent | Cancel the movement of a single opponent standee, including involuntary movements (for example a pushed standee). Archive the token. |
| Blessing | Any time an opponent plays a token | Store the blessing token behind your gunslinger screen. It allows you to cancel a token played by your opponent. To use it in a duel, you must have it in your fist. Archive after use. |
| Founder | Duel | The **founder token** represents the people of Cactus Town, giving the holding party support in duels, a +2 on your die result. Store the token in your **visible** player area, it activates automatically. The Founder always protects the weak, so the token will **change to whoever loses a duel** (whether the +2 was relevant or not), if the player holding the founder token was involved in that duel. In multi-player shootouts with various losers, this would be the one with the lowest roll (roll again in case of tie). |
| Tomahawk | Duel | You may archive a tomahawk token when activating your duel action. If you do, instead of dueling, you attack an opponent in an orthogonally adjacent building. Throw your die, on 3+ you win. You may not use your second shot or other modifiers. Apply duel effects if you win, don't apply them if you lose. |
| | On entering building | Move the cactus to a new unoccupied location. |
| | On revealing building | Carry out a **RUN** action with any of your standees. |
| | On revealing building | Carry out a **RUN** action with an opponent's standee. |
| | On revealing building | Carry out a **SNEAK** action with any of your standees. |
| | On revealing building | Choose a token from the archived tokens (if available) |
| | If dueling on this location | You may reroll your die once in a duel you start here |

| | | |
|---|---|---|
| | On revealing building | Take one of your tools cards from the reserve (if available). |
| | Always active | You may not move the Cactus here. |
| | On revealing building | Carry out a **STAMPEDE** action. |

| ACTION ICONS USED ON TOOLS | |
|---|---|
| **Action** | **Effect** |
| | Carry out two consecutive **SNEAK** actions with one of your standees. |
| | Carry out a **SNEAK** action and then a **RUN** action with one of your standees. |
| | Shoot at 1 opponent in an orthogonally adjacent building. Roll your die. 1-2: nothing happens; 3-6: push/stun. |
| | When being present in the sheriff's office, release a prisoner from jail and place him on an orthogonally adjacent building. |
| | Carry out a **diagonal RUN** action with both of your standees. **Reveal** the building cards you end on. May not be used if in deadlock. |
| | Secretly PEEK at two face down building cards, anywhere in town. Return the buildings face down to their previous locations. |
| | Move an opposing standee from building 2 spaces away to your own. This may overcome deadlock in the other building. Reveal the building you are standing on. |
| | Carry out an **UP CLOSE** action or carry out a **RELEASE A PRISONER** action. |
| | Move an opposing standee from a diagonally adjacent building to your own. This may overcome deadlock in the other building. Reveal the building you are standing on. |
| | Draw 3 target building cards. Keep 1, archive the other 2. |
| | Shoot at 1 opponent in an orthogonally or diagonally adjacent building. Roll your die. 1-2: nothing happens; 3-6: push/stun |
| | Carry out a **SNEAK** action with both cows and the bull-riding cowboy. |
| | Carry out a **SNEAK** action and then a **RUN** action with the bull-riding cowboy. |
| | Carry out 2 consecutive **SNEAK** actions with an opponent's standee. |