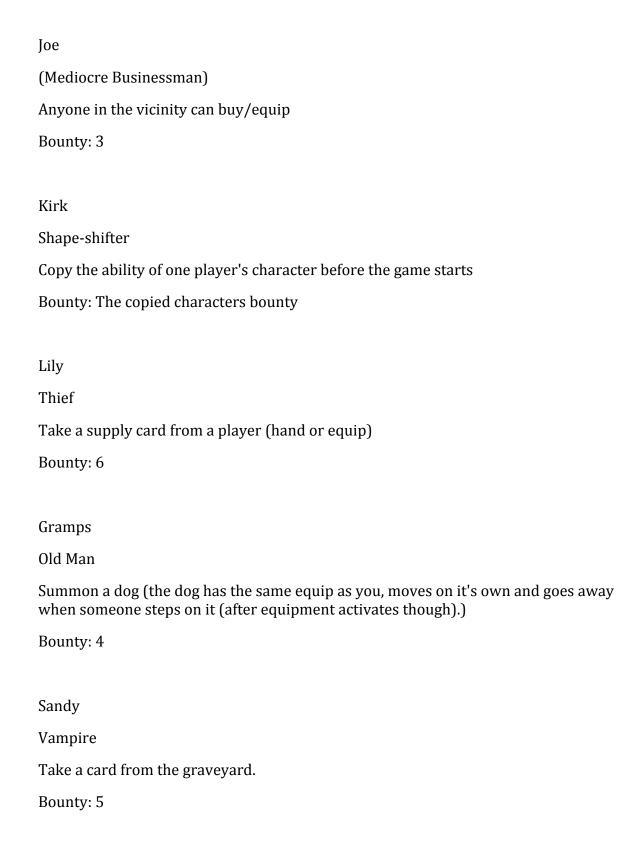
Red cards - Not sure about

Characters

<u>characters</u>
A.1
Steak sauce robot
Counters other abilities
Bounty: 4
Amy
Gold-digger
Take a coin from a player (hand or equip)
Bounty: 6
Billy
Lumberjack
Equip 2 things (Whenever something happens to 1 equipment, it happens to both)
Bounty: 5
Dan
Dwarf
Pick up the map card you are standing on without putting any card down in it's place. (No Pick-up effects occur)
Bounty: 2
Greg
Ghost
Teleport to anywhere on the map (Except holes)
Bounty: 5



Steve
Gambler
Flip a coin: Heads, switch hands with a player of your choice. Tails, throw a card in the grave.
Bounty: 4
Paul
Magician
Take an equip card from another player.
Bounty: 6
TBD
Assassin
Discard a coin card and make someone in your vicinity discard 3 cards?
(I think the assassin should get better with the less cards he has in his hand)
Bounty: 6
TBA
Fisherman
Get a hook item. Put it in the map. If someone reveals it, you go to their location and your equipped item activates, twice.
Bounty: TBA
<u>Gold</u>
Gold Coin

Value 1

Gold Bar

Value 3

Supplies

Offensive:

Named Sword (got to think of a name)

Pick-up: Do nothing

Equip: Look at players hand and take a card.

Sword

Pick-up: Do nothing

Equip: opponent discards equipment, equipment doesn't activate.

Hand Grenade

Pick-up: Discard a card

Equip: make a player discard 3 cards. (hand or equip)

Woman's Purse

Pick-up: Show your hand to another player

Equip: Look at a players hand and take a coin card from them. (hand only)

Treasure Chest

Pick-up: Take a coin from the graveyard and then put the treasure chest card in the graveyard.

Equip: player you land on discards all coin cards. (hand only)

Plunger or Whip

Pick-up: TBD

Equip: Take opponents equipment

Ugly Teddy Bear (or another name?) (poop-on-a-stick)

Pick-up: Does nothing

Equip: Move half your dice roll. Give it to whoever you land on. You can't un-equip the Teddy.

Dark Shovel

Pick-up: TBD

Equip: Take a card from the top of the graveyard

Defensive:

Named Shield (got to think of a name)

Pick-up: Do nothing

Equip: Every player, not in your vicinity, discards a card during each of your turns.

Shield

Pick-up: Do nothing

Equip: Destroy opponents equipment

Bomb

Pick-up: Discard a card

Equip: Make a player discard a card (one-time use?)(hand or equip)

Support:

Named Support (got to think of a name)

Pick-up: Do nothing

Equip: No abilities can be activated as long as this is equipped.

Whiskey

Pick-up: Discard a coin card (if you have one in hand)

Equip: Move on every players turn (use the same dice roll they roll and move before that player moves)

Rock

Pick-up: Discard your equipment

Equip: Throw it at the nearest player to make them discard their equipment (one-time use)

Shovel

Pick-up: TBD

Equip: Reveal all cards picked up. Pick up cards without putting cards back down. Breaks when you reveal a non-coin card.

Catapult

Pick-up: Can't move next turn

Equip: discard a card and use its equip ability on the closest opponent (can use multiple times in a turn)

Groundy the Groundhog

Pick-up: Every player draws a card from the top of the graveyard!

Equip: do nothing

Magic Putty

Pick-up: Does nothing

Equip: Becomes the same equipment another player on the map has

Heavy Shovel (Plow)

Pick-up: TBA

Equip: Roll a die and instead of moving that turn, draw cards equal to half the roll, rounded up. Breaks if a 6 is rolled. Can't be used in holes.

Spy-glass (maybe some other name)

Pick-up: Does nothing

Equip: pick-up abilities don't effect the holder

Medusa's Ass Cheeks

Pick-up: TBA

Equip: Player in vicinity can't move next turn? or take a non-coin card

Victory:

"Get Out of Prison" Freedom Cards - Cost 3 gold