

Butch Cassidy & the Repair Kid [1.02]

A two to four player tableau building game set in the wild west. Each player will purchase buildings and lay them out in a 3 x 3 grid, once placed a building cannot be moved. The player controls their hero using an action point to move orthogonally or repair the building they currently occupy. The player may also have at most one cowboy. When a building with a cowboy reward activates the player may move their cowboy to an adjacent building orthogonally or add their first cowboy to their board in any building they own. [The player can never have two cowboys] The hero and cowboy may never be in the same building, even if the hero is passing through.

Setup

Each player starts with 3 cards (Saloon, Ranch & Hotel) placed in the middle row of the tableau in that order with their hero starting on the ranch. Each building will have a state of repair of 3 represented by the dice. The player starts with 4 rubies and their remaining six building dice.



Each turn

1. Active player rolls the die or dice
2. Active player and other players decide if they wish to spend a cowboy to raise the value of the dice by one. [only one cowboy may be played by each player per turn and the cowboy only affects the dice score for that player, the cowboy is returned to the supply]
3. Active player gains the reward on lower, main part of the buildings they own and decrements the state of repair (building die) unless it's occupied.
4. Other players gain the rewards on the upper part of the building they own and decrement the state of repair (building die) unless it's occupied.
5. The active player may spend a cowboy to attack an opponent's building if undefended the building decrements its state of repair by one. If defended the active player and defender roll one of their spare buildings dice.
 - a. If the defender wins the attacker gets his cowboy back, the defender loses a cowboy and the building remains untouched.
 - b. If there is a tie, both players lose their cowboys and the building remains untouched.

- c. If the attacker wins both players lose their cowboys and the building decrements its state of repair by one.
6. The active player uses two action points with their character. An action point can move the hero one place orthogonally or increase the state of repair for the current building by one.

When purchasing a building place one of your building dice on it showing a three.

Every time the building activates decrement the die unless occupied.

Each player controls their character who starts in the middle on the ranch.

The brewery card receives no reward if someone else rolls an eight but still decrements its state of repair. When the active player rolls an eight they receive 3 rubies per saloon they own for each brewery. If they owned 2 breweries and 2 saloons they would get 12 rubies. Only the brewery building decrements its state of repair, not the saloons.

The bank card costs zero and immediately the player gains 9 rubies and its state of repair is set to three. Every time the active player rolls a five they decrement the state of repair. When another player rolls a five the player who owns the bank pays three rubies back to the bank if they have it and decrements the state of repair by one.

The first player to own an Apartment, house and Mansion wins the game.

One sapphire is worth 4 rubies (cause Pete said so and loves maths)

name	Activation	Active reward	Inactive	cost
Saloon	2 or 3	4 rubies	2 rubies	3
General Store	4	2 rubies	4 rubies	4
Bank	5	Instantly 9 rubies	Minus 3 rubies	0
Lumber Mill	5	1 rubie and 1 action	1 rubie and 1 action	4
Jail	6	2 rubies and 1 action	1 cowboy	2
Ranch	6	1 Cowboy	2 action	4
Apartment	6	1 action	null	7
Stables	7	5 rubies	1 ruby	4
House	7	null	1 action	15
Brewery	8	3 rubies per sallon	4 rubies	3
Mansion	8	1 action	1 action	25
Theater	9	4 rubies and 1 action	2 rubies	4
Barn	9-10	1 Cowboy	2 actions	5
Hotel	10	2 rubies and 1 action	null	4
station	11	5 actions	4 actions	3
Church	11 - 12	2 rubies	1 Cowboy	2