

'Cards For Cowboys' Rules

Setup

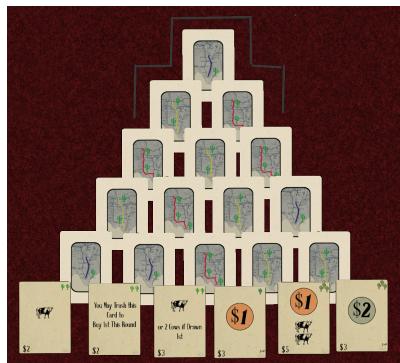
- Each player begins with the following personal 10-card deck:



- For a 2 player game put away all cards that say "3+P" or "4+P".
- For a 3 player game put away all cards that say "4+P".
- For each act build a face-down solitaire structure with all cards for that act (see # of cowboy hats  at bottom right = 1/2/3).
- The top row should always have 1 card and each row should add one more card. (Not all cards will be used for 2-3 Player games.)
 - 5 Rows for 2 Players.
 - 6 Rows for 3 Players.
 - 7 Rows for 4 Players.
- Flip the bottom row of cards in the structure face-up.



2 Player Setup



3 Player Setup



4 Player Setup

Sequence of Play

1. Draw Phase

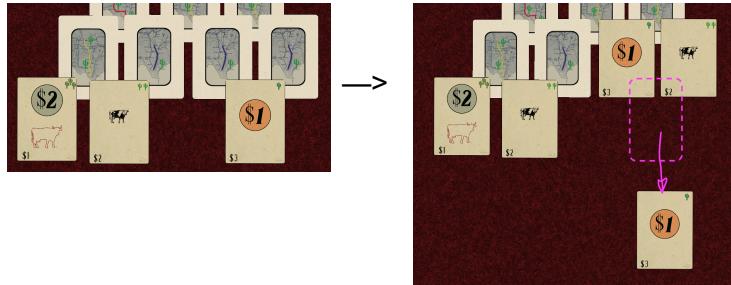
- All players play the top card from their deck, one at a time, in front of them. (All players may do this simultaneously.)
- Players may **stop drawing at any time**.



- If a player draws **three or more Bandits**, they **bust** immediately and cannot continue drawing, immediately placing all drawn cards into their discard pile. (Their turn is over immediately and cannot take any other action.)
- When a player must draw a card and their draw pile is empty, shuffle their discard pile to create a new draw pile. (To ensure no one shuffles until a preferred color is on top, players should cut one card from the top to bottom of the deck when finished shuffling.)

2. Buy Phase

- Players who **did not bust** add any **Cows** they gained this round to their **Herd**.
- Each player who **did not bust** may **buy one card** from the Store using the total value of coins they drew this round. (Card costs are listed at the bottom left.) Place the purchased card into your discard pile, along with all cards drawn that round.
- When a card is purchased or burned, reveal cards underneath that are no longer covered by another card.



- During their buying turn, instead of buying a card, a player may instead **burn** one card, removing it from the game and revealing the card(s) underneath.
- **Order of Buying:** The player with the **most \$** chooses who buys first.
 - If tied, the player with the **most Cows for that round** chooses.
 - If still tied, the player with the **most drawn cards** chooses.
 - If still tied, compare the **sell value** of the first drawn card, then the second, and so on.

- If still tied after all comparisons, resolve with a quick game of **rock-paper-scissors**.
- Buying proceeds clockwise from the first player.
- Once all eligible players have had a chance to buy, put all faceup cards into your discard pile, then a new round begins.
- Once the last card is bought/burned from the structure, the round immediately ends. All non-busted players score Cows for that round, even if they weren't able to buy/burn.
 - Set up Acts 2 & 3 the same way Act 1 was set up. Shuffle all discarded cards back into the draw deck.

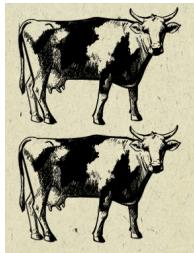
3. Winning

- The player with the most cows in their Herd at the end of Act 3 wins the game!

Symbols on Cards



- = \$ Represents Value that can be spent to purchase other cards



- = Add the # of Cows shown to your herd (if you don't bust)



- = Bandit (Caution! 3 Bandits and you bust immediately!)



- = Jail 1 Bandit (doesn't count towards total number of bandits this round)



- = Subtract 1 Cow from your herd (if you don't bust)



of Cacti are visible on both the front and back of each card.
1 means safe. 2 is a mixed bag. 3 means high risk / high reward.

Errata

- You may freely check the card backs of cards in your draw pile.
 - You may NOT look through your discard pile.
 - Definitions
 - “Trash” = Return to Game Box
 - “Draw” = Draw top card(s) from player’s deck
 - “Return Card(s) to top of deck before buy phase” means do not use any \$ or Cows from that card before it is returned to deck
 - “Look at top 3 cards” is done after drawing
 - “Trash to Jail a bandit” cards must be used prior to busting.
 - If you run out of cards in your draw and discard pile, stop drawing for round
-

Strategy Tips

- Pay attention to the **background color** of your cards:
 - **1 Cactus** cards are generally **safe** (fewer or no ‘X’s).
 - **2 Cacti** cards are **moderate risk** (may contain 1 ‘X’).
 - **3 Cacti** cards are **high risk** (may contain 1–2 ‘X’s).
- Keeping track of which cards of each color you haven’t drawn can give you a big edge.
To start, try to remember if you’ve drawn your 2x Bandit yet.



- Balance the risk of busting against the reward of gaining more \$s and VP!
- It’s not always advantageous to draw as many cards as possible each hand. If you have enough \$ for this round, think about setting up a good hand for next round by stopping.