

CACTUS

Town

RULEBOOK



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.

COMPONENTS



24 basic building cards (blue back)



24 advanced building cards (red back)



1 sheriff's office



4 x 4 action cards



4 player aid cards



1 jail card



1 setup card & 1 duel help card



3 deputies



3 outlaws



2 bounty hunters



1 can-can dancer



10 standee bases



3 plunder tokens



1 captive token



2 horse tokens



2 pay off debt tokens



3 duel tokens



4 peace pipe tokens



4 reload tokens



4 bullet tokens



4 trap tokens



1 first player token



4 translucent dice

GOAL OF THE GAME

Cactus Town is a sleepy little village 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 if **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 ransom, by capturing a 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 from 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.

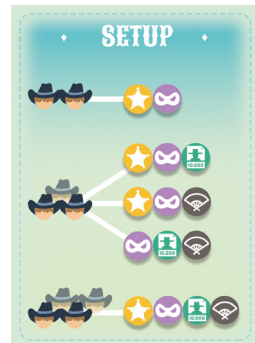


CHOOSE SIDES

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 to the right, 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 2p, 3p, and 4p combinations are available through the game's expansions.



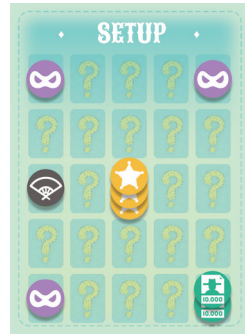
PREPARING THE GAME (BASIC MODE)

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 spaces 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 **setup card (5 - 8)**:

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



 Place the jail card in your play area **10**

 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**.

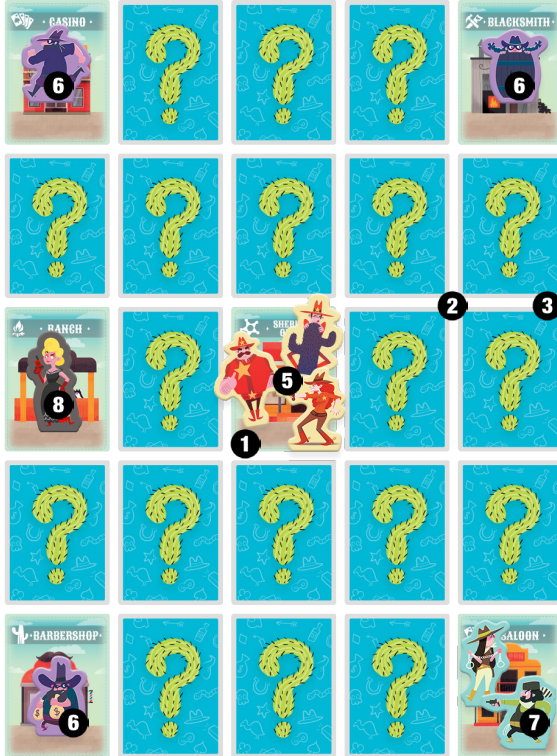
 Draw 1 card face down from the target building deck. The depicted building is a target to steal a horse from **13**. Place 2 horse tokens grey face up in your player area **14**. Place 1 captive token in the general reserve **12**.

 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 grey face up in your player area **16**.

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

GOLDEN RULE #1: TARGET DRAWS

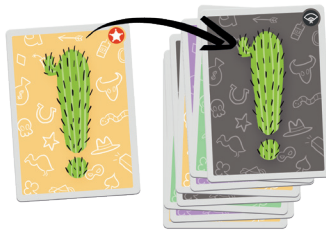
When drawing from the target building deck, none of the drawn cards may represent a building your standees are standing on, discard and redraw until fulfilling this condition. Shuffle discarded cards back into the deck after completing the draw. Keep target building cards secret from your opponents until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



HOW TO PLAY

The game is played in round 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 (anti-clockwise): Starting with the card on top of the action stack, the action cards are flipped and their actions immediately resolved by the respective player having 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. Also, 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 16.)

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

MOVEMENT ACTIONS

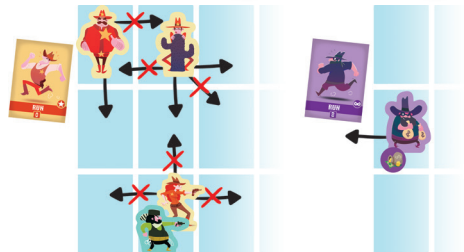
GOLDEN RULE #2: MOVEMENT & DEADLOCK

- Except for the initial setup, there may never be two 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** for fear of being shot in the back and **can only be separated using the sneak action or as a result of a duel or tempt action**.

RUN

Move each 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.

A outlaw carrying a plunder token can use the run action to **escape to the wilderness** if he is 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 per run action.



SNEAK

Move each of your standees **up to 1 building space**, orthogonally, but **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 a outlaw to escape to the wilderness. (*There is nothing to hide behind out in the desert!*)



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 duel odds by setting aside the highest value card in the planning phase.

To use the second shot, flip the unplayed action card face up, **you may only use it once per round.** The second shot is available for subsequent duels in the same round, as long as you haven't used it.



In the Gunslinger Mode, players may have additional tokens to modify their roll result (see page 11-12). Resolve these tokens before deciding whether you use your second shot. Players may use their second shot at any time, also as a reaction to other players having used their respective second shots.

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

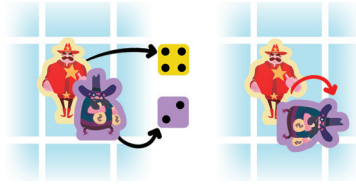
In case of a **tie for highest modified result**, the player who owns the duel card wins. If the owner of the duel card is not amongst the tied players (this may be the case in multi-player duels), the tied players repeat rolling the dice, until breaking the tie.

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. Refer to the shoot-out help card to determine which applies.



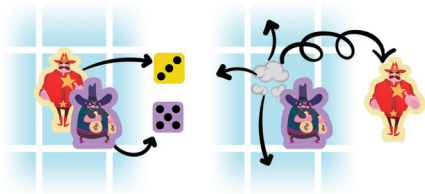
STUN

A standee 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**.



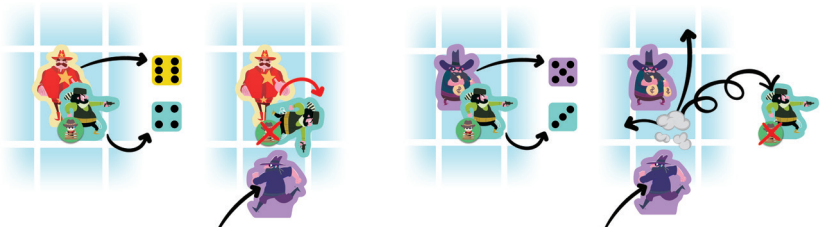
PUSH

A standee may be pushed. The duel winner may **move the losing standee up to 3 building spaces**. Each move is in 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 not ending in one with a standee of the same color.



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. Return the captive outlaw token to the general reserve.



Each time the **can-can dancer wins** a duel (it is not enough to take part), **flip a duel token in her player area to the colored (completed) face**.



ACTIONS SPECIFIC TO EACH CHARACTER

SHERIFF

Choose one of the following:

- One of the sheriff/deputies may take a stunned outlaw in the same building into custody, by **removing the standee** (and plunder token, if any) and **placing them on the jail card**.
- Carry out a **RUN** action with **one** of your standees.
- Carry out a **SNEAK** action with **one** of your standees.
- Carry out a **DUEL** action.



OUTLAW

Choose one of the following:

- One of the outlaws may **plunder** when 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**. 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, or even in captivity. Each outlaw may only have one plunder token.
- **Recover** one stunned outlaw by returning the standee upright.
- Carry out a **SNEAK** action with **one** of your standees.



BOUNTY HUNTER

Choose one of the following:

- 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.
- 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.
- Carry out a **SNEAK** action with **one** of your standees.



HORSE WHISPERER

Choose one of the following:

- One of the bounty hunters may **steal a horse** if standing in a target building. **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) side to indicate the partial completion of your objective.
- **Draw 1 card** from the target building deck.
- Carry out a **SNEAK** action with **one** of your standees.



CAN-CAN

Choose one of the following:

- **Dance a Can-Can.** **Move up to 1 space diagonally.** Reveal the building you end on. You may ignore deadlock with your dance.
- **Tempt a standee.** Move an opposing standee from an orthogonally adjacent building to your own building. This may overcome deadlock in the other building. (Your Can-Can dancer's attraction is stronger than the fear to be shot in the back.) **Reveal** the building you are standing on.
- **Pay off debts**, if present in a target building. **Flip the respective target card**, show it to the other players, **and discard it**. **Flip one pay off debts marker in your player area** to the colored (completed) side to indicate the partial completion of your objective.



**THE FOLLOWING SPACE
VISUAL EX
(work in p**

**AGE IS RESERVED FOR
EXAMPLES
(progress)**

GUNSLINGER MODE

GAME SETUP

Use the same setup instructions as before, 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.

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 enters, including on the initial reveal. 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 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 placeholders for future expansions.*

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

AGE UP YOUR SLEEVE

In a duel, players are allowed to use **duel tokens** (peace pipe, bullet, reload) as surprise items. After a duel location is declared, each duel 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.

Token	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 duel 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 seeing the movement of an opponent standee	Cancel the movement of a single opponent standee. Archive the token.

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.

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 shown, the player controlling the standee **moves the cactus from its current position to an unoccupied building space**, whether that building is revealed or not.

The **cactus 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.

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.) When it is your turn in the Action phase, flip the left-most action card and resolve it, then pass turn to the next player.

CREDITS

Designer Raul Luque
Artist Isaac Murgadella



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C/ Casp, 37 2-1, 08010 Barcelona, Spain
www.secondgategames.com