



RULEBOOK

Once Upon a Time in the Wild West...

The day was so hot that even rattlesnakes slithered beneath sand-covered stones. Yet five strangers who rode into Dodge Town looked as if they owned it, all armed to the teeth, their dusters flapping in the wind – the most notorious gunslingers of the West. The local Bank was bursting with cash for miners and the Casino was filled with joyful cheers and shouts of disappointment. When the riders met in the middle of the Main Street, they stopped a dozen paces from each other. A moment of tense silence passed as they eyed one another warily and tried to assess opponents' weaknesses. They knew that everyone had the same goal – money! Suddenly one of them – a dark figure sitting atop a deathly pale stallion – reached for his winchester and the five men jumped from their horses, guns blazing. Bullets flew through the street breaking windows and scaring citizens away. Only Saloon patrons stayed calm, knowing that even bandits need a place to rest...

Game Overview

WANTED: RICH OR DEAD is a quick card game for 3-5 players who become fugitive gunslingers. Each of them is bent on getting as much cash as possible before local lawmen manage to stop them. They rob different buildings around town, fighting for every dollar with their six-shooters until one proves to be the best and leaves Dodge Town with saddle bags full of riches.

Once all the money available in the town is stolen, the game ends and the gunslinger with the most cash wins!

You'd better be quick or you'll find your way straight to Boot Hill sooner than you'd expect, pardner!

Game Components

30 WANTED CARDS
(6 PER WANTED)



front



back (different
for each Wanted)

5 BUILDING TILES WITH 10 TILE SUPPORTS



STAGECOACH TILE WITH
2 TILE SUPPORTS



5 WANTED PAWNS
(IN 5 COLORS)



15 BELONGING CARDS

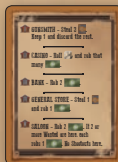


front



back

5 REFERENCE CARDS



front



back

5 WANTED SHEETS



2 CUSTOM DICE



45 CASH TOKENS



Game Setup (5 Players)

Perform the following steps at the beginning of the game:

1. **Create Dodge Town:** Attach 2 tile supports to each Building tile, as shown in the picture. Then place the Buildings on one side of the table so that they form a line in the following order: Gunsmith (I), Casino (II), Bank (III), General Store (IV), Saloon (V). Afterwards, place 2 dice within easy reach of all players.

2. **Create the Stash:** Take 45 Cash tokens and form them into a pool. This is the Stash. Place the Stash within easy reach of all players.

3. **Create the Belongings Deck:** Take all Belongings cards, shuffle them thoroughly and place them face-down in one deck within easy reach of all players.

4. **Prepare the Wanted:** Randomly deal 1 face-down Wanted sheet to each player. Each player flips their sheet and takes into their hand the 6 Wanted cards corresponding to their character, as well as a pawn of the color indicated by their sheet. Additionally, each player takes 1 reference card and places it in front of them.

You're ready to get rich!

Building Tiles Assembly



Important: See page 7 for a 4-player and a 3-player setup.

Important: Return the Stagecoach tile and its supports to the box - they are not used in 5-player games.

Setup Example (5 Players)



Wanted Card Overview



1. **Move Effect:** This section shows a Building that a Wanted will move to and try to rob. It also features a Building number and its effect. There are two important terms that you should consider when moving:

a) **Rob:** If an effect tells you to rob, take the indicated number of Cash tokens from the Stash and place them on your Wanted sheet or on your Belonging cards (see Handling Cash on page 6 for details).

b) **Steal:** If an effect tells you to steal, draw that many Belonging cards from the deck, keeping some of them and discarding the rest (see Handling Cards and Belonging Card Overview on page 6 for details).

2. **Shootout Effect:** This section features the effect a given card has during a Shootout. It usually tells you how many Bullets (🔫) you have - the more, the better (see Shootouts to the right for details).

3. **Card Back:** It features the artwork of the Wanted to whom a given card belongs.

to the Building tile they chose. Players keep all Wanted cards they played face-up in front of them so that they are clearly visible.

2. **Resolve Shootouts and Robberies:** Starting from the Gunsmith (I) players resolve actions of their Wanted according to the Building order (indicated by the numbers on the Building tiles):

- If there is no Wanted pawn next to a Building, that Building is skipped.
- If there is 1 Wanted pawn next to a Building, a Robbery takes place - its controlling player resolves the Building effect from the Wanted card they used to move.
- If 2 or more Wanted pawns are next to the same Building, a Shootout (see below) must be resolved. Then the winner of the Shootout resolves a Robbery.

Important: No Shootouts are ever resolved in the Saloon (V). All Wanted present there resolve the Saloon's effect.

Important: You cannot move to the Building where your Wanted pawn is currently placed (i.e. left after the previous turn).

After players finish resolving actions next to the Saloon (V), a new turn of the game starts with each player choosing a new Wanted card to move.

Shootouts

Whenever at least 2 Wanted are in the same Building, a Shootout occurs. Any number of Wanted can participate in one Shootout, but there will always be only 1 winner. All Wanted you are facing in a Shootout are called **OPPONENTS**. A Shootout is resolved in the following way:

1. **Choose Cards:** Each player secretly chooses a single Wanted card from their hand, looking at its lower section - it shows how many Bullets a given card provides during a Shootout. Then players place their cards face-down in front of them. When they are ready, they simultaneously reveal their cards.



Playing the Game

Each turn players perform the following steps:

1. **Move the Wanted:** Each player secretly chooses a Wanted card from their hand, looking at its upper section - this is the Building their Wanted will try to rob this turn. Then players place the chosen cards face-down in front of them. When ready, they simultaneously reveal the cards and place their Wanted pawns next

2. **Count Bullets:** Players start by resolving effects of their Wanted card - they make rolls or use some special abilities. Then they add the current bonus from their Wanted sheet (shown in the Bag section). They may also use any Belonging cards that affect Shootouts, usually by adding Bullets (e.g. “Winchester” or “Custom Bullets”). Once the Bullet total for all Shootout participants is determined, players place their used cards face-up along with their Wanted cards played before.

3. **Determine Winner:** The Wanted with the most Bullets wins the Shootout. Only the winner can rob a Building where the Shootout occurred and resolve its effect (shown on the Wanted card used to move) - all losing players do nothing. Additionally, there are some Belonging cards that must be given to the winner of the Shootout (as indicated in their text) along with any Cash tokens placed on them.

If there is a tie, all tying players must repeat steps 1 and 2 until one of them wins the Shootout (placing their Wanted cards along with the other used cards).

Important: The Number of Bullets cannot be lower than 0.

When resolving Wanted cards, always make any dice rolls first, before making any decisions connected with card abilities.

Special Bullet bonuses from sheets and cards are based on the state of the game at the beginning of a Shootout (e.g. if a better bonus is revealed on a Wanted sheet during a Shootout, it will not affect the Shootout).

Ending the Game

The game ends immediately when the Stash is empty (i.e. a player robs the last Cash token from the Stash so that there are no more Cash tokens available) even if not all Wanted get a chance to rob their Building or resolve Shootouts (that is why the Building order is so important). The winner is the player with the most Cash tokens at the end of the game.

In case of a tie, whoever has the most Cash tokens and Belonging cards wins. If there is still a tie, the final Shootout between the tying players is resolved (regardless of their Buildings) - whoever wins that Shootout **IMMEDIATELY BECOMES THE WINNER OF THE GAME**, no matter how many Cash tokens or Belonging cards they have at the end of the final Shootout.

Wanted Sheet Overview



1. **Name.**

2. **Color Indicator:** Background color indicates which Wanted pawn a player uses.

3. **Belongings Limit:** The number of studs attached to the belt indicates how many Belonging cards a given Wanted can keep face-up next to their sheet (see Handling Cards on page 6 for details).

4. **Bag:** This section shows how many Cash tokens a given Wanted can carry. Each Cash space can hold only 1 Cash token. Whenever tokens are gained, they should be placed starting from the upper-left corner of the Bag and going to the right. Some Cash spaces feature a **BULLET BONUS** - it should be added to the Bullet total of a given Wanted during each Shootout. While a Cash space with a bonus is covered with a Cash token, it does not provide the bonus.

Important: Bullet bonuses from Cash spaces are not cumulative - only the highest available bonus should be added during Shootouts.

Other Rules

Handling Cards

There are two types of cards in the game. Below you can find the rules on how to use them.

Wanted Cards

Wanted cards are played simultaneously, face-down, and then revealed when all players moving their Wanted or participating in a Shootout are ready.

After a player resolves their Wanted card (whether to move or during a Shootout), they keep it face-up in front of them, in one row or column on the table, so that all players can clearly see which cards have already been used.

Immediately after the last Wanted card is played from a player's hand, the player returns to their hand all Wanted cards placed in

front of them on the table except for the last card just played.

Wanted cards can never be lost or depleted in any way - they keep returning to their owner's hand.

Belonging Cards

Whenever a player gains a Belonging card and chooses to keep it, they place it face-up next to their Wanted sheet. No player can keep more Belonging cards than their Wanted's Belongings Limit (the number of studs attached to their belt) - if a player gains a Belonging card (either by stealing it, by using a Building or after winning a Shootout) while having the maximum number of cards, they must choose which Belonging cards to keep. All excess cards must be discarded.

Whenever a player discards a Belonging card for some reason, they place it face-up next to the Belongings deck - this is the discard pile. Players can freely look through the cards in the discard pile. When the Belongings deck is depleted (i.e. the last card is drawn), its discard pile should be immediately shuffled and a new Belongings deck should be placed face-down within easy reach of all players.

Handling Cash

Whenever a player gains a Cash token, they must place it either on an empty Cash space of their Bag featured on their Wanted sheet (starting from its upper-left corner and going to the right) or on a Belonging card placed next to their Wanted sheet - but only if that card features Cash icons and there is still space left on it (i.e. the number of Cash tokens already on the card is less than the number of Cash icon(s) on that card). If a player has no empty Cash spaces left, they must remove any gained Cash tokens from the game (they are not returned to the Stash). Once placed, Cash tokens cannot be transferred between a Wanted sheet and Belonging cards.

If a player discards Cash tokens on purpose (e.g. when using a card effect), such tokens are removed from the game - they should be returned to the box. The same thing happens if a Belonging card with any Cash tokens must be discarded.

Additionally, if a player must pass a Belonging card to another player, the card is passed along with all Cash tokens placed on it (if any).

Important: Cash tokens on your Wanted sheet cannot be taken, stolen or discarded unless some game effect specifically states otherwise.

Belonging Card Overview



1. Name.

2. Cash Icons: These icons show how many Cash tokens can be placed on a given Belonging card. Cards with such icons increase the amount of Cash tokens a Wanted can carry, but if a card is lost for any reason, all Cash tokens are lost with it (see Handling Cash to the right).

3. Card Effect: The text written here explains how the card affects the game and when to use it. Players should remember that many cards can be lost in favor of the winner when they lose a Shootout and that some cards are one-use only and must be discarded afterwards.

4-Player Games

When playing with 4 players, the following rules must be changed:

- **Game Setup (steps 1, 2 and 4):**

1. **Create Dodge Town:** After you are done placing the Building tiles as normal, assemble the Stagecoach tile by attaching its supports and place the Stagecoach next to the space near the edges of the Gunsmith (I) tile and the Casino (II) tile.

2. **Create the Stash:** Take only 35 Cash tokens to form the Stash and return the rest into the box - they will not be used in this game.

4. **Prepare the Wanted:** After dealing Wanted sheets, cards and pawns to all players, return all remaining Wanted game components (their sheet, pawn and cards) into the box - they will not be used in this game.

Playing the Game: The game is played normally except for one thing - **THE STAGECOACH**. Each turn, after all players have chosen their Wanted card to move, but before revealing it, one player rolls 1 die. Then that player moves the Stagecoach the to the right the number of spaces between Building tiles equal to the result, i.e. if the Stagecoach was placed between the Gunsmith (I) and the Casino (II) and the roll was “2 Bullets”, the Stagecoach would be moved to the space between the Bank (III) and the General Store (IV).

Important: When moving the Stagecoach, count only the actual spaces between Building tiles. Once the Stagecoach reaches the last space i.e. the one between the General Store (IV) and the Saloon (V) and it should be moved further, it “jumps back” to the space between the Gunsmith (I) and the Casino (II).

The Buildings sharing the space where the Stagecoach is currently placed are **CONNECTED**. Connected Buildings are considered one Building for the purpose of resolving Shootouts (i.e. all Wanted who chose to move to one of the connected Buildings must fast-draw for the right to rob it). However, once the winner of the Shootout is determined, they use only the effect of the Building from the Wanted card they used to move - not both Buildings.

Important: When the General Store (IV) is connected with the Saloon (V), the Saloon’s special ability affects also the General Store (IV). Therefore, as long as the Stagecoach stays between those 2 Buildings, no Shootouts are resolved in either. As a result, if 2 or more Wanted are entitled to use the General Store, they use it according to normal rules one after another.

3-Player Games

When playing with 3 players, follow the rules for 4-player games, with the following exception: create the Stash using only 25 Cash tokens.

Setup Example (4 Players)



Turn Example

5 players are about to rob Dodge Town. This is the 1st turn of the game. Each of them chooses 1 Wanted card from their hand and places it face-down. Then they reveal the cards simultaneously: Ramírez and McCoy go to the Gunsmith (I), Johnson and "Bull" to the Bank (III) and Carson to the General Store (IV). All players keep the cards face-up in front of them and place their pawns in front of the chosen Building tiles.

Now, the players resolve Buildings according to their numbers:

Gunsmith (I): Ramírez and McCoy are there, so a Shootout starts. They both choose cards to shoot with, placing them face-down, then reveal them. Ramírez uses the "Saloon" card (a die roll + 2) and McCoy uses the "Casino" card (a die roll + 1 for each card in his hand - he has 4 cards in his hand now). They both roll 1 die simultaneously. Ramírez gets "2", so he has 4 Bullets altogether. McCoy gets "1", but with "+4" he has 5 Bullets. Finally, they both add a +2 Bullet bonus from their Wanted sheets, ending with 6 and 7 Bullet total, respectively. This means that McCoy wins! He uses the Gunsmith (I) and ends up with the "Bandanna" - he places the card next to his Wanted sheet. Ramírez gets nothing - tough luck!

Casino (II): It is empty, so skip it.

Bank (III): "Bull" and Johnson are there, so a Shootout starts. They both choose cards to shoot with, placing them face-down, then reveal them. "Bull" uses the "Casino" card (5 Bullets) and Johnson uses the "Gunsmith" card (2 die rolls whose sum should be less than each opponent's Bullet total). Only Johnson rolls using 2 dice. He gets "1" and "2", so he has a sum of 3. It is less than 7 Bullets (5 from the card and 2 from the sheet) shot by "Bull", so he wins - this time a high Bullet total worked against "Bull". As the winner Johnson robs \$2, placing the Cash tokens in the top row of his Bag. "Bull" gets nothing.

General Store (IV): Carson is there alone, so he simply uses the Building - steals 1 Belonging card (the "Pepperbox") placing it next to his Wanted sheet and robs \$1, placing it in the upper-left space of his Bag - thus covering the first Bullet bonus.

Saloon (V): It is empty, so skip it.

The turn ends now and the players can start another one - there are still \$42 in the Stash!

Game Icons

Below you can find all icons that commonly appear on the game components:



Cash Token



Number of Bullets



Belonging Card



Die Roll



Building Tile (numbered I - V)

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Wanted: Rich or Dead game components

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