3000 SCOUNDRELS

SCOUNDRELS

Rulebook

UNEXPECTED Games
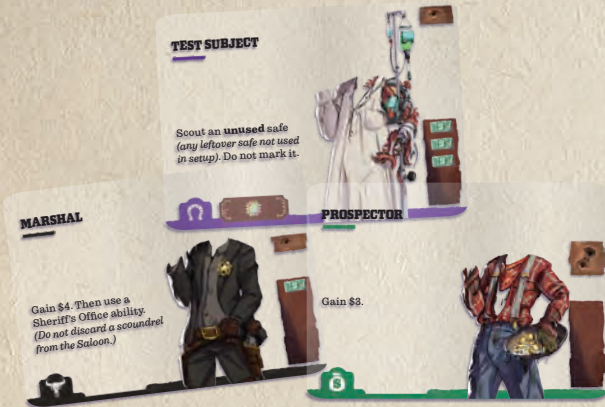
LEARN TO PLAY WITH
WATCH IT PLAYED!

COMPONENT LIST

50 Trait Cards
(10 red II, 40 blue I)

60 Clear Job Cards
(22 black, 22 purple, 16 green)

28 Poker Cards

8 Strategy Cards

1 Game Board

4 Leader Sheets

66 Card Sleeves
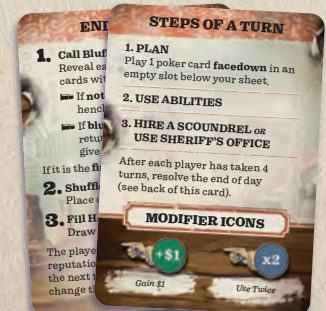*(22 black, 22 purple, 16 green
+2 spares per color)*

28 Marks

18 Safe Cards

38 Dollar Tokens
($1 x30, $5 x8)

4 Reputation Tokens

12 Henchmen Tokens

4 Reference Cards

INVENTIONS FROM THE FUTURE?

The Traveler's strange gadgets are shrouded in just as much mystery as the man himself. How do they work and where do they come from? When the Traveler disappeared last week, it seemed that we might never learn the truth.

But we were wrong.

Amazing though it seems, Doc Zimmer now claims to have evidence that the Traveler came here from the far-flung future. She requests that anyone with Traveler paraphernalia seek her out so she can replicate these gadgets and continue his work.

IS THE TRAVELER TRULY GONE?

In the last five years, the Traveler brought sweeping change to our small frontier town. Now that he is gone, we are left with many questions and very few answers.

Where did the he go? Was he really from the future? Did he return to his own time, or did a more sinister fate befall him?

One rumor claims that he is in hiding, waiting for the perfect ... to return to us.

PRICE OF GOLD PLUMMETS

The Four-Nine investment group has seemingly ... the old gold ...

It is unclear what led them to make this decision, but it may have something to do with the recent disappearance of the ...

AUGMENTATION: HERE TO STAY?

Many people remain skeptical ... ...ching machines to their ...

OVERVIEW

Each player is the leader of a faction seeking technology left behind by a mysterious visitor known as the Traveler. The feds will be here in a few days, so grab as much technology as you can before they arrive.

At the end of the game, the player with the most tech wins and will determine the fate of the American Frontier!

KEY CONCEPT: POKER CARDS

"No dead man ever made a good plan." – Preston Cain

Each player has a deck of seven poker cards (0, A, 2, 3, 4, 5, 6). These cards represent your schemes to acquire the Traveler's tech.

On your turn, you play one poker card **facedown** in **any** slot below your leader sheet.

If you play it in a slot that does not match the card's number, this is a bluff and comes with some risks (explained later).

A Poker Card

After playing your card, you can use abilities **matching the slot number** (regardless of what number you actually played). This includes abilities printed on your leader sheet and from scoundrels you have hired (explained later).

After you play a card in your "3" slot, you can use this ability to gain $3.

You can always look at the cards in your hand and any cards you have played. You cannot look at cards in decks, nor can you look at an opponent's hand or their facedown cards.

KEY CONCEPT: SCOUNDRELS

"Follow us and serve a higher purpose." – Doc Zimmer

To win the game, you will need to hire scoundrels and utilize their unique abilities.

Each scoundrel consists of three parts: a clear plastic job card, a trait card, and a card sleeve. At the start of the game, each job card is placed in a card sleeve matching its color, while trait cards are unsleeved.

To create a scoundrel, slide a trait card into the sleeve **behind** the job card.


Trait   *Job (in sleeve)*

There are 3,000 possible scoundrels, making each game a unique experience!

1. **Name**

2. **Timing:** When you can use this scoundrel.

3. **Ability:** The effect of using this scoundrel.

4. **Cost:** The green dollar icons show the cost to hire this scoundrel. Some scoundrels have no dollar icons and can be hired for free.

5. **Bullet Holes:** Some job cards have bullet holes, which might cover dollar icons on the trait card. Covered icons do not count toward the cost.

6. **Tech Icon:** Some scoundrels are augmented with technology. At the end of the game, you gain one tech for each tech icon on your scoundrels.

7. **Type:** Shown by a color and icon. This tells you what sleeve color to use and when the card will appear (early 🔒, mid 🎩, or late 🐂 game).

Note: Each clear job card has a protective film on it to prevent scratches during production. You can remove the film or leave it on.

KEY CONCEPT: SAFES

"There's more riches inside those metal boxes than every gold mine in the West!" – Milton Goff

When the Traveler vanished, he left his technological wonders behind. These prized possessions are rumored to be hidden in storage at the Depot, among his personal Estate, and within his secretive Laboratory.

Each safe that you steal is worth tech at the end of the game (ranging in value from 2 to 7). Safes start the game facedown on the game board, and you will not know their tech values until you scout or steal them (both explained later).

This safe is worth 5 tech.

Each site shows the possible tech values for safes found there. For example, safes at the Estate have tech values of 2, 3, 3, 4, 5, or 6.

Many abilities allow you to steal safes (explained later). Your goal is to steal the highest value safes possible before the end of the game.

SETUP

1. **Open Game Board:** Place the game board in the center of the table and place all money near it (this is the bank).

2. **Create Job and Trait Decks:** Before your first game, place all clear job cards in sleeves matching their color.

   Separate the trait and job cards by color (type) and shuffle each pile separately.

   Then create **one** trait deck and **one** job deck. Each deck consists of different colored cards stacked on each other. The number of cards used in each game varies based on the number of players.

   The list below is for a short (2-day) game, which is recommended for your first game. For future games with 2−3 players, it is recommended that you use the extended game rules (see page 12).

   Return the unused cards to the game box without looking at them.

	TRAITS	JOBS
2 Players	• 14 blue I (on top) • all red II	• 4 green (5) (on top) • 6 purple ⌒ • all black ⍦
3 Players	• 20 blue I (on top) • all red II	• 6 green (5) (on top) • 8 purple ⌒ • all black ⍦
4 Players	• 26 blue I (on top) • all red II	• 8 green (5) (on top) • 10 purple ⌒ • all black ⍦

3. **Populate the Saloon:** Create three scoundrels and place them in the Saloon.

   To create a scoundrel, combine the top card of the trait deck with the top card of the job deck (already in a sleeve). See "Key Concept: Scoundrels" on page 4 for more details.

4. **Place Safes:** Sort safe cards by color into three decks, and shuffle each deck. Then deal one card **facedown** to each safe space on the game board, matching the site's color (**Depot**, **Estate**, and **Laboratory**).

   You will have one unused safe for each site. Set these cards aside (near the game board) without looking at them. Some abilities may affect these unused safes.

5. **Choose Leaders:** Each player chooses a leader sheet and takes the 7 marks, 3 henchmen tokens, 1 reputation token, and 7 poker cards matching the leader's suit.

   A. Place 1 of your henchmen in jail.

   B. Place your reputation token on the "0✸" space of the reputation track.

   C. Gain $4 from the bank.

   D. Place a reference card near your sheet.

   E. Shuffle your poker deck. Then **draw 4 cards** into your hand, keeping them secret from opponents.

   F. Return your strategy cards to the game box. They are used only with the optional strategy card rules (see page 12).

6. **Determine First Player:** Randomly choose a player to take the first turn of the game.
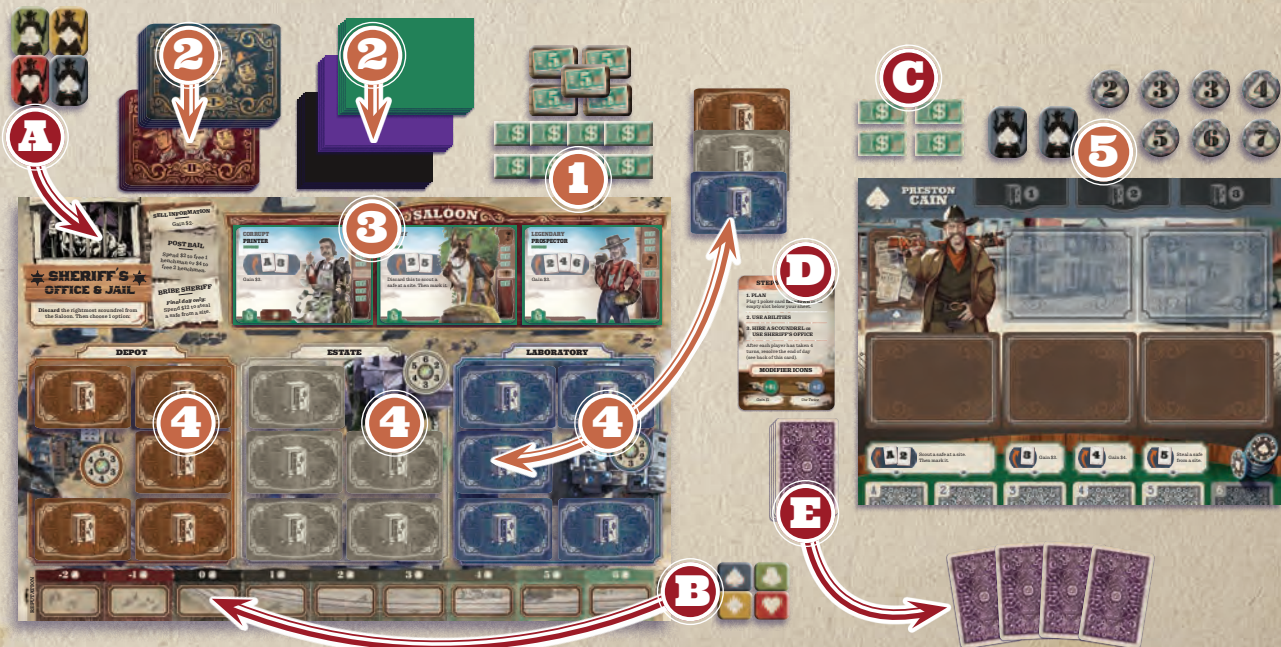
PLAYING THE GAME

"I'd teach you the ropes, but I ain't cravin' a knife in the back." – Lilith Boone

The game is played over two days. During each day, players take turns in clockwise order. On your turn, follow these steps:

1. Plan
2. Use abilities
3. Hire a scoundrel or use the Sheriff's Office

After step 3, the next player in clockwise order takes their turn, starting with step 1.

After each player has taken four turns, the day ends. Resolve the end of day steps to call bluffs and draw new cards (explained later).

The game ends at the end of the final day.

STEP 1: PLAN

In this step, choose one poker card from your hand, place it **facedown in any open slot** below your leader sheet, and say aloud the slot number.

Preston plays a card in his "3" slot, claiming aloud that he played a 3.

Important: You can place a card in a slot **not matching** its number. This is known as bluffing and comes with some risks (see "Suspicion" on the right).

Each slot can have only one card. (If a card in your hand matches an occupied slot, you must bluff and play it in a different slot.)

Strategy Tips: You will probably need to bluff at some point in the game. Bluffing without raising suspicion is essential to playing 3000 Scoundrels well.

Choosing when to bluff is a skill that you will learn the more you play the game. Sometimes the benefits for bluffing are worth the risks of getting caught.

NUMBER 0 AND NUMBER 6

The number 0 card does not match any slot on your sheet. To play it, you **must** bluff, playing it in any slot.

Unlike A–5, the number 6 card does not have a leader sheet ability. You can always play a card in the "6" slot, even if you don't have a "6" ability. The number 6 is the most common number to appear on scoundrels.

SUSPICION

You have three henchmen tokens. They represent loyal minions that you can send to expose your opponent's lies.

A Henchman

If you think an opponent is bluffing during their turn, you can place one of your henchmen on their poker card. You can do this at **any time** during their turn. You can do it immediately after they play their poker card, or you can wait to see what they do during step 2 or 3 of their turn.

You can place a henchman on a card only during **the same turn** that card was played.

At the end of the day, each card with one or more henchmen is automatically revealed. If you catch an opponent's bluff, you gain a reward and get your henchman back (both concepts are explained later).

Strategy Tip: Catching bluffs is a learned skill, but there are certain things to keep an eye on. Is your opponent playing a certain card more frequently than expected? Did they play the same card on the previous day?

HENCHMEN CLARIFICATIONS:

- Each player can have a maximum of one henchman on each card.
- You cannot use henchmen that are in jail or on cards.
- Henchmen remain on cards until they are called at the end of the day.
- You cannot place henchmen on your own cards.

STEP 2: USE ABILITIES

In this step, use any of your scoundrel and leader abilities that match the slot you just played a poker card into (**even if you were bluffing**).

When you have multiple abilities matching the slot number, you choose the order in which they are used. You could use a scoundrel ability first and then the leader ability, or even choose to use one and not the other.

Spend $3 to gain 1 reputation.

Gain $3.

After you play a card in the "3" slot, you choose which ability to use first.

Common abilities include scouting safes, stealing safes, and gaining money and reputation. These are explained later.

Important: Each ability can be used only **once** each turn.

If a scoundrel has multiple poker card icons, it can be used each time you play a card in any matching slot.

Some scoundrels do not have poker card icons. These are explained on page 11.

Using abilities is optional, but if you choose to use an ability, you must use as much of it as possible. Abilities with the word "may" indicate that part of the ability is optional.

Scoundrels cannot interrupt an ability being used. Always fully resolve one scoundrel before using the next. If two scoundrels could be used at the same time, you choose the order and resolve them one at a time.

STEP 3: HIRE A SCOUNDREL OR USE SHERIFF'S OFFICE

After using abilities, you must either hire a scoundrel from the Saloon or use the Sheriff's Office.

HIRING A SCOUNDREL

To hire a scoundrel, choose one of the three scoundrels in the Saloon, spend money equal to its cost, and place it in one of the five spaces on your leader sheet.
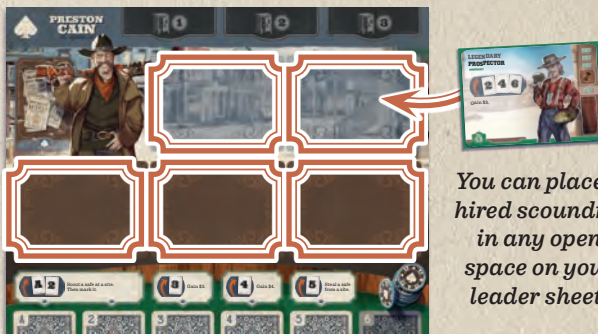
You can place a hired scoundrel in any open space on your leader sheet.

After hiring a scoundrel from the Saloon, immediately refill the Saloon (explained on the right).

Each time you hire a scoundrel, you can reorganize the scoundrels on your sheet (move them to different spaces). This is the **only time** you can reorganize the scoundrels on your sheet.

If you hire a scoundrel and have no open spaces on your sheet, discard one scoundrel from your sheet to make room (or discard the scoundrel you just hired). This is the **only time** you can voluntarily discard a scoundrel.

REFILLING THE SALOON

After hiring or discarding a scoundrel, immediately refill the Saloon. First shift all scoundrels one space **to the right** to fill empty spaces.

Then create a new scoundrel and place it in the **leftmost** space of the Saloon.

SHERIFF'S OFFICE

If you choose not to hire a scoundrel (or you don't have enough money to hire one), you **must** use the Sheriff's Office. These rules are summarized on the game board and explained here.

To use the Sheriff's Office, first discard the scoundrel in the rightmost space of the Saloon. Place it in a faceup discard pile to the right of the Saloon. Then refill the Saloon as explained above.

After creating the new scoundrel, choose one option:

- 📖 **Sell Information:** Gain $2.

- 📖 **Post Bail:** Spend $2 to free a henchman, or spend $4 to free two henchmen (explained below). You can free henchmen belonging to any player.

- 📖 **Bribe Sheriff:** If it is the final day of the game, spend $12 to steal any safe from any site. Stealing safes are explained on page 9.

  During a short game, the 2nd day is the final day. If using the extended game rules, the 3rd day is the final day.

FREEING HENCHMEN

Some effects send your henchmen to jail! You cannot use these henchmen.

When an ability frees one of your henchmen, retrieve one of your henchmen **from jail** and place it in your supply (next to your leader sheet). This henchman is now available to be used as normal.

END OF DAY

After each player has taken four turns, resolve the end of day as follows:

1. Call Bluffs: Each player, one at a time in turn order, reveals their poker cards that have one or more henchmen on them.

Each henchman on a card that is **not a bluff** is sent to jail.

This plan was not a bluff, so the henchman is sent to jail.

Each revealed card **not matching** its slot is a caught bluff and has the following effects:

- Each player gains 1 reputation for each bluff they have a henchman on. Then return these henchmen to their owners.

- Each player loses 1 reputation for each of their bluffs that was caught.

After calling all bluffs during the final day, the game ends and players determine a winner. Otherwise, proceed to step 2.

2. Shuffle Played Poker Cards: Players shuffle the poker cards they played this day and place them on the **bottom** of their decks.

Important: Do not shuffle your played cards into your deck. It is **crucial** that these cards are placed on the bottom of the deck (so the other cards in the deck are drawn first).

3. Fill Hands: Players draw cards until they have four cards in hand. Most often, players will draw four cards, but they draw fewer if they have cards in their hand due to an ability.

Then begin a new day, starting with step 1: Plan. The player with the highest reputation chooses who takes the first turn of the day.

If players are tied for the highest reputation, do not change the turn order. Follow the same order as today (start with the player to the left of the player who took the last turn).

END OF DAY CLARIFICATIONS:

- If more than one of your bluffs are called, you lose 1 reputation for each caught bluff (regardless of how many henchmen were placed on each card).

- Cards that do not have a henchman token are **not** revealed during the end of day. Keep them facedown and do not show them to opponents.

- The only penalty for placing a henchman on a card that is not a bluff is that your henchman is sent to jail. Players do not gain or lose reputation.

- Some scoundrel abilities are used during the end of day. This is not part of any player's turn, and they can be used only **once** during the end of day.

- Scoundrel abilities used during the end of day **cannot** affect played poker cards or henchmen on cards. For example, you cannot place henchmen on cards during the end of day.

- If multiple players wish to use abilities at the same time during the end of day, the player who most recently took a turn decides the order.

REPUTATION

Reputation represents what the townsfolk think of you. The higher your reputation, the more they are willing to share their personal knowledge and technology with you.

Each player has a token on the reputation track. If an effect causes you to gain or lose reputation, move your token the number of spaces specified. Any number of tokens can occupy the same space.

The most common way to gain reputation is by successfully calling bluffs. Some scoundrel abilities can also cause you to gain or lose reputation.

Reputation has a few important effects:

- Each space of the reputation track has a positive or negative tech value. At the end of the game, add the tech value shown in your space to your score.

- At the end of each day, the player with the highest reputation chooses who takes the next turn of the game.

Gaining 1 reputation

SCOUTING SAFES

In order to win the game, you'll need to find high value safes and steal them.

Many abilities, including the "A/2" leader sheet ability, allow you to scout a safe.

Scout a safe at a site. Then mark it.
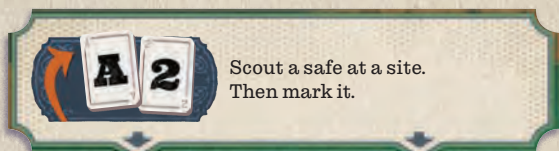
The "A/2" leader sheet ability.

To scout a safe, choose a safe card and secretly look at its face without showing opponents. Then you **must** place one of your marks on it.

A Mark

Marks have different numbers on each side (2/3, 4/5, 6/7). When you mark a safe, place your mark on it with the desired number faceup.

If you place a mark with a number matching the safe's value, it will be worth one extra tech to **anyone** who steals it. Alternatively, you can place a false number to try and mislead your opponents.

Important: You can look at safes you have a mark on at any time (even if they have been stolen by an opponent). You **cannot** look at safes you haven't marked or stolen.

There is no limit to the number of marks each player can have on a safe. You can even scout and mark a safe that you have already marked.

STEALING SAFES

Many abilities, including the "5" leader sheet ability, allow you to steal a safe from a site.

Steal a safe from a site.
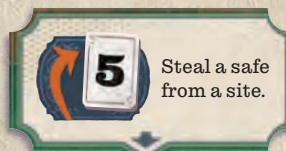
The "5" leader sheet ability.

When you steal a safe, take that card from the game board and place it facedown at the top of your leader sheet. **Keep all tokens on it** (regardless of owner). Marks on your safes may be worth tech at the end of the game.

*Stolen safes are placed at the top of your leader sheet.*

You can steal any safe from any site, unless specified otherwise.

Sometimes you will want to steal a safe that you have scouted (because you know its value), while other times you may steal a safe you have not scouted (because you are hoping to find a higher value safe, or because you don't have a choice).

You can look at your stolen safes at any time.

SAFE LIMIT

You cannot have more safes than the current day. For example, if it is the second day, you cannot have more than two stolen safes.

Day 1   Day 2   Day 3
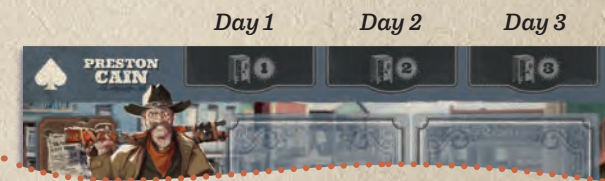
If you steal a safe that puts you over this limit, secretly look at that safe and then choose which safes to keep.

The safe that you do not keep is abandoned; place it facedown at its matching site. Be sure to keep all tokens on it. Players can scout and steal this safe as normal.

WINNING THE GAME

"It's mine now, so you best do what I say!" – Preston Cain

During the final night (the 2nd night during a short game), the feds arrive and seize the Traveler's remaining possessions. Any safes you have stolen remain yours and can help you win the game.

Determine the winner as follows:

1. **Reveal Safes:** Reveal your safes and add up their tech values.

2. **Mark Bonus:** For **each mark** (including opponents' marks) on your safes that **matches** the safe's value, add 1 tech to your score.

There is no limit to how much you can gain from this bonus.

3. **Reputation Bonus:** Based on your current space on the reputation track, add or subtract tech from your score.

4. **Scoundrels:** For each tech icon (⊞) on your scoundrels, add 1 tech to your score.
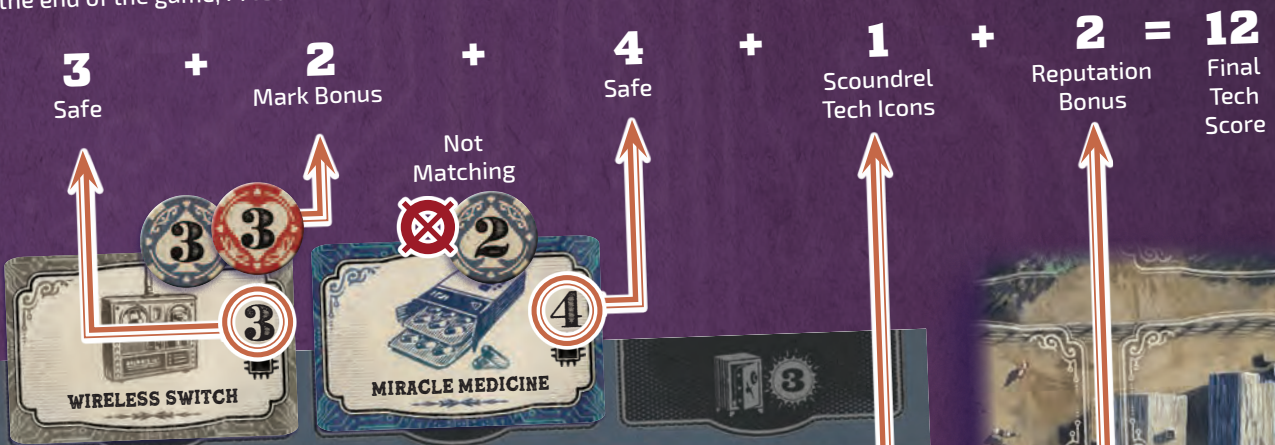
The player with the highest tech score wins! With the Traveler's technology at their disposal, they have the power to shape the destiny of Graystone Gulch, and the West itself.

In the case of a tie, the tied player with the **most money** wins. If there is still a tie, the tied player who took the most recent turn wins.

After the game ends, we recommend removing all trait cards from the card sleeves (leaving the job cards), so that you are ready to play next time.

ENDGAME SCORING EXAMPLE

At the end of the game, Preston Cain flips his safes faceup and calculates his tech score as follows.

3 Safe + **2** Mark Bonus + **4** Safe + **1** Scoundrel Tech Icons + **2** Reputation Bonus = **12** Final Tech Score

Not Matching

WIRELESS SWITCH — 3

MIRACLE MEDICINE — 4

FILTHY DOG
2 5
Discard this to scout a safe at a site. Then mark it.

CYBERNETIC OUTLAW
A 2
Spend $2 to steal a safe from a site.

ELDERLY BANKER
Start of your turn
Use, then discard.
Gain $4.

HELPFUL PROSPECTOR
Gain $3.

SCOUNDREL ABILITIES

"Don't settle for human limitations." – Doc Zimmer

Scoundrels have a wide range of abilities. This section describes additional timing rules and complex abilities you may encounter.

If there is a conflict between a card ability and the rulebook, the card overrides the rules. If you have a question about a specific card, refer to the card glossary starting on page 13.

MODIFIER ICONS

Some traits have modifier icons on them. These have special effects when used by a poker card:

Bonus Money: Gain $1 before using this scoundrel's ability.

Use Twice: When you use this scoundrel, use its ability twice. For clarifications, see "Stunning (trait)" on page 15.

SPECIAL TIMING

Some scoundrels do not have poker card icons on them. These are explained below:

RESPONSE

Some scoundrels have white arrows instead of a poker card icon. These scoundrels are used immediately **after** you use an adjacent scoundrel on your sheet connected to this arrow.

A Response Arrow

FILTHY DOG
2 5
Discard this to scout a safe at a site. Then mark it.

HELPFUL PROSPECTOR
Gain $3.

For example, the "Helpful Prospector" can be used after you use the ability of the scoundrel immediately to its left, in this case, the "Filthy Dog."

For clarifications, see "Anxious (trait)" on page 13.

TIMING TEXT

Some scoundrels have text instead of a poker card icon. The text tells you when to use the scoundrel.

After you gain reputation

Timing Text on a Scoundrel

These cards can be used during any player's turn when applicable (even outside of step 2 of the turn).

For example, a scoundrel that is used "After you gain reputation" can be used immediately after you gain reputation on your turn, on an opponent's turn, or during the end of day. Remember that you can only use each ability once during each player's turn and once during each end of day.

Start of your turn: Some scoundrels are used at the "Start of your turn." Their abilities are used immediately before you play a card on your turn. Like other scoundrels, you can choose not to use them.

When hired: Some scoundrels are used "When hired." Their abilities are used **as soon as you hire them**. These scoundrels are never placed on your sheet and are **always** discarded after hiring them (even if you choose not to use the ability).

USE ANOTHER SCOUNDREL

Some scoundrels allow you to use another scoundrel on your sheet, in the Saloon, or on top of the discard pile.

To use another scoundrel, ignore all parts of the card that tell you **when** to use the scoundrel and resolve all other text (do not resolve modifier icons). For example, you must still follow an effect that says "To use, send 1 of your henchmen to jail."

If another scoundrel, allows you to use this, ignore the timing.

Gain $4, then discard the Elderly Banker.

ELDERLY BANKER
Start of your turn
Use, then discard.
Gain $4.

For more information, see "Horse (job)" on page 14.

SCOUTING OTHER CARDS

Some abilities allow you to scout a poker card. This simply means that you **secretly look at the card** without showing your opponents. You then return it facedown to its **original location** unless specified otherwise.

Do not place a mark on the card. For rules on scouting and marking safes, see page 9.

COMPONENT LIMITATIONS

Use these rules if you run out of cards or tokens:

- 🚩 Money is unlimited. If you run out, use a suitable substitute such as a coin.

- 🚩 Each player has three henchmen. If all of your henchmen are on cards or in jail, you cannot use henchmen for any reason until you free one.

- 🚩 Each player has seven marks. If you do not have any marks of the number you wish to use when marking a safe, **you must use a different number**.

  If **all** of your marks are on safes, choose to either not mark the safe or move one of your marks from a different safe. **You cannot move a mark from an opponent's safe**.

- 🚩 If the trait or job deck runs out, no more scoundrels will be created for the rest of the game.

- 🚩 If your poker deck runs out, you cannot draw any more cards. A new deck will be created at the end of the day.

- 🚩 If there are zero safes at a site, safes cannot be stolen, scouted, or marked at that site.

COMMUNICATION AND LYING

3000 Scoundrels is a game about bluffing and misleading other players. Therefore, you are free to share or lie about any information that you've seen. For example, after you steal a safe that has a value of 7, you can say nothing, publicly tell the truth about it, or claim it has a different value.

You cannot show hidden information to prove that you were telling the truth. For example, you cannot show your stolen safes to opponents, nor reveal your poker cards unless an ability allows it.

Although deception is encouraged, you must still follow all rules. For example, if one of your cards is called, you must reveal it and suffer any consequences.

Players are allowed to make deals with each other, but future promises are non-binding and can be broken. For example, if someone is going to steal your money, you can try to convince them not to by promising to never steal from them. On a future turn you could change your mind and steal from them. You **cannot** trade physical components with opponents (such as money or cards).

STOP!

You know everything you need to start playing the game. The rest of this rulebook is optional rules and clarifications. If you have questions about a card during the game, refer to the card glossary starting on page 13.

OPTIONAL RULES

Experienced players can use these rules to add more depth and strategy to the game.

EXTENDED GAME

This option allows players to play a 3-day game, which makes the game longer and more strategic. After playing your first game, it is recommended that you use this option (especially with 2 or 3 players).

When playing the extended game, use this chart to set up the trait and job decks:

	TRAITS	JOBS
2 Players	• 20 blue I (on top) • all red II	• 6 green ⚷ (on top) • 10 purple ⌓ • all black ⛨
3 Players	• 30 blue I (on top) • all red II	• 8 green ⚷ (on top) • 14 purple ⌓ • all black ⛨
4 Players	• all blue I (on top) • all red II	• 12 green ⚷ (on top) • 18 purple ⌓ • all black ⛨

STRATEGY CARDS

With this option, each leader has two unique strategy cards to choose from. **During step 5F of setup**, each player secretly chooses one of their strategy cards and places it facedown on their leader sheet. Once all players have chosen, flip all strategy cards faceup and return the unchosen cards to the game box.

Placing a strategy card on your sheet.

Players can use their strategy card as explained on the card. Using these abilities is optional, and they cannot interrupt other abilities. Each strategy card can only be used once during each player's turn.

Strategy cards are **not** scoundrels and are immune to abilities and cards that refer to scoundrels. For example, using a strategy card **does not** allow you to use response scoundrels connected to it.

Other abilities may be used after using the ability where applicable. For example, if a strategy card lets you scout a safe, you could then use a scoundrel that is used "After you scout a safe."

CARD GLOSSARY

With 3,000 different scoundrels, some combinations may lead to strange situations. If you have a question about a scoundrel or strategy card, consult this section.

This section is in alphabetical order so you can easily look up the job, trait, or strategy card in question.

- **Abomination (job)**
  - » Place the card back on top of the deck before deciding if you want to shuffle the deck.

- **Annoying (trait)**
  - » If you hire a response scoundrel and place it connected to the Annoying scoundrel, you can then use the response scoundrel after using the Annoying scoundrel.

- **Anxious (trait)**
  - » You cannot use this scoundrel if you choose not to use the scoundrel connected to it.
  - » You can only use this scoundrel if you use the ability of the scoundrel connected to it. For example, if the other scoundrel's ability says "Spend $3 to steal a safe," but you don't have any money, you **cannot** use the ability and cannot use connected response scoundrels.
    - * If part of a scoundrel's ability is optional (uses the word "may"), you can use a connected scoundrel even if you choose not to use the optional part.
  - » If a scoundrel ability hires a response scoundrel, and you place it on your sheet so that it connects to the scoundrel that hired it, you may immediately use the response scoundrel.
  - » For more information, see "Response" on page 11.

- **Automaton (job)**
  - » There is no limit to the number of cards you can have in your hand.
  - » If you have zero cards in your deck, you cannot draw cards.
  - » If you have cards in your hand at the end of the day, only draw until you have four in your hand.

- **Bank Robber (job)**
  - » You cannot use this ability if all of your henchmen are on cards and/or in jail.

- **Bounty Hunter (job): see Deputy**

- **Brain-Washer (job)**
  - » You may place the henchman on any **facedown** poker card that an opponent has played, even one that was played on a previous turn.
  - » If you do not free a henchman, you cannot use the rest of the ability.
  - » You can free an opponent's henchman and place it on a card (but not on their own card),
  - » You cannot place a player's henchman on a card where they already have a henchman.

- **Candid (trait)**
  - » Place the "0" card faceup next to your leader sheet instead of in a slot.
    - * At the end of the day, shuffle it with the cards being placed on the bottom of your deck.
  - » Players cannot place henchmen on faceup cards.
  - » You are not forced to use your Candid scoundrel. You can instead play your "0" card facedown as a bluff in any slot.
  - » The "0" card is a played card for the purpose of all abilities (such as the Investor).

- **Charming (trait)**
  - » "When hired" scoundrels are never placed on your leader sheet, so you never need to discard a scoundrel from your sheet to hire one of these.
  - » See also "Timing Text" on page 11.

- **Chef (job)**
  - » You cannot use this ability if you have $0. (The Chef needs to buy ingredients!)

- **Con Artist (job)**
  - » If you have -2 reputation, you cannot use this ability.

- **Courier (job): see Doctor**

- **Cruel (trait)**
  - » You cannot use this ability if all of your henchmen are on cards and/or in jail.

- **Daring (trait)**
  - » You can only use each ability once during each player's turn and once per end of day, even if you lose reputation more than once.

- **Deputy (job):**
  - » Before you send an opponent's henchman to jail, they have the option of placing a henchman on the current player's poker card.

- **Doctor (job):**
  - » You must pay the full cost of the scoundrel you are hiring.
  - » If you hire a scoundrel with a response arrow and place it connected to this scoundrel, you can use it after using the Doctor. This does not apply to the Greedy trait, because you gained the money before that scoundrel was on your sheet.
  - » If you hire a scoundrel and your leader sheet is full, you can replace the scoundrel that allowed you to hire the card.
    - * Do not trigger response scoundrels that were connected to the discarded scoundrel.
  - » If the Doctor is used while in the discard pile (for example, by the Gravedigger), it can hire itself.
  - » If the top of the discard pile has a "When hired" ability, you can use the ability (keep the scoundrel on top of the discard pile).
    - * If the Doctor is used twice, you cannot use the same card in the discard pile twice.
  - » See also: Gravedigger
- **Elderly (trait):**
  - » If a scoundrel's ability discards itself, fully use the ability before discarding it.
  - » If you have multiple abilities that can be used at the start of your turn, you choose the order and must fulfill the requirement on the card when you use it. For example, if an Elderly trait gives you money, you can no longer use the Generous trait (which requires you to have $0).
- **Energetic (trait): See Anxious**
- **Gambler (job)**
  - » Shuffle the card back into your deck, even if it is not a "5" or "6."
- **Generous (trait):**
  - » If you choose to use a scoundrel, you must use its full ability (except for parts preceded by the word "may.") You cannot choose **not** to gain money from a scoundrel or the Sheriff's Office so that you can use your Generous scoundrel next turn.
  - » See also: Elderly
- **Gravedigger (job)**
  - » You **can** use a scoundrel in the discard pile that has an ability that discards itself. After using the ability, place it on the bottom of the discard pile as normal. This includes "When hired" abilities that are normally discarded from the Saloon.
  - » If the top card of the discard pile was already used this turn, you **cannot** use it again. For example, if you just used a Cow and it discarded itself, you cannot use it again.
  - » If the Gravedigger is on top of the discard pile, and you are able to use its ability, it has no effect.

- **Greedy (trait)**
  - » This scoundrel can be used when you gain or steal money when using another scoundrel. You **cannot** use it when gaining money from a leader sheet ability or the Sheriff's Office.
- **Helpful (trait): See Anxious**
- **Horse (job)**
  - » When you use another scoundrel that reads "discard this," discard the scoundrel that has this text on it (not the scoundrel that let you use another scoundrel). For example, if the Horse uses a Cow, the Cow scoundrel would be discarded after use.
  - » If the Horse has the Stunning or Reckless trait, it can allow you to use two different scoundrels, not the same scoundrel twice.
  - » When you use another scoundrel, you can use abilities that allow that scoundrel to use another scoundrel (assuming the other scoundrel has not yet been used this turn). For example, you could use your Horse to use your Innkeeper to use a scoundrel in the Saloon.
  - » See also "Use Another Scoundrel" on page 11.
- **Impersonator (job):**
  - » After swapping jobs, do not use the new job (unless the scoundrel is being used a second time – see Stunning).
  - » See also: Tailor
- **Innkeeper (job)**
  - » If the scoundrel in the Saloon would discard itself after use, discard it as normal. Then immediately refill the Saloon.
  - » See also: Horse
- **Inventor (job)**
  - » This allows you to steal a safe that was not placed on the game board at the start of the game. "Unused safes" are the safes not on the game board or on a leader sheet.
  - » You choose a color of safe, then steal it.
  - » Do not scout the unused safe; you can look at it after you steal it.
  - » If this causes you to exceed your safe limit, you must abandon one of your safes. Place that safe at its site, even if you abandon the safe you just stole.
    - * If you abandon a safe and there is no open spaces at its site, place the abandoned safe in the pile of unused safes.
- **Investor (job):**
  - » Count all cards you played this day, **including** the card you just played this turn.
  - » If used during the end of day, you gain $4 even if your cards have already been placed on the bottom of your deck.

- **Journalist (job):**
  - » You can scout your own card.
  - » If used during the end of day, you cannot scout a poker card, but you do gain $3.
- **Lying (trait)**
  - » You use this scoundrel after you mark a safe with a number that **does not** appear on **any safe** at that site (i.e. any number **not** listed for that site on the game board).
- **Mastermind (job)**
  - » Do not scout the safe before marking it.
  - » If you already have a mark on the safe, you can look at it before using this scoundrel.
  - » You can mark a safe that you have already marked.
- **Marshal (job)**
  - » If you use a Sheriff's Office ability with this scoundrel, this does not prevent you from using a Sheriff's Office ability again during step 3 of your turn. You can even use the same Sheriff's Office ability you used this turn.
- **Prisoner (job):**
  - » Each opponent in clockwise order from you decides which option they wish to use.
    - * If all of an opponent's henchmen are already in jail or on cards, they cannot send a henchman to jail and lose 1 reputation.
  - » See also: Deputy
- **Pyro (job)**
  - » All henchmen on the poker card are destroyed. Return them to the game box. They cannot be used by any abilities for the rest of the game, and they cannot be freed.
- **Quick-Drawing (trait): See Charming**
- **Reckless (trait): See Charming and Stunning**
- **Renegade (job)**
  - » You cannot use this scoundrel if no opponent has more stolen safes than you.
- **Selfish (trait)**
  - » Use this immediately after step 3 of your turn ("Hire a Scoundrel or Use Sheriff's Office").
  - » After using this scoundrel, opponents have one last opportunity to place henchmen on your poker card before the next player's turn begins.
- **Stunning (trait)**
  - » This trait allows you to use a scoundrel twice, which breaks the normal limit of using each scoundrel once per turn.
    - * If the scoundrel would be discarded after use, use it twice **before** discarding it.
    - * You can choose to use it just once if you wish.

- * When using a scoundrel twice, fully use it once and then use it again based on the new state of the game.

  For example, if the first time you use it, you swap the job of this scoundrel using the Impersonator, your "second use" uses the new job on the scoundrel.
  - » If the job allows you to use another scoundrel (the Horse, Innkeeper, or Gravedigger), you **cannot** use the same scoundrel twice.
  - » Use the scoundrel twice before using any other scoundrels (including responses).
  - » If a response scoundrel is connected to this scoundrel, the response scoundrel is only used once.
- **Sympathetic (trait) see Anxious**
- **Tailor (job)**
  - » If an ability lets you swap a job or trait with another scoundrel:
    - * "Swap" means that you exchange the two traits/jobs between the two scoundrels.
    - * If part of the scoundrel was used this turn, the entire scoundrel cannot be used again (unless you are allowed to use it twice).
    - * If both the job and trait were not used this turn, the new scoundrel can be used where applicable. For example, if you play a "5" card which allows you to use your Tailor, you could give one of your other scoundrels with a "5" trait a new job and immediately use it.
    - * Swapping jobs or traits is not hiring a scoundrel, and **does not** allow you to rearrange scoundrels on your sheet.
    - * After swapping, resolve response scoundrels connected to the Tailor as normal (based on the scoundrel's new ability).
  - » The tailor cannot replace its own job.
- **Talkative (trait)**
  - » If you gain reputation while you already have 6 reputation, you cannot gain more reputation and cannot use this scoundrel.
  - » You can only use each ability once during each player's turn and once per end of day, even if you gain reputation more than once.
- **Test Subject (job)**
  - » "Unused safes" are the safes not on the game board or on a leader sheet.
  - » See also: Inventor
- **Tireless (trait): See Anxious**
- **Transform Allies (strategy card)**
  - » If you place a "When hired" trait on one of your scoundrels, you are unable to use that scoundrel (you never hire scoundrels on your sheet).
  - » See also: Tailor (job)

QUICK REFERENCE

END OF GAME

The game ends after calling suspicious cards during the final day. Each player determines how much tech they have as follows:

1. **Reveal Safes:** Reveal your safes and add up their tech values.

2. **Mark Bonus:** For **each mark** on your safes that **matches** the safe's value, add 1 tech to your score. Count marks belonging to **all** players.

3. **Reputation Bonus:** Add or subtract tech from your score based on your current space on the reputation track.

4. **Scoundrels:** For each tech icon (⊞) on your scoundrels, add 1 tech to your score.

The player with the highest tech score wins!

Important: In the case of a tie, the tied player with the **most money** wins. If there is still a tie, the tied player who took the most recent turn wins.

FREQUENTLY OVERLOOKED RULES

- Each scoundrel can be used only **once** during each player's turn.

- During step 2 of the end of day, **do not** shuffle your played poker cards into your deck. Instead, shuffle these cards and place them **on the bottom** of your deck.

- If you have more safes than the current day, you must abandon one of your safes (return it to its site). You can abandon the safe you just stole.

- "When hired" abilities are used as soon as you hire the scoundrel. Then discard the scoundrel from the Saloon. These scoundrels are never placed on your leader sheet.

- You can look at your marked or stolen safes at any time.

- When using the Sheriff's Office, discard the rightmost scoundrel from the Saloon before choosing an option.

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CREDITS

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