

Once Upon a Time in Tombstone

Tombstone, Arizona Territory, 1881. Buzzing flies land and crawl across the sunburnt surfaces of the saloon doors. Red dust from the scorched earth blows down the main street. The hand on the clock tower lurches forward to point upwards. The chimes whirl into action telling the townsfolk hiding behind curtains; it's midday. High Noon. On the street, the jangle of spurs stops as the man in black halts outside the saloon.

Inside a young man gulps down the last of his whiskey. A trembling hand puts down the shot glass. In his head, a thousand thoughts and images flash by. His mind's eye freezes the picture of his schoolmarm standing at the front of their small classroom, staring out the window. As the posse rides out of town, she whispers, 'All that is necessary for the triumph of evil is that good men do nothing'. His hand reaches out for something on the table. Even in the smoky dark of the saloon, the light glints off the word standing proud on the badge: Sheriff. He stands up and walks towards the doors. The two men will meet. One will live; the other will die.

Be a part of history in the making; experience the adventures and romance of the Old West – bring the legends to life.

Once Upon a Time in Tombstone is a freeform roleplaying game based on Hollywood westerns both classic and modern. This game was written and produced by Steve Hatherley, Heidi Kaye, Tony Mitton, AJ Smith and Paul Snow and all game materials are copyright © 2005-2016 to the authors. We would like to thank Jane Winter and David Fletcher for significant research and contributions in the early stages of writing the game. We gratefully acknowledge our debt to all the films, television programs, books and games that inspired us and that we borrowed from in the creation of this game.



Freeforms

If you've not played a freeform before, read this section. If you have, you may want to skim read but it should be stuff you're familiar with.

Introduction

A freeform is an interactive roleplaying game in which all the players are characters with their own goals, abilities and even secrets. Everyone is a participant interacting with everyone else in creating the unfolding stories. It's like becoming a character in a book or film, but without any script to follow; you have a certain background and motivations in playing your character, but you also have free will as to how to act.

Freeforms have rules, but they aim to be fairly straightforward ones that can be dealt with by the players amongst themselves. Most interactions are between the characters, rather than between character and GM, although in some cases it will be useful to ask a GM for information or help. All the rules for

this game are contained in this booklet. You don't need to memorise them; simply refer to them when required.

Our aim in writing *Once Upon a Time in Tombstone* has been to create an intricately plotted, multi-player game emphasizing the atmosphere of the genre. The rules are meant to help simulate the spirit of classic Westerns. If you have questions about anything in your character pack or these rules, please ask a GM.

How to Play in a Freeform

Read your character background: Find out who you are, what your goals are, and who you know. Look at your ability cards and items. Familiarise yourself with the game rules and background.

Talk to everyone: The main way you can make things happen in the game is by striking up a conversation with another character in the game. Find out what they want and what they have to offer and try to find others whom you trust with whom you can collaborate. Remember that your character's skills

can be useful to others, and theirs can be useful to you in reaching your goals. Information is the most vital commodity in a freeform, so you'll need to give some in order to get some in return. But look out for enemies who are trying to make you reveal things about yourself that you would prefer remained secret.

The Paperclip Rule

If you are finding yourself stuck in the game, unsure what to do, or have run out of ideas or goals to pursue, you have several options:

- Talk to a GM and see if he or she can give you a rumour that might spark off something new.
- Find a friend and get them to involve you in their plots. But we realise that it can be hard to step out of character and force someone else to do the same so you can explain the problem.
- Put a paperclip on your name badge. The paperclip means "I'm at a loose end - please involve me". It's a message to other players, because it's the players above all who can make or break the game for each other.

When you meet someone with a paperclip on their badge, try hard to involve them, and be prepared to stretch your character to do so. Maybe a barber isn't the ideal helper for your cavalry officer, but give it a go.

And whenever two paperclips happen to meet you can both be adventurous. You've got nothing to lose.



General Rules

Your character pack should include all of the following:

- An identity badge
- Your character sheet
- Ability, item, heart and partner cards
- Romance card
- Game money (unless you start with none)
- A paperclip
- Background sheets
- This rulebook

If you think that you are missing something, please see a GM immediately. If you are missing this rulebook, how did you manage to read this?

Anyone wearing a name badge is in play: If you need to take time out from the game, remove your badge and leave it on display at the designated badge station. Other players should not approach a player without a badge, and they can check with a GM to find out if the character they are seeking is currently in the game. Please note that removing your badge is not a way to avoid a confrontation which you can't otherwise escape; it is intended to enable you to do real-world activities like eat dinner or pay your hotel bill, not to escape the consequences of your game actions.

Any game information that you may inadvertently overhear when you are not actively playing should be ignored and treated as if your character did not know anything about it. You may not interact with other characters if you don't have a name badge on.

If you need to leave the game permanently for any reason, please bring your character pack to a GM in the main Tombstone room so that we can make arrangements for any characters who need to interact with your character.

Rules: All the rules in this booklet are instructions as to how to play the game, and everything in the rules is true; in other words, objective reality.

Character sheets: These describe your character's background, motivations, views, and items from his or her own subjective point of view. It is the truth as your character sees it, so while certain things may be facts – you have \$50 – others may be merely opinions – your best friend may really be not what he seems and be out to get you. During the game, you may find that you want to change your mind about people or change your goals. Your character is free to develop and grow according to your own sense of what your character might reasonably think or desire or do. Do not feel that you need to stick to a limited sense of what your character is.

Background sheets: Some of the historical material in this booklet and on separate handouts provides general knowledge about the world in which your character exists. This information may or may not be true, but is generally correct and can be relied upon as far as your character knows.

Ability cards: These are non-transferable and represent the skills and knowledge that your character possesses. They offer an explanation of how they work and any limitations as to their use. If an ability does not say that it is permanent, you will need to either tear it up if it is only for one use, or mark off each time that you have used it. To use an ability, show the card to all players that it affects. It is most

fun if you roleplay your abilities as you use them, rather than just display the card. Some characters can teach skills. They have an ability enabling them to do this, and ability cards they may hand out to those they've taught.

Heart and Partner cards: These are special ability cards that are transferred to a particular other player under specific conditions. See the rules below.

Romance card: This is used to keep track of your character's love life. See the romance rules below.

Item cards: These are transferable and represent the things that your character possesses. Items can be stolen, traded or lost. Any item card that you carry with you is assumed to be with you. You may choose to leave it in your character's room at one of the saloons or ranches (give it to the appropriate GM), but you may not leave it in your real hotel room. Any item left out in the open may be picked up by another player.

Item cards provide a description and may give an explanation of how the item works. Some items are used up if used (such as a dose of medicine), whereas others are not (such as a telescope). A prop as well as a card represents certain large items. This is so that you can see a bulky item that would be hard to conceal being moved around in real space. The card and the prop must be kept together; however, if they do become separated, the card is considered to be the real item, and the two must be reunited as soon as possible.

If you need a particular item that could reasonably be found in Tombstone, try to find another player who might be able to give or sell it to you. Tombstone has two general stores which sell common items and can order exotic ones.

All game items will be represented by an item card (except for game money and poker chips). Official item cards come only from a GM; players cannot create or alter item cards themselves. Any other props that you are carrying are not considered items. Real money can buy chocolate or drinks for the GMs, but it can not be used to play poker in the game. Gambling for real money in a public place is illegal.

Game time: The weekend is divided into different game periods: Friday night, Saturday morning, Saturday afternoon, Saturday night, Sunday morning. These periods will affect various abilities, activities and events during the game.

Character death: While there may be shoot-outs, barroom brawls or other altercations over the weekend, no characters can be killed until Sunday.

Headed off at the pass: In the spirit of fair play to all, characters, anybody attempting to leave Tombstone before Sunday to avoid someone is very likely be headed off at the pass by unknown outlaws and killed off screen. You have been warned!

Game behaviour: We encourage you to roleplay your interactions with other players, but remember that the game takes place in a public hotel where there are other guests not taking part. Do not do anything that would alarm or inconvenience another guest, or that they might misinterpret as dangerous. For example:

- Do not shout (for help, about fire, etc.)
- Do not run
- Do not carry weapons outside the game rooms. Please don't carry them openly outside or in hallways.
- And please don't bring real guns, guns that LOOK real or anything which fires caps or darts or makes gunfire sounds

Every player has a responsibility to help make the game fun for everybody. Treat others with the respect with which you would like to be treated. When acting out your role with other players, please do not touch anyone else except with their express permission, whether in a situation of romance or combat.

Remember that minors are playing, and that other people's sensitivities should always be taken into account with regard to topics such as racism, death, abuse, rape, etc. It should go without saying that all real world laws still apply, so theft of personal property, actual abductions and assault are all illegal.

The spirit of the game: Our purpose in writing and running this game is to create the most fun for the most people while creating an atmosphere that feels right for the Western movie genre. When the GMs need to arbitrate on any game rulings, they will aim to keep true to the spirit of the game. This will mean that they will consider what would be most fun for the players, and what would be most in keeping with the genre. They will encourage actions that allow players to do exciting things in the game, so long as they are consistent with the reality of the setting.

Cheating: Players may lie to each others in roleplaying their characters, but they must play the game itself fairly. Taking poker chips that are not yours, hiding, replacing or manipulating playing cards is cheating not just in poker but in the freeform. Any player not crossing off abilities used or tearing up

one-use abilities is cheating. Hiding item cards on one's person or in your hotel room is cheating. (You can't really stuff a horse into your back pocket, now can you?)

The GMs' rulings are final: Although some of the GMs may be involved in running a specialised area of the game, each of the GMs is equally responsible for the game overall. If you ask any GM for information or a ruling, you must accept his or her response. Do not try to go to another GM to get a decision that suits your character better.

Exclusion from the game: If you are found to be breaking the rules, the GMs may penalise you by taking away an ability or item card, asking you to take a time-out in the bar, or another suitable sanction. The GMs reserve the right to exclude any player from the game who, in their view, has seriously breached the rules of the game by cheating, endangering others, or behaving inappropriately. No refunds will be given.



Game Locations

Generally, if you are standing next to someone in the game, you are really next to that person and can overhear their conversation, talk to them, or attempt to arrest them. However, certain game locations represent larger space (for example, the ranches around Tombstone), so people who are physically close to each other in the room may actually be on two separate ranches, miles apart. Make sure that you are aware if the person you think is next to you really is in the same location or whether they are somewhere else in the county.

Tombstone town (Main room)

This is where you'll find Murphy's General Store, Earp's Emporium, Murphy's Bank, the Telegraph Office, the *Tombstone Epitaph* newspaper office, the stagecoach and railroad ticket offices, and any other general shops you might need. If you're not dealing with another character for goods or services, see a GM at the main table to buy generic goods or order something from farther afield by telegram. (See the "How do I...?" section.)

The Town Council meets in town (although for game purposes we may hold these in one of the small rooms upstairs); sessions are open to the public for viewing, although only councillors can speak and vote.

Members of the public may be given permission to speak on certain issues.

The Sheriff's Office, which is combined with the town jail, is also located in the Main Street area.

The Last Chance Saloon (Rufford, upstairs)

This is **Frenchy LeDoux's** saloon. She owns it and sometimes sings there to entertain her customers. **Thaddeus Jones** is the Faro dealer, **Jack Crabb** is the barman, and **Sue Bradley** is the dishwasher.

The Oriental Saloon (Welbeck, downstairs)

Stella Marks manages this saloon. **Rae Johnson** and **Jack Crabb** work there as well as in the Last Chance saloon.

Cochise County (Grove, upstairs)

All the ranch houses are located in this area, which represents the countryside around Tombstone. It is also the location of the Indian Reservation, and where you'll find the railhead on the outskirts of town.



Once Upon a Wild West

A potted history

While the outline of the historical background of the game is roughly true, the authors reserve the right to play around with the facts for the sake of a fun game. So use what you may know about the real time and place of Tombstone in 1881, but don't expect us to be completely accurate.

The American Civil War

The bloodiest war ever fought on American soil, which left deep and lasting scars in the national psyche, ran from 1861 to 1865. The nation was divided between the northern "Yankee" states and the southern "Dixie" states. The north (i.e., the United States of America) was led by the Republican President, Abraham Lincoln, who was originally from Kentucky, and the south (i.e., the Confederate States of America) by Virginian Jefferson Davis.

The causes of war included Lincoln's attempt to abolish slavery, but it was by no means the only issue.

More important were arguments over states' rights to self-determination and economic differences between north and south. The industrialised north favoured tariffs on imported goods to allow their manufactured products to sell well; the agrarian south bought a lot of imported goods. The north feared that if the cheap labour of the southern plantations were extended to more western slave states, northern farming would not be able to compete. The south claimed the right to secede from the union when they disagreed with national legislation, and the north insisted that this was not legal.

Slavery had been a controversial issue for many years. The Constitution, ratified in 1791, called for the end to the slave trade in 1808, but left slave ownership legal. The Missouri Compromise of 1820 provided that when territories were granted statehood, any above 36 degrees 30 minutes north latitude would be free states and any below would be slave states, in order to maintain the balance of power between northern and southern interests. During the war itself, the country was split roughly at what became known as the "Mason-Dixon line", named after the surveyors who fixed the boundary between Pennsylvania and Maryland. Missouri, which had been internally divided on the slavery issue since 1854, saw vicious fighting during the war and continued raiding afterwards. Out in the western territories, battles were not fought, but tempers still ran high.

The loyalties and hatreds called into being during the war retained their hold for many years after the violence itself ceased. The harsh treatment of the south by the victorious north and the assassination of President Lincoln by a disgruntled southerner did little to soothe antagonism. Those who moved to other states and territories did not forget their allegiances, whether or not they actually took part in the fighting itself.

Tombstone and Arizona Territory

A vast migration west following the American Civil War brought people seeking their fortunes to the big country of the western frontier. When settlers moved into a territory, Congress would appoint a governor. Each territory had its own legislature, but the federal government retained the right to reorganise territories at will. When the population of a territory reached 600,000 it could apply to Congress to be granted statehood.

Formerly a Spanish territory and then part of Mexico, in 1866, Arizona Territory was carved out of New Mexico Territory. By 1881, this largely desert country was settled by a mix of cattle ranchers and

miners seeking silver and gold in the hills and river valleys.

Tombstone was founded in Cochise County in 1870, but only really started to grow rapidly when silver was found in the vicinity in about 1877. At present it is a prosperous town with its own newspaper, two saloons, and a jail. As a western boomtown, it attracts its share of prospectors and swindlers, bandits and businessfolk, gunslingers and gamblers. Profitable ranches surround the town and an Indian reservation is located to the west. The railroad is due to come to Tombstone on its way to the west coast, which will surely enhance the future prospects for the town.

As the town grows, so too does the tension as the forces of law and civilisation struggle against outlawry and chaos. Will the West remain wild, or will it be tamed?

Arizona is at present considering applying to the federal government to be granted statehood. The territory capital was until recently the city of Prescott, but the Republican Governor of the territory, **Frank J Cooper**, took that status away after the Prescott rodeo got out of hand, resulting in its saloons and schoolhouse being burnt to the ground. It is not yet decided which town the governor will grant the status of capital for Arizona Territory.

Tombstone Officials

The elected **Mayor Lawrence Murphy** presides over the Town Council, **Judge Roy Bean** dispenses justice, **Sheriff Washington Dimsdale** and his **Deputy Tom Destry, Jr** keep the peace in town while County **Sheriff Bill Cobb** has jurisdiction outside of town in Cochise County. The Town Council consists of eleven members of whom six are elected (**Hezekiah Beckum, Jane Clum, Julie Maragon, Stella Marks, Elijah Cort, Bill Cobb** and a vacant seat), five hold a seat because of their profession in the town (Judge – **Roy Bean**, Preacher – **Elijah Cort**, Sheriff, Town Doctor – **Doctor Frederick Hostetler** and **Doctor Michaela Quinn**, Town Teacher – **Julie Maragon**) and the elected mayor chairs and has the casting vote. There is currently a vacancy on the council owing to the recent disappearance of an elected councillor, the bank manager, **Alexander Mitchell**, and **Washington Dimsdale** is on the Council as Acting Sheriff until a new Sheriff is elected. Preacher Cort is the Town Treasurer. To be eligible to vote, all resident in Tombstone or Cochise County this weekend must register with the Council's Elections Officer, **Hezekiah Beckum**.

The Indians

The local tribe of Cherokee Indians have an encampment in Cochise County, near to the town of Tombstone. They thus fall into the jurisdiction of County Sheriff **Bill Cobb**, rather than the Tombstone sheriff.

Chief Two Bears himself has never been seen in Tombstone. However, his two sons, **Spotted Horse** and **Little Big Man**, are frequent visitors. Townsfolk may also see **Speaks With Nations**, the tribe's medicine woman, and **Sunshine**, who sells craftwork.

In the early days of Tombstone, a treaty was signed with the Indians and ratified by Washington. This offered protection to both townsfolk and Indians, guaranteed by the Seventh Cavalry. Now Tombstone is growing, and the townsfolk would like to renegotiate the terms of the treaty.

Recently, there have been rumours of trouble between the Indians and certain White Men.



Specific Rules for *Once Upon A Time In Tombstone*

These are the specific rules for *Once Upon A Time in Tombstone*. You don't need to memorise these – just read through them and refer to them when needed.

Quick Start Rules

Each character has a summary of who they are, where they start the game, and some suggested first moves. These are so that if you've arrived late, or if you're new to freeforms, you can start playing with a minimum of delay.

The first moves are suggestions only – if you want to do something else, go right ahead!

Overall Objectives

The overall objectives on your character sheet give you a general view of your character's outlook on the world, apart from specific plot-related goals, at the start of the game. We see this as defining the essential spirit of the character, giving his or her individual motivation.

These objectives should give you a take on how to approach playing your character, but shouldn't restrict your character from growing during the game. Events and relationships that develop over the weekend may change dramatically your character's worldview and aspirations. If this happens, you may rethink your character's approach to life and alter his or her overall objectives as you see fit.

Help! How do I ...?

Ask a GM a question

In order to avoid queues, please complete a Research Request form and place in in the appropriate box. A GM will find you later with the result. This approach will save us all time.

Buy some provisions, Levi's blue jeans, a lantern, some flour, etc ...

For straightforward domestic retail purchases you can buy directly from the stores by seeing the Tombstone Town GM or place an order using the Montgomery Ward mail-order catalogue ("Satisfaction Guaranteed or Your Money Back").

For purchases of common items you can buy directly from either Murphy's General Store or Earp's Emporium. **Helen Ramirez** and **Wyatt Earp** have store managers who can serve you – see the Tombstone Town GM. For uncommon items or wholesale quantities you will need to talk directly with Mr Earp or Miss Ramirez. A mail-order delivery will take one whole game session to arrive.

Buy a plot of land or build a house, ranch, or shop

For plots of land in town, see the Town GM to buy a vacant lot.

For unclaimed land in Cochise County, you'll have to **Stake a Claim**. Most, but not all, characters have an ability that lets them do this at least once in the game.

To buy land or property which someone else already owns, you can just deal directly with that person.

Contact the East, my family, the government

Send a telegram from the Western-Union Telegraph Company office (Town GM).

Deposit/withdraw money at the bank

See the Town GM.

Borrow some money from the bank

See the bank manager- **Joshua Smith**.

Get married

Arrange a wedding ceremony with **Preacher Elijah Cort** or **Judge Roy Bean** or the mysterious **Preacher**.

Report a crime/ Have a criminal arrested.

Crime in town: see the town sheriff. (At game start this is **Sheriff Washington Dimsdale** or his deputy **Tom Destry**.)

Crime in Cochise County (outside town limits): see **Sheriff Bill Cobb**.

Crime across territory or state lines (You need a federal marshal): See **Marshal Sierra Jones** or **Marshal Rooster Cogburn**.

Have a mineral sample tested and evaluated

See **Doctor Frederick Hostetler**, the town assayer.

Get medical help

See **Doctor Frederick Hostetler**, **Doctor Michaela Quinn** or **Speaks with Nations**.

Get a lawyer

See **Jane Clum**, **Malachi Johnson** or **Judge Roy Bean**.

Register to vote

See Elections Officer **Hezekiah Beckum** – if you have any questions on the town’s electoral system.

Put an article or advertisement in the *Tombstone Epitaph*?

See the editor and publisher **Jane Clum**.

**Pardners**

Butch and Sundance. Wyatt Earp and Doc Holliday. The Lone Ranger and Tonto. They’re more than friends – they stick with you through thick and thin. They’re people you can rely on. We call them Pardners.

Pardners help each other out and come to each other’s aid in times of hardship. A Pardner won’t let you down. A Pardner will help you achieve your objectives, as you will help them achieve theirs.

Everyone has at least one Pardner ability card. You can’t use your own Pardner ability – you must exchange it with someone else. You’re now Pardners!

It’s up to you whom you choose as your Pardner, but we recommend waiting for a suitably dramatic moment before offering to become Pardners with someone. Perhaps they have intervened in a fight to help you, loaned you a poker stake, or even just bought you a whisky.

A Pardnership may be broken at any time – just return the Pardner ability and ask for your own back. It must be returned immediately. However, you should only break a Pardnership with good reason, and don’t be surprised if your ex-Pardner holds a grudge.

If you break a Pardnership, you must give your ex-Pardner a reason why. Act out the breaking of the partnership – preferably in front of other people.

Romance between two Pardners automatically supersedes, and breaks, the Pardnership. Return each other’s Pardner ability cards.

**Romance****Romance**

The human heart can be fickle. Who knows which villainous outlaw may be redeemed by the love of a good woman, or which woman may choose to follow her lover into a life of crime? Romance in our game is meant to encourage role-playing, and, perhaps, just maybe, some unlikely partnerships. All romance should be entered into with the spirit of promoting a fun game environment. The system is simple, with the hope that all romance will happen through mutual agreement, or happy accident.

Every player has a Heart Value. The heart value is the number of Wooing Deeds that need to be done to win the player’s heart. These are things that might impress a man or a woman in the ways of romance. You may choose to actively pursue to gain the affection of one who caught your eye, by requesting a “deed” from your love interest, or simply try to do things to win their heart and it’s up to them what does or doesn’t count toward their total.

See your Romance Card for a list of example Wooing Deeds, and a place to keep track of your suitors and love interests. (Note: some of these are sexist. Feel free to completely ignore any which offend you.) You may make up additional Wooing Deeds which seem appropriate for your character. You can give the same deed to more than one suitor.

It's perfectly possible for a character to perform these actions through no request or discussion between players (for example, before game start from background interactions or they might happen merely by chance during game play). If this results in accidentally falling in love with someone unexpectedly, and this would enhance your fun - run with it! If not, feel free to ignore it.

For example: Julie Maragon's Heart Value is 5. She was rescued by Curly Bill in her background sheet (1), rides together with him on a posse to capture Sheriff Dimsdale (2), sits beside him at the poker table (3), he makes a fool of himself at the rodeo which makes her smile (4), and unwittingly helps her with an important goal (5). Through no intentional action of Curly Bill's, Julie Maragon has accidentally fallen in love with him and gives him her heart ability.

Once you win a person's heart that person is considered to be in love with you. You receive their Heart Ability. This often will not happen for both parties simultaneously and can absolutely be one-sided. You can never use your own Heart Ability, only that of the person who has fallen in love with you.

If two characters do fall in love with each other and exchange hearts, the two of them may wish to exchange secrets and share goals, but that is up to you both. Do whatever seems most appropriate and fun. It may be that lovers won't know each other's deepest secrets from the start, but learn them as they spend more time together. However, please remember that love is meant to be fun and part of the spirit of this game. Do not use these rules to gain advantage over another character.

To steal an already traded heart you have to perform two more deeds than the Heart Value.

In general, our movie genre theme involves love between one man and one woman. But, feel free to step outside this box, if all parties agree.

In addition, lovers may not be Pardners. If you had previously exchanged Pardner abilities with each other then you must return them. You can still be a Pardner of somebody else.

Some characters will have a "C" next to their Heart on their badge. This indicates the character is being played by a Minor. Don't romance them unless you have a C next to your own Heart. Also, any character without a Heart on their badge is not available for romance, so don't romance them.

And finally, remember you're role-playing romance, not engaging in it. Please do not touch or kiss other players unless you're absolutely sure they're comfortable with it. If in doubt, ask them out of character.



Law and Order

Jurisdiction

Law in Tombstone itself is the responsibility of the Town Sheriff and his deputies. **Washington Dimsdale** holds the post of Town Sheriff temporarily until somebody is properly elected on Saturday.

Meanwhile, **Sheriff Bill Cobb** has jurisdiction over surrounding Cochise County (Grove room), including the Indian Territory (but not Tombstone itself).

In game terms, that gives jurisdiction to Dimsdale and his deputies in all rooms except Grove, which is covered by Cobb and his deputies.

Finally, Arizona attracts its own share of US Marshals, usually in pursuit of a wanted criminal or dangerous desperado. US Marshals have jurisdiction wherever they choose.

Deputies and deputising

Only sheriffs can deputise people. This can be formal – actually employing deputies – or informally, deputising volunteers on the spur of the moment for posses etc. Sheriff Dimsdale has one deputy – **Tom Destrly Jr.** Sheriff Cobb has several deputies (these are NPCs treated in the game like Henchmen).

Deputies have the same jurisdiction as their boss. Employed deputies remain in the job only as long as their boss does. Informally deputised characters can be discharged at any time and will always be automatically discharged at the end of each game session.

Arresting people

A suspect can be considered safely under arrest when they're in jail or a sheriff or deputy has the drop on them and takes them prisoner (see the Gunfighting rules).

Anybody under arrest must be brought to trial the next time **Judge Roy Bean** holds his Sessions. If this does not happen for any reason, the arrested person must be released.

The jail is situated in town and visitors must be granted access to prisoners. The single jail cell also has a small, barred back window (for more discreet visits). Prisoners may be searched, but no items may be taken from them. However, their weapons are deemed to be removed for the duration of their arrest and trial.

Because there may be a gap between somebody being arrested and tried, and we don't want people to get bored, the players of characters who are 'in jail' may move about freely as a friend of their character, wearing a badge saying 'In Jail'. They may have conversations and use items and abilities as their character, provided all parties agree in advance that such interactions occur through the cell window or in jail (and, preferably, go there). Characters who are in jail may not engage in combat or be attacked.

The town sheriff, as proprietor of the jail, may agree to release characters awaiting trial on bail. He or she can agree the terms of such bail as they wish.

Please note that we do not want to see players stuck in jail for long periods.

Trials

The only judge within a reasonable distance of Tombstone is the famous (or notorious) **Judge Roy Bean**, often called "The Law West of the Pecos". Bean conducts regular Sessions from his "courtroom" in a saloon. A suspect must be brought to trial at the next Sessions following his/her arrest, and preferably as soon as possible.

These sessions should be at least once per game period subject to need and the Judge's availability.

Judge Roy Bean will conduct the trial in his own idiosyncratic style. The normal requirements for a trial would be:

- A Judge (always Judge Roy Bean)
- A prosecutor
- A defending lawyer
- One or more defendants
- Witnesses
- A jury (whoever happens to be in the bar at the time)

Note that, from time to time, Judge Roy Bean fills some or all the roles of prosecutor, defender and witness as well as Judge.

The usual trial process is:

- Name the defendants and confirm their identities
- Read the charges
- Defendants plead Guilty or Not Guilty
- Prosecution case presented
- Defence case presented
- Judge's summing up
- Jury reach their verdict
- Sentencing (if required)

Note that this is the normal trial process and Judge Bean often varies it. He also likes to keep trials quick (*as do we GMs*) and may fine participants for time-wasting. The judge may direct the jury to reach a particular verdict and also throw out cases if he thinks even trying a case is inappropriate. If this happens, he may fine arresting parties for wasting the court's time.

Whilst Arizona remains a territory, the notional right of appeal is to the Territory Governor, **Frank J. Cooper**. However, he is usually too busy to heed these and an appeal to him does not delay execution of sentence, including hanging. Should Arizona become a state there would be a more formal appeals process, with any death sentences held pending appeal.

Judge Roy Bean may pass any sentence he sees fit. However, characters may not be sentenced to death until Sunday and jail sentences can only be for a maximum of one hour.

The Town Council and the Law

The Town Council sets local by-laws for Tombstone. This worthy body may add extra laws to the statute books, if it feels the need is sufficiently urgent. It can also raise taxes in both Tombstone and Cochise County.

However, the Town Council must be careful not to anger the inhabitants (who elect the Council members), the Territory Governor, or even Judge Roy Bean (who might find new laws "unconstitutional").

Liquor, Gambling and Entertainment licences

Judge Roy Bean grants all liquor, gambling and entertainment licences within Cochise County and has the power to revoke licences if he sees fit.

The Oriental Saloon and Last Chance Saloon both have all required licences for poker, liquor, Faro and entertainment.

Wanted and Reward Posters

Wanted and Reward posters can be found in the Jail and Telegraph office.

A *Wanted Poster* is “proof” that the named person has already been convicted for a particular crime. As such, s/he can be thrown in jail immediately (for 60 minutes maximum), without the need for a trial. Any reward can be claimed from the Town GM.

If the name on the poster doesn't match that on the prisoner's badge, two signed witness statements are required, to “prove” that the two people are one and the same. If anybody signs a statement contradicting this, then a further statement in support is required (i.e. There must always be two more statements claiming positive identification than against).

A *Reward Poster* is similar to a Wanted Poster, but doesn't name the miscreant(s) who committed the crime. If someone is successfully convicted, the reward will be paid out as the court sees fit.



Combat

Because we want to ensure that people have the maximum amount of fun playing their characters over the weekend, there is a strict rule – **no character can die before Sunday**. Therefore all combat between characters is purely non-lethal until then. On Sunday, anything goes, and any showdowns that take place may be fatal for quite a few of the heroes and villains of the game. This keeps to the tradition of westerns that none of the major characters dies before the final reel, when it is all right to go out in a blaze of glory – or infamy.

However, to replicate the violence and danger portrayed in the genre, it is possible for henchmen to be killed at any time. In fact, if your character has henchmen, one of their prime purposes is to die protecting your character if you are attacked during the game.



Henchmen

Some players can have henchmen. Henchmen stay with the Big Country GM unless they are accompanying a player character. So, for example, the Cowboys all stay out of sight, unless they are accompanying Curly Bill or one of his lieutenants.

Henchmen are represented by badges showing their name and affiliation. Characters who start the game with henchmen have a spare badge holder – when you are accompanied by henchmen you should put the henchmen badges in the holder and wear it. Anyone at any time can check how many henchmen you have with you. Please note that the normal limit is a maximum of four accompanying henchmen. If you acquire henchmen during the game and want them to accompany you, please get an extra badge holder from a GM. When you want to be alone, remove the badges and return them to the Big Country GM.

When an accompanied player is involved in combat, damage is always applied to henchmen first. If a henchman takes wounds, they are killed – the henchman cannot be healed.

Henchmen can be used as guards or sent to do certain simple missions, but are not very reliable. You should not rely on your henchmen to do anything important.

Gunfighting

Violence is a fact of life in the Old West. Guns are widely carried, and all too often used.

A gunfight may start one of two ways. Either it's started deliberately, or it's from an attempt to get the drop on somebody which goes wrong.

Gunfight basics

Protagonists have two important attributes: **Speed** and **Accuracy**. Both can be adjusted by Ability cards and Items. In all cases, these rules refer to adjusted Speed and Accuracy.

Anyone without a gun drawn/readied when the count begins is at -2 Speed for the first round only.

Characters shoot in **Speed** order, highest first. The best way to do this is via a countdown. The highest (unadjusted) speed in the game is 10, so that's generally the best place to start. Characters with the same Speed cut cards to see who shoots first.

In a turn of combat, each character typically shoots just once. (Some special abilities allow more than one shot per turn).

For each bullet, the outcome will depend on the shooter's **Accuracy** (adjusted by items and abilities):

- An Accuracy of +4 or better is required to Wound a player character, or to Kill a henchman
- An Accuracy of +8 or better is required to Incapacitate a player character.

Wounded characters are at -1 to both Speed and Accuracy until healed. These penalties take effect instantly. The GMs have a stock of "I am Wounded" badges, to be worn until healed. Please role-play your wounds.

A Wounded character may still shoot back if they can. An Incapacitated character may not. Any character who takes two Wounds in one gunfight (or who was already wounded and takes another wound) becomes Incapacitated.

A character choosing not to shoot in a combat round may make a Fair Escape at the end of that round.

A few notes:

- Few of the classic Westerns bother tracking ammunition carefully; we don't either.
- Ability cards have precedence over these rules (i.e. if in doubt, believe the card).

Getting the drop on somebody

To get the drop on somebody, point a gun at them and say "I've got the drop on you". Then tell them your Speed (they may ask you to prove this). They may then either give up (and accept you have the drop on them) or resist.

If they resist, they must show you their Speed. If they did not have a gun drawn at the time you said "I've got the drop on you", then they have a -2 penalty to their Speed (only for the purposes of resisting). Remember that a wounded character's Speed is at -1, and ability cards and items may also adjust these values.

After applying all adjustments, compare your speed with that of your target(s):

- If your (adjusted) speed is at **least 2 greater than theirs**, you have successfully got the drop on them. For **only one** of the characters you may take **one** of the following 3 actions (see 'Incapacitated Characters' for full details):

- Take no action
- Search them (see everything they have) and either take one item of your choice (not their gun) or all their cash
- Take them prisoner
- If their (adjusted) speed is at **least 4 greater than yours**, they have got the drop on you! They can act as above.
- Otherwise, it's **too close to call**. A gunfight starts immediately between you and them. Because of the delay, they are assumed to have a gun drawn (if it wasn't already).

You can try to get the drop on a group of up to three people, provided they're all close together. (And you can't go up to a group of people and try to get the drop on just one of them). If you try to get the drop on more than one person then a range of outcomes is possible. If this happens then assume a gunfight takes priority followed by somebody having the drop on you.

If a gunfight happens, then go straight to the "starting a gunfight" rules below. Everybody around can choose to be "in" or "out" as normal, including anyone you would otherwise have successfully got the drop on (although they suffer the -2 speed penalty for not having a drawn gun).

You may not try to get the drop on somebody straight after a gunfight, or within ten minutes of trying (whether successful or not) to get the drop on anybody.

If someone has got the drop on you, then you may not attack (or try to get the drop on) them for at least ten minutes, even if they stick around to brag. (This rule is superceded if a "get the drop" attempt on several people led straight to a gunfight).

Starting a gunfight

To start a gunfight, pull a gun and make it clear you're initiating combat (for example by saying "I'm a-callin' you out ...") then start a slow count from 5 to 1, ending in "Draw!".

During the slow count, people in the vicinity need to decide whether they're "in" the fight or "out" of it. Players indicate they are "in" the fight by forming a gun with their hand and pointing it at their target. Players indicate they are "out" of the fight by putting one hand out, palm open and away in a "stop" motion.

Anyone who claims *not* to be in the fight can still be targeted; they may play Ability cards, but cannot shoot. After the first round, anyone not in the fight can make a "free" Fair Escape. However, they must leave the area, as per the usual Fair Escape rules.

Fair Escape

Someone who has not fired in a combat round may choose to make a fair escape at the end of that round. They *must* leave the area and may not return at least until the combat has been fully resolved and the other combatants have themselves had a chance to leave.

Characters who have made a Fair Escape may not be attacked by people from the combat they've just left for at least 10 minutes.

Henchmen in gunfights

A character in a gunfight who is accompanied by Henchmen may not be Wounded or Incapacitated until all their Henchmen are dead.

Henchmen do not themselves shoot (well, ok, they do – but not accurately enough to bother anybody). The purpose of Henchmen in combat is to look menacing, then take a bullet for their employer. It's tough being a two-bit henchman in a Western!

Note that, in general, a character may be accompanied by a maximum of four henchmen.

Incapacitated characters

Player characters may not be killed until Sunday. Before then, a character who suffers two wounds in combat or is hit with an accuracy of +8 or better is Incapacitated. They take no more part in the combat until it is over.

After the Combat, those left standing are considered the victors. For each Incapacitated character, the victors must agree to do *one* of the following:

- Take no action (the character is free to go)
- Search them (see all items and cash they are carrying) and then take either one item (*not* their gun) or all their cash
- Take them prisoner (you have them in your control for 10 minutes after which time, unless taken to jail, they may make a Fair Escape)
- Leave them unconscious (make the player take damage from the shot which incapacitated them and leave them unconscious where they fell. They remain so for 5 minutes unless aided but may not be searched and keep all their property)

- Kill them (*Sunday only*). You may search the body and take anything you want from it. Including their gun)

Note that in all but the last two cases above, the Incapacitated character does not actually take any damage from the last shot. You're assumed to have shot their gun out of their hand or similar.

Formal gunfights

A formal gunfight will always be between exactly two characters (with no henchmen) in open ground. It's the classic showdown.

It continues until one character is Incapacitated, surrenders (you now have the drop on them) or makes a Fair Escape (which is very bad for the reputation...)

Skirmishing

A skirmish is a gunfight between more than two characters or involving henchmen. Skirmishes between lots of characters will be time-consuming and probably require a GM.

Joining a gunfight in progress

Once a gunfight has started, no new participants may join it, or play abilities to interfere with it (unless the ability card clearly implies otherwise). This rule primarily exists to stop gunfights going on forever.

Gunfighting aftermath

After a gunfight ends, all participants who aren't incapacitated may choose to make a Fair Escape. They must leave the area if they do so, and cannot then be attacked by people present at the scene of the Gunfight for 10 minutes.

(Note, however, that the GMs may well repeal this rule on Sunday).

Taking somebody's gun

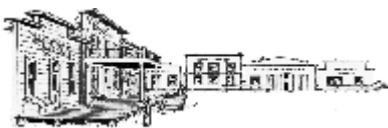
If you Incapacitate somebody in a gunfight you may *not* take their gun. This is unrealistic but exists for game balance.

Similarly, characters on trial or in jail may keep their weapons but are deemed to be unarmed until release.

Characters who give up their weapons voluntarily for a period (e.g. if a saloon has a 'No Weapons' policy) must always get them back when appropriate (e.g. when they leave the saloon).

Gunfighting summary

1. Make it clear you're initiating combat, then make a slow count: "5, 4, 3, 2, 1, DRAW"
2. During the count, everyone in the vicinity decides whether s/he's "in" (can shoot; can be targeted; can play Abilities) or "out" (can't shoot; can be targeted; can still play Abilities). Players indicate they are "in" the fight by forming a gun with their hand and pointing it at their target. Players indicate they are "out" of the fight by putting one hand out, palm open and away in a "stop" motion.
3. All those who are "in" the fight compare adjusted Speeds. For the first round only, people who didn't have drawn guns when the count started are at -2 speed.
4. In order of adjusted Speed, highest first:
 - declare the target
 - the target character can play relevant Abilities
 - work out the shooter's adjusted Accuracy:
 - +4 is sufficient to kill a henchman, or wound a player character
 - +8 is sufficient to Incapacitate a player character
5. Once everyone in the fight has had a chance to shoot (or been Incapacitated), a new round starts. (Those who did not shoot in the round can now claim a Fair Escape, and flee).
6. When the fight is over, the victors may do *one* of the following things to each of the incapacitated characters:
 - Take no action
 - Search them (see everything they have) and then take either one item (not their gun) or all their cash
 - Take them prisoner
 - Leave them unconscious
 - Kill them and take all their stuff (*Sunday only*)
7. Finally, everybody involved in the gunfight who wasn't left unconscious may make a Fair Escape if they wish to.



Buying land in town

Tombstone is a fast-growing town, but there are still some vacant lots in town. These rules cover how to buy a plot of land and construct a building.

Buying vacant lots in town

Land in town is sold in lots. These are shown on the town map. Some lots are reserved by the Town Council for civic use. The remainder are available for sale.

The Town Council has initially set the price of each lot at \$500. It can vary this as it wishes.

To buy a vacant lot, see the Town GM. You will be given a deed of ownership for the lot.

Buying lots from other characters

To buy a lot from another character you need to agree a price and then both go to the Town GM. They will register the sale and change the owner's name on the lot deed.

Land in Cochise County

Acquiring unclaimed land

Much of the land in Cochise County is still unclaimed. Acquiring ownership of this is a three stage process:

1. Know which land you want (you need a grid reference for this)
2. Stake your claim to it. Go to the Big Country GM, show them a **Stake a Claim** ability usable in that game period, and the \$50 claim fee and tell them the grid reference for the land you wish to claim. The Big Country GM will then **either** tell you someone else already owns that piece of land **or** take your money and the ability card and in exchange give you the ownership deed to the land you have just claimed
3. Go away for at least 5 minutes. You may only claim or attempt to claim one piece of land at a time.

You can only legally ranch, mine or otherwise use land when you own it (or have a deal with the owner).

Buying land from other characters

To buy some land from another character you need to agree a price and then both go to the Big Country GM. They will register the sale and change the owner's name on the relevant deed.

Finding out who owns land

The Big Country GM represents a junior Town Clerk who isn't permitted to reveal private ownership information.

If you wish to find out who legally owns a particular piece of land you must ask the bank manager, **Mr Joshua Smith**, as the bank holds the full title records.

A note on the railroad

It is a requirement of Federal Law that all land on which a railroad runs must be owned by that railroad.

A railroad may allow people to use railroad land for cattle grazing, farming or other things except mining. This land is roughly 50% as productive as it would be without the railroad running through it.

Construction

Once you have an empty lot, you need to put a building up on it. To do this, you need two things: Timber and Manpower. (NB: The construction rules also apply to buildings outside town, such as ranch houses.)

Obtaining timber

The basic unit of timber is the wagon-load. Different buildings require differing amounts of timber. Consult the Town GM for precise details of how much, but as an example a church would require 15 wagon-loads. Some characters have abilities which slightly reduce the amount of timber required.

A limited amount of timber can be ordered per session from the Town GM. This timber will arrive at your lot one hour into the next session. It initially costs \$200 per wagon-load.

Should Tombstone acquire a nearby railroad station then the cost of timber will fall and more will become available per session (the existing railhead - while good enough for passengers - is not suitable for shipping goods or cattle).

A few characters may have their own stockpiles of timber available and be prepared to sell them.

Manpower

The amount of manpower required is constant whatever building you're constructing. You need ten people (player characters) working together for ten minutes. During this time, please make appropriate noises and actions (think of something like a 'barn raising' scene). If a character leaves the job before work is completed they can be replaced by somebody else.

Some characters have abilities which reduce the amount of manpower required. If support from your friends isn't available, then it is possible to hire labourers for \$100 per head (see the Town GM).

When the job is done

When you've finished construction, please go to see the Town GM (or the Big Country GM if the building was outside Tombstone).



Poker

Poker is an easy game to learn – if you've not played before we'll have a Poker Director in the Oriental on Friday night as well as a practice poker session on Friday afternoon before the game. If you're ever not sure about how something works, ask a GM or somebody nearby out of character.

Don't worry about playing a gambler if you've never played poker before. We have ways of improving the odds....

Basic Rules

For the Tombstone Draw Poker Competition we will be playing five card draw – with no jokers or wild cards. Outside of the poker competition we suggest you do the same, as the poker abilities are designed for this game.

The cards are ranked (from high to low) Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace. Aces are always high, except in a straight of Ace, 2, 3, 4, 5, where the high card is the 5. There are four suits spades, hearts, diamonds and clubs; all are equally ranked. All poker hands contain five cards and the highest hand wins. When two or more hands are exactly equal, they tie and the pot is shared.

Table Stakes and Chips

When you want to play poker, change some cash for chips and find a game. Games will usually be played in one of the two saloons. There are five denominations of chips: Yellow (\$1), White (\$10), Blue (\$50), Red (\$100) and Orange (\$500). You don't have to bet with chips and, indeed, can 'bet the farm' if you can agree a fair value with your opponents, but we generally recommend using chips.

When playing poker, you are risking at most the amount of money on the table in front of you. It is not possible to be forced out of a pot by somebody with more money than you making a very large raise. If this happens, the pot will be split (possibly several times). We're not going to explain how this works here, as the GMs and sufficient players understand it.

Dealer

Choose a dealer (usually by cutting cards) at the start of each game of poker. The dealer moves to the left after each hand.

Betting

To begin, all players must 'ante' something into the pot (amount varies by game, pickup games are typically a dollar chip) just to get dealt cards. The dealer gives each player five cards, and a round of betting follows, in clockwise order from the dealer. You have one of four choices:

- **Check** - If you owe nothing into the pot, you can stay in the hand and bet nothing.
- **Raise** - You first bet enough to match what has been bet since the last time you bet ('see'), then you 'raise' the bet another amount.
- **Call** - You bet enough to match what has been bet since the last time you bet.
- **Fold** - You drop out of the current hand (losing any possibility of winning the pot), but you don't have to put any money into the pot. Note – **do not reveal your cards when you fold.**

The key thing to remember about betting is that, at every stage of the hand, everybody who is still in must have bet exactly the same amount of cash. To make keeping track of this easier, we strongly recommend you keep your bets in front of you, separated from other players' bets. Betting continues until everyone calls or folds after a raise or initial bet.

For example:

- Annabelle Bransford bets \$10

- Bret Maverick raises her \$10 – he puts in \$10 to match the original bet and another \$10
- Doc Holliday calls – he puts in \$20 to match the current total
- Slick Sandhope raises another \$20 – he puts in a total of \$40
- Buffalo Bill Cody folds
- Annabelle Bransford calls – she puts in \$30 (so her total is now \$40)
- Bret Maverick calls – he puts in another \$20
- Doc Holliday folds
- Slick Sandhope has been called and may not raise again

Now each player can discard up to 3 cards and the dealer will deal them replacements in turn. Another round of betting takes place until everyone has called or folded.

At the end of betting, players reveal their hands and the highest hand wins the pot. (Some players may choose to "concede" at this stage and not show their losing hand. However anyone else in the pot at this time may insist on seeing it).

Ranking of Hands

Royal Flush

The Ace, King, Queen, Jack and Ten of the same suit.

Straight Flush

Five cards of the same suit in numerical order. The highest ranged hand wins. Aces can be either high or low, but cannot be used to 'wrap around' (i.e., Ace-2-3-4-5 or Ace-King-Queen-Jack-10, but not Queen-King-Ace-2-3).

Four of a Kind

Four cards of the same number. The highest value four of a kind wins (four Kings beats four 8s).

Full House

Three of a kind plus two of a kind. The highest value three of a kind wins.

Flush

Five cards of the same suit, any numbers. If there are more than one flush, the highest card wins.

Straight

Five cards of any suits in numerical order. The highest ranged hand wins. (Queen-Jack-10-9-8 beats 7-6-5-4-3).

Three of a Kind

Three cards of the same number. Highest value three of a kind wins.

Two Pair

Two distinct pairs of cards and a fifth card. The highest pair wins. If both hands have the same high pair, the highest second pair wins. If both hands have the same pairs, the high card wins.

Pair

Two cards of the same number. The highest pair wins. If both hands have the same pair, the high card wins. If these are the same, the next card down is considered.

High Card

A hand that doesn't qualify as any one of the above. If nobody has a pair or better, then the highest card wins. If several people tie for the highest card, they look at the second highest, then the third highest, etc. High card is also used to break ties when the high hands both have the same type of hand (pair, flush, straight, etc.).

Poker abilities

To simulate characters' skill and luck at poker, and to make the games more "cinematic", some characters have a number of abilities that they can use during poker games. The abilities are self-explanatory, and use the following terminology:

- **Hand:** a single "round" of poker.
- **Game:** a series of hands. A game starts when you are dealt into a hand and ends when you leave the table to do something else. It includes the whole of a round of the poker tournament.
- **Poker ability:** These are generally played at the start of a hand or game and you can play as many of these as you wish.
- **Poker Bluff:** These are played face down after the first round of betting and are only revealed and take effect at the end of the hand, and only if you have not folded by then. A poker bluff ability is only used if it is revealed. Each player may only play one poker bluff ability per hand.
- **Only reveal if you show your hand:** When you fold before the end of a hand, you do not show your cards. If you stay in the game until the end, you show your playing cards to see who wins. Only show your ability card if you are revealing your playing cards at the end of the hand.
- **After the first round of betting:** Some abilities can be played after the betting has finished going around the table and before players discard cards and are dealt replacements.
- **Draw extra cards and discard:** Poker bluff abilities that allow you to do this are played after the first round of betting, but the extra cards are drawn and discarded at the end of the hand, just before you show your cards.

Sample poker abilities

These are all "Poker" abilities, generally played face up at the start of a game or hand. You can play as many poker abilities as you like. Like all abilities, these are generally limited-use.

Skilled play: For the duration of this game get dealt 6 cards and then immediately discard 1 of your choice before anyone bets.

Lucky shuffling: For the duration of this game, if you are the dealer only, get dealt 6 cards and then immediately discard 1 of your choice before anyone bets.

Spot tells: You can read other player's tells. After the first betting round, but before the draw, you may look at another player's entire hand.

Sample Poker Bluff abilities

Poker Bluffs are played face down after the first round of betting, and only revealed (and used) if you're in at the showdown. Only one can be played by each player per hand.

A good hand just gets better: Treat this hand as one rank better than it is (e.g., Two Pair become Three of a Kind, of the highest pair)

Better than it looks: If you hold a Pair, treat it as if you hold Three of a Kind.

Bluff: No effect.

Dead Man's Hand: Your hand consists of two Aces, two Eights and a Seven - all Black.

Distract opponent: Use your wiles to cancel one other Poker Bluff ability (your choice) this hand. It does not count as used.

It ain't over yet: Draw a card, add it to your hand, then discard a card from your hand.

Oh look - an Ace!: Choose one of your cards. It is now an Ace of any suit you choose.

What luck!: Choose one of your cards. It is now an Ace of any suit you choose.

You filthy cheat!: If anyone plays "Oh look - an Ace!" or "The Fat Lady Sings" you have just caught them cheating red-handed.

You'll note from the above that some characters can cheat, but run the risk of being found out. Everyone who can cheat has an additional ability which tells them which of their Poker and Poker Bluff abilities involve cheating.

Actual cheating

When playing Poker in the game, please do not actually cheat - no matter how crooked your character is. Just use the abilities you've got, and otherwise play fair.

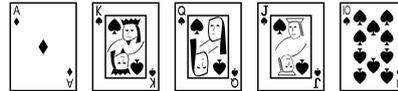


TOMBSTONE DRAW POKER

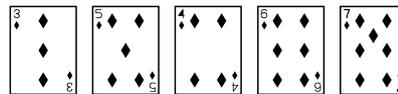
CHAMPIONSHIP RULES

\$500 entry fee – winner takes all!

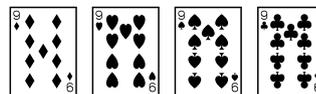
Royal Flush



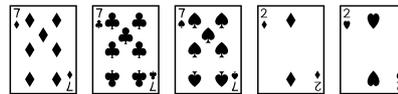
Straight Flush



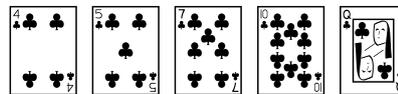
Four of a Kind



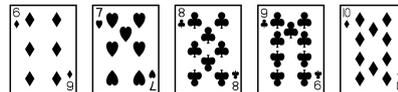
Full house



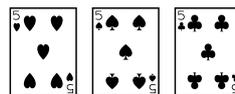
Flush



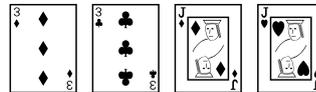
Straight



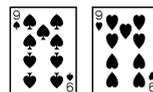
Three of a kind



Two pair



One pair



Aces are high. Spades beat Hearts beat Diamonds beat Clubs. All players must agree on dealer for first hand. Dealing then passes to the left. Play continues until only one player left or for one hour – winner has the most money. First and second round minimum bet (and ante): \$10. Final round minimum bet (and ante): \$50.

Once Upon a Time in Tombstone – Game Timetable

Day	Time	Event
Friday	7pm	Briefings
	8pm	Official game start (everybody arrives)
	8pm	Poker director runs learn poker sessions
	10pm	Theatrical Troupe's Stage Show
	11pm	Buffalo Bill's gunfight contest
	Midnight	GMs offline
Sat morn	9am	Start of session 2
	9am	First Town Council Meeting
	10am	Poker contest first round (every entrant)
	Noon	The Great Horse Race
	1pm	Deadline for voter registration
	1pm	Candidates for Sheriff must be in
	1pm	Lunch break
Sat aft	2pm	Start of session 3
	3pm	Hustings for Sheriff candidates
	**	
	4pm	Poker contest second round (best 12)
	5pm	Election opens for Sheriff
	5pm	County fair - dancing, etc.
	6pm	Election ballot boxes close
	6pm	Dinner break
Sat eve	8pm	Start of session 4
	8pm	New Sheriff is announced and sworn in
	8pm	Second town council meeting
	9pm	Poker contest final (last 4)
	10.30pm	Poker contest prize giving
	Midnight	GMs offline
Sun	9am	Start of session 5 - characters may now die
	11am	Weddings
	High noon	Final showdowns
	1pm	Game ends
	2 pm	Lunch and game wrap