

How to Play Lords of Tombstone

It's 1880 and Arizona Territory is the place to be. Lawmen and prospectors of dubious morality find their way toward a bustling boomtown called Tombstone. Out here on the range, the law is who's holding the gun. Fortunes can be made by those with a quick wit and a quicker trigger. There's a reason the town's newspaper is called The Tombstone Epitaph.

Number of players

2 to 6

Components

Playing *Lords of Tombstone* requires the Tombstone board, 5 local tiles, 1 cowboy pawn per player, 10 matching horseshoe lot markers per player, and poker deck (not including jokers).

Setup changes

Give each player a cowboy pawn and 10 matching horseshoe lot markers.

Place the character tiles in their associated corrals on the board.

Remove 2 tiles from each casino group. The game is played with 7 tiles from each casino group.

Shuffle the poker deck. Deal 3 poker cards to each player.

Shuffle the property deck. Deal 2 property cards to each player. If a player gets a card whose property is not represented on the board (a "blank"), set it aside and deal another to that player. After everyone has 2 non-blanks, shuffle any blanks back into the deck, then add the Game Over card as normal.

In 1881 Tombstone, property—like life—is cheap. Money is measured in dollars rather than millions, and the spaces on the board have lower costs than normal. Each player starts with \$20 minus the combined die values on their starting lots.

Gameplay changes

All rules from *Lords of Vegas* apply, but they are significantly altered by the existence of a poker deck, blank cards, and locals. Two new actions called "Ante" and "Bribe" are added.

The **poker deck** is used for several purposes. It provides an extra source of money, a new gambling mechanic, and a gunfighting mechanic for a new event called a showdown, where players fight over property claims and support of the locals. Poker cards are always kept secret; show them when you play them, and not before.

Poker cards each have a rank and suit. (Ignore all other elements of the card.) Aces are high. Poker cards of ranks 2 through 10 can be discarded to gain their appropriate number of dollars at any time; face cards and aces have no dollar values. If the deck is ever empty, shuffle the discards into a new deck.

On the board, Allen Street is the Strip. Several spaces (C8–C12, D7–D9, F7–F9) in the property deck are not found on the board. Instead, they are **blanks**. When a blank is drawn, instead of putting a lot marker on the board, start a showdown for control of a property as described below. (In a 2-player game, all the cards for spaces on F block are blanks.)

Also on the board are five **corrals** which host Tombstone's most colorful **locals**. Each local is associated with a casino group and provides a special power, as well as bonus points that add directly to your final score at the end of the game.

Turn changes

Instead of rolling to see who goes first, each player draws a card, and high card wins. If any players are tied after everyone has a card, keep drawing between tied players until someone wins, then discard all those cards.

Turns are played as normal, except that at the start of the turn, if you draw a blank for your property card when there are any empty lots on the board, pay and score the card as normal, then start a showdown (see below) between all players for a **claim**. The winner of the claim puts their lot marker on *any* empty lot on the board, then the card is paid and scored as normal and discarded. (If there are no unclaimed properties, skip the showdown, but pay, score, and discard the card as normal.) Then you draw another card as your property card; if it's another blank, pay, score, and discard it as normal, and draw again until you get a non-blank. There can never be more than one claim per turn.

Example: Green draws the property card C11, which is a blank. This starts a showdown, which Blue wins. Blue puts her lot marker on the unoccupied A3. Silver casinos are paid and scored, then the C11 card is discarded. Green then draws again, getting F9—also a blank. After paying and scoring aqua casinos, she discards the card. Then she draws again, getting B2, which she marks. She then pays and scores silver casinos as normal and continues with her turn.

If you draw a card for a lot that someone else owns, instead of simply taking it over, start a showdown against them for that lot.

Action — Gamble

When gambling, do not roll dice. Instead, deal 1 poker card faceup to the player, then 1 card faceup to the house. High card wins, and ties go to the house. Cards in hand are not used while gambling.

Action — Raise

When raising, the height limit is 2 (that is, the maximum number of risers per space is 1).

Action — Ante

To get more poker cards, you'll have to **ante** up to the bank. Once per turn, when you take the ante action, pay \$5 to the bank then draw a poker card.

Example: Blue wants to take the ante action. She pays \$2 and the 3 of hearts in her hand, and draws a new poker card, an 8 of diamonds.

Action — Bribe

The legendary locals of Tombstone can exert considerable influence on events, but they're not going to do it for free. Once per turn, you may attempt to **bribe** a local to come to your side until a better offer comes along. To bribe a local:

[1]: Choose a local. Each of these infamous characters has a favorite casino group noted on their tile. You can only choose a local if at least 1 casino from their favorite group is on the board.

[2]: If the local is still in their corral, all players are drawn into a showdown to gain the support of that local. If the local has been bribed by another player, start a head-to-head showdown against that player.

[3]: The showdown winner takes the local tile and can use the local's power when desired.

[4]: If this causes a player who had the support of a local to lose that support, they draw a poker card as consolation.

Example: *On the first turn of the game, Red wishes to bribe Ike Clanton. An Albion casino is on the board, so Ike is fair game. Since Ike is still in his corral, all players can participate in the showdown. Red wins the showdown and takes Ike from his corral. Later in the game, Yellow tries to bribe Ike. Yellow wins the showdown against Red, and takes Ike from Red, who draws a poker card to salve his hurt feelings.*

Showdowns

A showdown is a contest between two or more players over a **prize**, such as a local or a lot. A showdown occurs under the following circumstances:

1. When you bribe a local, hold a showdown for that local's support, either with all players if the local is in their corral or with the player whom the local currently supports.
2. When you draw a blank for your property card, hold a showdown between all players for the winner's choice of any empty lot, if any exist.
3. When you draw a card for a property that another player owns, hold a showdown between you two for that property.

In a showdown, you start by playing any number of poker cards from your hand (including zero). The next player must either beat what you played or fold. Then the next player does the same until everyone in the showdown has had a chance to play cards.

The player with the highest poker hand wins the prize. Any player who plays cards but doesn't win the showdown then draws that number of poker cards. If a player must surrender a prize to another player, they draw an additional poker card as consolation.

Players may trade before a showdown occurs, but not once the showdown begins.

Example: *Purple draws a property card for a space where Black has a lot marker. A showdown for the space begins between them. Purple plays a jack of hearts. Black has a jack of diamonds and two 4s. He can't play the jack by itself but could play the jack and a 4 or the pair of 4s. He plays the jack and 4 to retain his property. Purple draws a card to replace her jack.*

Poker hands

When players play cards in a showdown or gambling, you need to know the ranking of poker hands. Here's what beats what.

High card
Pair
Two pair
Three of a kind

Straight (five cards in rank order)
Flush (five cards of the same suit)
Full house (three of a kind and a pair)
Four of a kind

Straight flush (five cards of the same suit in rank order)

A higher hand of a certain rank beats a lower one. Kickers count: for example, a queen with a 6 beats a queen by itself.

Suits do not matter except for whether the hand is a flush. You need five cards to make a flush or straight; there are no “small” straights or flushes of fewer than five cards.

Locals

When you have bribed a local, you can use their power whenever their card says you can. You can do this multiple times a turn or on other players’ turns if permitted by the local. There is no limit on the number of locals you can bribe.

Example: *Blue has bribed Curly Bill Brocius. She builds and raises a casino next to Green’s raised casino of the same color. Blue activates Curly Bill’s power twice and gains two \$1 discounts on her investments.*

Locals are only temporarily aligned with the player who has bribed them. They are not any player’s property and cannot be traded.

At the end of the game, if you have a local’s support, you gain 2 points. These extra points are not affected by breaks in the scoring track; they are simply added to your final score on the track.

Example: *Blue and Yellow end the game on the 44-point space, ahead of any other player. Blue has the support of Josephine and Curly Bill, while Yellow has the support of Ike. Blue wins, 48 to 46.*