

## Pistols and Poltergeists Rules

*Someone has been cheating at cards and the pistols have come out. It's time for a high noon duel where the last cowboy standing wins. However, in this knockout dice game, the town is haunted and you just might get your revenge to win the game from beyond the grave. For 2-6 players ages 8 and up, Pistols and Poltergeists takes about 30 minutes to play.*

### Components

- 9 character location cards
- 8 ghost location cards
- 4 pairs of custom dice in four colors (red, yellow, green, white)
- 6 player character standees
- 6 character tiles
- 6 player aids
- 20 re-roll tokens
- 70 heart tokens

### Set-up

- Set out the location cards on the table with 4 on one side, 4 on the other, and the street in the middle to form your western town
- Set the 8 ghost locations face down in a deck to the side of the town (to be used later.)
- Each player selects a starting character standee and tile, a player aid, and 10 heart tokens
- Determine a first player in a manner of your choosing. They get 1 re-roll token and every other subsequent player gets +1 re-roll token. For example, the fourth player in turn order will get 5 re-roll tokens.
- Place the leftover hearts and tokens to the side of your western town to form a supply.

### Play Overview

**Living Player:** A living player's turn ("active player") is broken down into 3 phases: Move, Ghosts Reveal, and Target Another Player.

**Ghost:** When a player is killed, they become a ghost. On a ghost's turn, they may either swap hidden locations or gain a re-roll token. Additionally, they interrupt other players when that player moves into a location they're haunting.

Player turns proceeds clockwise around the table.

### Turn Summary

1. **Move:** At the beginning of each turn, the active player moves to any location not occupied by another player's standee. They may not stay in the same location.
2. **Ghosts Reveal:** Once a cowboy moves to a new location, any ghosts there reveal themselves at that location. They then roll the two white ghosts dice attempting to roll two ghost symbols. If there are multiple ghosts at a location, resolve them clockwise around the table with each making an attempt to possess the active player.
3. **Target a Living Player:** Now a player must select another living player to target. They will then roll dice in an attempt to shoot them. This is resolved as detailed below:
  - A. **Select a Target:** the active player points at another player using their fingers shaped like a gun.
  - B. **Select Two Dice to Roll:** the active player selects any two colored dice to roll
  - C. **Roll and May Re-Roll:** the active player now rolls both dice and may choose to re-roll any die spending a re-roll token to do so (or both dice using two re-roll tokens). Targeted player may now spend re-roll token(s) in a similar manner to re-roll a dice being used against them. If they choose to do so, go back to the beginning of this

step and repeat until both players cannot or choose not to use any more re-roll tokens.

- D. **Resolve Dice:** The active player resolves the final dice. If the die shows an X, the targeted player loses a heart for each X. If the die shows a heart, the active player gains a heart. If the die shows a re-roll, the active player gains a re-roll token.

### Ghost Details

- **Becoming a Ghost:** When a player loses all their hearts, they become a ghost. They now flip over their character tile to reveal their ghostly self and turn over their standee on the location that they died. When they die, they will go through the ghost location deck and choose one location. This player is now haunting the cemetery and a secret location of their choosing.
- **Ghost's turn:** When it comes around to a ghost's turn around the table, they may either take a re-roll token or swap out their hidden location for another from the deck.
- **Ghosts reveal:** When a cowboy moves to your location, you will interrupt their turn (phase 2). You will now roll the two white ghosts dice attempting to roll two ghost symbols. Similar to Phase C of targeting, both players will now go back and forth spending a re-roll token per die with the ghosts trying to roll 2 ghost symbols and the cowboys trying to stop them from doing so. Similar to Phase D of targeting, only the ending result is resolved. The ghost die results are either ghost symbols, re-roll tokens, or blanks.
- **Possession:** If at the end of resolution, a ghost has two ghost symbols on their dice, they now possess the other player and take over that character card, standee as well as any hearts. The ghost player gives them their character token in exchange. The other player is now a ghost. All re-roll tokens stay with their players and are not exchanged. Also, the remainder of the cowboy's turn is forfeited after a successful possession.

### Game End and Winning

The last living player is the winner of the game. In the rare circumstance that all remaining players get knocked out in the same turn, the last player to lose all their hearts, as determined by resolution order, is the winner.

### Locations

There are 9 locations and each have a different affect on the game. Some of these will be actions you can take; others are ongoing affects. All actions are resolved just before targeting takes place.

**Bank:** Action: you may convert 1 re-roll to 2 hearts or 2 hearts to 1 re-roll any number of times.

**Barrels:** Effect: if you're targeted, interrupt the active player's turn and roll to hit the player who targeted you with 1 yellow die. Re-roll tokens may be used.

**Cemetery:** Action: Gain re-roll tokens equal to 1+ the number of ghost players. Note: the cemetery card is not present in the ghost location deck since it's already haunted by all players.

**Church:** Effect: you may not use re-roll tokens. Other players may not use re-roll tokens against you here (this includes ghosts).

**Gallows:** Effect: -1 heart when you move here. Any players who target you here get -1 heart.

**Jail:** Effect: roll all 6 colored dice and choose 1 to use. This happens instead of "Targeting, Phase B, Select 2 Dice to Roll." Re-rolls can be used by the targeted player on any die rolled. However, only 1 of any of the 6 die is resolved during Targeting, Phase D, Resolve Dice.

**Saloon:** Action: gain 1 heart. Gain 1 more heart if you have 2 or less hearts.

**Stagecoach:** Effect: + 1 die selected and used this turn.

**Street:** You do double damage to the player you target. All players who target you here do double damage against you. Up to two players can be on this location.