


# DOOM TOWN



**Multiplayer 1.0**

**PINNACLE**  
ENTERTAINMENT GROUP

PINE BOX  
ENTERTAINMENT 

# MULTIPLAYER RULES 1.0

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## Introduction

Doomtown's rules are written primarily with two-player games in mind, but the game also supports a robust multiplayer environment. This document details all the rules variants you can choose from when sitting down with more than two players for a game.

## **1. Choose Your Victory Condition Format**

With more than two players, the first decision you need to make is which victory condition to use from the two listed below. Each has its own implications for the Sundown phase.

### **Format 1: The Quick and the Dead (Elimination)**

The Quick and the Dead is, unsurprisingly, the quicker victory format, although the high stakes involved can discourage aggressive play. In this variant, players are eliminated from the game if they would lose by the usual metric against *any* player (that is, if any single player has more total control points than you have total influence at sundown, you lose). When only one player remains, they win!

### **Changes to Sundown**

After starting the application of any traits or effects that apply continuously during Sundown, instead of the normal check for victory conditions in a 2-player game, check to see if anybody is eliminated. If any player's total influence is lower than any other player's total control points, they are eliminated from the game— they can no longer play cards, and so on and so forth.

Then, if only one player remains, they win! If there are at least two players remaining, continue with Sundown as normal by resolving any effects that require a check or game state change during Sundown.

On the off chance all the remaining players are eliminated simultaneously, use the normal tiebreakers. First, the player with the most control points wins. If that's tied, the tied player with the most influence wins. If that's also tied, continue with Sundown, then play another day and check again for victory.

### **Getting Eliminated**

When a player is eliminated, the following steps occur in sequential order (when any cards are referred to in these steps, unless stated otherwise, it refers to the owner, not controller):

1. If the eliminated player controls another player's dude or dudes, return control of those dudes to their owner.
2. Discard all cards owned by another player attached to the eliminated player's cards.
3. Send all other players' dudes at the eliminated player's deeds home booted.
4. Remove the eliminated player's in-play cards (dudes, deeds, home, goods, spells, conditions, etc.), boot hill, deck, and hand from the game.

The eliminated player should now have all 52 cards of their deck (and probably 2 jokers), plus their outfit card, removed entirely from the game.

Any effects created by an eliminated player continue for their normal duration (such as the California Tax Commission's upkeep reduction that lasts "until after the next Upkeep phase").

## **Format 2: Deadwood (Total Control)**

While Deadwood is the longer victory format, everybody will be in the game until the end. In a total control game, a player wins by beating *all* other players by the usual metric (that is, if a player has more total control points than *each* other individual player's total influence at Sundown, they win).

### **Changes to Sundown**

After starting the application of any traits or effects that apply continuously during Sundown, instead of the normal check for victory conditions in a 2-player game, check to see if any single player's total control points is higher than each other player's total influence, they win the game. If no one does, Sundown moves on as normal by resolving any effects that require a check or game state change during Sundown.

To illustrate further, if a player has more control points than the total influence of one or more of their opponents, but there is at least one opponent whose total influence is still equal to or greater than that player's control points, they *do not* win the game. In other words, you have to beat each opponent's influence just as if you were playing them all 1-versus-1 simultaneously.

If more than one player would be able to claim victory simultaneously, use the normal tiebreakers among the players who meet the victory condition: most control points, then most influence wins, and if there's still no winner, then play another day and check again for victory.

## **2. Choose Your Shootout Format**

In addition to choosing a victory condition, the second decision to make is the style of shootout. Each option in multiplayer games allows you to invite other players into your posse, and be invited into theirs (please remember, though, that each player can only have dudes in one posse or the other; you can't voluntarily pit your own dudes against each other).

Sequential Play follows the usual rules (but can lead to an avalanche of painful Shootout plays and Resolutions), while Turnabout Play alternates between the involved parties (but requires some calculation of play order during shootouts).

In both variants, the player that forms the leader's posse and the player that forms the defending posse are referred to as the primary players in the shootout. The player controlling the defending posse is usually the player that controls or owns the mark, but in some situations another player will form the posse defending against a job after the mark's controller and owner have declined (this is outlined in Section 6.2 Step 3 of the rulebook).

Any player whose dudes join a posse that was formed by another player are referred to as secondary players for that shootout, and remain secondary players until it ends (even if all their dudes are removed from the shootout).

### **Format 1: Sequential Play**

Sequential Play follows the standard rules for making plays, but can lead to a series of plays from multiple players all in the same posse before the other posse gets to make *any* plays. Simply start with the Winner and proceed player by player in clockwise order to resolve traits, make Shootout plays, resolve Reacts, and make Resolution plays.

### **Format 2: Turnabout Play**

Turnabout Play preserves the back-and-forth plays alternating between each posse in a multiplayer environment. During a shootout, alternate resolving traits, making Shootout plays, resolving Reacts, and making Resolution plays between posses rather than players, starting with whichever posse contains one or more of the Winner's dudes. If the Winner doesn't have dudes in the shootout, go clockwise from the Winner until you reach a player with at least one dude in a posse, and start with the posse containing their dude(s).

For making plays and resolving traits, use the structure below. The posse you start with according to the Winner is referred to as the first posse, and the other as the second.

1. The first posse's primary player makes a play / resolves a trait (or passes).
2. The second posse's primary player makes a play / resolves a trait (or passes).
3. One of the first posse's secondary players makes a play / resolves a trait (or passes).
  - a. If there is more than one secondary player in their posse, the primary player chooses who gets this opportunity each time.
  - b. If some of the secondary players in the same posse wish to make a play or need to resolve a trait, but not all of them (that is, if at least one other secondary player in the same posse would pass), the primary player must choose among those that would make a play or resolve a trait.
4. One of the second posse's secondary players makes a play / resolves a trait (or passes) (using the same stipulations on choosing a secondary player as the first posse if needed).

Each time you run through those four steps, if at least one of them had a player make a play or resolve a trait, go back to the first step and repeat all four. If all four steps had a player pass, move on to the next part of the shootout.

### **3. Choose Your Cheatin' Format**

Lastly, in addition to deciding on the victory condition and shootout formats for your multiplayer game, you need to decide how you'd like to deal with Cheatin' Resolutions in multiplayer.

#### **Format 1: By the Book**

By The Book uses the rulebook default of anyone being able to play a Cheatin' Resolution, even if they're not involved in a shootout. If a player reveals a cheatin' hand, all players may use the Resolution window to play Cheatin' Resolutions (although only one can be played against each cheatin' hand). This means that a player not involved in a shootout can conceivably hit both sides with Cheatin' Resolutions, and may be able to beat an involved player to the punch.

#### **Format 2: Mind Your Own Business**

Mind Your Own Business limits Cheatin' Resolutions to the players involved in a shootout. When you get to the Resolution step of a shootout, simply skip the players not involved in the shootout; they don't even get to declare they pass on making a play. There are no other changes than that, but keep in mind that the players who can play Cheatin' Resolutions includes all secondary players in the shootout, not just the primary players.

### **4. Who's Opposing?**

Most cards are written from a two-player perspective, so in multiplayer, you need to pay attention to who is considered an opposing when.

#### **Outside Shootouts**

Except during a shootout, all other players are considered opposing players. When you play a card that affects an opponent, you can choose which opponent it affects, but it will only affect that opponent.

#### **During Shootouts**

If you're not a primary or secondary player, you're just a spectator. You are not considered to be opposing any player for the duration of the shootout, so you're largely out of luck when it comes to making plays (although traits on your dudes, deeds, or outfit will still trigger if conditions are met). You can only use abilities to bring your dudes into a player's posse that you already accepted an invitation into, even if you didn't have dudes join that posse earlier (that is, players can only invite secondary players while forming posses, and you cannot become a secondary player outside of that step). The only exception is if you're using the By The Book format, in which everyone can still play Cheatin' Resolutions.

If you are one of the primary or secondary players in a shootout, for the purposes of Shootout plays, Resolutions, Reacts, and traits, players with dudes in the opposing posse at any point are opposing players. This means providing backup to another player during a shootout, or defending against a job on another player's behalf, can leave you exposed to other players' cards.

If you no longer have dudes in a posse (from them being sent home, discarded, aced, or otherwise removed from the shootout), you are still an opposing player to the other posse until the end of that shootout. However, until you have at least one dude in the shootout again, you can only make Shootout plays to bring your dudes into the shootout, and the only Resolutions you can play are Cheatin' Resolutions. However, plays can still be made against you by opposing players.

## **5. Shootouts**

Listed below are highlights of how shootouts change in all multiplayer games, regardless of the formats chosen.

### **Call Outs: Primary and Secondary Players**

As per usual, the player and dude issuing the call out are known as the leader, and the player and dude being called out are known as the mark. Both these players are referred to as the primary players for multiplayer shootouts that occur outside of jobs (determining the primary players for shootouts during jobs is detailed below). Any other players who add dudes to either posse are referred to as secondary players for that shootout.

If card effects refer to the controller of a posse, this would be the primary player for that posse.

### **Forming Posses**

The rules for having dudes join posses are largely the same. The requirements for adjacency, booting, etc. are not modified whatsoever. The only difference in forming posses is that both the leader and the mark can invite other players to bring their dudes into the leader or mark's posse.

Since the leader forms their posse first, they naturally get to invite other players to join their posse first. The leader extends this invitation after deciding which of their own dudes will be in their posse, but before the mark forms their posse. Then, once the mark has chosen which of their own dudes joins their posse, they can invite players who didn't join the leader into their posse.

### **Invitations**

When a player invites others to join their posse, those players choose to accept or decline, starting with the Winner, and proceeding clockwise. If a player accepts, they may have their dudes join the posse in the usual manner: dudes at the location of the shootout don't boot, adjacent dudes may boot to join.

A player can accept an invitation but not have any of their dudes join the posse immediately. Since you can only be invited and become a secondary player during posse formation, if you're not a primary player in the shootout and want to have dudes join later via traits or making plays, you still have to declare your allegiance to that posse during this step. Otherwise, you can't bring dudes into either posse for the entire shootout.

Also keep in mind that if you're playing with the Mind Your Own Business format, you can accept an invitation solely for the purpose of potentially playing Cheatin' Resolutions, even if you never bring dudes into the shootout. The downside to both these situations, of course, is that you open yourself up as an opposing player regardless of your dudes being in the posse or not.

## **Making Choices and Drawing Cards**

Even if a posse contains more than one player's dudes, the primary player for that posse is generally the one to make choices and form draw hands. The primary players' responsibilities include:

- Picking their shooter each round from all the dudes in their posse.
- Forming draw hands from their own deck, using the bullets of all their posse's dudes.
- Assigning casualties, including from the secondary player's dudes.
- Making choices as the controller of the posse (except for fleeing each round, see below).

Remember that both primary and secondary players can make plays during a shootout, and players can only do so with cards they control. That is, the primary player cannot use the abilities on a secondary player's dude in their posse, as that must be done by the secondary player. Thus, pulls should still be made by either the player who made the play, or by the player indicated by that play (e.g. if it requires an opposing player to pull).

As noted above, while the primary player generally makes the choices for the posse and its dudes, fleeing at the end of each round of the shootout is an exception. Secondary players still get to choose whether their dudes stay or go. Fleeing is resolved in this order:

1. The secondary players on the losing side, proceeding clockwise from the Winner.
2. The primary player on the losing side.
3. The secondary players on the winning side, proceeding clockwise from the Winner.
4. The primary player on the winning side.

## **6. Jobs**

Most of the differences in resolving jobs during multiplayer have already been covered in this documents via the multiplayer differences for all shootouts, which includes shootouts started during a job. The only significant difference to cover with jobs is posse formation, which works distinctly from callouts.



For the sake of clarity, the sequential steps for forming the leader's posse are included in full here. If multiple secondary players are joining dudes to the same posse, joining proceeds clockwise from the Winner, and each player joins all their dudes before moving to the next secondary player. The additions for multiplayer are steps 3, 4, 5, 8, and 10 in the list below.

1. The leader's unbooted dudes at the location of the dude leading the job may join the posse by booting.
2. Any of the leader's unbooted dudes adjacent to the location of the dude leading the job may boot to join the posse (but do not move to the location of the leader).
3. The leader now invites other players to join them for the job. Players accept or decline as usual. Keep in mind, only the leader gets the benefit of the job if it's successful.
4. Secondary players may have their unbooted dudes at the location of the dude leading the job join the posse by booting.
5. Secondary players may have their unbooted dudes adjacent to the location of the dude leading the job the posse by booting.
6. All dudes currently in the leader's posse move sequentially to the location of the mark.
7. Any of the leader's unbooted dudes adjacent to the location of the mark may boot to join the leader's posse and move to the location of the mark.
8. Secondary players may have their unbooted dudes adjacent to the location of the mark boot to join the posse and move to location of the mark.
9. Any of the leader's dudes at the location of the mark may join the leader's posse (even if booted) and do not need to boot to join the leader's posse.
10. Secondary players may have their dudes at the location of the mark join the posse (even if booted, without booting).

Once these steps are complete, the leader's posse is fully formed, and players who did not join the leader's posse are given the opportunity to defend the mark. The mark's controller has the first opportunity to form the defending posse, then the mark's owner. If the controller and owner decline, the rest of the players who did not join the leader's posse, proceeding clockwise from the Winner, are given the opportunity to form the defending posse.

If a player decides to defend the mark against the job, that player is considered primary player for that posse. They form a defending posse as usual for a shootout, but only using their dudes at or adjacent to the mark's location. Those dudes must boot to join the posse unless they are already at the mark's location. Dudes at the same location as the mark can join even if booted. Once primary player's own dudes are committed, they can invite other players who have not joined the leader's posse to assist them as secondary players for the shootout as usual.

From that point on, the shootout proceeds using the same multiplayer rules governing primary and secondary players as above. If the job is successful, only the leader who initiated the job gets to enjoy the rewards.