

1 - 9 PLAYERS

AGES 14+

20 - 40 MINUTES

DELUXE

An illustration of a woman with dark, wavy hair and a teal off-the-shoulder dress, sitting in a wooden chair. She is looking towards the viewer with a slight smile. In the background, a taxidermied deer head with large antlers is mounted on a wooden wall. The scene is lit with warm, golden light, suggesting an interior setting like a saloon or a parlor. The overall style is painterly and atmospheric.

DEADWOOD
1876

OVERVIEW

There's gold in the Black Hills of South Dakota, and you've come to find (or steal) your share. You're staying at one of the three major establishments in town where you and your associates are plotting to steal some of the gold-filled safes floating around town. But you suspect that the "friends" you're working with are secretly collecting guns to use against you to keep all the gold for themselves. Will you be ready to turn on them before they shoot you in the back?

CONTENTS



**3 ESTABLISHMENT
PLATFORMS**



9 PAWNS



22 SAFE CARDS



LINEN BAG



60 DEADWOOD CARDS



9 GREENBACK TOKENS



9 SILVER DOLLARS



15 DICE



9 CHARACTER CARDS



REFERENCE CARD

OBJECTIVE

In Deadwood 1876 you'll use cards from your hand to try to win safes from other players. Most safes contain badges, gold, or showdown guns. Near the end of the game, players with badges get extra turns. After the final turn, the team with the most gold will advance to the final showdown. There, teammates will have to fight each other using showdown guns from their safes and cards from their hand. The last person alive is the winner!

SET UP



(For 1-3 player games, read all standard rules and then apply adjustments listed on page 12)

1. Place the three establishment platforms in the center of the table.
2. Each player selects a character card, or they are dealt at random. Each character has a unique special ability. Place the pawns that match each character's color into the bag and remove unused pawns from the game. Beginning with

the Gem Theatre and moving clockwise, pull pawns out of the bag and place them in establishments one at a time. It's possible that teams will not be equal in size. (In 1-4 player games, do not place any pawns in the Grand Central Hotel, though players may still move there during the game).

3. Shuffle the deck of Deadwood cards and deal four face down to each player. Place the remaining Deadwood cards in a face-down deck in the center of the table.
4. Shuffle all safe cards and deal two face down to each player (only deal one to each player for games with 7-9 players). Place safe cards equal to 2 plus the number of players face down into the center. Remove any remaining safes from the game by placing them back in the box without viewing them. All players view their safe(s) and place them face down in front of them.

Note: If your group is experienced you may shorten the game length by starting with fewer safe cards in the center, or lengthen the game by starting with more safe cards in the center.

5. Give one greenback and one silver dollar to each player and place remaining greenbacks and silver dollars back in the game box (the extras will not be used).

HOW TO PLAY

Everyone roll a black die. The highest roller goes first.
Proceed clockwise.

ON YOUR TURN

On your turn you have three options:

PLAY A CARD AS A GUN



PLAY A CARD AS AN ITEM



STEAL FROM THE BANK





IF YOU CHOOSE TO PLAY A CARD AS A GUN
you can instigate a robbery or a duel.

ROBBERY: In a robbery, you attempt to steal a safe from another player. Lay down a gun from your hand face up in front of a specific safe belonging to another player. The defending player must play one of the guns from their hand to defend it. You and the defender simultaneously roll the dice that match your played guns. Reroll to break ties. If you have the higher final result then you successfully steal the safe. Privately view the stolen safe and shuffle it with your other safes before laying them back down in a row. If the defender has the higher final result, the defender keeps the safe and nothing gets shuffled.

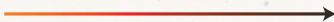
DUEL: Winning a duel lets you change your team in some way. Duels are played just like a robbery, but instead of attacking a specific safe you attack a specific player. If you defeat a player in a different establishment, swap the positions of your two pawns so that you are now a part of their former establishment. If you defeat someone in your own establishment, send that player's pawn to a new establishment if it has a vacancy (see establishment capacity in the table below). If the defender succeeds, nothing happens.

ESTABLISHMENT CAPACITY

1 - 5 PLAYERS	2 / ESTABLISHMENT
6 - 8 PLAYERS	3 / ESTABLISHMENT
9 PLAYERS	4 / ESTABLISHMENT

Each gun corresponds with a die that has its own specific values on it. The darker the die, the stronger the gun. Using a high-powered gun like a messenger will give you better odds of victory compared to a weaker gun, such as a pepperbox.

WEAKER



STRONGER



PEPPERBOX



DERINGER



COLT



WINCHESTER



MESSANGER



IF YOU CHOOSE TO PLAY A CARD AS AN ITEM discard the card and follow the instructions written on the card.

If necessary, more detailed descriptions of each item can be viewed later on page 16.



HORSE: Horses allow you to switch teams. Move to any establishment with a vacancy.

STETSON: View two safe cards currently in play. They can be from the same person, or from two different people.



DUSTER: Dusters allow you to improve your hand. Draw four new cards and then discard back down to four.



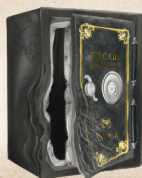
HOLSTER: Unlike other special items on Deadwood cards, **holsters are played out of turn** immediately before dice are rolled for another player's robbery or duel. You may assist a battling player by giving them a holster from your hand. Assisted players will roll the die matching the gun they played in addition to the holster card they were given. Both rolled dice will be added together to determine their total score. Only one holster may be used by each battling player so if a battling player is given multiple holsters, they must choose which to use and then return the others to their owners.



HEIST: Anytime someone plays a heist card on their turn, everyone must participate in a heist! Reveal the top safe card from the middle so that everyone can see its contents. Each player plays a gun from their hand simultaneously and rolls accordingly. The player who played the heist card gets to roll the gun on the heist card *in addition to* the card they played simultaneously with the other players. Holsters cannot be given to other players during a heist.

The highest roller (re-roll for ties) takes the safe and shuffles it face down with their other safes and play continues clockwise from the person who initiated the heist.

IMPORTANT! All safe cards in the center have to be heisted for the game to move into the final stages.





IF YOU CHOOSE TO STEAL FROM THE BANK
take one greenback or one silver dollar
from the center. Do not play a card.

Each player begins the game with one greenback and one silver dollar. Players can spend their money in exchange for the following abilities:



GREENBACKS: After taking your turn and drawing back to your hand limit you may spend a greenback (by placing it back into the center) to take an additional turn. You may spend multiple greenbacks on a turn. You cannot use greenbacks during the badge round or the final showdown.



SILVER DOLLARS: If you lose a duel, robbery, heist, or final showdown roll (including if you lose to someone with the dagger), before accepting the defeat you may spend a silver dollar (by placing it back into the center) to re-roll your dice. When using a silver dollar you must re-roll all of your dice (including an added holster or showdown gun). You may spend multiple silver dollars to re-roll multiple times.

If there is money in the center (the bank), a player may forego playing a Deadwood card on their turn and instead steal one greenback or one silver dollar from the bank for future use.

ENDING YOUR TURN

After each turn, all cards used by any players during the turn are discarded and everyone draws back up to 4 cards. This includes the active player as well as anyone who played a card in defense, anyone who played a holster, or everyone if there was a heist.

Whenever the deck runs out, shuffle the discard pile to reform the deck.

BADGE ROUND

As soon as the last safe in the middle has been won (meaning that heists equal to the number of players plus 2 have occurred), play will no longer continue clockwise. Instead, players must reveal safes that contain badges one at a time and take an extra turn per badge in the following order:



If nobody claims to have a certain badge, then it isn't in play and you should move on to the next one.

THE REVEAL

After all badge turns are over, all players reveal their remaining safes and resolve any "after the badge round" safes:



If anyone owns **EXPLOSIVES**, they discard all of their safes.



If anyone owns **POKER DECK**, they roll a colt (red) die and add the result to their gold total.



If anyone owns **SARSAPARILLA**, their gold total is doubled.

The players within each establishment add their combined gold together. The establishment with the most gold **ADVANCES TO THE FINAL SHOWDOWN!** Players in the other establishments are out of the game.

If you are alone but you have more gold than any other establishment, you win and the game is over!

If multiple establishments are tied for the most gold, the establishment with the dagger advances. If no team owns the dagger, the establishment with the most money (greenbacks and silver dollars) advances. If still tied, all players in the tied establishments advance together.

FINAL SHOWDOWN

Advancing players must face off in **THE FINAL SHOWDOWN!**

The final showdown happens in a series of dice rolls. Each advancing player simultaneously plays a card from their hand, then rolls the matching die (in addition to any dice matching showdown guns from their safes). The player with the lowest roll total must flip their character card to the black and white side. Reroll for ties.

Repeat the process outlined above by playing a new card from your hand. Remember, dice earned from showdown guns are added to every roll. Once a player loses two rolls, they are out of the game.



If you are the lowest roller,
flip over your character card.

If it happens again, you're
out of the game.

*Sorry there, buckaroo!
Better luck next time!*



THE LAST PLAYER LEFT STANDING KEEPS ALL THE GOLD AND WINS THE GAME! Let out a hearty “Yee-haw!”

Deadwood cards cannot be used as special items (including as holsters) and cards will not be replenished after each roll.

If multiple players are still alive after running out of Deadwood cards, they each pick up the hand of cards they had going into the final showdown and continue fighting (so play cards close to you and do not put them in the discard pile). Be sure to add your showdown guns to every one of your rolls!

3 LAWS OF DEADWOOD

1. You may shuffle your safe cards only immediately after gaining a safe from a robbery or heist. Otherwise, they must remain face down in a row in their same positions. You may view your own safes at any time, including if one of your safes is being attacked, but be sure to not get them out of order.
2. You may never show safe cards or cards in your hand to other players, although you can tell teammates or enemies anything you'd like. Communication and deception is encouraged.
3. There is a three-safe limit! If a player owns three safes and they win a fourth safe from a robbery or heist, they must choose one of their safes to permanently remove from the game. The removed safe is not revealed to the other players. If a player only has one safe and it is stolen, the player who took the safe must give them a safe in return. It can be the safe that was just stolen. **These limits no longer apply as soon as the badge round begins.**

YOU ARE NOW READY TO PLAY!

**STRATEGY TIPS, 1-3 PLAYER ADJUSTMENTS,
OPTIONAL ADVANCED RULES, CARD COUNTS,
& NITTY GRITTIES ARE EXPLAINED IN
DETAIL LATER IN THE RULEBOOK.**

REFER TO AS NEEDED.

STRATEGY TIPS

Deadwood is a balance between teamwork and selfishness. If a player uses all of their best cards and badges to hunt down gold for their team, they'll be defenseless to fight against their teammates in the final showdown. But if a player only goes after showdown guns, their team might not have enough gold to actually reach the final showdown. If someone on your team doesn't seem to be pulling their weight, they're probably plotting to use your gold to reach the final showdown and then defeat you! There may come a point when you need to attack, mislead, frame, abandon, or banish your own teammates.

The game may end quickly, so communicate with allies and observe what other players say and do with their safes. If you don't have much gold, you can always use a Horse, or duel your way into an establishment filled with gold so that you can make it into the final showdown. You can also persuade players with lots of gold to join your establishment, or trick undesirable players into leaving your establishment. Deadwood is not a memory game so feel free to use your phone or pen and paper to write down where you know (or suspect) certain safes are hiding.

Be sure to manage the guns in your hand. If you always use your best gun, you may be stuck with weak guns when it really counts. Sometimes it's worth it to use a bad gun and lose a safe to improve your hand of cards. See the odds of winning with each gun in the chart below.

ODDS OF WINNING A SHOOTOUT

ODDS OF
THIS DIE
WINNING



50%

33%

19%

7%

3%



67%

50%

31%

14%

7%



81%

69%

50%

31%

18%



93%

86%

69%

50%

31%



97%

93%

82%

69%

50%

1-3 PLAYER RULE ADJUSTMENTS

After reading all standard rules, apply the following adjustments:

SET UP

Set up the game like normal, treating it like it was a 4-player game. The extra players (3, 2, or 1 extras for 1, 2, and 3-player games respectively) will be “ghosts.” Ghosts receive a character card placed randomly in the circle of play, a matching pawn placed in an establishment, and two safe cards. Ghosts do not receive Deadwood cards, greenbacks, or silver dollars. Six safes are placed in the middle to be used for heists. Roll to see who goes first. Roll for each ghost.

GHOST TURNS

Ghosts get a turn each time around the circle. On a ghost's turn any player rolls a winchester (brown) die for the ghost. The ghost then attacks the player (or another ghost) clockwise based on the indicated amount on the die (1: they attack their clockwise neighbor, 2: they attack the player across from them, 3: they attack their counter-clockwise neighbor). Next, the winchester die is rolled again to determine which safe belonging to that player will be attacked (1: the safe closest clockwise to the ghost, 2: the next safe clockwise, 3: the next safe clockwise).

ROBBERY: After determining which safe is being attacked, a card is revealed from the top of the deck to be used by the ghost. The player being robbed then plays a card in defense. If the ghost rolls higher the ghost steals the safe and their safes are shuffled together. If the defender rolls higher, nothing happens.

DUEL: If the ghost's second winchester roll shows a 2 or 3 and there is no safe in that position to attack, then the ghost will instead attack that player (or ghost) in a duel. If they win the duel they will either swap positions with the defeated player (if they are not on the same team) or kick the player out of their team (if they are on the same team) and send them to the next establishment clockwise that has a vacancy.

HEIST: If the card a ghost uses for the robbery or duel ends up having a heist shown on the card, the attack is canceled and instead a heist occurs. In every heist, including heists initiated by other players, all players play a card simultaneously, with ghosts playing cards drawn from the top of the deck. If the ghost initiated the heist they will get to add the weapon on their heist card with the card they drew from the deck. If the ghost wins the heist, they take the safe and it is shuffled together with their other safes.

ATTACKING A GHOST

You are allowed to attack a ghost in a robbery or a duel. If attacking you must choose which card to use before seeing which card the ghost draws from the top of the deck to use in defense.

FINAL SHOWDOWN

Teammates of ghosts count their ghost's gold together with their own when determining which team will advance to the final showdown. If there are ghosts in the final showdown, they will draw a random card from the top of the deck for each round of the final showdown. They will add showdown guns from their safes to each roll. Ghosts can win.

OTHER GHOST NOTES

You may use holsters like normal to assist a ghost or to assist their opponent. If a ghost is given multiple holsters, each giving player must roll a black die and the highest roller gets to give the holster.

The safe limits explained in the 3rd Law of Deadwood (minimum 1, maximum 3) apply to ghosts. If a ghost gains a 4th safe, one will be discarded at random. If you steal from a ghost with 1 safe, you must give them 1 back.

Ghosts do not use badges for extra turns, but if a ghost reveals a badge before the final showdown it counts as 1 gold and 1 pepperbox showdown gun.

EXAMPLE GHOST TURN: *You are across from the ghost and the ghost rolls a 2 on the winchester die, meaning they will attack the player two positions clockwise, which happens to be you. Next, the ghost rolls a 1 on the winchester die, meaning they will attack your safe that is closest clockwise to them. The ghost plays a gun face-up from the top of the deck, and then you choose a gun from your hand in defense. The ghost rolls higher than you and steals your safe. The ghost's new safe is shuffled with their other safes and placed back in a row in front of them.*

OPTIONAL ADVANCED RULES

CHARACTER ABILITIES: Groups are welcome to give players zero special abilities, multiple special abilities, or the same special ability for all players. You can also invent your own new special abilities...we can't stop you!

MYSTERY SAFES: You can decide as a group to change the value of Rats (usually it is worthless) into something else. Some ideas: the owner automatically advances to the final showdown, the owner can not use showdown guns in the final showdown, the owner starts a poker game with willing players each betting a safe, the owner can discard mid-game to add a messenger to their roll, the owner gains 1 gold but must roll a negative pepperbox in the final showdown, etc. We'd love to hear what you come up with!



CARD COUNTS

60 DEADWOOD CARDS

12 Heist	(6 Pepperbox, 6 Deringer, 0 Colt, 0 Winchester, 0 Messenger)
12 Horse	(0 Pepperbox, 0 Deringer, 0 Colt, 6 Winchester, 6 Messenger)
12 Holster	(6 Pepperbox, 6 Deringer, 0 Colt, 0 Winchester, 0 Messenger)
12 Duster	(0 Pepperbox, 0 Deringer, 0 Colt, 6 Winchester, 6 Messenger)
12 Stetson	(0 Pepperbox, 0 Deringer, 12 Colt, 0 Winchester, 0 Messenger)

22 SAFE CARDS

 EXPLOSIVES owner loses all safes after the badge round	 POKER DECK worth 0-3 gold	 RATS worthless	 DAGGER owner can reveal to win ties	 SARSAPARILLA owner's gold is doubled after the badge round	
 COLT 	 DERINGER 	 PEPPERBOX 	 GOLD BAR worth 3	 GOLD NUGGET worth 2	 GOLD DUST worth 1
 TIN BADGE	 IRON BADGE	 COPPER BADGE	 SILVER BADGE	 GOLD BADGE	



NITTY GRITTIES

Read if questions arise.

AL SWEARENGEN: When you play a heist card you can first view and rearrange the top three center safes before revealing the top one.

BADGES: If your badge is stolen during the badge round before you get to use it, too bad! It now belongs to the other player. If you own multiple badges you will get multiple turns in the badge round. As referenced in the 3rd Law of Deadwood, safe limits no longer apply once the badge round begins. Cards are replenished like normal during the badge round. Revealed badges have no value and can not be attacked. Greenbacks can not be used in the badge round (but silver dollars can be used).

CALAMITY JANE: You can play a Horse card out of turn to enter any robbery between two other players as a 3rd participant. Enter after they have both played their guns but before they roll. If you roll highest you get to steal the safe that was being fought over. You can receive holsters. Draw back to 4 cards after the robbery.

DAGGER: If you own the dagger you may reveal it to win a tie during a robbery, duel, or heist instead of re-rolling (as happens with normal ties). After using it, turn it face down again (you may shuffle it if you used it to acquire a safe). You may elect to keep the dagger concealed instead of using it. If two teams are tied in gold at the end of the badge round, the team with the dagger wins the tie. The owner of the dagger wins all ties in the final showdown. The dagger can not be used to lose a tie. The dagger can not be used if it is the safe being attacked.

DUSTER: If you spend your turn to play a duster, discard your duster and then draw 4 Deadwood cards. Of your now larger hand of 7 cards discard 3 so that at the end of your turn you again have 4 in your hand.

EXPLOSIVES: After the badge round the owner of explosives loses all of their safes. Even though they won't have any gold to contribute to their team, the owner of explosives still has a chance to win the game if their team goes to the final showdown. You can get rid of

explosives if you acquire a 4th safe (since you would need to discard one safe from the game), if you steal a safe from a player with 1 safe (since you must give them 1 safe in return), or if you trick another player into robbing it from you. Explosives can not be discarded during the badge round from gaining a 4th safe since safe limits no longer apply in the badge round.

HEIST: Players who initiate the heist by playing the heist card do not replenish their hand of cards until after they play their additional card for the heist. The player who initiated the heist must play an additional card in the heist.

HOLSTER: Holsters can be played on an attacker or defender's gun (or both) by anyone who is not the primary attacker or defender. You can never give a holster to yourself or to the person you are fighting against. Rolls happen simultaneously so be sure that each player gets a fair chance to receive a holster before rolling. If a group is picky about the order that holsters should be played, play in the order of attacker, defender, holster for attacker, holster for defender. Holsters must be re-rolled along with the main gun for all tiebreak rolls and silver dollar re-rolls. Only one holster may be used by each battling player so if a battling player is given multiple holsters, they must choose which to use and then return the others to their owners. A player may reject a given holster and return it to the player who gave it. Holsters can not be given to other players in a heist. Holsters can not be used in the final showdown.

HORSE: You can only use a horse to move to an establishment with a vacancy (see establishment capacity table on page 5).

KITTY LEROY: Before determining the result of a robbery, duel, heist, or showdown round you can re-roll any of your pepperboxes up to 2 times. This includes holsters you receive or pepperbox showdown guns.

MOLLIE JOHNSON: You can add a total of 3 holsters to your own rolls during the game, though only one can be used at a time. They can be used for attacking or defending in a robbery or duel, but not for heists or the final showdown. To keep track of how many times you've used a holster, turn your character card clockwise 90 degrees each time.

POKER ALICE: Your hand limit is 5 cards instead of 4. If you need to pick up your used cards in the final showdown you must use all 5 of your cards before doing so.

POKER DECK: If you possess the poker deck after the badge round, roll a colt (red) die. The number you roll is added to your team's gold total.

The rolled value is doubled if you also possess sarsaparilla. If a ghost possesses poker deck, roll the colt die for them to determine the gold value added to the ghost's team. Silver dollars can not be used to re-roll your poker die.

REVEREND SMITH: When you play a stetson you get to view 3 safes instead of 2.

SARSAPARILLA: After the badge round, sarsaparilla doubles the value of any gold you possess. This includes gold acquired from the poker deck after rolling to determine its value. Sarsaparilla does not double the value of any gold your teammates possess.

SETH BULLOCK: In the badge round each badge that you possess gives you two consecutive turns instead of one. After your first turn, draw back up to 4 cards.

SHOWDOWN GUNS: Showdown guns are only used in the final showdown and are added to **every** roll you make in the final showdown. *Example: Holly has a pepperbox and deringer showdown gun in her safes. In the first round of the final showdown she plays a colt from her hand and gets to roll a colt, deringer, and pepperbox. In the second round she plays a deringer from her hand and gets to roll two deringers and a pepperbox.*

SOLOMON STAR: Your safe limit is 4 instead of 3. You may not discard a safe until you gain a 5th safe, even if you want to do so (presumably because you possess explosives). If playing against ghosts, you can decide which of your safes is in the 4th position (thus keeping it safe from an attacking ghost).

STETSON: View any two safe cards. They don't need to belong to the same player. Be sure to place them back in their same positions after viewing. Also be sure that nobody else sees the front of the safes when you view them. You cannot view safes that will be used in future heists or safes that are not in play.

TIES: If there is a tie in any type of battle (robberies, duels, heists, final showdown) the player with the dagger wins the tie if they show their dagger. If no tied players have the dagger, tied players must re-roll **all** the dice they used in the battle. This includes holsters, showdown guns, and heist guns.

WILD BILL HICKOCK: After the badge round, any gold dust you possess is each worth 2 gold instead of 1.

DEADWOOD HISTORY & BIOS

DEADWOOD HISTORY

Large deposits of gold were discovered in the Black Hills of South Dakota in late 1875. Word quickly spread and the town of Deadwood was born almost overnight in early 1876, settled illegally on Native American land. It soon reached a population of 5,000 miners, gamblers, prostitutes, outlaws, and businessmen. Lawlessness was prevalent as people flocked to the town to find (or steal) their share of the gold. Deadwood quickly became an infamous western town where old west legends lived and died. The gold found in the area accounted for 10% of the world's gold for the next 125 years.



AL SWEARENGEN - ENTREPRENEUR, 31

Swearengen arrived in Deadwood in May of 1876 and opened an outdoor gambling saloon called The Cricket. Later he opened the Gem Theatre, a notorious saloon, dance hall, and brothel. Swearengen made an enormous amount of money each night and often paid off authorities to look the other way when things weren't exactly legal. In 1899 the Gem burned down and Swearengen left Deadwood for good.



CALAMITY JANE - COWGIRL, 24

One of the most famous figures of the old west, Martha "Calamity Jane" Canary built her legendary status as a storyteller in Buffalo Bill's Wild West Show. She was known for dressing in men's clothing, being involved with several skirmishes with the American Indians, and for her exploits into prostitution and alcoholism. She was also remembered for her generosity to the sick and misfortunate. Jane was a good friend of Wild Bill, coming to Deadwood with him in 1876.



KITTY LEROY - TRICK SHOOTER, 26

Kitty led a fast-paced and wild life, moving all around the west until she settled in Deadwood in 1876. Along the way Kitty worked as a dancer, trick-shooter, faro card dealer, and eventually owned her own brothel after working for Mollie Johnson. By the age of 27 Kitty had married five times, allegedly shooting and killing her third husband. Karma caught up with her when her fifth husband murdered her in 1877 after growing jealous of her many affairs.



MOLLIE JOHNSON - HUSTLER, 24

Mollie owned and operated a famous brothel in Deadwood and soon became known as the "Queen of the Blondes" because of the three blonde women she employed. Mollie was known for her elaborate antics to get more customers and she appeared in the gossip column of the Black Hills Pioneer often. While in Deadwood she married a comedian who worked at the Bella Union Theatre, the "grandest" establishment in town.



POKER ALICE - GAMBLER, 25

After her first husband died, Alice Ivers turned to poker to make ends meet. Excellent at counting cards and figuring odds, Alice soon dominated the tables across the old west, winning the equivalent of 3 million dollars during her life. She splurged her winnings on the latest fashions, and often wore beautiful dresses and smoked cigars at the poker table. She eventually opened a saloon and lived her life out in South Dakota.



REVEREND H.W. SMITH - REVEREND, 49

After living most of his life in the northeast United States and fighting in the Civil War, Reverend Smith felt a call to preach in Deadwood in 1876. Smith quickly became well known in the town since he would give sermons on Main Street every Sunday. In August of 1876 Reverend Smith left a note on his

door that said "Gone to Crook City to preach, and if God is willing, will be back at three o'clock." He was mysteriously shot in the heart on his way.



SETH BULLOCK - SHERIFF, 27

The day after Seth arrived in Deadwood in 1876, Wild Bill Hickok was shot and killed. The town, looking for some stability, soon elected the no-nonsense Bullock to be the first Sheriff of Deadwood. During his life Seth helped create Yellowstone National Park, served as a US Marshall, and became good friends with Teddy Roosevelt. Roosevelt later said, "Seth Bullock is a true Westerner, the finest type of frontiersman."



SOLOMON STAR - MAYOR, 36

A German immigrant, Solomon traveled to Deadwood in 1876 when himself and Seth Bullock saw an economic opportunity to open a hardware store in the town. A bachelor his whole life, Solomon kept busy serving on Deadwood's town council and later as mayor. He also served in the South Dakota Senate. Solomon and Seth later opened the Bullock Hotel in the town, which still operates today.



WILD BILL HICKOK - FRONTIERSMAN, 39

Wild Bill was one of the most famous old west figures to ever live, working as a scout, spy, soldier, lawmen, gunfighter, gambler, wagon master, and actor during his lifetime. He was involved in multiple famous shootouts, fought in the Civil War, and acted with Buffalo Bill Cody. He met his end in 1876 in Deadwood when an angry poker opponent shot him from the back while Wild Bill was holding a pair of Aces and Eights, now known as the Dead Man's Hand.



CREDITS



Rules & Gameplay: Travis Hancock

Illustrations: Sarah Keele

Graphic Design: Holly Hancock

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