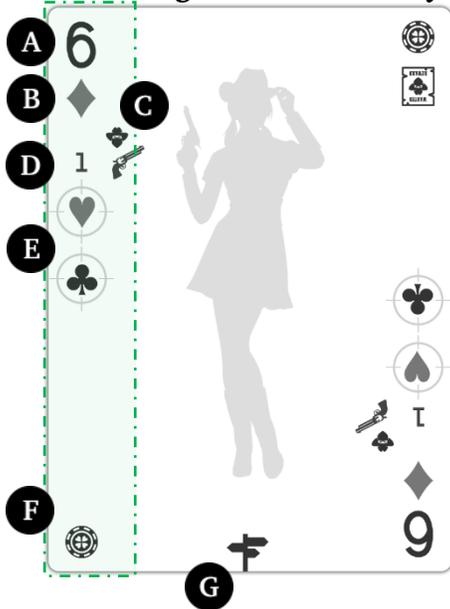# OLD TOWN ROAD

By Gregg Jewell

PnP Version 2.0

Old Town Road is an in-hand solitaire card game following your encounters with outlaws along the infamous road leading to Old Town. Participate in various events along the route in the best sequence possible to score 3-card poker hands once you've reached town.

Components

- 24 Gunslinger cards
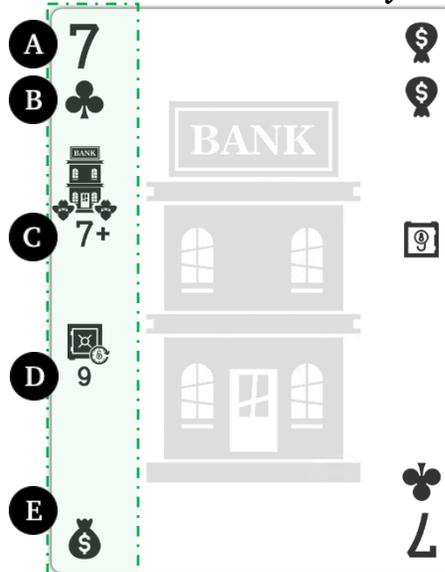- 4 Bank cards
- 1 Old Town card

Gunslinger Card Anatomy

A. Number
B. Suit
C. Affiliation
D. Range
E. Target List
F. Scoring Bonuses
G. Effects that trigger when the card is drawn.

Active Area

Bank Card Anatomy

A. Number
B. Suit
C. Minimum sum of adjacent outlaws required to rob this place
D. Exact sum of adjacent outlaws required to open vault (rotate)
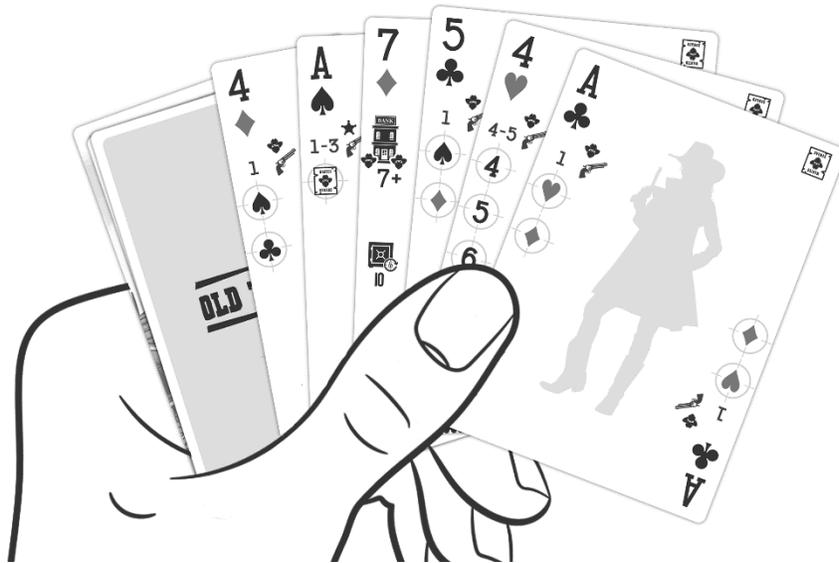E. Scoring Bonuses

Active Area

Setup

To begin the game, rotate every card so that its silhouette is in an upright orientation. The left section on each card is the active area.

Set the Old Town card aside for a moment. Shuffle the deck **face down**, making sure that all cards stay in their upright orientation. Then, place the Old Town card on the bottom of the deck.

Draw **6** cards from the top of the deck. Flip them face up and fan them so you can see the active area of each card. These cards are considered to be on "the road".

Journey to Old Town

On each turn, you must participate in one of the following events and then travel further down the road.
Note: You can look at any card that you've placed on the bottom of the deck at any time.

a. **Shootout:** Remove a gunslinger 🔫 from the road that's both within the range and has an attribute on the target list of one of the other gunslingers 🔫 on the road (the shooter) and place it, **face up in its current orientation**, on the bottom of the deck.

   If the shooter is an outlaw 🤠 that's not already **WANTED** 🖼, rotate that card upside down to reveal a **WANTED Sign** 🖼 in its active area.

b. **Robbery:** Remove a bank 🏦 from the road that's between two outlaws 🤠 that add up to 7 or more and place it face up on the bottom of the deck. If the sum of the two outlaws 🤠 exactly matches the bank vault's combination, also rotate the bank card upside down to reveal another **Moneybag** 💰. *Note: Aces count only as 1s.*

   If either robber is an outlaw 🤠 that's not already **WANTED** 🖼, rotate those corresponding cards upside down to reveal a **WANTED Sign** 🖼 in its active area.

c. **Getaway:** Remove a card from the road and place it **face down** on the bottom of the deck.

After participating in an event, travel further down the road by drawing a card from the top of the deck and adding it face up to the **left** side of the road. Some cards have a symbol at the bottom-center of the card that triggers an effect when its drawn:

- A card with a **Crossroads Signpost** 🛦 allows you to add it to the left **or right** side of the road.
- A card with a **Train** 🚂 allows you to either add it to the left side of the road as normal (get off at this stop) or immediately return it face down in the middle of the deck to draw another card (get off at a later stop).

Reaching Old Town

Your journey ends once the Old Town card is revealed. You may continue participating in events on the road just outside of town until either you choose to stop or there's no more events to participate in. Then, place all remaining cards in the road face down on the bottom of the deck.

Scoring

Once all events have stopped and you've entered Old Town, recall all the events you participated in throughout your journey to get your final score. *Note: Do not change the order or orientation of any of the cards. Only symbols in the active area of a card are counted.*

Check the order of the cards to determine which ones made **3-card** poker hands worth points.

Poker hands can only be made from **three adjacent** cards, meaning that if you have three **4**s from your journey, the only way for them to make a **3 of a Kind** is if all three 4s are next to each other.

Each card can only count toward one poker hand, meaning that if two other ♣s were to the left of **2**♣ and a **3** and **4** were to the right of the **2**♣, you can only use that **2**♣ once to make either the **Straight** or the **Flush**. Aces count only as 1s. **Straights** can't "wrap around" *(i.e. 6,7,A is not a valid Straight)*.

Face down cards score no points and are **skipped over** when determining adjacency for poker hands.

3-Card Poker Hands

Pair Two of same number + any card	**1 point**
Flush Three of same suit	**2 points**
Straight Three numbers in sequence (in any order)	**3 points**
3 of a Kind Three of same number	**4 points**
Straight Flush Three numbers of same suit in sequence (in any order)	**5 points**

- Each poker hand containing a card with a **Poker Chip** ⬤ is worth **double points**.
  *Note: Additional cards with a **Poker Chip** in the same poker hand have no effect.*
- If you made all **five** kinds of poker hands, score **10 bonus points**!
- Each **Moneybag** 💰 scores **2 bonus points**.
- Each **WANTED Sign** 🖼 scores **1 bonus point**.