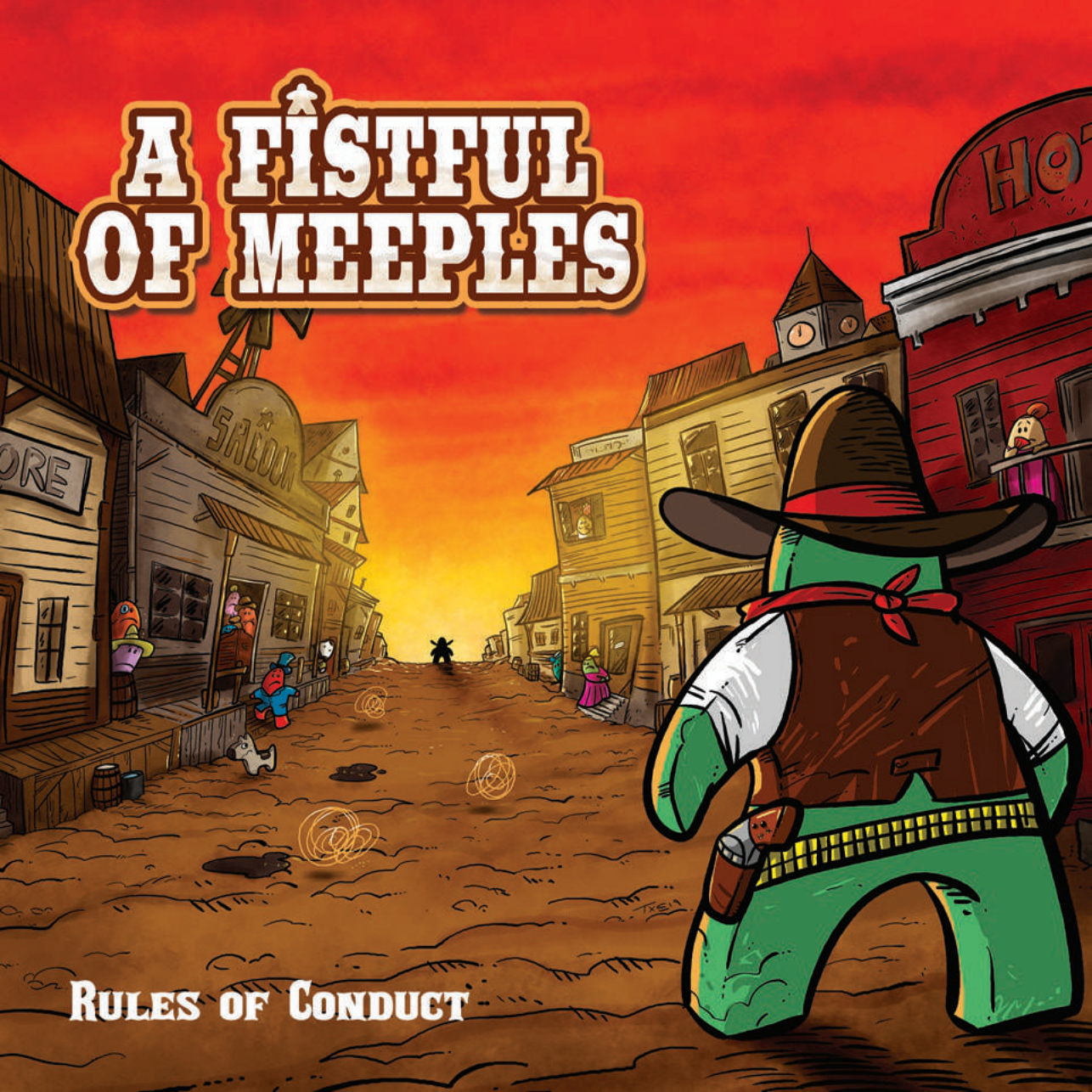
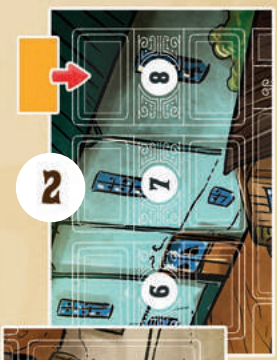
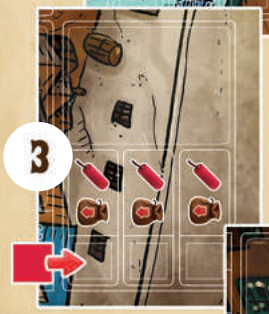

A FISTFUL OF MEEPLES
SALOON
RULES OF CONDUCT

A Fistful of Meeples

It's Mancala meets worker-placement in this Wild West board game! On your turn you'll grab a Fistful of Meeples and place them around the street. Take actions such as: mining for gold, building businesses, dueling in the street, and setting off explosive jail breaks! After the dust has settled, the player with the most points wins!

Game Setup





1. Place the board in the center of the table.
2. Place 1 Gold Bar on each of the 6 indicated spaces in the Bank.
3. Place 1 Dynamite piece on each of the 3 indicated spaces in the Jail.
4. Place the Madame Meeple **[PINK]** in the Saloon
5. Randomly place 3 Meeples in each of the 12 Buildings on Main Street.

> ***Note:*** *You may use the Mining Bag to randomly draw the Meeples.*

6. Prepare the Mining Bag by filling it with all 36 Gold and 18 Stone pieces.

Player Setup

Each player selects a player color and takes the following components in that color:

1 Showdown token
8 Double-Sided Marquee tiles

Determine a starting player. Beginning with the player to the right of the starting player—and continuing counterclockwise around the table—each player places one Marquee tile ("5 Points" side face-up) on one of the four corner Buildings on Main Street. (See **#7** on the previous image)

Gameplay

Taking a Turn

Players take turns in clockwise order (beginning with the starting player). When taking your turn, perform following steps in this order:

1 Select a Location containing 1 or more Meeples (Building, Saloon, or Jail) and take all Meeples from it.

2 Place the Meeples on available spaces on Main Street, one Meeple per space, continuing until you have no Meeples left in your hand.

- Each Showdown space can only hold one Meeple. If there is already a Meeple on a Showdown space, skip it, and continue placing Meeples on the other side of Main Street.

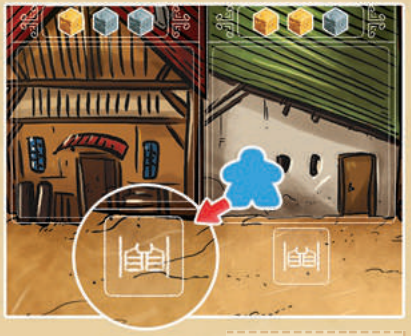
2A **Placing Meeples from a Building on Main Street**

- You must place Meeples at an adjacent Doorway or Showdown space, then continue in the same direction.

> ***Example:*** *If you place a Meeple on the space counterclockwise of your selected Building, you must continue placing Meeples counterclockwise for the rest of your turn.*

2B Placing Meeples from the Saloon or Jail

- If you select the Saloon or Jail, you may select any Doorway or available Showdown space to begin from. Then continue placing the rest of the Meeples in one direction from there.
- When you select the Jail, immediately place 1 Dynamite piece from the Jail into the Mining Bag.



*Example: **Step 2***

*Example: **Step 2B***

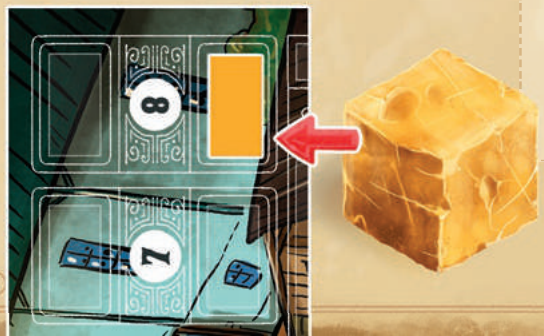
3 Resolve Meeples

- Resolve each of the Meeples you placed in any order you wish (see Meeple Actions below).

4 Check for Gold Bar

- If you have Gold pieces in your supply equal to the amount indicated under a Gold Bar in the Bank, you must put that number of Gold pieces into the Mining Bag. Then take the Gold Bar and add it to your supply.

*Example: **Step 4***



***Note:** Always take the gold Bar that requires the fewest pieces of gold. This is only done at the end of your turn, after you have resolved all of your Meeple actions. Gold Bars cannot be used as Gold Pieces to pay for costs—they are just worth Points during Scoring.*

LOCATIONS AND SPACES

Locations are where Meeples are taken from to begin your turn. Locations consist of Buildings, the Saloon, and the Jail.

- **Buildings** are the 12 Locations along both sides of Main Street; they can hold any number of Meeples.
- **The Saloon** is where Meeples that win Showdowns are placed, as well as Builders moved by the Madame.
- **The Jail** is where Robbers that are "busted" by Deputies are placed.
- If you take Meeples from the Saloon or Jail, you may select any available Doorway or Showdown space to begin placing them.

Spaces are where Meeples are placed during a turn. Spaces consist of Doorways and Showdown spaces.

- A **Doorway** is the area of a Building where a Meeple is placed before it is resolved. Once resolved, move the Meeple into the Building.

  Note: *Doorways can only hold one Meeple at a time.*

- A **Showdown space** is where a Meeple is placed before a Showdown is resolved. When you place a Meeple on a Showdown space, add your Showdown token to Main Street (under the Meeple). This marks that the Meeple will be under your control during the next Showdown.
- Each Showdown space can only hold one Meeple at a time. If you are placing Meeples and come to an occupied Showdown space, skip it and continue to the other side of Main Street.

  Note: *If you would place the Madame on a Showdown space, send her to the Saloon instead of initiating a Showdown.*

- Available space refers to a Doorway or a Showdown Space without a Meeple on it.

MEEPLE ACTIONS

Meeples interact based on their new Location and what other Meeples are already present there. Miners, Robbers, Deputies, and the Madame must perform their associated actions if possible. However, you may choose not to build or upgrade a Marquee tile with a Builder if you do not wish to. If there is a Meeple on each of the two Showdown spaces, you must resolve the Showdown (during the Resolve Meeples step on your turn).

> ***Note:*** *All placed Meeples must be resolved but the order is up to you.*

- **Builders [BROWN]**

  A When you resolve a Builder in a Building that does not already have a Marquee tile on it, you may build a Marquee from your supply.

  - To build a Marquee tile, pay the cost indicated on the Building, return the Gold and/or Stone pieces to the Mining Bag, then place a Marquee tile from your supply on the Building with the "5 Points" side up.

  B When you resolve a Builder in a Building that already has a Marquee tile with the "5 Points" side up, the owner of the tile may upgrade it.

  - To upgrade a Marquee tile, the owner must pay the cost indicated on the Building, then flip the Marquee tile to the "10 Points" side.

> ***Note:*** *If you resolve a Builder in a Building that has another player's "5 Point" Marquee tile, they may upgrade it while it is your turn (when you choose to resolve the Builder).*

- **Miners [YELLOW]**

  When you resolve a Miner in a Building that has a Marquee tile, the owner of the tile draws pieces from Mining Bag.

  - "5 Point" Marquee tiles grant 2 pieces drawn from the Mining Bag.

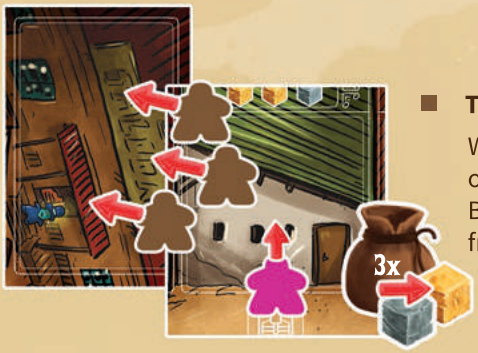
- “10 Point” Marquee tiles grant 4 pieces drawn from the Mining Bag.
- If a Building has no Marquee tile, no one draws from the Mining Bag.
- If a Building has another player’s Marquee tile on it, that player must draw from the Mining Bag (when you choose to resolve the Miner).

- **Robbers [RED]**

  When you resolve a Robber in a Building that has one or more Miners in it, draw 2 pieces from the Mining Bag for each Miner there.

- **Deputies [BLUE]**

  When you resolve a Deputy in a Building that has one or more Robbers, draw 2 pieces from the Mining Bag for each Robber there. Then remove all Robbers from the Building and place them in the Jail.



- **The Madame [PINK]**

  When you resolve the Madame in a Building that has one or more Builders, draw 1 piece from the Mining Bag for each Builder there. Then remove all Builders from the Building and place them in the Saloon.

- **Showdown** *(Any two Meeples on Showdown spaces)*

  You must resolve the Showdown if there is a Meeple on each of the two Showdown spaces. Perform the following steps in this order:

  1. Both players with a Showdown token on Main Street must roll a die.
  2. The player who controls the Meeple with the higher shooting skill may re-roll their die a single time. Shooting skills are as follows:

     Deputies ▸ **Robbers** ▸ **Miners** ▸ **Builders**

     The player with the higher die result "wins" the Showdown, and will draw pieces from the Mining Bag as a reward.

     In the event of a tie, the player who controls the Meeple with the higher shooting skill wins.

     Note: *If both Meeples have the same shooting skill and are tied, both are placed on Graves in the Graveyard. Then both players draw their respective rewards from the Mining Bag as if they both won the Showdown (see below).*

  3. The losing Meeple is placed on a Grave in the Graveyard.

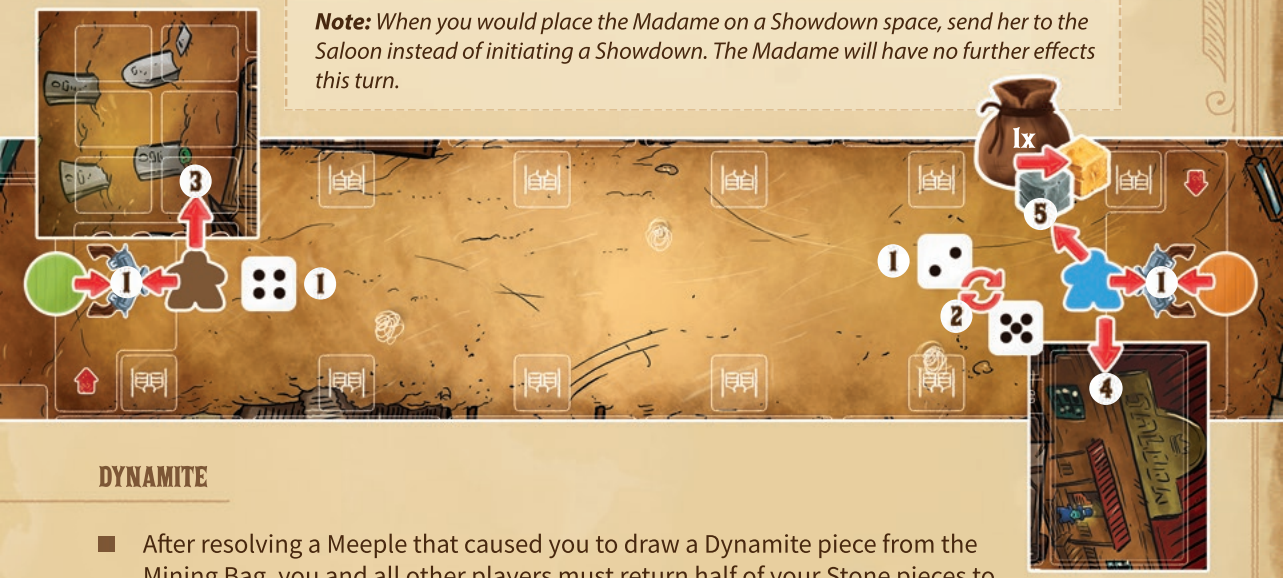
     Note: *If there are no empty Graves, return the Meeple to the box.*

  4. The winning Meeple is placed in the Saloon.
  5. As a reward, the player who controlled the winning Meeple draws a number of pieces from the Mining Bag. The number of pieces drawn is determined by the type of Meeple moved to the Graveyard. According to the chart besides the Graveyard: **Deputies:** 4 draws; **Robbers:** 3 draws; **Miners:** 2 draws; **Builders:** 1 draw.

     Players remove their Showdown tokens from Main Street and return them to their supplies.

     Note: *If you place a Meeple on a Showdown space while your Showdown token is already on the other side of Main Street, you must choose another player, and add their Showdown token under to the newly-placed Meeple. From there, continue your turn as normal. The player you chose will control the Meeple during the Showdown (when you resolve it).*

Note: *When you would place the Madame on a Showdown space, send her to the Saloon instead of initiating a Showdown. The Madame will have no further effects this turn.*



DYNAMITE

- After resolving a Meeple that caused you to draw a Dynamite piece from the Mining Bag, you and all other players must return half of your Stone pieces to the Mining Bag (rounded down).

  Example: *If you have 3 Stone pieces, you must return 1 to the Mining Bag.*

- Then return the used Dynamite piece to the box.

GAME END

GAME END TRIGGERS

The end of the game is triggered when one of these conditions is met:

1. **There are no Gold Bars in the Bank.**
2. **There are no empty Graves in the Graveyard.**
3. **All three Dynamite pieces have been drawn from the Mining Bag.**

In all cases, the game continues until each player has played an equal number of turns (ending with the player to the right of the starting player). Then the game proceeds to Scoring.

SCORING

Score Points as follows:

- 1 Point per Gold piece in your supply
- 10 Points per Gold Bar in your supply
- Points indicated on your built Marquee tiles (5 or 10 Points each)

The player with the most Victory Points wins! In the case of a tie, the tied player with the most total Gold and Stone pieces wins. If still tied, play again!

Glossary of Terms

This section currently for personal use only, to maintain consistency

- Meeple, Builder, Miner, Robber, Deputy
- Gold piece, Stone piece, Dynamite piece, Mining Bag
- Location, Building, Saloon, Jail
- Space, Available Space, Doorway, Showdown Space
- Grave, Graveyard, Bank, Main Street
- “5 Points” Marquee tiles, “10 Points” Marquee tiles, Showdown token

SETUP

- Each player selects a color and takes the matching components.
- Place the Madame Meeple into the Saloon and 3 randomly-select Meeples into each of the 12 Buildings on Main Street.
- Place a Gold Bar on each of the 6 indicated spaces in the Bank, and a Dynamite piece on each of the 3 indicated spaces in the Jail.
- Select a Start player and in reverse player-order, each player should place a 5 VP Marquee tile into a different corner building.
- Prepare the mining bag by placing all gold and stone pieces into it.

TAKING A TURN

- Select a Location and take all Meeples from it.
- Then place the Meeples, one by one into adjacent Doorways and Showdown Spaces.
  - When placing Meeples taken from a Building, you must begin by placing in an available Space adjacent to the Building, continuing in the direction.
  - When placing Meeples taken from the Saloon you may select any space to start from and proceed in one direction from there.
  - The Jail works the same as the Saloon, but additionally will immediately add 1 Dynamite piece to the Mining Bag.
- Resolve any placed Meeples, one at a time, in any order you choose.
- If there is a Meeple on both Showdown Spaces, resolve a Showdown (pg. 8)
- If you have Gold pieces equal to the number listed below a Gold Bar in the Bank, put them back in the bag and take the lowest valued Gold Bar.

RESOLVE MEEPLES

- Resolve your placed Meeples in any order of your choosing
- You must resolve -
  - **Miner** - The owner of the Marquee tile (if any) is granted draws from the Mining Bag. (2 if their Marquee tiles is 5 VP - 4 if their Marquee tile is 10 VP)
  - **Robber** - Draw 2 pieces from the Mining bag for each Miner at this Location.
  - **Deputy** - Draw 2 pieces from the Mining bag for each Robber at this Location, then move the Robbers to the Jail.
  - **Madame** - Draw 1 piece from the Mining bag for each Miner at this Location, then move the Miners to the Saloon. Move the Madame to the Saloon, instead of placing her on the Showdown space.
- You may resolve -
  - **Builders** - The owner of the Marquee (or you, if there is no Marquee) may build a 5 VP Marquee tile or upgrade a 5 VP Marquee Tile to a 10 VP Marquee Tile by paying the indicated cost.

GAME END AND SCORING

- The game ends when any of the following conditions are met
  - There are no more Gold Bars in the Bank.
  - There are no more Empty Graves in the Graveyard.
  - All 3 Pieces of Dynamite have been pulled from the Mining Bag.
- In each case, all players should play until they have taken an equal number of turns.
- Each player should count their points
  - 1 Point per Gold piece
  - 10 Points per Gold Bar
  - All Points shown own your build Marquee Tiles