

# GET BILLY THE KID!

## RULES

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## OVERVIEW

The game consists of two parts. In the early rounds, the players ask each other questions and study each other's card play while trying to deduce who Billy the Kid is. After the Kid is revealed (by someone trying to arrest him), the game transforms into a chase to apprehend him.

**The goal of the Lawmen** is to arrest or eliminate the Kid.

**The goal of Billy the Kid** is to survive seven hours with at least one Gold card in his possession. To achieve this, he will try to hide his identity for as long as possible. Once discovered, the Kid will attempt to thwart the arrest by escaping or using his weapons.

## SETUP

1) Shuffle the character cards and deal one to each player, face down. Keep your character card secret!

**4 players:** Billy the Kid, Sheriff Pat Garrett, Wyatt Earp, Doc Holliday

**5+ players:** add Martha Garcia

**6+ players:** add X

**7+ players:** add X

**8+ players:** add X

2) Shuffle the playing cards and deal a “hand” of seven cards to each player, face down. Place the rest of the playing card deck, face down, in the middle of the table.

**4 players:** use all 64 unmarked cards

**5+ players:** add 13 cards marked with “5+”

**6+ players:** add 13 cards marked with “6+”

**7+ players:** add 13 cards marked with “7+”

**8+ players:** add 13 cards marked with “8+”

## THE TOWN:

Deal 2 cards to The Town (a new place to the side of the playing area). Turn the 2 cards face up. If two cards are the same, replace one (discard the similar one). If you turn up a Question card, replace it (discard the Question card).



### TIME TOKENS:

Determine who will start the game, and place the first time marker (**one o'clock**) by that player.



### TURN MARKER:

Mark a player's turn with the Wanted token. Pass it to the next player when your turn is over.



### REFERENCE SHEET:

Each player has a reference sheet (with character features on one side and a card overview on the other) to refer to during the game.

## GAMEPLAY

In each of the game's seven rounds, players take one turn each, beginning with the start player and proceeding in clockwise order.

On your turn, you will draw a card from the playing card deck and return a card from your hand to the discard pile, face up. The returned card will either have an action or simply be a discard. (See *Playing Cards* section.)

When each player has taken one turn, the round is over. Place a new time marker by the start player to track the passage of time (e.g., at the end of round 1, place the **two o'clock** time marker).

*NOTE: If you run out of cards during play, shuffle the discard pile to create a new playing card deck, then continue the game.*

## COMMUNICATION:

There is no communicating by words or gestures between the players as to what cards someone might have, or what to do next. You must listen carefully to questions and answers and watch what cards are played to gain valuable information. However, banter is allowed and encouraged!

## PLAYING CARDS:



### GOLD

At the end of the **seventh hour**, the Kid **must** possess at least one Gold card in order to win the game. The Lawmen can discard Gold cards to give hints to their colleagues about their identity. But be careful: the Kid might discard one as well to fool the Lawmen.

For additional uses of the Gold card, please see **The Town** rules.

### *Investigation Cards*

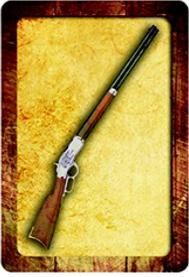
*Initiate an Action on your turn*



### QUESTION MARK

Ask another player one ‘yes or no’ question, based on the four features (hat, hair, eyes, moustache). Example: “Do you have a black hat?” “Do you have blue eyes?” Lawmen **must** tell the truth. the Kid **can** lie.

*(NOTE: After the identities are revealed, the Question Mark card becomes a ‘go again’ —discard the Question Mark and draw another card.*

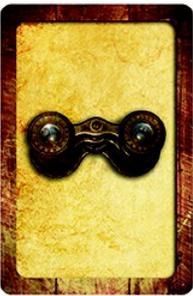


## THE RIFLE

(same as the magnifying glass in Get Adler!)

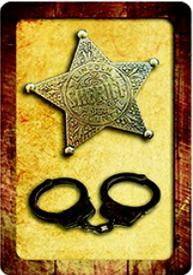
Secretly look at all playing cards from the hand of another player of your choice.

**\*After the characters are revealed,** the rifle can still be used to investigate another player's cards, OR it can be used instead in a confrontation, like the pistol, as a single shot.



## BINOCULARS

Blindly take one playing card from the hand of another player of your choice. Then, give any one playing card back to that player from your hand.



## ARREST

Allows a Lawman to attempt to arrest the Kid.

*(NOTE: This card cannot be played in rounds 1-3.)*

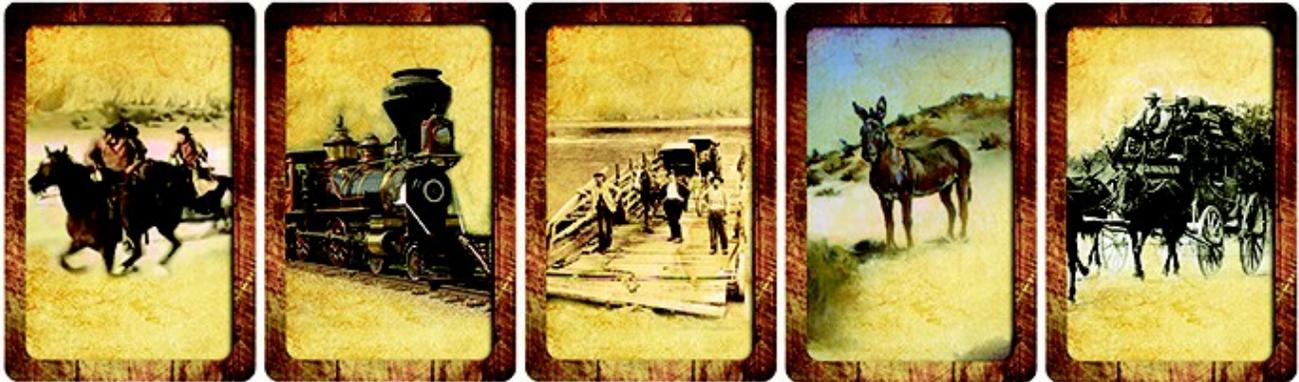
**Before the identities are revealed:** On your turn, you place the Arrest card in front of the player who you suspect to be the Kid. If you have guessed correctly, all character cards will be flipped over, and a confrontation between you and the Kid ensues. The Kid will play a Response card. If you have guessed incorrectly, it is a false arrest. You and the accused player are both out for one turn. Don't reveal the characters just yet.

**After the identities are revealed:** On your turn, you place the Arrest card in front of the Kid. A confrontation between you and the Kid ensues. He now has to play a Response card to thwart the arrest: either Escape, Disguise, TNT, or Pistol (see p. 6 ff). Place all cards involved in the confrontation

on top of the Arrest card. (See *Replenish & Discard* p. 8) If the Kid cannot play a Response card, he is arrested. (*NOTE: Immediately after the identities are revealed, the Kid can discard any Arrest cards he has and replenish from the deck.*)

## ***Response Cards***

*played in response to an Arrest Card*



## **ESCAPE**

When the Kid responds with an Escape card, one of the Lawmen has to match it or the Kid escapes. The Lawman who matches the Escape card will continue the confrontation with the Kid (it does not have to be the Lawman who played the Arrest card).

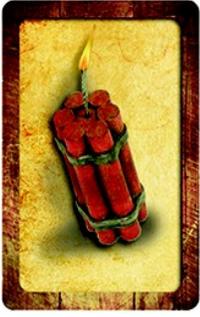
**If the Kid's Escape card is matched,** he must play another Response card (Escape, Disguise, TNT, or Pistol).

*NOTE: The Kid can play more than one Escape card in the same confrontation.*

**If the Kid's Escape card is not matched,** he escapes and the confrontation is over.

*See Replenishment and Discarding below.*

**Extra Escape Cards:** In the 5/6/7/8 player game, there is an uneven number (3) of some Escape cards. If two Lawmen want to match an Escape card at the same time, the one who lays it on the Kid's card first gets to play it.



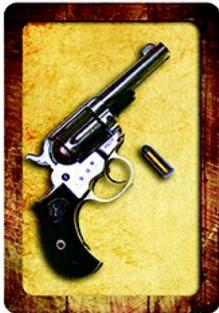
### **TNT – Dynamite!**

If the Kid responds with this card, he sets off the dynamite. The confrontation is over. Each Lawman is knocked out and misses their next turn. Play resumes to the left of whoever played the Arrest card. The TNT can be played against the arrestor or on a Lawman who has jumped in with an Escape card.



### **DISGUISE**

If the Kid responds with the Disguise, he escapes and the confrontation is over. The Lawmen cannot use the Disguise card, only discard it.



### **PISTOL**

If the Kid responds with a Pistol, he and (only) the Lawman who is in a confrontation with him will have a shootout, alternating pistol shots until the shootout is resolved.

**If there is an equal number of shots,**  
the Kid is still free. The confrontation is over.

**If the Kid fires more shots,** the Lawman who was involved in the shootout is eliminated, and the confrontation is over.

**If the Lawman fires more shots,** the Kid is eliminated.

## REPLENSHMENT AND DISCARDING

At the end of a confrontation, each involved player replenishes their hand back to seven cards by drawing from the playing card deck. All cards used in the confrontation go to the bottom of the discard pile. Play resumes in turn order from the player who played the Arrest card.

If a player was eliminated as the result of a shootout, their opponent replenishes their hand from the eliminated player's cards (first) and/or the deck.

## THE TOWN

### AFTER THE CHARACTERS ARE REVEALED

On his turn, **The Kid** can either draw a card from the main deck as normal OR pay one Gold card (discard to the discard pile) and buy one of the 2 cards from The Town. Place it in your hand.

After each round, the cards from The Town are discarded and 2 new cards are dealt to The Town.

If a Gold card is one of the two cards in The Town, the Kid can 'steal' it by playing a pistol or rifle to the discard pile.

**The Lawmen** can **only** obtain an Arrest card from The Town (by paying/discarding a Gold card).

## END GAME

### Lawmen win ..

if the Kid/all Outlaws are arrested or eliminated before the end of the seventh hour

OR

if the Kid/any Outlaw is alive at the end of the **seventh hour** but possesses no Gold card.

### Outlaws win ...

if the Kid/any Outlaw is alive at the end of the seventh hour and possesses a Gold card.

OR

if all Lawmen are eliminated.

## 5+ PLAYER RULES

### MARTHA GARCIA – ACCOMPLICE

When you play with five or more players, Billy the Kid gets an accomplice: Martha Garcia.

The following rules now apply:

\*All rules that apply to the Kid apply to Garcia.

\*The first time that an arrest is attempted, the arresting player is not required to specify whether they suspect the player of being the Kid or Garcia (the Outlaws); the arrest is good for either.

\*After the identities have been revealed, on her turn, Garcia will draw a card and then choose one of her cards to pass face down to the Kid, who will then pass a card back to Garcia face down. Garcia will then play a card as normal.

\*If the Kid is eliminated, Martha Garcia can attempt to win the game herself

## **ADVANCED RULES Option:**

### **The ENTICEMENT**

After the characters are revealed, on an Outlaws turn, before playing a card, they can play a Gold card from their hand into a new pile (face up) – the Pot.

On his turn, Doc Holliday, can decide to pick up the Pot or not. If he picks it up, he joins the Outlaw(s). As he is thinking about joining the Outlaw(s) or not, both sides can try to verbally persuade him to their side.

If Doc joins the Outlaw(s), he puts the new card(s) into his hand and discards that amount to the bottom of the deck. (He can throw out Gold cards). He then draws a card from the deck and plays as normal – but he's now an Outlaw!

If he declines to join the Outlaws, he plays a normal turn.

**\*In the five-player game,** Doc Holliday can only change sides if one of the Outlaws is dead.

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