SCAN FOR GAMEPLAY!

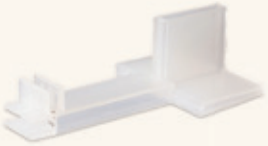
RULEBOOK

8+ 35'-45' 2-4

jakks WILD GAMES

COMPONENTS

x1 Backdrop (Shown Assembled)



x1 Backdrop / Box Clip

x2 Backdrop Clips

x1 Box Clip

x20 Outlaw Cards

x4 Bounty Hunter Cards

x12 Tokens

x4 Bounty Hunter Stands

x5 Black Outlaw Dice

x5 Gold Bullet Dice

x2 Outlaw Stands

x4 Player Boards

x1 Dice Launcher

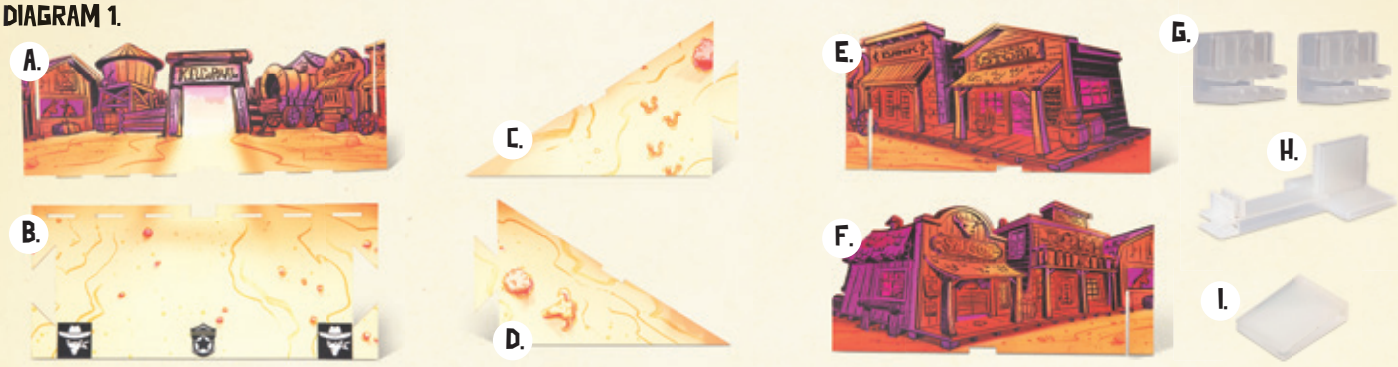
x1 Sunset Clip

x1 Sunset Track

OBJECT OF THE GAME

Be the first player to collect all the fame, gold, and gallop on your player board!

DIAGRAM 1.



GETTIN' ALL SET UP

- Empty the box and put aside pieces labeled A through I (see Diagram 1).
- Connect the corner triangle pieces “C” and “D” to the center rectangle “B” by aligning the male and female puzzle ends (See Diagram 2).
- Slide the bottom center notch of piece “B” into the slot of clip “H” just below the arrow. Slide the bottom center notch of piece “A” into the slot of clip “H” that has an arrow on it. Pieces “A” and “B” should nest into each other perpendicularly. (See Diagram 3).
- Slide the empty box halves into the T-shaped slot of clip “H”, and secure the top of the boxes with clip “I”. (See Diagram 3).
- Attach clips “G” to the center notches of “C” and “D” so that the arrows are pointing upwards.
- Connect piece “F” with piece “C” using clip “G”. The notch on the side of piece “F” should slot into the notch on piece “A” (see Diagram 4). Repeat those steps to connect piece “E” with piece “D”.
- Once both sides have been attached, the back-drop is complete and should look like the image in Diagram 5.

DIAGRAM 2.

DIAGRAM 3.

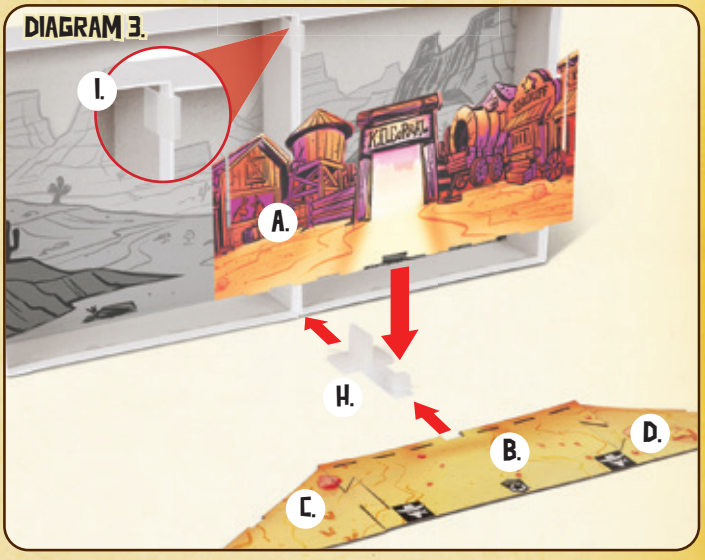


DIAGRAM 4.

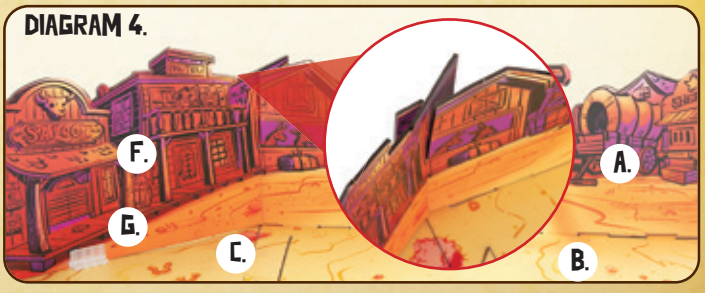


DIAGRAM 5.

- Use the Sunset track to measure how far away the completed backdrop should be from the edge of the table you are playing on. The front of the backdrop should be at least 3 Sunset track lengths away from the edge of the table where you'll be shooting from. Place the Sunset Track into the Sunset Clip. The Sunset clip should hang flush against the edge of the table (see Diagram 6).

- Shuffle the Outlaw cards and place them face down to form the DRAW! pile.

- Each player chooses a Bounty Hunter. Assemble the Bounty hunter by sticking the base into the stand (see Diagram 7).

- Each player takes the matching Bounty Hunter player board and 1 token of each type. Place a tracker token on your Gold, fame, and gallop trackers based on how many players you have (see Diagram 8). For example in a 2 player game start where the cowboy hat with a "2" indicates.

- The game set up is now complete (see Diagram 9), you're ready to play!

- Git Ready! The Youngest player takes the first turn with play continuing clockwise around the table

DIAGRAM 6.

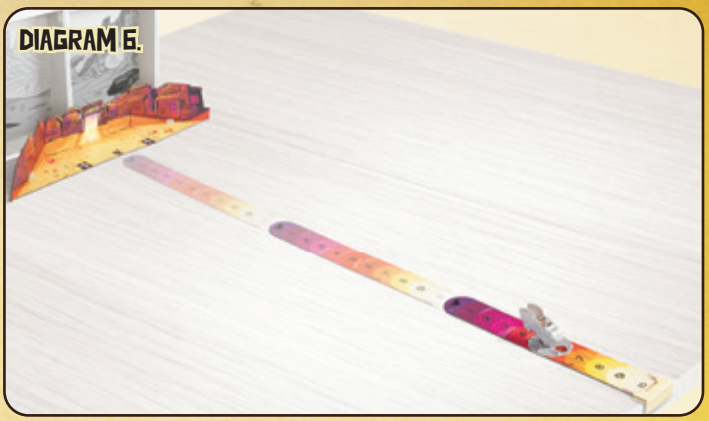


DIAGRAM 7.

DIAGRAM 8.

DIAGRAM 9.

TURN ORDER

1. FIRST ROLL:

On your turn, roll all 5 black outlaw dice. You MUST set aside any dice that show an Outlaw Icon or a Snake Icon. These are now locked. You may then CHOOSE to lock any other dice you wish. See below for what each dice symbol means.

OUTLAW:
If there is an empty outlaw space in town, draw a new outlaw, put it in an Outlaw Stand, and set it up in town.

BOUNTY HUNTER:
You may place one of your opponent's Bounty Hunters in Town, replacing any that are currently there.

SNAKE:
Does Nothing. Boo. HISSSSS

GALLOP:
Move the token on your gallop track one space to the right.

BULLET:
Take a gold Bullet Die for the next step.

2. SECOND AND THIRD ROLL:

Roll the dice you did not to lock, and again lock those that came up with a Outlaw Icon or a Snake Icon along with any others you wish to keep. Roll the remaining dice one more time for a total of 3 rolls.

3. SHOOT:

Adjust the die launcher so that it sits on the Sunset track with the same number on your gallop track showing through the window. For each of the bullet icons you rolled, take a gold bullet die. Take one of your Bullet Die and place it on the die launcher.You may aim by rotating the launcher left or right, but you may NOT move the sunset track. Flick the die towards town using your finger and try to knock down any Outlaws or Bounty Hunter in town!

If you do knock them down, you immediately gain rewards (see Rewards). You may NOT move any outlaws or bounty hunters during your turn. If any bounty hunters or outlaws get hit, and DON'T FALL over they MUST remain in that position for the duration of your turn. Repeat shooting until you have used all of your Bullet Dice.

4. RESET AND END TURN:

After you've shot each of your Bullet Dice. Put the Bounty Hunter that is in town back on its spot. If any of the Outlaws got moved from their circles in town, but didn't get knocked over, put them back in their spots as well. Clear out all the succesfully defeated outlaws, by removing their card from the Outlaw Stand and discarding the card off to the side. Your turn ends and the next player in clockwise order takes their turn.

REWARDS

OUTLAWS:

When you successfully knock down an outlaw, gain any rewards indicated on the Outlaw card. Track your rewards on your player board.

FAME:
Move your Fame tracker up 1 (per Fame icon on the card).

GOLD:
Move your Gold tracker up 1 (per Gold icon on the card).

BULLET:
Immediately gain an extra gold bullet die to use this turn.

WILD:
You may choose to move your Gold, Fame, OR your Gallop tracker up 1.

TOUGH OUTLAWS

Normally, you just need to knock over an Outlaw to defeat them, but some are extra tough. If you see an opponent with one of these icons, you'll need to do more!

SKULL:
If you knock over an outlaw with a skull on it, you only defeat them if the Shooter Die you knocked them over with comes up as a skull icon. If it doesn't, stand the outlaw back up on it's spot right away (you do NOT score any rewards).

GUNS:
In order to defeat an outlaw with the gun icon you must successfully knock them down TWICE in the same turn. After a successful knock down, stand the outlaw back up immediately. If you knock him over again, he is now defeated.

OPPONENT'S BOUNTY HUNTER:
You may either gain 1 fame OR steal 1 gold from that Bounty Hunter's player. REMINDER: the Bounty Hunter stays in town, until a dice roll swaps the Bounty Hunter.

TRICK SHOT

If the dice used to knock over an Outlaw or opponent's Bounty Hunter reveals a reward, score that trick shot bonus right away.

IS THIS KNOCKED OVER?

In order to knock down an Outlaw or Bounty Hunter, it must be completely knocked over. If it is leaning against town or any other game piece, you do NOT SCORE the reward.

RIDE OFF INTO THE SUNSET (ENDING THE GAME)

If a player ends their turn with their fame, gold, and gallop trackers all at the end of their board (the 10 space) this triggers the end of the game.

All other players each get one last turn to try and get their fame, gold, and gallop trackers to the end of their board. Note: During this last turn, the player who first got their fame gold and gallop tracker to 10, may NOT be put into town - they have galloped away!

Once each other player has taken their last turn, the game ends. If only one player has their fame, gold, and gallop all the way to 10, THEY WIN THE GAME! If multiple players have their fame, gold, and gallop at 10, then the game goes into a Shoot Out, to determine the winner.

SHOOT OUT

All players, who ended the game with their gold, fame, and gallop at 10, take turns placing their opponent's Bounty Hunter into town and shooting at them with 1 gold bullet die. All players must shoot from the gallop track at "10". If all players miss or all players successfully knock the opponent over, repeat this process.

If a Bounty Hunter gets knocked over, and that Bounty Hunter's player does NOT successfully knock over another Bounty Hunter, that player is out of the Shoot Out. Players continue to knock down Bounty Hunters until only one Bounty Hunter remains.

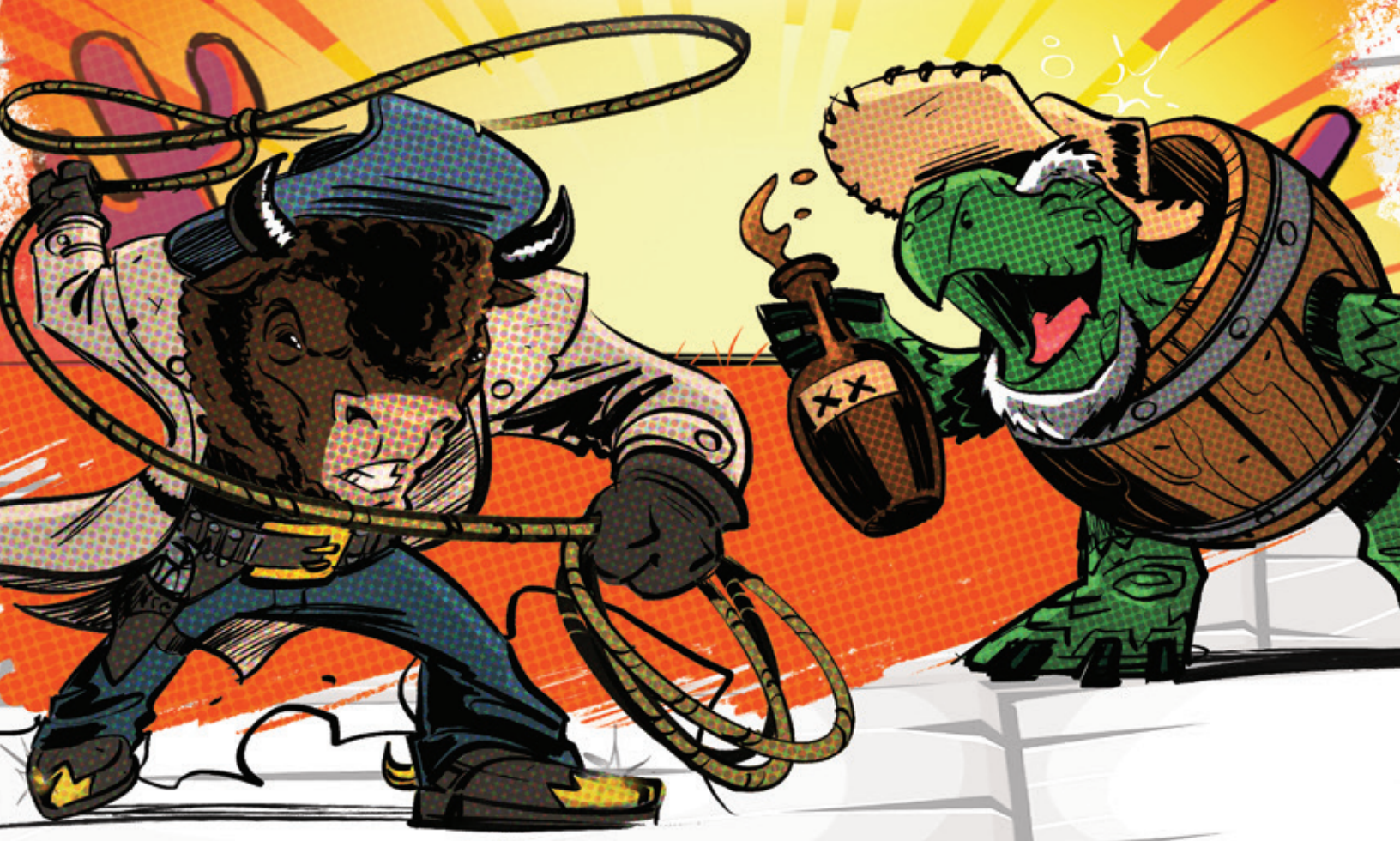
CREDITS

GAME DESIGN:
- Erich Weidetz
- Caroline Klimek
- Luke Peterschmidt
- Mike Mullins

ILLUSTRATIONS:
- David Selvaduri
- Chito Arellano
- Aleasha Acevedo
- John Rauschelbach

PACKAGE DESIGN:
- Joey Garcia

THE GAME OF AIM + FAME™



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