

## 5) STARTING THE NEXT ROUND

The role of Dealer moves left to the next player.

Each player moves their Poker Hand Marker left to the next Outlaw. Players may redistribute money among the Outlaws within their gang at this time.

**\*Remember, once the poker hand starts, you cannot exchange money between Outlaws until the start of the next round, so plan accordingly.**

The Outlaw with a poker hand marker **MUST** have a minimum of \$100 on it after redistributing money. If you cannot move enough money from your other Outlaws to reach \$100, then you are eliminated from the game.

When all players are ready, start the next poker hand.

## SHERIFFS

A Sheriff may interrupt a poker hand to confront Wanted Outlaws when a Flop Card is dealt.

When a Flop Card is dealt, all players check any Wanted cards on their Outlaws.

If ANY Outlaw has a Wanted card that matches the number of the Flop Card, that player must draw a Sheriff and place it face-up on the center of the table.

FLOP CARD



WANTED CARD

The poker hand pauses, and the Outlaw must duel with the Sheriff (see **HOW TO DUEL**).

A different Sheriff is drawn for each matching Wanted card on the table. If there are multiple duels with the Sheriff, duels will take place in the same order as betting.

### IF THE SHERIFF WINS The Duel

– that Outlaw is out of the game and discarded into the box.

The Sheriff, Wanted cards, and any Reward cards on that Outlaw are shuffled back into their decks. Money on that card goes into the Bank.

### IF THE OUTLAW WINS The Duel

– the Sheriff is discarded into the box.

The Wanted card is removed and shuffled back into the Wanted card deck.

After any Sheriff duels, the poker hand resumes.

If an Outlaw with a marker loses a duel with a Sheriff, that Outlaw is out of the game, and that player cannot participate in the poker hand for the rest of the round.

However, they may still buy a Reward later in the round and have the option to declare a Holdup if they are the Dealer.

## PLAYER ELIMINATION

Players are eliminated from the game when their gang does not have \$100 to start the next round, or if they run out of Outlaws.

When a player doesn't have enough money to start a round, their Outlaws are discarded into the box, and any remaining chips are placed in the Bank. Any Reward or Wanted cards that were associated with that gang are shuffled back into their decks.

*\*Each time a gang is eliminated, the ante and minimum bet increases \$10 in the following round.*

## WINNING

As soon as there is only one player left with at least 1 Outlaw and \$100, they are the winner!

The game stops immediately – even if the round is not finished. The winning player takes their winnings and rides into the sunset!

## ORDER OF PLAY

Now that you've been through a round, here's a shorthand of the order of play from here on out:

### STARTING THE NEXT ROUND:

- Identify your Outlaw for the new round. They must have at least \$100.
- Redistribute money among your gang.
- Ante up to play.

### PLAYING A ROUND:

1. Deal cards.
2. Check Flop Card for a Sheriff and duel if there's a match.
3. Play poker.
4. Gangs may buy a Reward card.
5. Dealer may hold up an Outlaw.
6. Issue a Wanted card if needed.

# HOW TO PLAY POKER

## 1) Placing Your Bets

Use your Poker Ranking card to help determine how strong your hand is. Starting to the left of the Dealer, each player places bets based on the strength of their poker hand – or by bluffing others into thinking they have a strong hand. It's how the West was won!

Players may only bet with the money on their active Outlaw. Bets may not be less than the ante.

## RULES FOR BETTING:

The first player to bet has the option to:

- **Check** (not bet, but wait to see what others do)
- **Make the initial bet**
- **Fold** (drop out and forfeit their ante)

• If a player checks, the next player has the same options as the first player. If everyone checks, players show their hands, and the best hand wins.

• After an initial bet, the remaining players can call (match the bet), raise the bet, or fold.

• If a player raises a bet, all remaining players must either call the raise (match), re-raise (make an even higher bet), or fold.

• When betting or raising bets, the maximum bet for the hand may not exceed the money of any other Outlaw who is still competing in the hand.

• Players place money in the Pot when making a bet, calling, raising, or re-raising a bet. When betting is over, everyone should have the same amount of money in the Pot or be out of the hand.

## HAND RANKINGS

(FROM STRONGEST TO WEAKEST)

### STRAIGHT FLUSH (5 CARDS)



5 Cards in sequence of same suit.

### THREE-OF-A-KIND (3 CARDS)



3 Cards of the same rank.

### FUSH (3 CARDS)



3 Cards of the same suit.

### STRAIGHT (3 CARDS)



3 Cards of sequential rank.

### PAIR (2 CARDS)



2 Cards of the same rank.

### HIGH CARD (1 CARD)



Highest ranked card in hand.

## 2) Showing Your Cards

After betting is finished, the last player to raise the bet, or establish the bet if nobody raised, will be the first to show their cards.

If another player can beat that player's hand, they will show their cards. If a player can't beat that player's hand, they are out, and showing their cards is optional.

## 3) Winning the Hand

The best three-card hand wins! The winner collects the money in the Pot and places those chips on their winning Outlaw.

Use the Poker Ranking card to determine which poker hand wins! If players have a tie hand, the hand with the highest card wins. For example, if two people both have a straight, the one with the highest card is the winner. If players have a true tie, those players split the Pot.

AGES 17+ | 2-5 PLAYERS

# 25 OUTLAWS

OLD WEST POKER WITH OUTLAW RULES

Sit down at the poker table, and let's get you through the initial round of play. You'll play a hand of poker, and then finish the round with some special actions.

**WATCH A QUICK VIDEO ON HOW TO PLAY!**  
[25OUTLAWS.COM/RULES](http://25OUTLAWS.COM/RULES)

Artwork by Dave Matthews

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### Contents:

- 25 Outlaw cards
- 20 Old West Poker cards
- 75 \$10 poker chips
- 15 \$50 poker chips
- 25 Reward cards
- 10 Sheriff cards
- 5 Player reference cards
- 5 Poker Hand Markers
- 2 Dice for duels
- 1 Bank card
- Game Instructions





## SETTING UP

### 1. First, each player sets up their own gang of Outlaws...Yee-Haw!

- Choose 1 colored set of 5 Outlaws. This will be your gang.
- You will only need 3 of the 5 Outlaws to play. Shuffle all 5 cards facedown, and without looking, randomly discard 2 of them back into the game box.
- Look at your 3 remaining Outlaws, but **DO NOT** reveal the identity of your Outlaws to other players.  
*Take note of the quick-draw speed for each Outlaw in your gang (it's the number in the corner) – this will be key when you duel other Outlaws.*
- Place your Outlaws face-down in a row in front of you – order does not matter. You may look at the cards at any point to remember each Outlaw's quick-draw speed.
- Each Outlaw begins the game with \$100. Place (5) \$10 chips and (1) \$50 chip by each Outlaw card. Extra poker chips are kept in the box.
- The 3 Outlaws in each gang will take turns playing the poker hands. Place a Poker Hand Marker on your far-right Outlaw card. This signifies which Outlaw is playing in the current poker hand.



- ### 2. Put the Bank card on the table. This is the Bank for the game.

- ### 3. Shuffle each deck of Sheriff, Reward, and Wanted cards separately, and place each deck face-down on the table.
- ### 4. Players will take turns as the Dealer. The Dealer hosts each round of poker and then has the option to hold up opponents later in the round.
- ### 5. Roll a die to determine who deals first. Highest number wins.

NOW YOU'RE READY TO PLAY 25 OUTLAWS!

## HOW TO PLAY

25 Outlaws is played in series of rounds. Each round is played in the following order:

### 1) PLAY POKER

Each round begins with a hand of Old West 3-Card Poker using standard poker rules. There are only 20 cards in the deck – a 10, Jack, Queen, King, and Ace in each of the 4 suits.



Win money to stay in the game. May the best hand - or the best bluffed hand – win! Here's how you play Old West Poker...

1. **Identify Your Outlaw for the Round** – The Outlaw with the marker is the one playing in the current poker hand. They must have at least \$100 to play the hand.
2. **Everybody Antes** – Each poker hand starts with a mandatory \$10 ante. Each Outlaw with the marker must play in the hand. No sitting out. Each player takes \$10 from their active Outlaw and places it in the center of the table. This is called the Pot.  
*(In later rounds, the ante increases \$10 whenever a gang is eliminated from the game.)*
3. **Deal Cards** – The Dealer shuffles the poker cards and deals 2 to each player.



Then 1 card is dealt face-up on the center of the table. This card is called the Flop Card, which is a communal card for all players to complete their three-card hand.

(\*After the first round, the Flop Card may trigger a Sheriff, but we'll get to that later.)

It's standard poker rules from here on out. The winner of the hand takes the Pot of money and places it on their active Outlaw for the round.

If you are not familiar with playing poker, see **HOW TO PLAY POKER**.

### 2) BUY REWARD CARDS

After each poker hand, ALL players have the option to buy one Reward card to give one of their Outlaws a special advantage. Rewards are \$30 each.

- Rewards may be purchased by ANY Outlaw, but only ONE Reward is allowed per Outlaw at a time.

To purchase, take \$30 from the Outlaw buying the Reward and place it in the Bank. You cannot redistribute money to cover the cost. Draw a Reward and place it on the Outlaw that paid for it.



- Revealing the Reward before it is played is optional. Rewards can be played anytime by any player – even immediately. When played, they must be revealed to all players.
- A Reward cannot be moved to other Outlaws during the game.
- After a Reward is used, it is shuffled back into the deck.

### 3) HOLDUPS

It's the Dealer's table, and they have the option to rob another Outlaw with a Holdup.

This is just as strategic as the poker hand. Use your quick-draw speed, wits, and Reward cards to strong-arm, bluff, and duel other Outlaws into handing over their money.

**There may only be 1 Holdup per round.**

If the Dealer passes, the round is over, and the players start the next round.

#### RULES FOR A HOLDUP:

The Dealer may use ANY Outlaw in their gang to hold up ANY Outlaw in another player's gang. Holdups are not confined to the Outlaws that participated in the poker hand.

When the Dealer announces their attacking Outlaw and who they want to hold up, the defending Outlaw has 2 options:

#### 1. THEY FIGHT BACK

They fight back and duel the attacker to keep their money. Only 1 Outlaw will survive!

When the 2 Outlaws duel, the losing Outlaw is out of the game, and that Outlaw card is discarded into the box.

Any money on that card goes to the winning Outlaw. Any Wanted or Reward cards that were on the losing Outlaw are shuffled back into their decks (see **HOW TO DUEL**).

OR...

#### 2. THEY COWER

They are a yellow-belly and don't want to risk losing their Outlaw. So, they cower and give half of their Outlaw's money to the attacking Outlaw. If you can't divide the money evenly, just round up.

One exception: If the defending Outlaw has \$30 or less, they must duel, and cowering is not an option.

**HOLDUP HINT** for the attacker: If your Outlaw card has not been revealed, try bluffing your quick-draw speed to get your opponent to cower!

## 4) WANTED CARDS

When any Outlaw holds up another Outlaw, they become wanted by the law. They must draw a Wanted card (unless they were killed in the duel).

The Wanted card is placed face-up on the Outlaw. This signifies that a Sheriff is looking for them and may come into play during a poker hand (see **SHERIFFS**).

Wanted cards are labeled as 10, Jack, Queen, King, and Ace. They are not suit specific.



An Outlaw may have multiple Wanted cards - 1 Wanted card for each Holdup that the Outlaw has committed.

The round is now over, so it's time to cool your spurs, redistribute your gang's money, and start the next round!

## HOW TO DUEL:

Duels occur between two Outlaws or between an Outlaw and a Sheriff.

Both cards are flipped over to reveal who is dueling and what their quick-draw speeds are. The higher the number on the card, the faster they are.

Once an Outlaw is flipped over, it remains face-up for the remainder of the game.

Now, each player rolls a die. If a Sheriff is in the duel, any opposing player rolls for a Sheriff.

Each player adds the number of their die roll to the quick-draw number on their card. Any additional modifiers from Reward cards are also added to - or subtracted from - that number. **The player with the highest number wins the duel!**

**If there is a tie** – both players roll again until there is a higher number. Any Reward cards used in a duel are shuffled back into the deck.

