

Way out West

It is the spring of 1884. America's west coast is slowly being populated with small towns full of settlers coming to prospect for precious metals, set up ranches, and run dubious saloons. Now the railroad is coming!

Cactus Gulch is one such small town. Founded 20 years ago, it has a festive air tonight as the townsfolk get set to start their 20th-anniversary celebrations. However, all is not running smoothly. Land disputes, disreputable card games, strange folk from out of town, and quarrels with the local Indians all add to a tense atmosphere.

Join the townsfolk in the Silver Dollar Saloon as celebrations begin and find out how the evening unfolds... Welcome to *Way out West!*

In *Way out West*, the town's big party to celebrate its 20th anniversary will be played out during a single evening. Cactus Gulch's major figures will be present, including the judge, the sheriff and his deputy, the saloon staff, the friendly Indians, and the disreputable card-playing doctor! In addition, Cactus Gulch is hosting, among others, eager railroad developers and a slightly sinister preacher.

However, not everyone may be as they seem. Some have alternative motives and mysterious secrets they will do anything to prevent from being revealed.

The Silver Dollar Saloon is open!

What do you get with *Way out West*?

- A step-by-step guide on how to run the game.
- Character booklets for each guest, including background, goals and objectives, rules, and special abilities.
- Item cards for each guest.
- Handouts and other essential items.
- The solution!

How many people are needed for *Way out West*?

Way out West is for 10 to 24 guests—plus one host (the game coordinator). The step-by-step guide explains which characters to omit if you have fewer than 24 guests (you need at least 10, however).

Number of guests	Male characters	Female characters	Characters that anyone can play
10	5	3	2
11	5	4	2
12	6	4	2
13	6	4	3
14	6	4	4
15	6	5	4
16	6 or 7	5	4 or 5
17	6 or 7	6	4 or 5
18	7	6	5
19	9	6	4
20	9	7	4
21	9 or 10	7	4 or 5
22	9 or 10	8	4 or 5
23	10	8	5
24	10	9	5

And if you have even more guests, we include an extra character for *Way out West*.

How does *Way out West* work?

Way out West runs for three or four hours, and suits a buffet meal. The host acts as organizer and makes sure everything runs smoothly. The host does not count toward the maximum or minimum number of players.

The guests are all present in the Silver Dollar Saloon. They each have their own goals, and how they achieve these goals is up to them. *Way out West* is an evening of intrigue and murder!

Is *Way out West* suitable for kids?

Yes! As well as being ideal for adults, *Way out West* can be enjoyed by kids from 12 years old.

Where can I purchase *Way out West*?

Way out West is available from <https://www.freeformgames.com/>. We accept all major payment methods.

When you buy the game, you'll be taken to a page where you can download it immediately. We will also email you a download link and password, so you can collect your game later if that's more convenient.

What if I don't like *Way out West*?

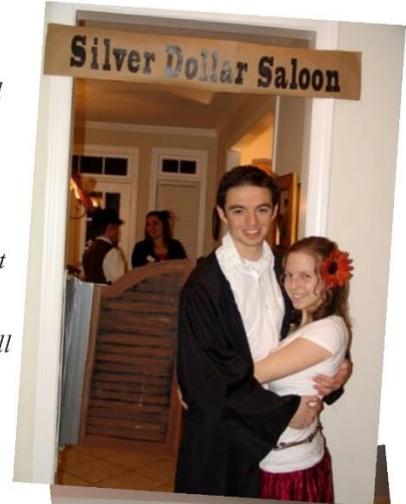
We offer a cast-iron, no-quibble guarantee. If you're not completely satisfied with *Way out West*, let us know within 30 days and we will refund you.

Historical note

Given when the game is set, we felt it would be inappropriate to refer to indigenous characters as Native Americans—at the time, the settlers called them 'Indians'. However, you can change this if you wish.



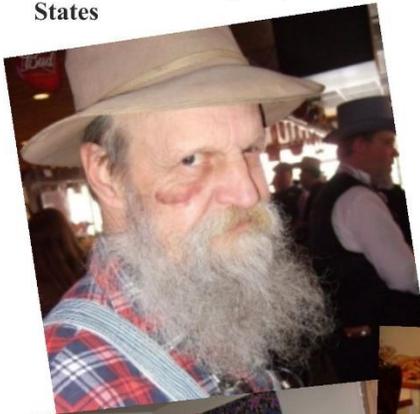
*"Just wanted to email you all and say what a fantastic day we had Saturday night when we ran **Way out West**. We all had a blast, everyone dressed up and got into the spirit of things... Nearly a week on, we are still talking about it, and the photos have proved a great success! I am hoping to run another on New Year's Eve, so will probably email you at the time asking for help on that one!"*
Kerry Walmsley, Preston, United Kingdom



*"Our **Way out West** party was a great success. My husband was the bartender and I helped. We had an adult playing Kate and 18-year-old playing Christy and the rest were 11 and 12. They did great and were even trying to settle the land dispute the next day at school!"*
Stephanie McLaughlin, Texas, United States



*"We played **Way out West** on New Year's Eve and really enjoyed it a lot. I have flagged your website in my favorites so we can easily access you next year if not before. Thanks for all of your hard work on this game."*
Jackie Vick, Minnesota, United States



*"We used **Way out West**, the kids' version, for my daughter's 13th birthday party. It was a grand success. The boys and girls all got into their parts, came dressed up and really enjoyed themselves. Some of the kids worked really hard on their goals, and others just spent the whole time in "shoot outs" and recovering from being unconscious! Having something to do and a role to play made it easy for lots of interactions – which is important for the socially awkward age of 13. As a parent giving the party, it was nice to not have to worry about sending home the kids with age-inappropriate story lines."*
Leslie Blackie, California, United States



Cactus Gulch Gazette

Saturday, April 26 1884

Cactus Gulch Celebrates 20 Years!

Tonight sees celebrations begin for the twentieth anniversary of the founding of Cactus Gulch. Our town has grown from its beginnings of a few brave pioneering prospectors arriving in 1864 to the thriving community of 600 souls it is today. With the railroad expected to connect us to San Francisco, Cactus Gulch looks set to continue its growth and prosperity! Everyone is welcome to the celebrations tonight, beginning at The Silver Dollar Saloon, where drinks will be free for all—three cheers to Sheriff Blane and the management of The Silver Dollar—followed by dancing and all-you-can-eat hog roast and apple pie feast. Don't miss it.

Railroad Prospects

Mid West or South West Rail?

It seems certain that the railroad will soon arrive in Cactus Gulch—but which company will bring our lifeline to the coast? Both Mid West Rail and South West Rail have sent negotiators to meet our town council and local landowners.

Final Hurdle

The final hurdle to negotiations is the land to the southwest of town, known as Fat Bull Range and owned by Zeke Calhoun, successful prospector, landowner and founder citizen of Cactus Gulch. Unfortunately, these negotiations are complicated as Mr. Calhoun may no longer own the land!

Card Game Scandal

As reported in the Gazette last Saturday, Calhoun was involved in a drunken Friday night card game with the notorious gambler Doc. Faraday. Stakes increased as the night went on, and eventually, Fat Bull Range was “won”

by Doc. Faraday. There were witnesses to the game, and there have been unproven accusations of cheating.

Judgment Tonight

“Needless to say, this scandal affects the whole town badly, especially as the outcome is so essential to the rail negotiations. I will therefore rule on the land ownership tonight,” said Judge Paulson, who has reviewed the case with Sheriff Blane. The town eagerly awaits the judge's decision.

Calhoun's Fortunes

Should the judgment go against Mr Calhoun, he will still be easily the wealthiest man in town from his earlier prospecting—and rumor has it he has recently found another rich silver lode on unclaimed land to the northeast of Cactus Gulch.

To this reporter's knowledge, the location is still known only to Zeke. Whoever else knows when the next round of claim staking takes place could make themselves very rich indeed.

Trouble on the Reservation

Indians are rumored to be outraged about the railroad's desecration of their ancient burial grounds. Veteran shaman Three Feathers, much revered among the tribe, is in Cactus Gulch to represent their views.

Sinners Repent!

Traveling preacher Elijah Entwhistle is in town and plans to give a sermon, followed by baptisms, tomorrow morning at 10 am at Clearwater Creek. Revd. Entwhistle declared, “I am shocked by the lawlessness and godlessness of this town. Drunkenness and debauchery are everywhere. I will be at The Silver Dollar this evening, trying to save souls.” Anyone wishing to be cleansed and saved should be at the creek tomorrow morning.

Stagecoach to Bring New Telegraph

We are delighted to report that replacement parts for the telegraph should arrive on the stagecoach this evening. It will be a relief to be back in contact with the outside world after it broke down a week ago.

Cast list

Locals

- **Maxwell Jebediah Adams:** Town drunkard and ne'er-do-well
- **Minnie May Adams:** Former Sunday School teacher
- **Robert Barnaby:** Young legal clerk
- **Ol' Barr:** Reclusive fur trapper and Indian friend
- **Able Blane:** The town's reliable sheriff
- **Lucy Calhoun:** Zeke Calhoun's daughter, a tomboy
- **Dan Fairweather:** Honest deputy sheriff
- **Doc Faraday:** Notorious gambler
- **Widder James:** Grande Dame of the ladies in Cactus Gulch
- **Etta Johnson:** Local schoolmarm
- **Kalamata Kate:** Young waitress
- **John Paulson:** Town's much-revered judge
- **Blaise Sadler:** Aging saloonkeeper

Natives

- **Three Feathers:** Revered Indian shaman
- **Runs Like a Deer:** Indian woman

Out-of-towners

- **Mel Easton:** South West Rail rep
- **Elijah Entwhistle:** Traveling preacher
- **Soon Li:** Chinese migrant worker
- **Frederick Lloyd:** Wealthy English mining investor
- **Marco the Mesmerizing:** Traveling stage magician
- **Christy Martin:** Storekeeper from out of town
- **Slick O'Hare:** Scruffy ranch hand for hire
- **Clem Parham:** Mid West Rail rep
- **Ruby Sapphire:** Flame-haired singer

