

WAY OUT WEST

INTRODUCTION

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, tonight it has a festive air 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 hostile 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 their 20th anniversary will be played out over the course of a single evening. All the town's major figures will be there including the judge, the sheriff and his deputy, the saloon girls, the friendly Indians and the disreputable card-playing doctor! In addition to the townsfolk, Cactus Gulch is currently being visited by, among others, some eager railroad developers and a slightly sinister preacher. However, not everyone may be as they seem. Some of those attending have alternative motives to celebrating and mysterious secrets that they will do anything to prevent from being revealed.

Note: There is also a special version of *Way out West*, written to be suitable for children to play, which is included free of charge when you purchase the game.

THE SILVER DOLLAR SALOON IS OPEN!

WHAT IS INCLUDED WHEN YOU BUY 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.
- Items and money for each guest.
- Handouts and other essential items.
- A “good clean fun” version suitable for kids of 12 and up, or for more conservative groups of players.
- The solution!

HOW DOES WAY OUT WEST WORK?

Way out West has been written for 10 to 24 guests – plus one or two hosts/coordinators. The step-by-step guide explains which characters to omit should you have fewer than 24 guests (you do need at least 10, however). Here’s how that works:

Number of guests	Male characters	Female characters	Characters that can be played by either sex
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	5	5
17	6	6	5
18	7	6	5
19	9	5	5
20	9	6	5
21	9	6	6
22	9	7	6
23	10	7	6
24	10	8	6

Note – for more than 14 guests, you need to buy *Way out West Expanded*, which includes the extra 10 characters. And if you have even more guests, we have free extra characters for *Way out West* available on our website.

Way out West runs over the course of three or four hours and is particularly suited to a buffet meal. One person is the Bartender, and acts as organizer and

co-ordinator, responsible for making sure everything runs smoothly and that all the guests have the information they need.

Your guests will be attending their town's anniversary celebrations. They have their own goals and agendas, and how they choose to achieve those goals is up to them. *Way out West* is an evening of double-dealing, intrigue, blackmail and even murder!

IS WAY OUT WEST SUITABLE FOR KIDS?

Yes! While the main version of the game is suitable for older teenagers, we also include a free kids' version of *Way out West* which is ideal for kids from 12 years old. This version is also suitable for more conservative groups of adults.

WHERE CAN I GET WAY OUT WEST?

Way out West is available from www.freeformgames.com. It costs \$29.99 (US dollars) – or \$39.99 for the expanded version with all 24 characters. We accept all major credit and debit cards – and PayPal.

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

WHAT IF I DON'T LIKE WAY OUT WEST?

No product is perfect for everyone. We know that and you know that and that's why 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. You can read our full terms and conditions here:

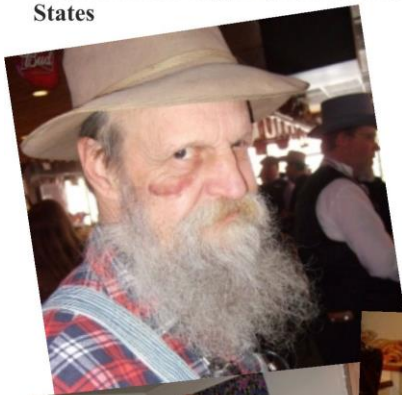
<http://www.freeformgames.com/terms.php>



*"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 20th anniversary of the founding of Cactus Gulch town. Our town has grown from its beginnings of a few brave pioneering prospectors arriving in 1864, to the thriving community of 600 souls that it is today. With the likelihood of the railroad arriving soon, connecting us directly to San Francisco, Cactus Gulch looks all set to continue its growth and prosperity!

All townsfolk and visitors are welcome to join in the celebrations tonight, beginning at The Silver Dollar Saloon at 7pm, where there will be free drinks for all – three cheers to Sheriff Blane and the management of The Silver Dollar – followed afterwards 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 rail will soon be arriving here in Cactus Gulch – but the big question on everyone's lips now is **which** rail company will be bringing our life line to the coast? Both Mid West Rail (MWR) and South West Rail (SWR) have sent negotiators to meet our town council and local landowners.

Final Hurdle

The final hurdle to negotiations is the area of land to the south west of town, known as Fat Bull Range and owned by Zeke Calhoun, successful prospector, landowner and founder citizen of Cactus Gulch. These negotiations are complicated by the fact that Mr Calhoun may in fact no longer be the owner of this 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 as yet unproven accusations of cheating.

Judgement 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 be making a ruling on the land ownership tonight at 9.30pm." said Judge Paulson, who has been investigating the case with Sheriff Blane. The town eagerly awaits the outcome.

Calhoun's Fortunes

Should the judgement go against Mr Calhoun, he will still be easily the richest man in town from his earlier prospecting – and rumour also has it that he has recently found yet another rich silver lode, on unclaimed land to the north east of Cactus Gulch. To this reporter's knowledge, the location is still known only to Zeke. Whoever else knows it when the next round of land claim staking takes place could be in the position of making themselves very rich indeed.

Trouble on the Reservation

There are rumours of hostile Indian activity breaking out again, fuelled by outrage about the possibility of the new railroad line cutting through ancient burial grounds. Veteran shaman Three Feathers, much revered among the tribe, is in town to represent their views.

Sinners Repent!

Travelling preacher Elijah Entwhistle is in town and plans to give a sermon followed by baptisms, tomorrow morning at 10am 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 the new telegraph should be arriving on the stagecoach this evening. It will be a relief to be back in contact with the outside world, after the old machine broke down a week ago.

WAY OUT WEST – CAST LIST

LOCALS

- **Lucy Calhoun:** Zeke Calhoun's daughter, young woman, complete tomboy
- **Able Blane:** The town's reliable sheriff
- **Dan Fairweather:** Slow and honest deputy sheriff
- **Blaise Sadler:** Aging saloonkeeper
- **Kalamata Kate:** Young waitress
- **Doc Faraday:** Notorious gambler
- **John Paulson:** Town's much-revered judge
- **Etta Johnson:** Local schoolmarm
- **Widder James:** Town Grande Dame
- **Ol' Barr:** Crazy old trapper down from the hills
- **Maxwell Jedediah Adams:** Small-time sheep rancher
- **Minnie May Adams:** Maxwell's sweet-natured wife

NATIVES

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

OUT-OF-TOWNERS

- **Elijah Entwhistle:** Travelling preacher
- **Mel Easton:** City slicker, South West Rail rep
- **Slick O'Hare:** Scruffy ranch hand for hire
- **Clem Parham:** City slicker, Mid West Rail rep
- **Christy Martin:** Storekeeper from out of town
- **Frederick Lloyd:** Wealthy British investor
- **Ruby Sapphire:** Out-of-town singer
- **Robert Barnaby:** Judge Paulson's legal clerk
- **Soon Li:** Chinese immigrant
- **Marco the Mesmerizing:** Travelling magician

