

THE "49ers"

For four players

THE "49ers" - PLAYERS: BLACKJACK ----- ROARIN' RED
(stage coach driver) (bandit)
BLUEBEARD----- SHERIFF WHITE
(bandit) (the law)

BLACKJACK shakes dice and goes as many miles as dice indicate
If he stops at a settlement he is credited with as many points as indicated on that spot.
If he passes a settlement without stopping he loses the points.
He travels only on Brown road. He jumps over blue trails. He may go in any direction but he cannot proceed and retreat in same turn.

ROARIN' RED (bandit) shakes dice and goes as many miles as dice indicate.
He tries to block road in front of coach by landing on one of the two road blocks. Coach cannot pass bandit in road but must turn back and take another road. One bandit may pass another or land on same spot.
He travels only on blue trails. He does not score.
His only object is to keep coach from reaching end of run.
He avoids the sheriff unless he can land on same spot with sheriff.
In that case the sheriff goes to the bandit's hideout and breaks out on his next turn. Bandit cannot pass sheriff.
If bandit is caught by sheriff and sent to jail he breaks out on next turn and starts along trail from jail.
If bandit lands on lookout he may go three extra miles but not back the way he has just traveled.

BLUEBEARD (bandit) does the same as Roarin' Red.

SHERIFF WHITE shakes dice and goes as many miles as dice indicate.
He tries to overtake bandits, if he lands on the same spot or if he passes bandit the bandit is put into jail-blue for Bluebeard-red for Roarin' Red. Sheriff may travel on either the road or the trails.
He may pass coach counting spot occupied by coach as he passes.
He does not score. His only purpose is to protect Blackjack and coach. Coach and sheriff may occupy same spot.
Coach may pass sheriff but not bandit.
Sheriff, coach and bandits may not proceed and retreat in same turn.

WHEN COACH REACHES "END OF RUN" Driver totals up his scores and subtracts one score from the other. Result is driver's score for this run
The playing board is then turned so that player at left of driver becomes Blackjack. This turn of the board changes the identity of all players and the game proceeds the same as before. After each player has made a run as Blackjack the player found to have the highest score wins the game.

SHERIFF keeps the score for BLACKJACK on each run