

DUST DEVILS REFERENCE

Creating a Character

1. Divide 13 points among your character's four Scores. No score can exceed 5.
2. Create two Traits for your character. They should be in the form of similes.
3. Choose a Past and a Present (Now and Then) role. Split 4 points between the two roles.
4. Detail your Devil and set the initial Devil rating at 1, 2, or 3.
5. Request your starting poker chips, if any, from the Dealer.

SCORES

♠ Hand	Anything done with hands or body.	♣ Guts	Vigor, health, courage and cool.
♦ Eye	Senses and intellect.	♥ Heart	Social competence and heroic or villainous nature.

Conflicts

GOALS & OPPONENTS

- Announce your goal in the conflict in one simple sentence. Decide who opposes your goal.

STAKES

- You can bet any number of your chips by betting Stakes in a conflict.
 1. If you win over all your opponents, you earn your Stakes in new chips.
 2. If you lose to some of your opponents, you retain your Stakes.
 3. If you lose to all your opponents, you lose your Stakes.

THE DEAL

- The Dealer deals cards equal to the two Scores he deems appropriate to the situation.
 - You may spend 1 Poker Chip, and no more, to receive one additional card.

TRAITS

- A player receives one additional card if one of his character's Traits applies to the conflict.
- If a player deliberately acts counter to one of his Traits, he receives a Poker Chip.
- Only one Trait may apply per conflict.

THE DEVIL

- Act in accordance with your Devil and receive cards equal to your character's Devil rating.
- Act contrary to your Devil and be penalized a number of cards equal to the Devil rating. This also earns you one Poker Chip.

THE DRAW

- If either the Past or Present role is relevant to the conflict, you may discard a number of cards equal to its rating and receive an equal number of new cards.
 - You may spend 1 Poker Chip, and no more, to discard and draw one additional card.

THE FOLD

- Any time before Showdown, you may spend 1 Poker Chip to fold.
 - When folding, a character's goal must remain unresolved and he takes no Harm.
 - Folding causes you to lose your Stakes (if you had bet any).

THE CALL (SHOWDOWN)

- Each player compares his hand to his opponents' hands.
 1. If you beat all your opponents your goal succeeds. The Narrator must include your successful goal as part of the story, and your opponents must take Harm.
 2. If you beat some, but lose to other opponents, the Narrator decides whether your goal succeeds or fails and includes this in the story. Harm is up to the Narrator.
 3. If you are beat by all your opponents your goal usually fails. However, the Narrator has final say and can even allow partial success, but a losing hand can inflict no Harm.
 - **Only the suits on the actual cards used in your winning poker hand apply to Harm. For example, only the 2 suits of a pair cause Harm, not the other 3 cards.**

THE NARRATOR

- In each conflict, the single player with the highest single card at Showdown narrates.
- Suits resolve ties: Spades over Hearts over Diamonds over Clubs.
 - You can bid any number of chips to become the Narrator. Every player can bid.

The End

- **If you take part in a conflict requiring at least one 0-rated Score, then it's your last!**
 - Use your Devil rating instead of the 0-rated Score.
 - You automatically become the Narrator. If two or more characters are at The End in the same conflict, use the regular rules to determine who amongst them becomes the Narrator.
 - **The only means to increase a 0-rated Score is through Redemption.**

DELAYING THE END

- Carefully choose which conflicts to enter. Fold once you enter a conflict.
- Frame your actions to not use the 0-rated Score.
- Finally, you can delay The End by spending chips. Each chip spent earns you 1 card in the Deal and avoids the 0-rated Score. You can spend chips up to your Devil rating per 0-rated Score.

NARRATING THE END

- Enter your final conflict with your Devil firmly in mind. Make it memorable and dramatic!
- The character's actual fate is up to the Narrator.
 - If the Devil rating draws a winning hand, it could indicate that the Devil has finally taken hold of the character. Only his desperate effort to fall back on the support of the Devil allows the character to find redemption, maybe only for others in his life. Conversely, a character might succumb to his Devil in a terrible, tragic ending. He passes on, infamously, having failed to redeem himself or others.

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Earn Chips by...

Action	Award
Act Counter to a Trait	1 chip
Act Counter to the Devil	1 chip
Win Stakes in a Conflict	Chips equal to Stakes wagered



Spend Chips to...

Action	Cost
Gain 1 additional card in the Deal	1 chip
Gain 1 additional card in the Draw	1 chip
Fold and avoid conflict consequences	1 chip + Stakes wagered
Bid to become the Narrator	Highest chip bid
Recover Score value from Harm by 1	Current Score value +1
Delay The End	Up to the Devil rating in chips per 0-rated Score
Harm any character *	1 chip per point of Harm
Redeem any character's Score by 1 *	Current Score value +1

* Must be at *The End* to Harm or Redeem other characters' Scores.

Harm

Harm	Poker Hands
5	Five of a Kind Straight Flush
4	Four of a Kind Full House
3	Flush Straight
2	Three of a Kind Two Pair
1	One Pair High Card

Out of Harm's Way

Activity	Scores
Going back to the family farm	All
Taking a bath and smoking a cigar	All
Going under the knife, with a lot of whiskey	Hand, Eye
Drinking and carousing at the saloon	Guts, Heart
Splitting wood	Hand
Target practice on a row of tin cans	Eye
Carving your enemies' names into your bullets	Guts
Performing the Ghost Dance	Guts
Drinking coffee around the fire	Heart

Hazard Draw Poker Hands

Hazard Level	Examples	Dealer Draws
Minor hassle	Crossing a river / A restless saloon crowd	3 cards
Big challenge	Rounding up calves in a storm / A railroad-hired thug	5 cards
Difficult problem	Cattle stampede at night / An armed posse	7 cards
Biblical calamity	A Texas tornado / A Comanche army	9 cards

Dust Devils Characters

Name:	
Story:	
Hand:	Traits:
Eye:	
Guts:	Past:
Hearts:	Present:
Devil: ()	

Name:	
Story:	
Hand:	Traits:
Eye:	
Guts:	Past:
Hearts:	Present:
Devil: ()	

Name:	
Story:	
Hand:	Traits:
Eye:	
Guts:	Past:
Hearts:	Present:
Devil: ()	

DUST DEVILS

AN OLD WEST STORY GAME

www.chimera.info/dustdevils

Name: _____

Hand ♠ ♠ ♠ ♠ ♠

Eye ♦ ♦ ♦ ♦ ♦

Guts ♣ ♣ ♣ ♣ ♣

Heart ♥ ♥ ♥ ♥ ♥

Trait: _____

Trait: _____

Used to be a _____ ()

Now is a _____ ()

Chips:

Devil: _____

Rating: 1 2 3



DUST DEVILS

AN OLD WEST STORY GAME

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Name: _____

Hand ♠ ♠ ♠ ♠ ♠

Eye ♦ ♦ ♦ ♦ ♦

Guts ♣ ♣ ♣ ♣ ♣

Heart ♥ ♥ ♥ ♥ ♥

Trait: _____

Trait: _____

Used to be a _____ ()

Now is a _____ ()

Chips:

Devil: _____

Rating: 1 2 3

