

DOUBLE OR NOTHING

EXPANSION

INTRODUCTION

Business is booming in Graystone Gulch! The hidden potential of the Traveler's technology has been unlocked, making his gadgets more valuable than ever before. This expansion delivers exciting new mechanics that add depth, strategy, and drama to enhance your games of *3000 Scoundrels*.

BEFORE YOU PLAY

To use this expansion, first place all clear mod cards in mini card sleeves and place all job cards in sleeves matching their color. Then combine all components with their matching components from the base game (e.g., shuffle the new trait cards into the trait deck).

Five cards have been revised to work better with this expansion. Remove the following base game cards and use the replacements provided.

Jobs: Barber (♫), Outlaw (♣). **Traits:** Generous, Nosy, Lying.

COMPONENT LIST

- | | |
|---|--|
| 4 Leader Sheet Extensions | 18 Advanced Safe Cards |
| 22 Job Cards (6 green, 8 purple, 8 black) | 14 Mod Cards (clear mini cards) |
| 23 Card Sleeves (6 green, 7 purple, 7 black, +3 spares) | 15 Clear Mini Card Sleeves (1 per mod, +1 spare) |
| 28 Trait Cards (5 red II, 23 blue I) | 12 Marks |
| 32 Automa Cards | 16 Debt Tokens |
| 4 Enemy Cards | 1 Location Tile |
| 4 Strategy Cards | |

EXPANSION ICON

Each card in this expansion is marked with the *Double or Nothing* expansion icon. This helps differentiate these cards from those in the base game.



Expansion
Icon

NEW RULES

When playing with this expansion, **all** new rules and components are used **together**. The complete setup rules are described on page 12.

STARTING 0

To add more intrigue to the game, each player now starts the first day with their 0 poker card in their hand (plus 3 random cards). This means that each player must bluff at least once during the first day.

LEADER SHEET EXTENSION

During setup, place your leader sheet extension to the right of your leader sheet. This gives you 2 additional spaces to hold scoundrels (7 total), and has spaces at the bottom to hold debt tokens.



Leader Sheet Extension

DEBTS

Many effects can cause you to gain a debt. When this happens, take a random unused debt token and place it in **any** empty space of your sheet. Keep it facedown **without looking at the token's value**.



At the end of the game, flip your debt tokens faceup and subtract their values from your final score.

Debt tokens have the following values:



TAKING A LOAN

During your turn, you can gain 1 debt to gain \$2. You can do this up to **twice per turn**, but only during your own turn. You can do this at **any point** during your turn, even while resolving an ability. It is a free action and not a part of the Loan Office location ability.

Important: If an ability makes you gain a debt, you **do not** gain \$2; you only gain a debt plus the effects listed by the ability.

LOSING DEBTS

Many effects allow you to lose a debt. When this happens, take **any** one of your debt tokens, flip it **faceup**, and place it next to the unused debt tokens.

The easiest way to lose debts is by using the Loan Office location ability. This allows you to spend money to lose any/all of your debts for the cost printed above each debt token. For example, if you had debts in the “\$3” and “\$4” spaces, you could spend \$7 to lose both of them. Alternatively, you could lose any one of them by spending the money listed above it. If you lose some of your debts, your other debts remain **in their current spaces**.

DEBT LIMIT

You are limited to having **four** debts at a time. If you have four debts, you cannot gain more debts, take a loan, or use abilities that require you to gain a debt (such as the Painter job or Hasty trait).

If the supply of unused debt tokens runs out, flip all faceup debt tokens facedown and randomize them to create a new supply.

DEBTS ON CARDS

Some abilities place a debt token on a safe at a site or on a scoundrel in the Saloon. When this happens, take the debt token from the supply of unused tokens and place it facedown on the card without revealing its value.

When you steal a safe or hire a scoundrel, you **gain all debts on it** (place them in open spaces on your sheet). If you would exceed four debts, discard the excess (faceup). If a scoundrel with a debt on it is discarded, discard the debt (faceup).

In the rare situation that you gain a debt when there are zero in the supply and zero discarded debts, take a debt token from a scoundrel or safe.

NEW LOCATIONS

During setup, place the location tile next to the Sheriff’s Office. When you choose not to hire a scoundrel during step 3 of your turn, you may use one of these abilities instead of a Sheriff’s Office ability. You **must** still discard the rightmost scoundrel from the Saloon as normal.

These abilities are:

- 📁 **Pay Off Loans:** Lose 1 or more debts by paying their cost (explained above).
- 📁 **Hire Reporter:** Spend \$1 and gain 1 debt to scout a safe at any site and mark it. (You cannot use this ability if you already have four debts.)

Note that abilities that refer to the Sheriff’s Office **do not** apply to these new locations (for example, the Marshal job).



Location Tile

ADVANCED SAFES

To provide additional strategy and theme, each safe now has a special ability. These can be situationally positive or negative, and encourage players to scout and plan ahead before stealing safes. When playing with this expansion, use these advanced safe cards instead of the safes found in the base game.

When Stolen: Some safes instruct you to flip them faceup after you steal them. You **must** do this immediately. Once faceup, you **may** use its ability when specified on the card. If it is used at the “end of each day,” use it **before** step 1 of the end of day.



The safe will remain faceup for the rest of the game, even if you immediately abandon it. A faceup safe at a site can be scouted, marked, or stolen as normal.

End of Game: Some safe abilities are used at the end of the game. When totaling your final score, you **must** apply all bonuses/penalties that you are fulfilling at that time.



For example, the Voice Gadget has a value of 3. At the end of the game, if you have the lowest reputation (or are tied for it), add 3 tech to your score.

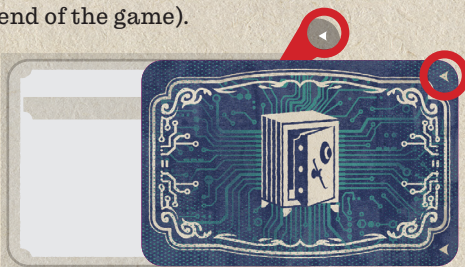
Important: A safe's **value** is its printed tech value **without** bonuses/penalties. For the Voice Gadget shown above, each “3” mark on it is a matching mark (worth +1 tech at the end of the game).

MODIFYING SAFES

Safes can be augmented by mod cards, which change their abilities.

Before setup, place all 14 mod cards into card sleeves. When placing safes during setup, attach mods to the **top 3** safes at each site. To do so, draw a random mod card and slide the safe card into the card sleeve behind the mod (in the direction of the small white arrows). Do this **secretly** without revealing abilities, then set aside the 5 unused mods facedown near the game board (abilities may use them).

All mods have “end of game” abilities that override the ability printed on the safe card. In certain situations, the bonus from a mod can be fulfilled by its own safe (for example, if the Miniature mod is on a value 2 safe).



Example of adding a mod to a safe



SLEEVES VS NO SLEEVES

After setup, you will have five safes at each site: three in sleeves (with mods), and two that are not in sleeves. The card sleeves not only allow you to attach mods to safes, but they also help you quickly identify which safes have mods, and which do not. Unused safes do not have mods.

MAVERICKS

Some scoundrels have an orange timing bar on them. These scoundrels are known as **MAVERICKS**.

You can use a maverick after you place a henchman on an **opponent's poker card** in a matching slot number (this usually happens during an opponent's turn).

The current player uses all of their abilities for their poker card **before** any mavericks are used. If multiple players wish to use mavericks, they are resolved in clockwise order from the current player.

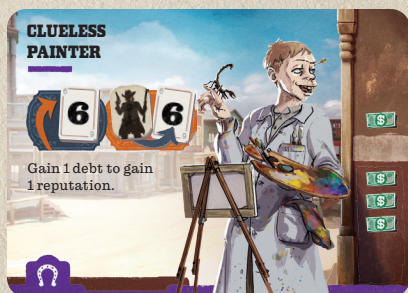
Like all abilities, you can use each maverick ability only once during each player's turn (but you can use it multiple times during the same round).



The Tricky Warden can be used after you place a henchman on an opponent's card in their "A" or "4" slot.

MIXED TIMING

Some traits have two timing icons, meaning that you can use them at **either** time listed on the card. Remember that you can use each ability only once during each player's turn.



This scoundrel can be used after you play a card in your "6" slot, or after you place a henchman on a card in an opponent's "6" slot.



This scoundrel can be used after you play a card in your "2" slot, or after you use the scoundrel to the right of this.

WILD SALOON

To add more variety to the game, **two job decks** are created during setup. One deck contains all purple (♠) jobs, and the other includes all black (♣) jobs with some green (♢) jobs on top (see full setup rules on page 12).

During the game, there should **always be one purple scoundrel** in the Saloon and two cards from the other deck. Each time you need to create a scoundrel, check the colors of the scoundrels in the Saloon. If there are no purple scoundrels, create a purple scoundrel. Otherwise, create a scoundrel from the top of the green/black job deck.



In this example, there are no purple (♠) scoundrels in the Saloon, so you would create a new scoundrel using the top card of the purple job deck.

Some rare effects add a second purple scoundrel to the Saloon. If this happens, do not create a purple scoundrel until there are zero in the Saloon.

WILD SALOON RULES CHANGES

To balance the additional scoundrel variety provided with the Wild Saloon, the following rules changes apply:

- 🔒 **Safe Limit:** Instead of being limited to having one safe per day, players are now only limited to owning three stolen safes, **regardless of the day**. If a player exceeds three, they must abandon a safe as normal.
- 🔒 **Running out of Jobs:** In the unlikely situation that a job deck runs out of cards, all new scoundrels are created from the other job deck.

ENDGAME SCORING

This expansion adds some new ways of gaining tech. At the end of the game, players total their score from the following sources:

- 🔒 Safe values
- 🔒 Reputation
- 🔒 Tech scoundrels
- 🔒 Matching marks on their safes
- 🔒 Mod bonuses/penalties
- 🔒 Penalties from debts

Reputation Clarification: During the end of each day, resolve all lost and gained reputation **simultaneously**. For example, if a player with 6 reputation catches 1 bluff and has 1 of their bluffs caught, they gain 0 reputation and stay on the 6 space (regardless of turn order).

AUTOMA RULES

The following rules allow you to play *3000 Scoundrels: Double or Nothing* solo (single player), against an automated opponent.

These rules are meant to be used with **all** *Double or Nothing* expansion rules. If you wish to make the game slightly easier, you can also choose to use the strategy card optional rule.

AUTOMA SETUP

Before setting up the game, perform these steps:

- 1. Choose Enemy and Difficulty:** Choose an enemy card belonging to any leader (besides your own). Each enemy plays differently and requires a different strategy to defeat. For your first game, we recommend Lilith Boone.

If the enemy card has any special setup rules, follow them now.

One side of the enemy card is labeled as “Expert.” After you win against an enemy, you can try playing against the expert side for an additional challenge.

- 2. Setup Automa Deck:** Take that enemy’s eight automa cards and shuffle them to form a deck.
- 3. Gain Henchmen & Starting Reputation:** Place the enemy’s **three** henchman tokens near their enemy card. Place their reputation token on the “0” space.
- 4. Remove Cards:** Some jobs and traits don’t work in the solo game. Remove the following cards before setup:

Jobs: Renegade (♫), Bookie (♣), Prisoner (♣), Treasure Hunter (♣). **Traits:** Mocking.



Enemy Card (normal side)



Automa Card Back

Then resolve the normal steps of setup (on the back of this rulebook). Enemies skip step 6 (they don’t start with money or other components).

WINNING THE SOLO GAME

To win the game, you need to have **more** tech than the enemy has at the end of the game. If you have equal or less tech, **you lose**.

You and your enemy gain tech from all normal sources, such as stolen safes, matching marks on safes, safe abilities, reputation, and tech icons on scoundrels. Some enemies do not steal safes and have other ways of gaining tech listed on their enemy card.

PLAYING THE SOLO GAME

In a solo game, you are the only one to take turns. On your turn, resolve the steps of a turn as normal. You can even bluff if you choose!

After resolving step 3 of your turn, draw the top card of the automa deck. Most automa cards have two sections. Resolve the top section if you played a card in the matching slot this turn. Otherwise, resolve the bottom section.

Resolve abilities in order, from top to bottom. After you resolve all abilities in the appropriate section, discard the card faceup next to the automa deck. Then your turn ends, and you begin a new turn as normal.

One card in each automa deck will instruct you to shuffle the discarded cards back into the deck. This is the only time the automa deck is reshuffled.

The game ends at the end of the third day.

YOUR HENCHMEN & MAVERICKS

Since the enemy does not play poker cards, you cannot call their bluffs with your henchmen. Instead, your henchmen have two uses:

- Many automa cards require you to suffer a penalty unless you send one of your henchmen to jail. If you cannot send a henchman to jail (or choose not to), you must suffer the other effect. These punishing effects encourage you to always have an available henchman. If you cannot suffer the full effect (for example, if they would steal something you don't have), you do not need to send a henchman to jail.
- Since the enemy does not play poker cards, you cannot use mavericks the normal way. Instead, you can use a maverick by sending one of **your henchmen to jail** after you play a card in the matching slot number.



Automa Card

ENEMY HENCHMEN

Many automa cards place enemy henchmen on your poker cards. At the end of each day, reveal all of your cards with henchmen on them as normal. For each bluff caught, you lose one reputation and the enemy gains one reputation.

Important: If you are not bluffing, the enemy henchman is **not** sent to jail. It is returned to that enemy and can be used in the next day. You can use abilities (such as the Bounty Hunter job) to send enemy henchmen to jail, but they are otherwise available for the enemy to use.

If all of the enemy's henchmen are on cards or in jail, they cannot place henchmen on cards. Simply ignore effects that place their henchmen.

ENEMY CLARIFICATIONS

Here are some additional rules and clarifications for enemies:

- 🔪 **Breaking Ties:** If the enemy needs to choose between equal choices, you make the decision. For example, “discard the cheapest scoundrel from the Saloon” when two scoundrels have the lowest cost.
- 🔪 **Enemy Debts:** Enemies cannot have debts. If they gain a debt, discard it (faceup as normal).
- 🔪 **Enemy Safes:** Some enemies steal safes. When an enemy steals a safe, place it facedown near their enemy card.
 - * Enemies only steal safes **from sites**. Safes that are not at sites are excluded from any of their abilities that steal safes.
 - * When determining their most valuable safes at the end of the game, include matching marks and all bonuses/penalties from their mods **regardless of whether they fulfill the requirement**. For example, an enemy that steals the Voice Gadget (shown on page 4) receives the +3 tech bonus regardless of their reputation.
 - * Enemies do not use abilities on safes and mods.
- 🔪 **Lilith Boone:** When a safe is destroyed, return all marks to their owner and return the safe to the game box. Do not reveal it.
- 🔪 **Preston Cain:** Some abilities affect the “top right” safe at a site. This is the safe in the right column, closest to the top of the game board. If all safes in the right column are stolen, it affects the top safe in the left column.
- 🔪 **Milton Goff:** You can steal money from Milton using “steal” abilities. If he has \$0, no money is stolen. Likewise, Milton cannot steal from you if you have \$0.
- 🔪 **Doc Zimmer:** When Doc recruits a scoundrel, she **does not** use its ability.

CARD GLOSSARY

This section lists clarifications to specific cards found in this expansion.

- **Bookie (job)**
 - » If an opponent has \$0, they must gain the debt. Likewise, if they already have four debts, they must give you \$1 (if able).
- **Enlist Talent (strategy)**
 - » If you hire a scoundrel with a “start of your turn” ability, you may use it immediately.
 - » If you use this ability, you cannot use a scoundrel with the Whining trait this turn (because you skip step 3).
- **Fund R&D (strategy)**
 - » You can only use this on a safe that has a mod.
- **Impatient (trait)**
 - » If you gain a debt while resolving a scoundrel, automa card, or location ability, fully resolve that ability before resolving the Impatient scoundrel.
- **Mason (job)**
 - » A bluff is any card not matching its slot. Flip the card faceup. A faceup card cannot have henchmen placed on it or be revealed again.
- **Miracle Medicine (advanced safe)**
 - » You may use the top scoundrel of the discard pile for abilities that affect the Saloon (such as the Innkeeper or Tailor). However, you cannot place debts on the discard pile.
 - » Like all abilities, you may choose not to use this (for example, if you have the Whining trait).
- **Plot Revenge (strategy)**
 - » After you place a henchman on a card played during a previous turn, you can use mavericks matching that card’s slot.
- **Read the Fine Print (strategy)**
 - » You can look at your debt before deciding which space to place it in.
 - » After looking at a debt, you can share information about it, lie, or say nothing.
 - » Like all abilities, you may only use this once per turn. If a player is gaining two debts, you can choose which one you look at.
- **Responsible (trait)**
 - » If you lose a debt from a card or the Loan Office, fully resolve the card ability or Loan Office ability before resolving this scoundrel.
- **Roboticist (job)**
 - » If you abandon a safe and there are no open spaces at its site, place the abandoned safe in the pile of unused safes.

- **Rocketeer (job)**
 - » If this job has the Talkative trait, and you gain reputation by catching a bluff, this happens **before** henchmen are removed from your cards. Therefore it cannot be used on a card that had a henchman on it.
- **Tattoo Artist (job)**
 - » You do not get to see the value of the debt token.
- **Undertaker (job)**
 - » If this job's trait lets you use it twice, round up twice. For example, a \$7 scoundrel would give you \$4 twice (\$8).
- **Unstable (mod)**
 - » If this mod is on a value 6 or 7 safe, its bonus cannot be used by a player. In a solo game, the enemy would gain the bonus as normal.
- **Whining (trait)**
 - » Use this scoundrel before you decide whether to hire a scoundrel or use a location ability. It can even give you enough money to hire a scoundrel that you could previously not afford.
 - » After fulfilling the requirement on this trait, you can take out loans to gain money and still use this scoundrel (even if that money would allow you to afford a scoundrel).

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EXPANSION SETUP

Use the following setup rules **instead of** the rules found in the base game. If playing a solo game, resolve the steps on page 7 first.

1. Open Game Board: Place the game board in the center of the table and place all money near it.

2. Place Location Tile and Debts: Place the location tile near the Sheriff's Office. Place all debt tokens facedown nearby and randomize them.

3. Create Job and Trait Decks: Separate the trait and job cards by color and shuffle each deck separately. Place the purple (♠) job deck above the game board and stack the other jobs in a deck as listed below.

Then create one trait deck as listed below. Return the unused cards to the game box without looking at them.

	TRAITS	JOBS
1	• 16 blue I (on top)	• 5 green (on top)
	• all red II	• all black
2	• 20 blue I (on top)	• 7 green (on top)
	• all red II	• all black
3	• 30 blue I (on top)	• 9 green (on top)
	• all red II	• all black
4	• 40 blue I (on top)	• 12 green (on top)
	• all red II	• all black

4. Populate the Saloon: Create one purple (♠) scoundrel in the **leftmost** space of the Saloon, and then two green (♠) scoundrels (one in each other space).

5. Modify and Place Safes: Sort the advanced safes by color into three decks, and shuffle each separately.

Attach mods to the top 3 safes of each deck (without revealing them). Place these cards in the **top 3** spaces of their matching sites on the game board. Then deal 2 unmodified safes matching each site facedown to the bottom 2 spaces.

Set aside the 3 unused safes and 5 unused mods facedown near the game board.

6. Choose Leaders: Each player chooses a leader sheet and takes the 10 marks, 3 henchmen tokens, 1 reputation token, 1 sheet extension, and 7 poker cards matching the leader's suit.

A. Place 1 of your henchmen in jail.

B. Place your reputation token on the "0" space of the reputation track.

C. Gain \$4.

D. Place your reference card and sheet extension near your leader sheet.

E. Draw your "0" poker card into your hand, then shuffle your other poker cards into a deck and **draw 3**.

F. Return your strategy cards to the game box unless using that optional rule.

7. Determine First Player: Randomly choose a player to take the first turn of the game.