

# THE MARKETPLACE

HIGH NOON





art by Mikel Canizares

## THE LOWDOWN

Gold, the only hard money of the great frontier. Highly sought after by hero and villain alike, these shiny bars of melted minerals are the key to claiming victory in nearly all High Noon dust-ups, now in more ways than one. With this rule book and the associated assets from the High Noon Marketplace Expansion Set, you'll be using your earnin's to buy various items — from guns and ammo to upgrades and stimulants, giving you the definitive edge against your opponents.

## THE ASSETS

In the box, you will find the following assets:

3 marketplace shelves (Gunsmith, Black Smith, General Store)

36 Base Game Marketplace Item Cards and

6 High Noon Ashtrays.



## THE SETUP

For setup, follow these steps:

- Organize the Item Cards into their 3 groups (Gunsmith, Blacksmith and General Store). Each group should then be shuffled into 4 random decks so that there are 4 decks of Gunsmith cards, 4 decks of Blacksmith Cards and 4 decks of General Store cards.
- Place the 4 decks for each store into the 4 slots of each store shelf.
- Issue each player a High Noon Ashtray.



## THE WAYS TO PLAY

There are two primary ways to play with the Marketplace expansion: **Basic** and **Zone Control**. Zone Control requires three additional expansions (Jenkins Brothers, Abernathy Gang and Monco & McAtte).

### BASIC RULES

The basic rules of the High Noon Marketplace are fairly simple. As you earn gold, place it on the side of the Ashtray that says "Gold Earned." On your Action Phase, as a Free Action, you may purchase any number of items from the marketplace as your characters can carry.

Each item has a Gold Value assigned in the top right of the card. Simply add up the Gold Value of all items you wish to purchase and slide gold from your Gold Earned side of your ashtray to the Gold Spent side.

You may not purchase more items than you have gold to spend. Purchased items can be placed on characters with available inventory slots and can be used immediately if the characters have actions available to use them.



There is no limit to how many purchases a player can make nor when those purchases can be made so long as the player is still in their Action Phase. For example, a player may make a purchase at the beginning of the Action Phase and then again at the end of their Action Phase.

Furthermore, characters are not limited to receiving items once per turn. A character may receive a purchased item, use the item and then receive another purchased item in the same turn.

Spending gold does not go against your overall victory points. At the end of the game, gold from both sides of the Ashtray count towards victory, so spend-spend-spend!

*There is 4 gold in the Gold Earned side and 5 gold in the Gold Spent side so the total gold score is 9.*



## ZONE CONTROL RULES

The rules for Zone Control are similar to the basic rules, however an additional rule is added for the starting tiles of the Jenkins Brothers, Abernathy Gang and Monco & McAtte. While the posse characters are not required to play Zone Control, their starting tiles are required.

In Zone Control, the store shelves are assigned to each starting tile:

Jenkins Brothers (General Store)

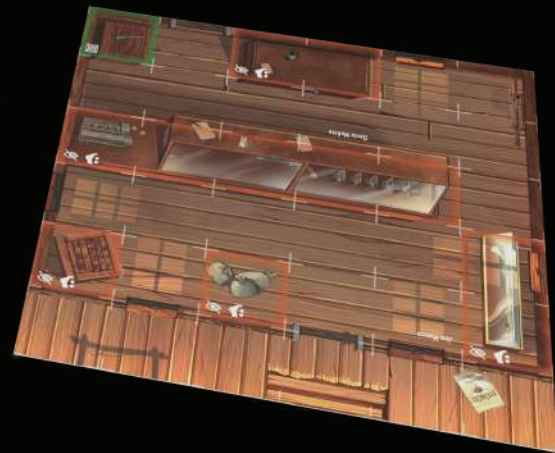
Abernathy Gang (Blacksmith)

Monco & McAtte (Gunsmith)

If a player controls one of these starting tiles, they control the store and only they can make purchases from that store.



*The Gunsmith shelf next to the Monco & McAtte starting tile (which oddly enough resembles a gunsmith! Fancy, that!)*



To control a store, characters must be inside of the starting tile building. Standing on the boardwalk of a tile does not qualify as inside the building. A combined total of 2 Gold Value in characters is required to assert control of a store. The player with the most Gold Value in characters controls the store.

*Maj. Mosby is the only character inside the Gunsmith. His Gold Value is 3 so his posse controls the store and only Maj. Mosby and his Bushwhackers are allowed to make purchases from it.*





In the case of a tie, all players in the tie are able to make purchases. The moment a tie is broken, control of the store goes to the player with the highest Gold Value. Once a controlling player leaves a store, the store is no longer controlled by that player. If all controlling players leave the store, the store becomes open for the entire table.

*James LeRoy and LeRoy Gang 2 burst into the Gunsmith! Their combined Gold Value is 3 to tie with Maj. Mosby. Now both posses can purchase from the Gunsmith.*



While Zone Control requires characters inside the store to control it, characters are not required to be in the store to make purchases from it. As long as they are not locked out by another posse, a character could be on the other side of the map from the store and still make a purchase from it as a Free Action and equip the item for immediate use. (High Noon Magic!)

*Bushwhacker 1 (The guy on the board) is nowhere near the Gunsmith, however because Maj. Mosby has control of the store, anyone in his posse can make purchases from it. The player slides 6 gold into the Gold Spent side of the ashtray to buy a bolt action rifle and assigns it to Bushwhacker 1.*

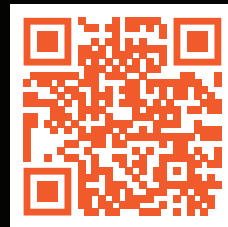


## HIGH NOON CONSTITUTION

As with nearly every game, there will be instances that are not covered exactly, that leave room for nuance and debate. When such situations arise, the final decision comes down to the table, the owner of the game and/or the person who bought the pizza.

## CONNECT WITH US

Join the growing community of High Noon fans and discuss rules, strategies and more! Who knows? There might be a few High Noon players at your local game store just itching to meet up for a throw down! Find all of our social media links at [Socials.HighNoonGame.com](https://Socials.HighNoonGame.com) or scan the barcode!



## SPECIAL THANKS

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# HIGH NOON

## EXPANSIONS AND MORE...

The world of **High Noon** is expansive, full of exotic characters and locations ready to explore and do battle. Bolster your posses, loot decks and tile sets with awesome **High Noon** expansions and game suppliments available at your local game store or at [www.HighNoonGame.com](http://www.HighNoonGame.com)

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