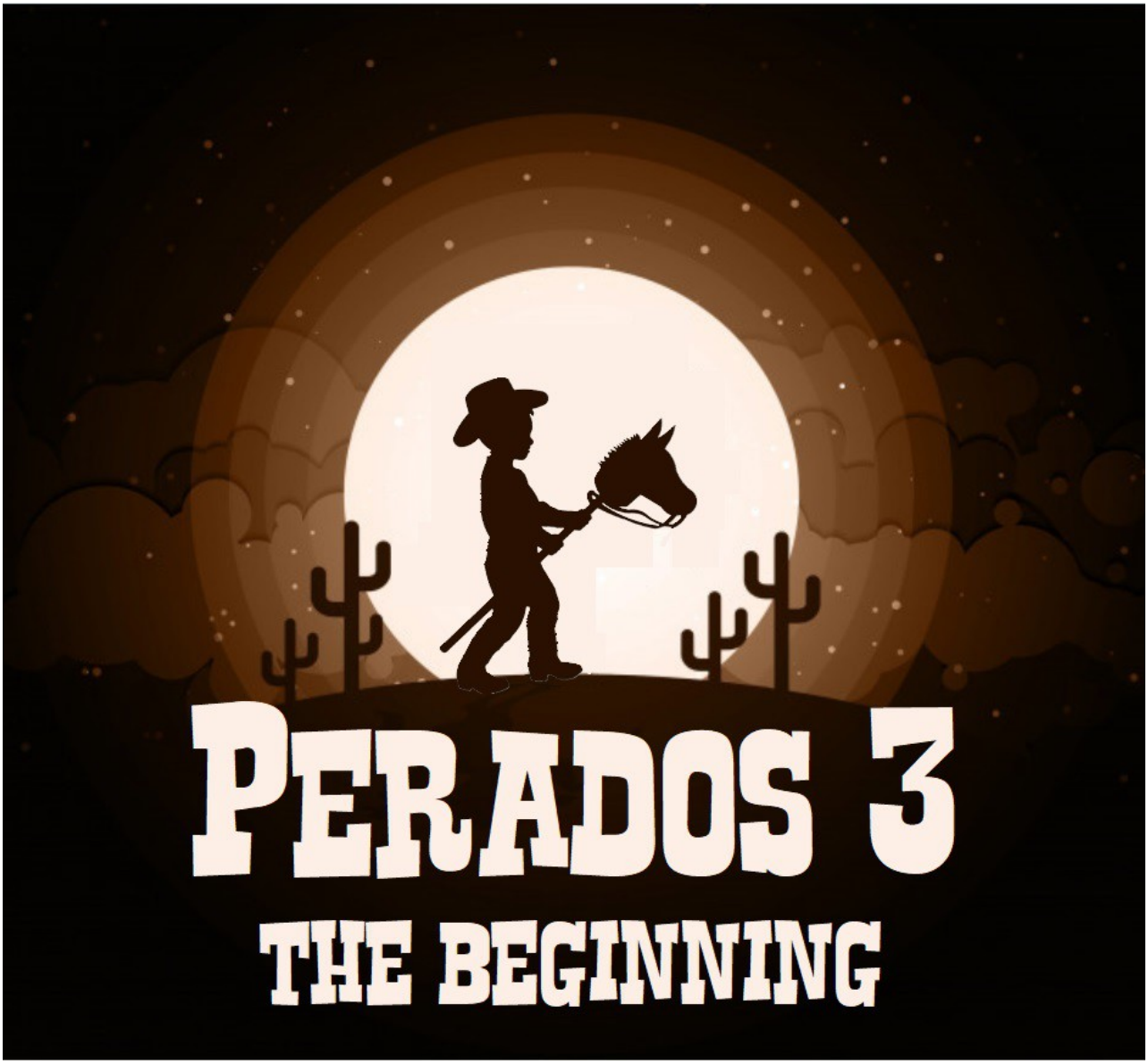
EXPLORE THE YOUTH OF BUFFALO GILLES AND FIND OUT WHY HE IS SO FORMIDABLE TODAY.



This game was designed as part of the 9th Roll & Write Game Design Contest on BGG

SEBASTIEN AUBRY

GAME RULES

Material :
- 3 six-sided dice
- 6 double-sided "event" cards
- 3 "defensive" cards of several levels for each event
- 1 rules booklet

Goal :
Learn the basics of cowboy life to Buffalo Gilles and develop everything that will make him the most feared gangster of his time.

Setup :
Prepare the 6 "event" cards in the order of the history. They are double-sided (: easier / : harder). Then, choose one defensive card for each one. There are 3 difficulty levels (: easy / : medium / : hard). Do not have to choose the same difficulty level for all.

How to play :
Roll 3 dice, without forgetting to cross out a barrel on the left of each "event" card. Choose 2 of them for the attack ("event" card) and 1 for the defense ("defense" card). For the attack, circle the symbol at the crossing, for the defense circle the symbol of your choice in the column corresponding to the dice value.

Special cases : There is a one or more 6
- if you choose it for attack, cross off a grey box on the "event" card or circle the bonus symbol (if the first two grey cases are already crossed out), which will be available only for the event indicated at the bottom of the "event" card. Use the 2 other dice for the defense.
- if you choose it for the defense, first circle a symbol for the attack with the 2 other dice and then reroll 2 dice. When you have obtained 2 non-6 values, cross off a symbol on the "event" card respecting the next priorities :

1. A symbol already circled
2. An essential symbol (cows/ horse / gun / money / parents / target)
3. A bonus symbol (if there is one (dog / closed wardrobe / heart / bullet)
4. A secondary symbol (in order of importance)
5. A cactus

In attack, if the dice results doesn't allow to do something (ex : symbol already circled), do nothing and the third die is used for the defense as explained before.
However, if the dice result can't be solved on the "defense" card, the player has to proceed as if it was a 6.

Note :

Whenever, the player can throw 1, 2 or 3 dice again if he doesn't like the results. Just have to crossed out a new barrel. It's not possible to throw again the 2 dice that follow the obtention of a 6.

End of an event :

An event is finished when the player has circled 5* symbols on an "event" card (excluding bonus from column 6).

* Except during the bank robbery, where Buffalo Gilles can stay there as long as he wants at the risk of losing everything ...

Note :

The defensive card will not necessary has 5 symbols too, it could be more or less.

End of the game :

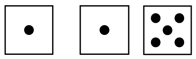
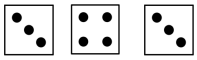
The game ends in the following cases :

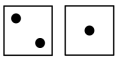
- Buffalo Gilles is killed or arrested.
- All barrels have been crossed off.
- All events have been resolved.

Counting points:

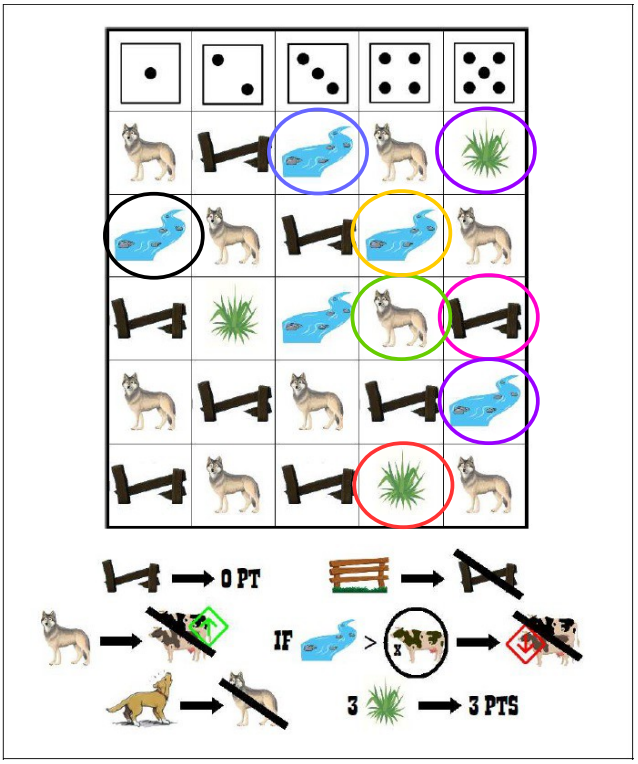
The final score is the total number of points obtained by Buffalo Gilles at the end of the 6 events to which must be added one point per unused barrel.

Example :

- **First throw** 
- **Second throw** 
- **Third throw**
- **Fourt throw**
- **Fifth throw**

We re-roll 2 dice for the defense : 

- **Sixth throw**
- **Seventh throw**



The broken barrier having been repaired, the herd was able to stay in the field and will earn points.
There are 10 circled cows, or 10 points.
The circled wolf is chased by the dog, so the larger group of cows (here 3) is spared.
However, there are 4 circled rivers, one more than the number of groups of cows. The smallest of them (here 2), therefore leaves to cool off in the river and is not counted, i.e. 10-2 = 8 points.
The 3 "grass" and the haystack have not been circled, so no bonus.
The result of this event is therefore 8 points.
The remaining barrel will be used to start the next event.

BRING IN THE HERD

You are now old enough to participate in the life of the family farm. For the first time, you are responsible for bringing the herd of cows back to its enclosure. Check that the barrier is in good condition, it should not be that a few cows can escape to go drinking quietly in the nearby river, or worse, be devoured by a hungry wolf.

ATTACK	
	Indispensable for a successful event. The more cows circled, the more points the player will score.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
	Needed to repair a damaged barrier and prevent cows from escaping.
	Cancels the wolf's effect.
ATTACK BONUS	
	During the second event, allows you to surround a symbol located in all adjacent squares orthogonally to those obtained by rolling the dice. Earn 5 points.
DEFENSE	
	Let the entire herd escape if it is not repaired.
	At each of his appearances, if he is not chased by a dog, he eats the greater part of the herd.
	If its number is greater than the number of circled "herds", then the smallest of them is lost.
DEFENSE PENALTY	
	Gives 3 points if the 3 symbols are circled.

RIDE A HORSE

Herd management is now a formality. To make things easier for you, your family has just acquired a new horse. Today is the big day, you will finally be able to try to ride it. It will still be necessary to win him over and equip him! The animal is still young and fiery, it will probably take courage to sit on it! Finally, beware of snakes which are numerous at this time of year, a bite would probably be fatal.

ATTACK	
	Indispensable for learning to ride a horse ...
	Necessary to stay on the horse if it rears.
	Necessary to stay on the horse if this one kicks out.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
ATTACK BONUS	
	During the third event, helps prevent Dave Grigger from finding Buffalo Gilles in the cupboard. Earn 10 points.
DEFENSE	
	Its bite is formidable. Each of them requires obtaining an additional "horse" otherwise the horse dies and the event is unsuccessful.
	The horse kicks in to try to unseat Buffalo Gilles. If his number is greater than the number of "saddle" symbols then Buffalo Gilles falls off his horse and does not validate the points relating to the saddle.
	The horse rears up to try to knock Buffalo Gilles down. If its number is greater than the number of "halter" symbols then Buffalo Gilles falls from his horse and does not validate the points relating to the halter.
DEFENSE PENALTY	
	Gives 5 points if the 3 symbols are circled.

TRAGIC EVENING

You are now a real cowboy and you participate fully in the activity of the farm to the delight of your parents. Unfortunately, you learn that the financial situation is difficult and that they had to seek help from unsavory people. One evening, their boss, the terrible Dave Grigger comes in person to collect his due and all does not go as planned. One thing is certain, after this night, nothing will be the same ...

ATTACK	
	Lets refer to mom as a victim of the terrible Dave Grigger.
	Lets refer to dad as a victim of the terrible Dave Grigger.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
	Keeps Buffalo Gilles hidden if the wardrobe is open.
ATTACK BONUS	
	During the fifth event, allows you to use the pistol ("bang") without risking waking the sleeping guardians. Earn 10 points.
DEFENSE	
	Determined to settle accounts with Buffalo Gilles' parents, Dave Grigger is ruthless. To obtain the maximum number of points, its number must be greater than the number of "parent" symbols.
	In an attempt to save their lives, Buffalo Gilles' parents donate their savings to Dave Grigger. If the "bundles" symbols are greater than or equal to the number of "parent" symbols then 2 money symbols (1 "bundles" and 1 "coins") must be crossed out on the "First bank attack" event.
	If his number is greater than the number of "closed wardrobe" then Buffalo Gilles is discovered by Dave Grigger. The game is then over.
DEFENSE PENALTY	
	Multiplies Buffalo Gilles' desire for revenge and allows you to check one of the boxes in column 6 of the last event if the 3 symbols are circled. Earn 5 points.

LEARN TO SHOOT

Depuis cette terrible nuit, vous n'arrivez plus à dormir sereinement. Vous sentez monter en vous l'irrépressible envie de vous venger. Il n'y a donc pas une seconde à perdre. Apprendre à tirer devient une nécessité, car le jour venu, il ne faudra pas rater votre cible.

ATTACK	
	Indispensable for learning to shoot.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
	Necessary to improve the accuracy of his shots. The greater the number, the greater the chances of becoming an outstanding shooter.
	Increases the chance of success for this event. Equivalent to two "pistol" symbols.
ATTACK BONUS	
	During the last event, don't end up with the empty barrel when Dave Grigger is in the crosshairs. Earn 5 points.
DEFENSE	
	You are not serious ! A fake gun ?! If its number is greater than the number of "gun" symbols, then this training session becomes unnecessary. You can never get revenge with dummy weapons.
	You are not yet what we call a sniper ... If the number of "broken tiles" is greater than the number of "targeted cans" then your score is reduced by one can.
	You make a lot of noise with your gun but you only scare birds. Each "tin pyramid" symbol cancels a "targeted can".
DEFENSE PENALTY	
	If all 3 symbols are circled, it increases your chances of a successful heist. You can cross of two "sheriff" symbols on the bank's defense card and one of the boxes in column 6 on the “event” card.

FIRST BANK ATTACK

You've spent your last savings on your pistol and some ammo, you're completely broke. After what happened, taking over the family farm is out of the question! You don't have many solutions left to find money ... Why not a bank? With this weapon and a little courage ...

ATTACK	
	Needed to rob the bank. Each bundle collected earns 5 points.
	Needed to rob the bank. Each pile of coins collected earns 3 points.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
	Eliminate any guard or sheriff who tries to stop you. The downside is that its use automatically wakes up all sleeping guards located in the two columns corresponding to the dice used to obtain it.
	Eliminate any guard or sheriff (requires 2 "Pow") who try to stop you. The advantage is that its use is silent and does not risk waking a sleeping guard.
ATTACK BONUS	
	Allows you to pick up all the bags in the bank, provided you successfully complete the robbery. Earn 25 points in addition to those already earned in the bank.
DEFENSE	
	Lets defend the bank. If one of them was not neutralized during the heist then Buffalo Gilles is stopped and the game is over.
	Lets defend the bank. Each of them, which was not neutralized during the heist, causes part of the stolen loot to be lost, starting with the most substantial.
	Does not influence bank robbery unless a firearm is used. In this case each sleeping guard who is in a column whose number was used to use the weapon ("Bang") wakes up and recovers part of the stolen loot.
DEFENSE PENALTY	
	Gives 5 additional points if the 3 symbols are circled and allows to surround a loot symbol on the card of the last event.

TIME FOR REVENGE

After this first successful robbery, it is impossible to turn back to try to find your former life. The way of organized crime is open to you and you will surely not stop there. But first, you have one last thing to settle. You have found the trace of the one who took away your life as a child forever and you intend to take away his life forever ...

ATTACK	
	Needed to try to kill Dave Grigger. Earn 5 points.
	Needed to try to kill Dave Grigger. Earn 3 points.
	Needed to try to kill Dave Grigger. Earn 3 points.
	Useless. Moreover, its presence among the 5 attack symbols decreases the chances of success.
	Luckily you had one bullet left ... Cancels the effect of an empty barrel.
	The injury is just superficial, Buffalo Gilles will probably come out of it. Cancels the effect of a "Ka-Pow!"
ATTACK BONUS	
	Lets deal the killing blow to Dave Grigger. Earn 25 points in addition to those acquired during this event.
DEFENSE	
	Cornered, but not yet defeated, Dave Grigger retaliates and seriously injures Buffalo Gilles. Without care, the latter's career will end faster than expected ...
	This is the last place you had to come with an empty barrel. Each of these symbols cancels a hit target.
	Dave Grigger prefers to flee than to leave the skin there. If the number of "runaway" symbols is greater than or equal to the sum of the targets aimed at, then one of the targets is not counted.
DEFENSE PENALTY	
	Gives 10 more points if the 3 symbols are circled.

SCORE

From 0 to 50 points	Give up ! This life is not for you ...
From 51 to 75 points	You're not good enough ... Go home, buy a ranch ...
From 76 to 100 points	Another bank or two and you'll end up in jail ... or worse.
From 101 to 125 points	First "Wanted" poster in your name ... A beginning of notoriety?
From 126 to 150 points	Wanted across the country, your reputation is well established!
151 points and more	The mere mention of your name makes bankers tremble as much as the worst scoundrels ... you are writing your legend!

PERADOS, THE COMPLETE ADVENTURE

You are familiar with the game and want to immerse yourself more in the world of Perados. Note that it is possible to associate this episode with the first one (Perados, the roll & write).

How to do ?

Once the game of Perados 3 is over, you can use your score to build up your gang and acquire some bonuses by spending your points as shown in the table below.

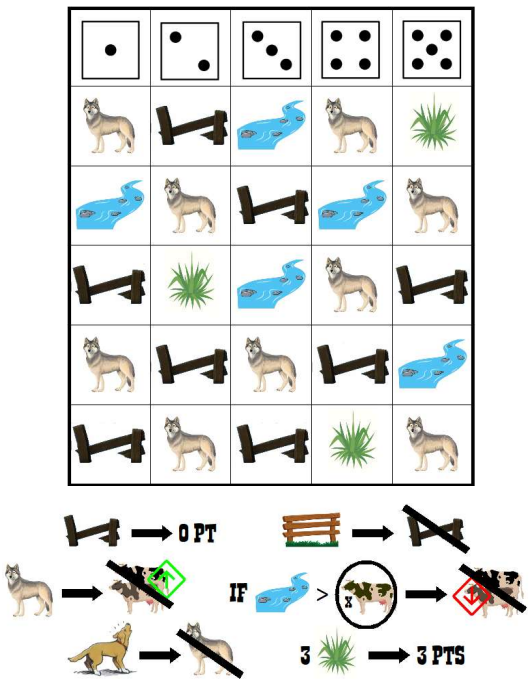
Item	Value
☒ (/)	15
☒ (6ème DÉ / →)	25
	25
☒ ( )	30
	35
	50

Game round management :

It is possible to use the unused "barrels" of Perados 3 to start playing Perados, the roll and write.

<u>Thanks :</u>

I would like to thank the few players who tried Perados 3, particularly Toon and Kikwik who encouraged me to finish the last opus of the trilogy Perados. Thanks too Sergi to for organizing this contest on BGG.


0 PT
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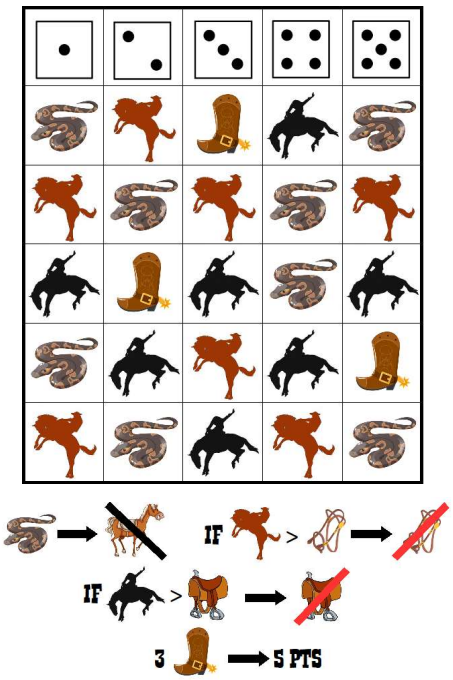
3
3 PTS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IF
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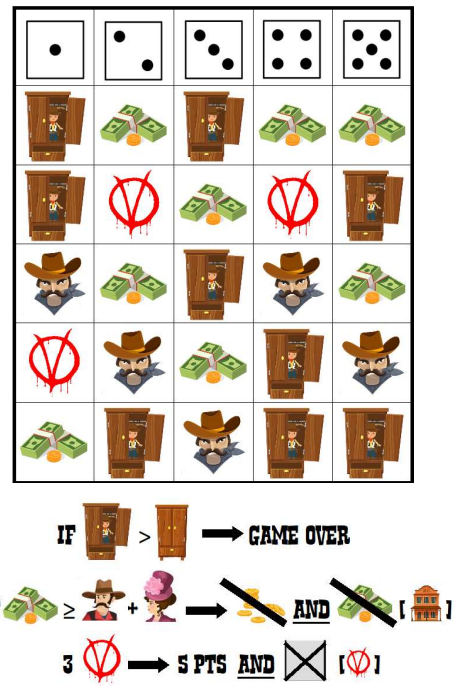
IF
GAME OVER
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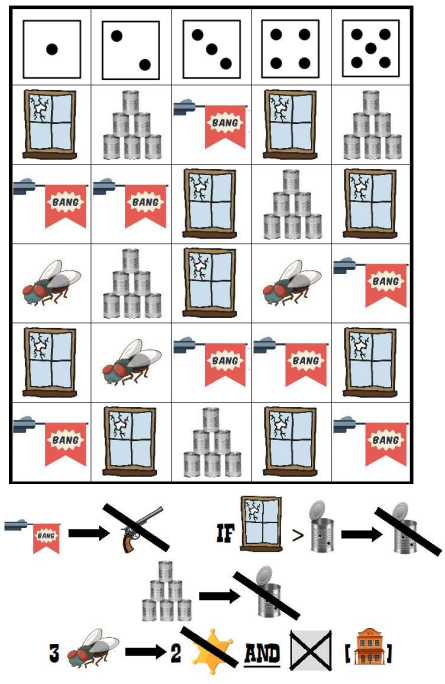
BANG
IF
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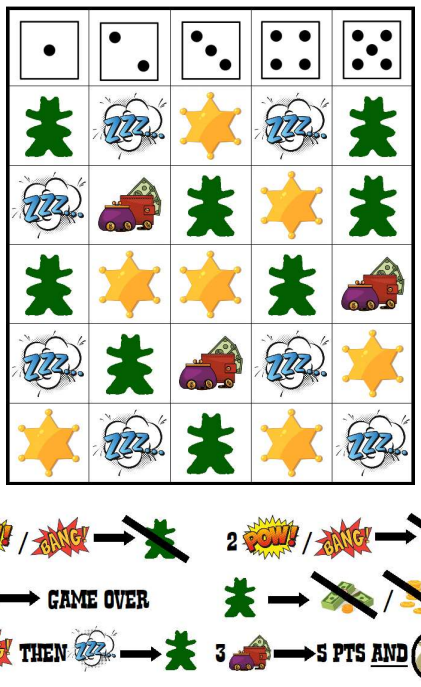
POW!
BANG!
2
GAME OVER
IF
THEN
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AND

KA-POW!
GAME OVER
IF
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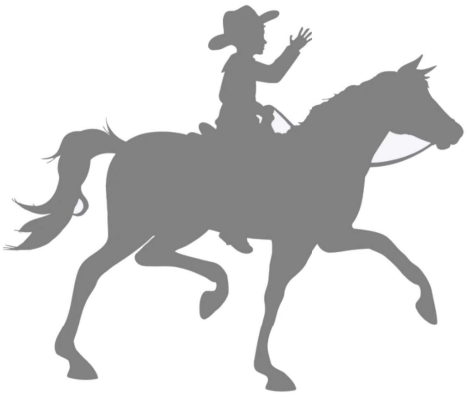
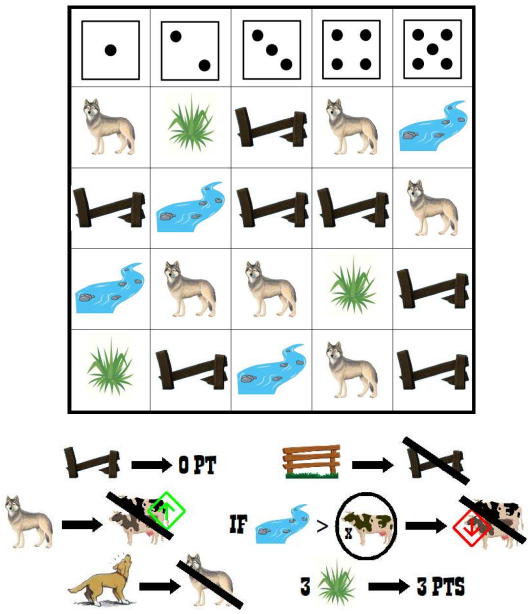
10 PTS



BANK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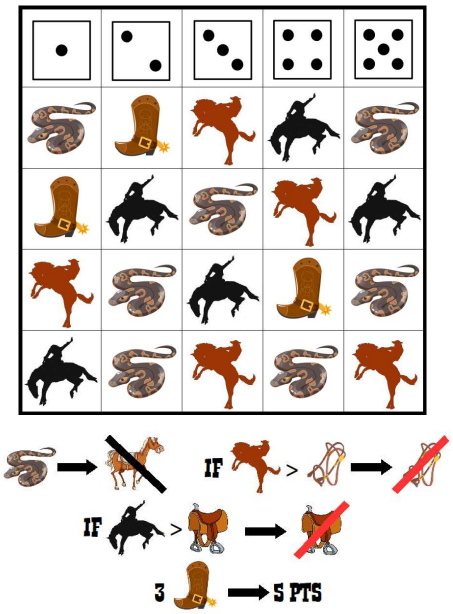
3 PTS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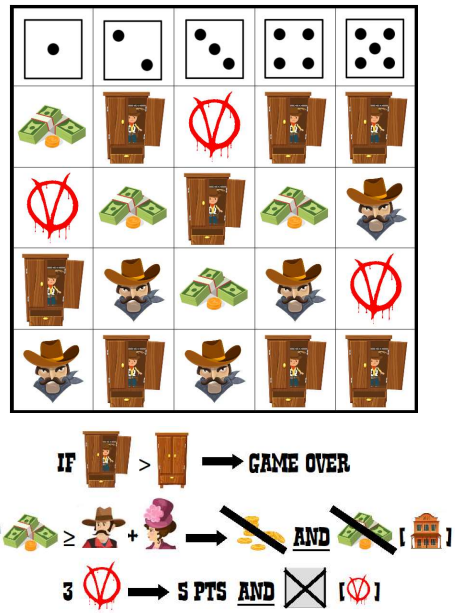
IF
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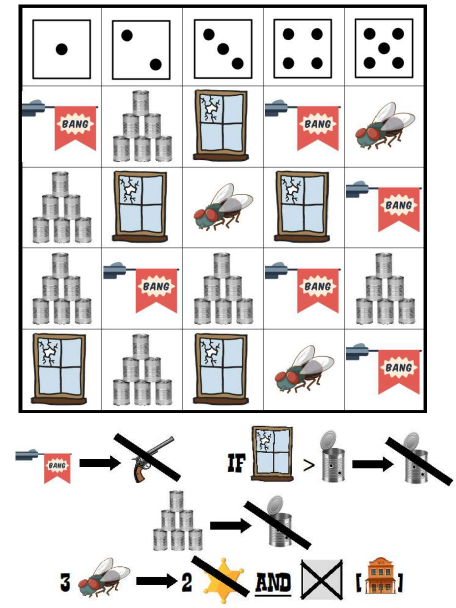
BANG
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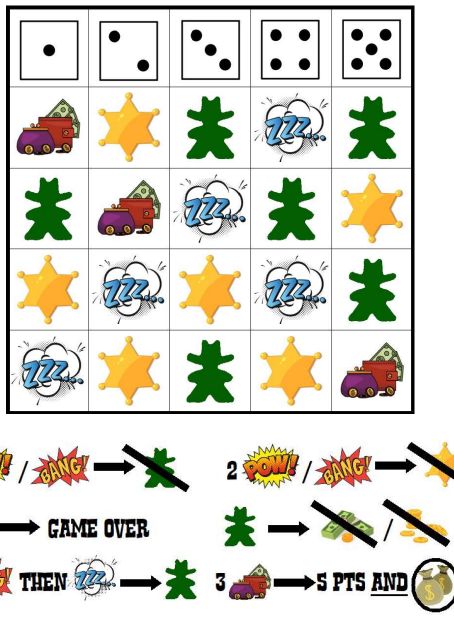
POW!
GAME OVER
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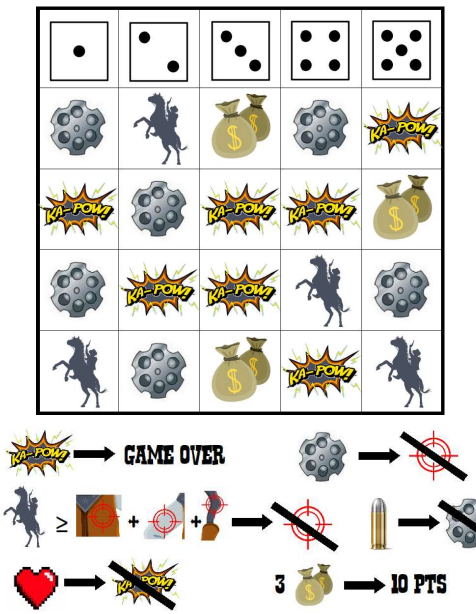
5 PTS
AND


GAME OVER
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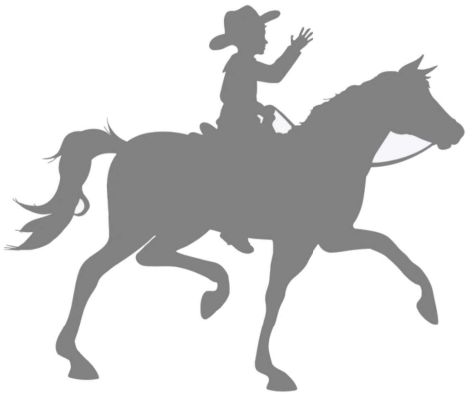
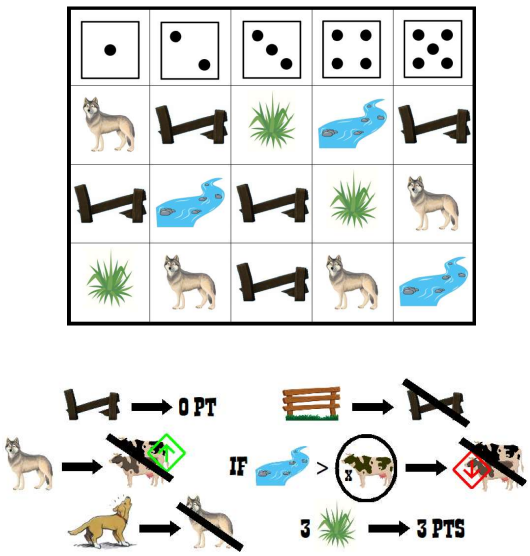
10 PTS



BANK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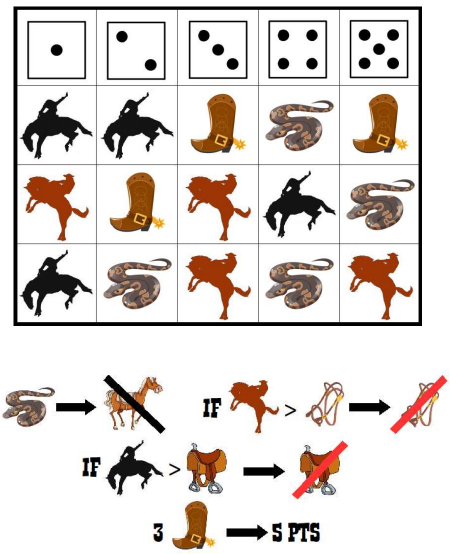
3 PTS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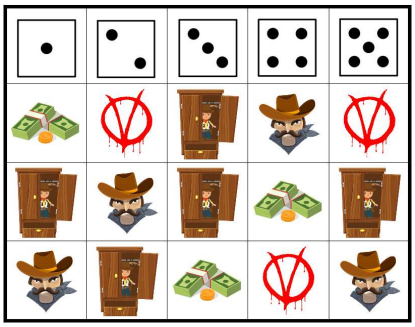
IF
GAME OVER
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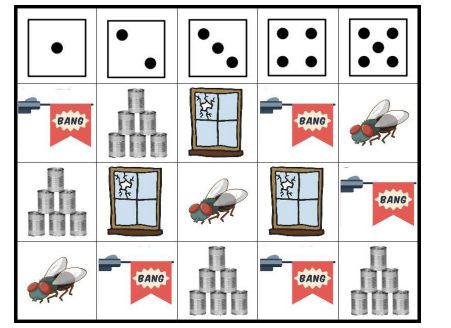
5 PTS
AND


BANG
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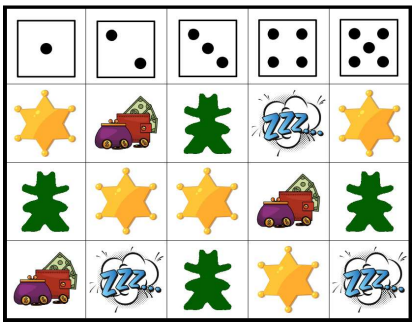
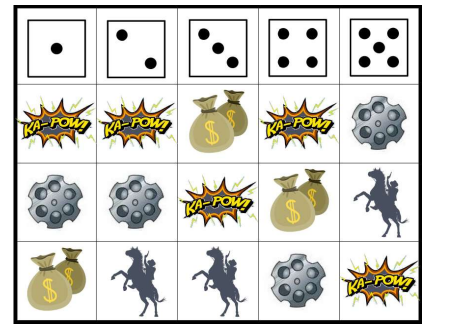

POW!
GANG!
2
GAME OVER
IF
THEN
3
5 PTS
AND


KA-POW!
GAME OVER
IF
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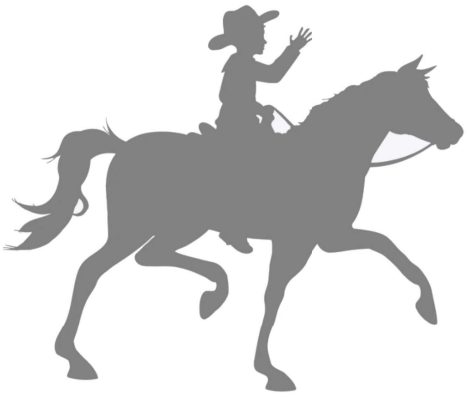
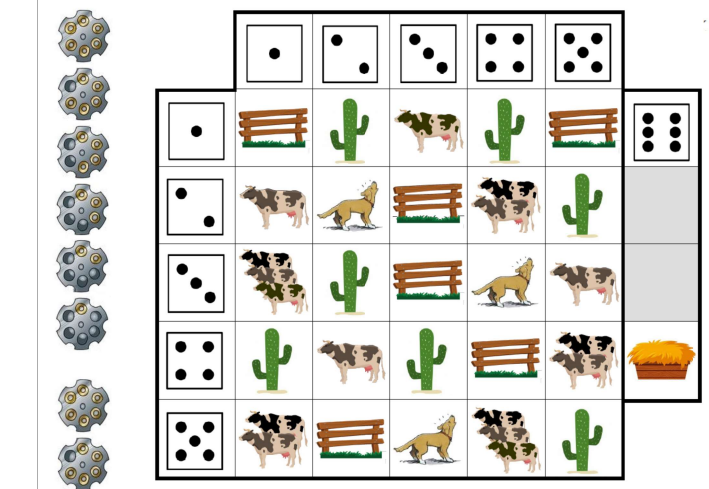
10 PTS



BANK

1. BRING IN THE HERD

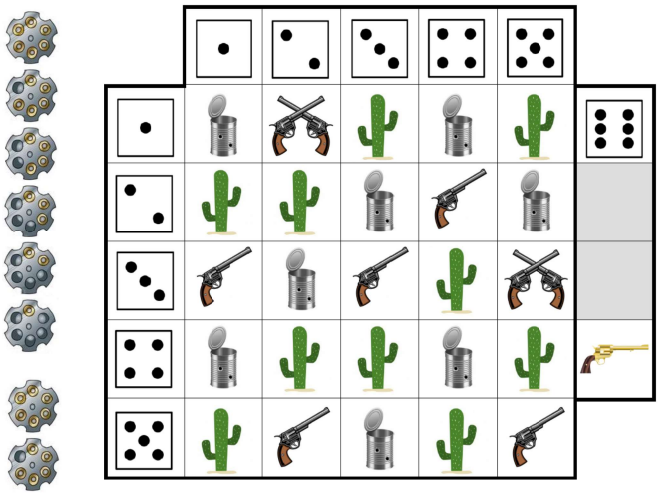


1 POINT /

5 PTS AND (+/- 1 OR +/- 1)

.....

4. LEARN TO SHOOT



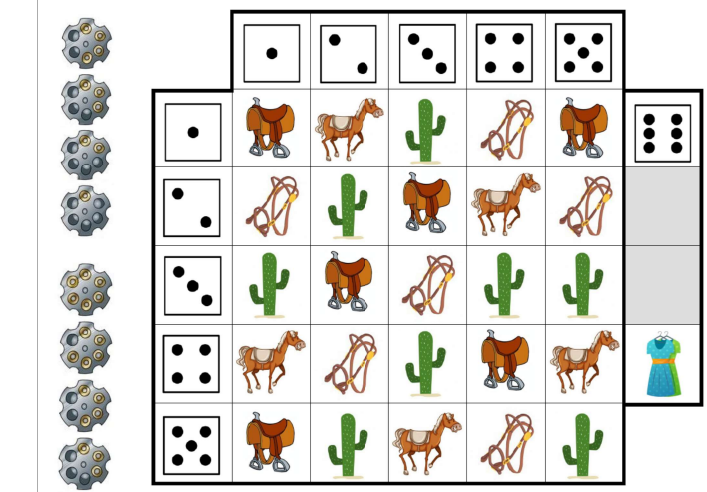
0 PT

3 PTS + 3 PTS /

5 PTS AND

.....

2. RIDE A HORSE



0 PT

3 PTS

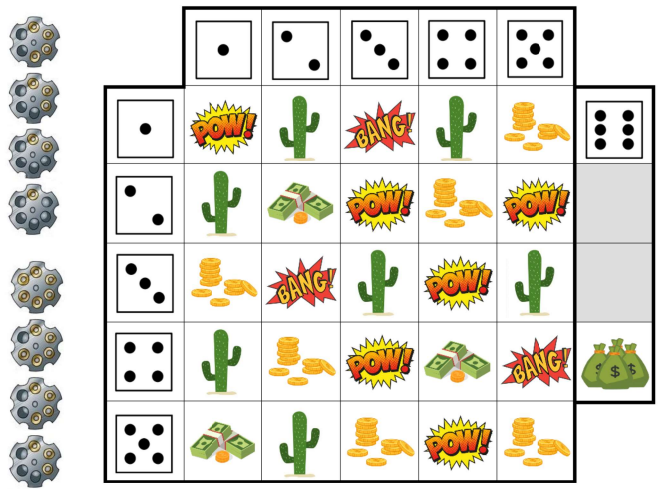
+ / 8 PTS

+ + 15 PTS

10 PTS AND

.....

5. FIRST BANK ATTACK



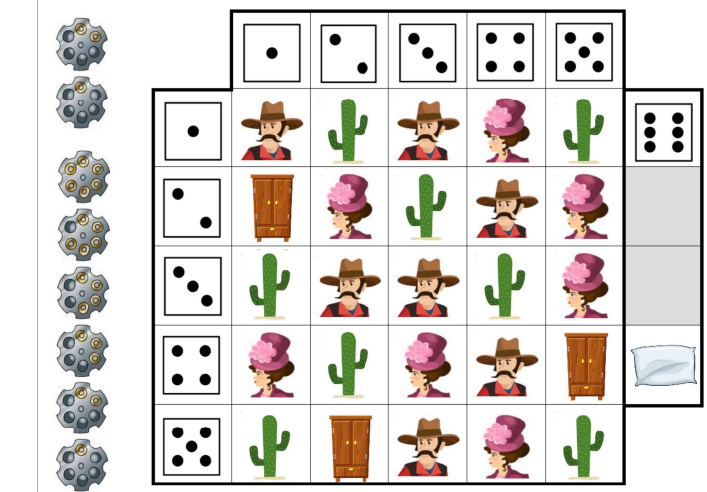
3 PTS /

5 PTS /

25 PTS

.....

3. TRAGIC EVENING



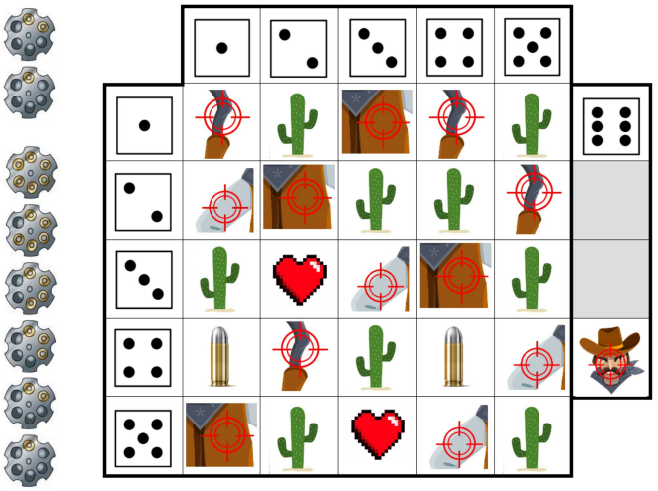
/ < 5 PTS

+ < 15 PTS

10 PTS AND IF THEN

.....

6. TIME FOR REVENGE



5 PTS

/ 3 PTS

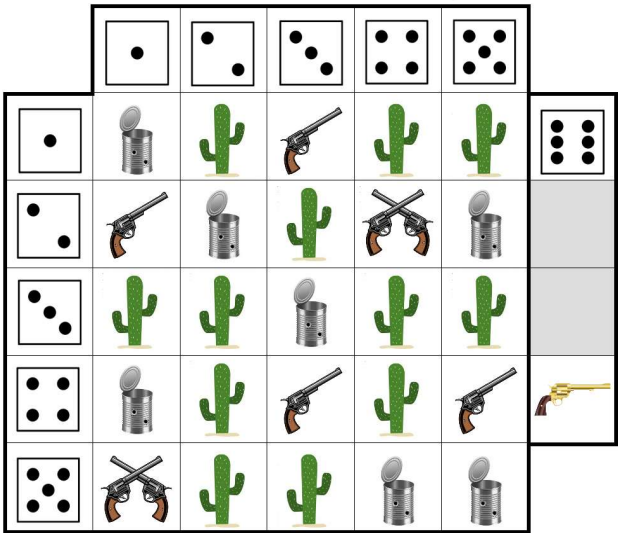
+ + 15 PTS

25 PTS

.....

.....

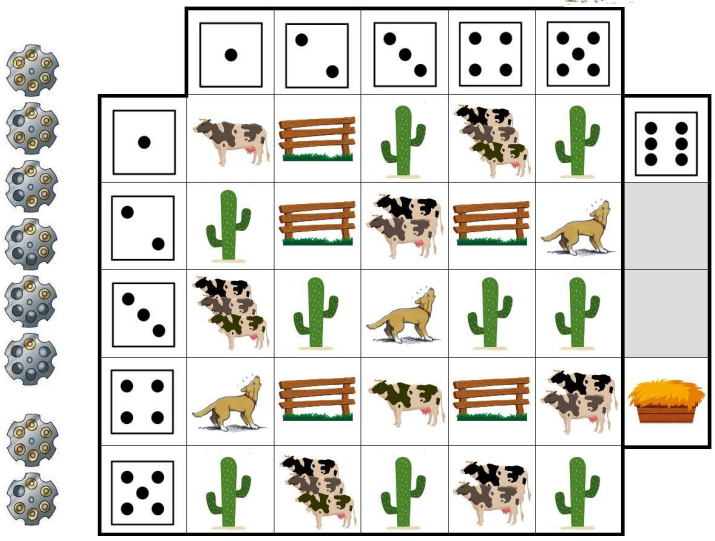
4. LEARN TO SHOOT



0 PT / 3 PTS + 3 PTS / 5 PTS AND

.....

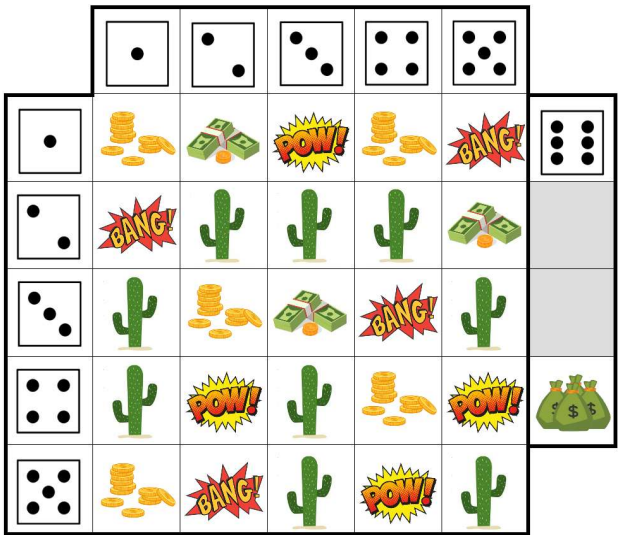
1. BRING IN THE HERD



1 POINT / 5 PTS AND (+/- 1 OR +/- 1)

.....

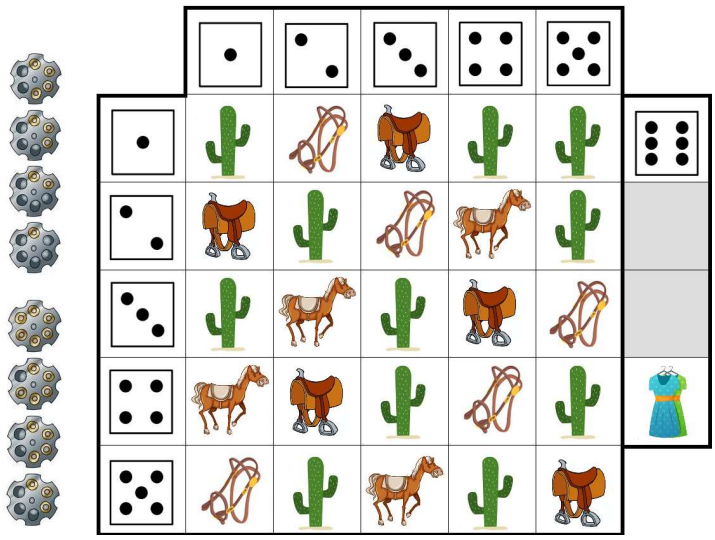
5. FIRST BANK ATTACK



3 PTS / 5 PTS / 25 PTS

.....

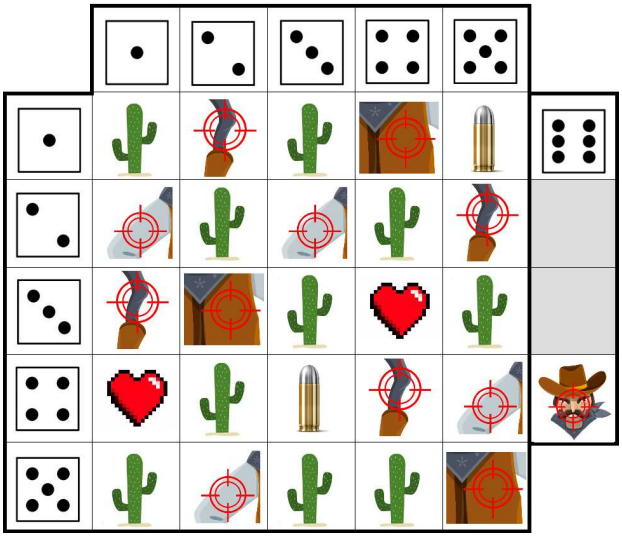
2. RIDE A HORSE



0 PT / 3 PTS / 8 PTS / 15 PTS / 10 PTS AND

.....

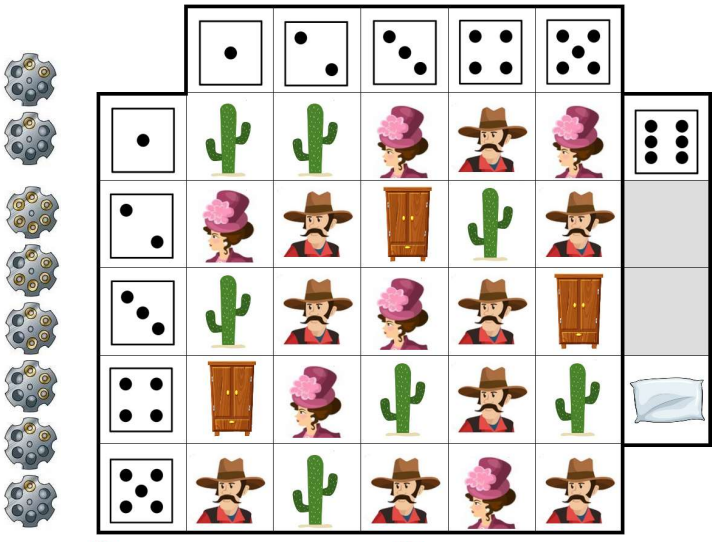
6. TIME FOR REVENGE



5 PTS / 3 PTS / 15 PTS / 25 PTS

.....

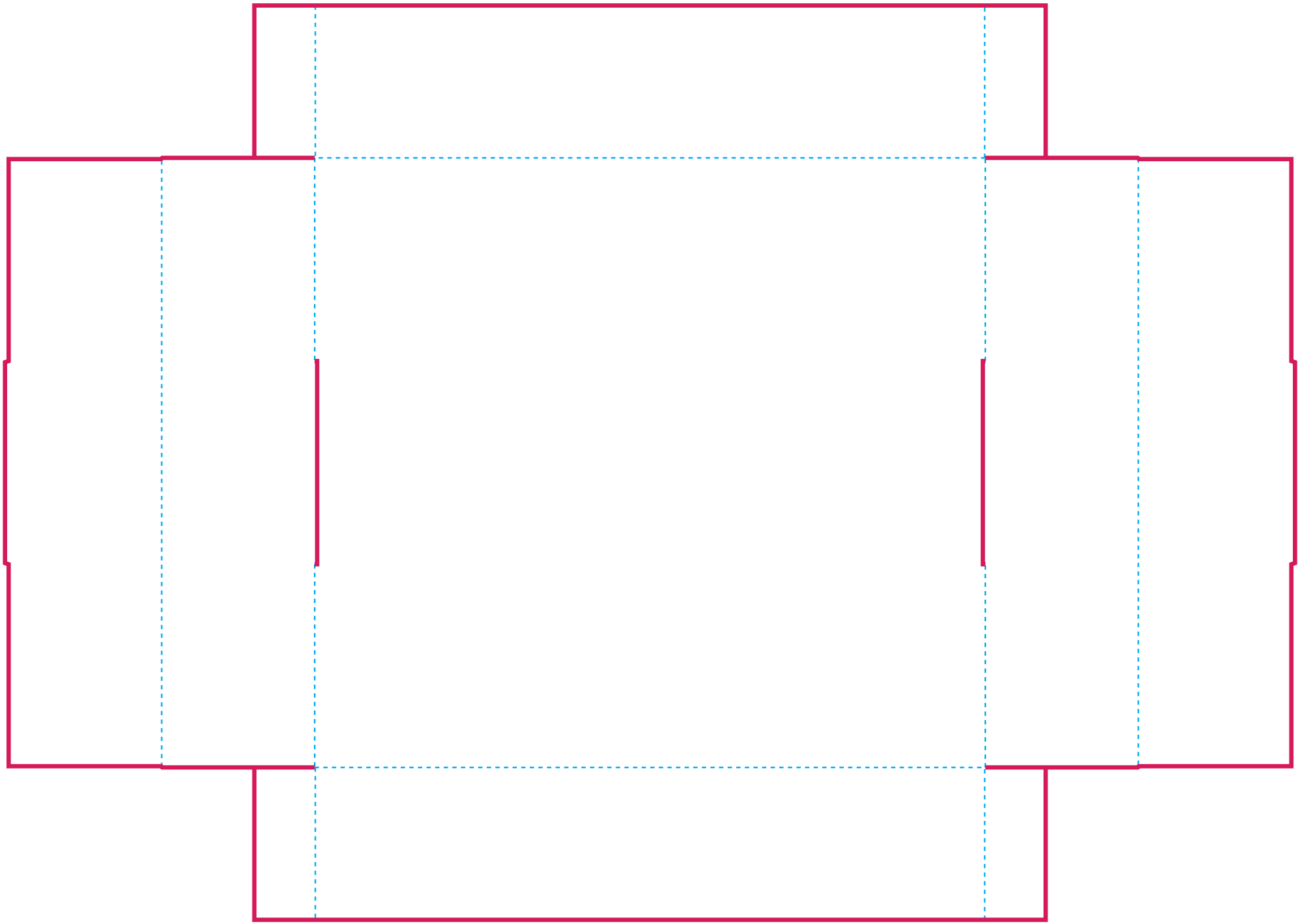
3. TRAGIC EVENING



5 PTS / 15 PTS / 10 PTS AND IF THEN

.....

Match Box 110 x 100 x 25 (mm) base



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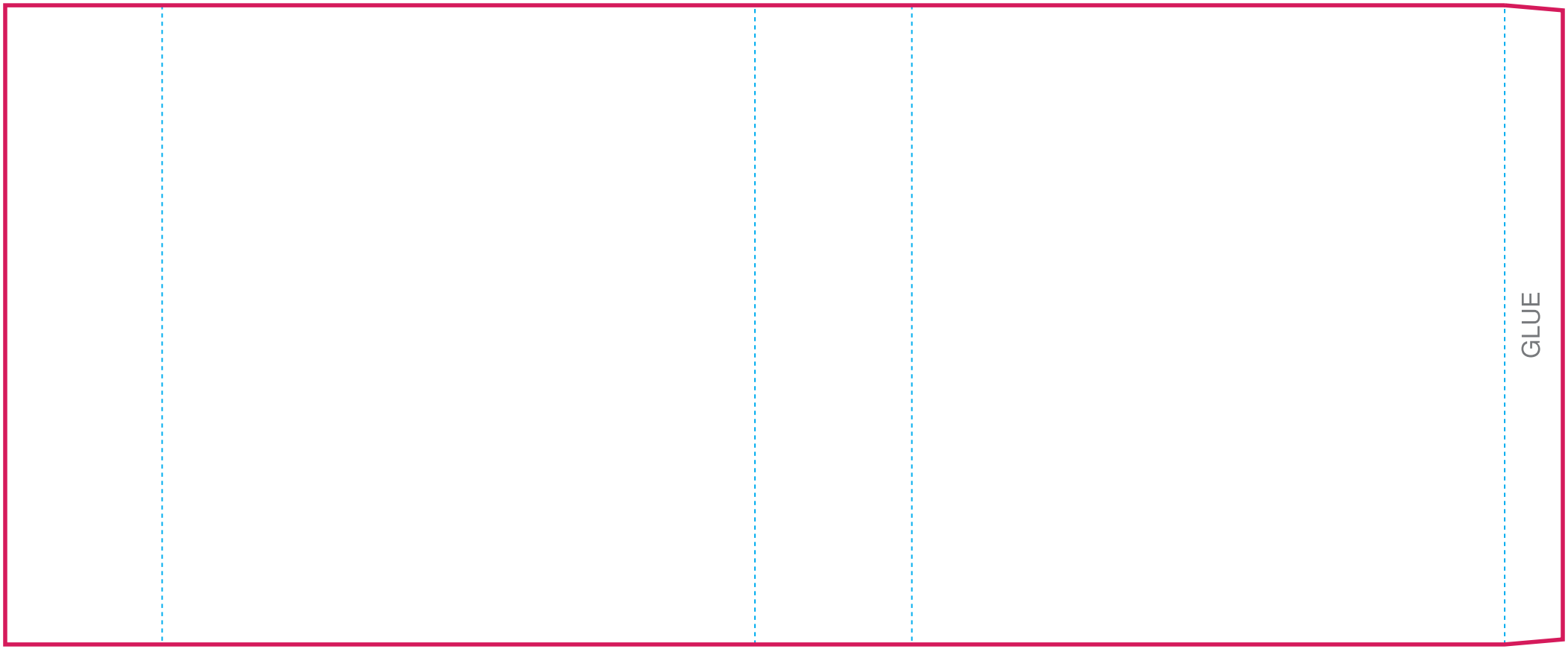
Match Box 110 x 100 x 25 (mm)

tray



templatemaker.nl (C) Please, refer to the very permissive license!

1 PLAYER

8+

15 - 30'

AUTHOR :
SEBASTIEN AUBRY

PERADOS 3
THE BEGINNING

CONTENT :

- 3 dice
- 1 rulebook
- 6 double-sided "event" cards
- 18 "defense" cards

PERADOS 3
THE BEGINNING

EXPLORE THE YOUTH OF BUFFALO GILLES AND FIND OUT WHY HE IS SO FORMIDABLE TODAY.

6 DOUBLE-SIDED "EVENT" CARDS RECTO-VERSO WITH UNIQUE SCENARIOS FOR MORE VARIETY.

3 "DEFENSE" CARDS OF INCREASING DIFFICULTY PER EVENT FOR MORE REPLAYABILITY.

AND ALWAYS THE POSSIBILITY OF ASSOCIATING THIS EPISODE WITH THE TWO OTHERS TO LIVE THE WHOLE PERADOS ADVENTURE IN FULL !