

HISTORY AND RESOURCES FOR DOOMTOWN

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This page used to be part of the FAQ, but now has it's own page for the purpose of printability.

The [FAQ](#) contains common questions on Doomtown gameplay.
For rulings on specific cards, please see the [Accumulated Rulings](#).

""When in doubt, win the trick" - 5:12" - Hoyles 1838

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SECTION A: THE FUNDAMENTALS

1: Background

Q: What's "Deadlands"?

A: Deadlands is a property created by [Pinnacle Entertainment Group](#). The Deadlands property has appeared in the self-titled RPG, the Great Rail Wars miniatures game, and now DOOMTOWN, a trading card game. There are other Deadlands products as well, including different settings. For more information, visit the Pinnacle site.

Q: Who is AEG?

A: [Alderac Entertainment Group](#) (AEG) is an outside game design firm that has a contract with Pinnacle to develop and publish the DOOMTOWN game. AEG took over publication of Doomtown from FRPG on 1st January 2000. Unfortunately, falling sales meant AEG was forced to cease publication of the game, and the last expansion set was released in January 2001.

Q: Who are the DTC?

A: The Doom Town Council is the body now responsible for maintenance of the game, its rules and tournament support. It consists of representatives of AEG, Pinnacle, the four existing World Champions and some co-opted player representatives.

Q: Who is FRPG?

A: Five Rings Publishing Group (FRPG) were the original publishers of Doomtown. Their contract with Pinnacle ended on 31st December 1999, at which point their production of the game ended.

Q: That's fairly confusing. So who owns what?

A: Pinnacle owns Deadlands. AEG owns the DOOMTOWN game mechanics and has a contract to use the Deadlands property in the game. FRPG no longer owns any part of the product.

2: An Overview of the game.

Q: So, tell me a little about DOOMTOWN.

A: It's a fast paced game set in the Wild, Weird West of the Deadlands alternate history. In that history, a group of Indians called the Last Sons used an ancient ritual to make a deal with some evil spirit creatures called Manitous. Those Manitous have been unleashed on the world, and as a result, things didn't turn out quite the way the history books say they did. The Civil War is still raging; a huge earthquake sank most of California into the pacific, and a strange substance known as ghost rock has been discovered. Ghost rock burns hotter and longer than coal, that that efficient fuel has allowed the development of all sorts of steampunk technology.

DOOMTOWN is set in the tiny frontier town of Gommora. Gommora sits on top of a huge strike of ghost rock. The town is filling up with people determined to take control of the area and mine the ghost rock for their own profit and motives.

You play the leader of one of those factions, called Outfits. You recruit Dudes to do your bidding, you give them Goods to make them stronger and more effective, and you stake your claim to various Deeds in and around the town. From time to time, Events happen that can have pretty sweeping effects on the game.

Your basic objective is to have more control than your opponents have influence. Control comes from Deeds, influence comes from Dudes.

Q: You've piqued my interest. How do I get some?

A: DOOMTOWN was sold in Adventure Game retail stores all over the US, Canada, and parts of Europe and Asia. If your local store hasn't any left, then online sellers and auction houses such as eBay frequently have product available.

You need to buy a starter deck to begin playing the game. The starters are pre-constructed - they contain a fixed selection of cards, and each is designed to play the faction contained within. The outside of the deck box tells you a little bit about that Outfit, so you can get a taste for the various factions in the game. You need at least one starter deck to begin play, because your Outfit has some specific statistics that appear on the deck box itself (and a card inside), and each deck contains one card specific

to that faction that's not found anywhere else.

When you get interested in expanding your collection, you can buy Booster Packs (called Saddle Bags) that contain randomly assorted cards that you can use to customise your deck, or just put in binders to look at the pretty pictures.

Q: And where can I find a list of upcoming tournaments and events?

A: All DTC Tournaments will be announced on the official Doomtowntown mailing list, and will also be listed on the [Fuzzy Duck](#) site, which also contains details for joining the list.

3: Packaging & Distribution

Q: So how's it packed out?

A: The most available set and recommended for new players is the Boot Hill base set. Within this, the cards appear in two types of displays. The standard display is the Starter display, which contains 1 copy each of the 9 different starter decks. Each deck contains a selection of cards and a rulebook. You can build a viable play deck for your chosen faction straight out of the box.

DOOMTOWN also comes in a "Booster" display. We know that many people like to have duplicates, or like to have some cards for their collection and some cards for play. So you can get boosters without the decks. In fact, this is the most efficient way to build up your collection of rare cards. Just remember that you won't get the "deck only" card in the boosters.

Q: Ok, sounds good, so what's the rarity scheme?

A: There are four levels of rarity across 318 cards within Boot Hill. There are 18 fixed cards, all of which are only found in the starter decks. Then there are 100 Rares, 100 Uncommons, and 100 Commons, split across the starters and boosters.

Q: Right, so how many of each do I get in a starter and a booster?

A: Within a starter deck you will get 50 fixed cards, designed to let you play either of the outfits straight out of the box. In addition the deck contains a further 10 random cards, of which 7 are Common and 3 are Rare, for a total of 60 cards. The boosters use a fairly typical rarity scheme, consisting of 10 Commons, 4 Uncommons, and 1 Rare.

Q: And is the case for all the expansion sets too?

A: Sort of. Expansion sets such as 'Ashes To Ashes' contained 156 cards in the set, and have 3 different starter decks. This consists of 50 Common, 50 Uncommon, 50 Rare, and 6 Fixed cards. Packing for the starters and booster is the same as Boot Hill set. The initial release of the game (Episodes 1-9) were released monthly in small sets, with 1 in every 4 cards being 'rare'. Pine Box used the standard rarity scheme, while its three expansions had Rare 1 and Rare 2 cards, but no uncommons.

Q: What about an introductory set?

A: Yep, we got that for you too. Take a look at 'Shootout At High Noon', a twin pack of 2 pre-constructed decks, one Black Jack and one Law Dogs. These are specifically designed to play well and give you a real taste of how the game works, without getting you bogged down in the more advanced rules. This set is frequently found in stores and with online traders, and is recommended if you can't find someone to teach you the basics.

Q: These cards don't have any solid colored borders! How can I tell if I'm getting a "limited edition" card or a reprint?

A: When we reprint cards, a small "bug" - a graphical icon - appears on the card next to the artist's name. The symbol for Boot Hill is a cross .

Q: Can you tell me what order the sets were released in?

A: Sure, although release dates are approximate.

Product	Release Date	Anything special?	Symbol
Episodes 1-3	April 1998	Rolling Thunder	
Episodes 4-6	July 1998	Rolling Thunder	
Episodes 7-9	October 1998	Rolling Thunder	
Pine Box base set	1999	First base set, reprints from above	
Mouth of Hell	Early 1999	Strange rarity, poor distribution	
Reaping of Souls	Mid 1999	Strange rarity scheme	
Revelations	Late 1999	Strange rarity scheme	
Boot Hill (AEG base edition)	5th May 2000		
Ashes to Ashes (1st expansion)	June 2000		
Eye for an Eye (2nd expansion)	September 2000		
Do Unto Others (3rd and last expansion)	January 2001		

SECTION E: DOOMTOWN

UTILITIES

Q: Is there some software for Deadlands? Like a card database or deck editor?

A: Sure, we've got three for ya!

One Eyed Ikes is an Excel spreadsheet maintained by Steve Crow and is available from his site at <http://www.geocities.com/Area51/Stargate/4991/doomtowntm>. It's also available from the deckbuilder link to the left of this page.

Steve Wales has created an awesome application called the Doomtown Card Explorer, containing a database of all the cards as well as several inventory tools. These can be found at <http://doomtown.sjwales.net/>

Markus Seger has also written a very cool Windows application, called Doomtown Card Manager. It has a complete card database which you can use to look up cards. It also contains a deck editor and an inventory editor so you can manage your decks and your collection of Deadlands cards. It requires Windows 9x or Windows NT/2000 or higher. It's free, you can download your copy at http://www.geocities.com/markus_seger

SECTION F: CONTACT INFORMATION

On the World Wide Web, visit the Official DOOMTOWN Home Page at: <http://www.alderac.com/doomtown>

For information on becoming a DOOMTOWN Deputy, send email to TownCouncil@FuzzyDuck.org

Any rules questions and comments about this FAQ should be sent to us at MatB@fuzzyduck.org or Gerry@gamesmeister.com

Keep an eye on the newsgroup rec.games.trading-cards.misc, as we sometimes post there. We also monitor the traffic for questions and comments.

You can sign onto the DOOMTOWN electronic mailing list by sending email to majordomo@alderac.com. Use a blank "Subject:" line and include this command as the only line in the body of your mail: subscribe doomtwn-ccg

This will sign you on in normal mode, where you will receive every message as it's sent to the mailserver. SAVE THE INSTRUCTIONAL MESSAGE you receive! It will prove invaluable when you wish to unsubscribe or if you have problems.

To receive an accumulated digest of postings approximately once per day instead of individual letters, send to majordomo@alderac.com. Use a blank "Subject:" line and include this command as the only line in the body of your mail: subscribe doomtwn-ccg-digest

SECTION G: CARD SUBMISSIONS

Send any and all card ideas DIRECTLY to Dave Williams at dwilliams@alderac.com along with the following legal stuff. DO NOT post card ideas to the list server or any public forum as it will then probably never see the light of day. But then again, as no further expansions are planned, they probably won't anyway.

To AEG: I, _____, understand and agree to the following terms:

Unsolicited artwork, story lines, character developments and other intellectual property (collectively "work") received by Alderac Entertainment Group (AEG) is considered a gift of all the donor's rights, title and interest in and to the Work (including copyright, trademark or other intellectual property rights), which Work is given to AEG for no consideration, and becomes the property of AEG. AEG are in no way responsible to pay any transfer fees, licensing fees, royalties or any other consideration to the donor. The donor is giving the donor's permission to use such Work, and AEG thereafter shall have the exclusive right to use, alter, register or otherwise treat the Work in any way AEG see fit.

Based on the above understanding, I hereby submit the enclosed Work.
