

I would suggest looking at Boot Hill "Second Edition" 1979. It takes a bit of close reading but it seems pretty clear to me that the game is supposed to work a bit like Diplomacy. Players do a lot of planning and scheming away from the table and processed via the GM and then when a gunfight breaks out that's when we come to table and use the smaller scale rules.

I've extracted the relevant passages that suggest these workings:

From: HOW THE GAME IS PLAYED

"When a referee moderates the action, there is a secrecy aspect which the players can work to advantage and which can greatly add to the interest of the campaign. Thus, the referee can relate information individually to each player depending upon the actions and position of his own character, and each character will have his own outlook on the game situation, since there will often be developments "behind the scenes" which will not be common knowledge to all. Likewise, secret plans can be made and related to the referee without the other players knowing of what transpires."

From: TIME & GAME SCALE

"...the players would inform the referee of their character's intentions and activities for the upcoming week each turn, and he can moderate the combined ongoing actions of all participants on that basis.

"For instance, two players who are outlaws might spend several weeks planning a stagecoach robbery, scouting out various holdup locations, checking stage schedules, and planning a hideout. Once preparations were complete, they would outline their plan to the gamemaster and indicate a time for their holdup attempt in the coming week. When the time arrived in the next turn, the gamemaster could arrange for a tabletop game of the robbery attempt, temporarily suspending all other activity until the attempt was resolved."

From: CAMPAIGN GAME SUGGESTIONS

"The referee will be in charge of processing and revealing information as the campaign goes on, and this 'limited intelligence' aspect will greatly add interest, since not every character will be aware of all that is happening."

Under: Campaign Time "Each turn, the players relate to the referee what their character's actions and undertakings will be, and the referee moderates the resultant occurrences. The gamemaster takes all actions into account and relates the appropriate information on various happenings to the players as seen through the eyes of their characters.

"When characters' actions are appropriate for moving the action to the tabletop, the time frame changes to the lower level, and the larger campaign's goings-on are suspended until the tabletop action is resolved."