

XAVIER GEORGES

ARTWORK: ALEXANDRE ROCHE

CARSON CITY



1858. The parcels of land of the new city called Carson City are being sold. You possess a small amount of money and have a team of loyal cowboys at your disposal. You seek to purchase the best parcels and build the most lucrative buildings in town. Will you have the guts to provoke your opponents into a duel? Who will try to snatch the best deals from under your very nose? Will you be able to wisely use the support of the most influential townsfolk? The winner will become the most important citizen of Carson City. This importance is measured by the victory points you will accumulate during the game. Moreover, at game's end, your possessions (such as money, buildings, mountains and Houses) will be converted into even more victory points.



QUINED GAMES

WELCOME TO CARSON CITY

*Howdy, stranger. If you are looking to make a fortune,
maybe you will find gold in our mountains or customers for your business.
But don't come here looking for trouble, or you'll be filling a spot in our cemetery!*

HOW TO READ THESE RULES?

Carson City is a complex game. The ride to the Far West is long and bumpy, but nothing is impossible with a little patience and courage. All will become clear when you start playing and your cowboys start walking around Carson City.

To help you learn how to play, the rules are organized like this:

- ★ "Welcome to Carson City" presents a list of game materials and a short overview of the game, and includes the game's setup.
- ★ "Playing the Game" gives a full overview of the rules, detailing the rounds of play and final scoring.
- ★ Locations and people you will encounter during the game are detailed in the "Buildings" and "Characters" sections.
- ★ Finally, "What Else" presents several variants and optional rules which can be combined to your liking, allowing you to discover other ways to play Carson City.

While reading the rules, consider this:

If you are beginner, follow the advice marked with this symbol:

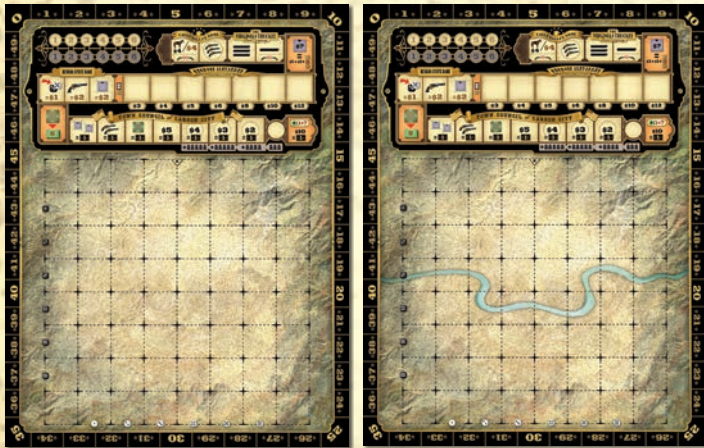
★. This will prevent you from having to read all the rules (you will be spared about 30% of the rules this way). The rules are written in normal characters. **The most important points are written in bold like this.**

Examples or captions are written in italics to distinguish them from regular rules.

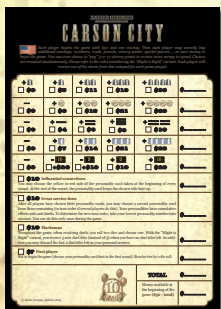


*Finally, there are the **Tips from the Sheriff**, written in italics on a gray-beige background. These tips provide thematic information or game advice.*

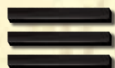
GAME MATERIALS



The board represents the territory of the future town of Carson City, divided into 64 parcels of land each represented by a space on the game board. The different actions in the game are depicted above the map of the city. The board is double sided and the reverse side includes the Carson river. We advise you to play your first game(s) on the side of the board without the river.



1 notepad "A NEW BEGINNING"



30 black sticks representing roads



27 revolver tokens representing your cowboys' strength and training level



1 special "3 revolvers" token



38 building tiles: 6 Ranches, 6 Mines, 4 Drugstores, 4 Banks, 3 Saloons, 3 Hotels, 2 Churches, 2 Prisons, 2 General stores, 2 Schools, 2 Blacksmiths, 1 City Hall, 1 Station



13 "higher income" building tiles which replace the existing building tiles in the general supply. These tiles must be kept separate from the general supply. You can distinguish them by the golden lining around the income numbers.



19 House tiles depicting normal Houses (front) and Townhouses (back)



1 Start tile



9 mountain tiles



1 bag for drawing the buildings



20 character cards numbered 0 to 19



1 round marker



2 basic dice



6 player boards that also include the enclosures needed to play the "horses" variant



6 player aids



72 property tiles (12 in each of the six player colors) that allow the player to mark the parcels of land you purchased



60 cowboys (10 meeples per color), used to select actions



12 player markers (2 per color) to count victory points (VPs) and indicate turn order



6 combat dice (1 per color) for the duels

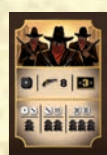


Money: \$1, \$5, and \$10 coins and \$20 bills

Game materials used only with certain game variants



30 duel tiles used with the "MIGHT IS RIGHT" variant



3 outlaw tiles and 9 outlaw meeples used with the "OUTLAW" variant



25 horse tokens used with the "HORSES" variant



4 rodeo tokens used with the "HORSES" variant



15 River Tiles used with the "CARSON RIVER" variant

Game materials used only with certain characters



1 white cowboy (used with character n° 1: the Sheriff)



7 dynamite tokens (used with character n° 9: the Prospector or character n° 10: the Gunsmith)



2 "no duel" tiles (used with character n° 11: the Singer)



2 auction tiles (used with character n° 12: the Auctioneer)

Game material limit

Money, revolvers, Houses and roads are not limited. In the rare case you run out of any of these, use any other item as a replacement. If you run out of roads, you can remove redundant roads.

The cowboys, property tiles and horses are limited to the material available in the box.

GAME SETUP

The image on this spread shows an example of set up for three players.



Each player gets \$15, 1 road, 1 player board, 1 player aid, 1 revolver token, 12 property tiles, 1 combat die and 3 cowboys of their color. These roads and cowboys given to a player at set up constitute that player's personal supply.



The remaining money is piled near the board, and constitutes the Central Bank. The Houses, roads and remaining cowboys are placed near the board in the general supply.



1 One Ranch is placed on the "\$3" construction space and another on the "\$10" space.



2 A Mine is placed on the "\$4" construction space and another on the "\$12" space. The 34 remaining building tiles all go in the bag.

★ For your first game, we advise you to only use the following 26 buildings: 4 Ranches, 4 Mines, 4 Drugstores, 4 Banks, 3 Saloons, 3 Hotels, 2 Prisons, 2 Churches. The other buildings are placed back in the box and will not be used in this game.



3 Three other buildings are drawn randomly from the bag and set on the remaining "\$5", "\$6" and "\$8" construction spaces.



4 The center of Carson City is determined by rolling the two basic dice, at the intersection of the column designated by the white die and the row designated by the black die.



5 The Start tile is placed on that parcel and four roads are placed alongside the House, one on each side. New city roads will be built starting from these four starting roads.



6 Nine mountains are placed randomly on the board using the same placement method as used in Step 4 above. If the selected parcel is already occupied, roll the basic dice again.



7 The special "3 revolvers" token is placed on its designated space.





8 The round marker is placed on the starting position.

9 For the first round, randomly choose the turn order. The corresponding player markers are set on the pass order track (the grayed out order track) as a reminder of the turn order. Each player then places their other player marker on the "o" space of the victory point track.

10 Every player receives two property tiles. In reverse turn order, each player chooses a parcel and places one of their property tiles on it. Next, in turn order this time, each player chooses a second parcel and places a property tile on it. Any parcel may be chosen, including a parcel with a mountain or the Carson City center. Note: when placing property tiles, always make sure you place them underneath a House, mountain or building, not above them.

11 Lastly, 7 character cards are placed next to the game board. If one of these characters is The Paperboy, add an 8th character card.  For your first game, we recommend you use the characters numbered 1 to 7 with their yellow side. There are additional recommended character choices on page 17 for use in future games.

HOW TO PLAY

Carson City takes place over four game rounds. Every game round is split into 4 phases, in which all players participate:

- ⊙ **Phase 1 will allow each player to choose a character. This choice has three consequences:**
 - ★ Each character gives you a particular ability;
 - ★ Characters determine the turn order of phase 2;
 - ★ Every character limits the amount of money that the player can keep for the next round (or for the final scoring).
- ⊙ **In Phase 2, each player will plan the actions they wish to perform.** Following the new turn order, each player places a cowboy on a action space, a parcel, a building, or chooses to pass. This process is repeated until all players have passed.
- ⊙ **Players' actions are resolved during phase 3.** When several players are competing for an action that can only be taken by a single player, such as the purchase of land, a duel takes place between these players to see who gets to perform the action.
- ⊙ **Phase 4 marks the end of the round and allows to prepare the game for the next round,** with the arrival of new cowboys ready to fight for you.

PLAYING THE GAME

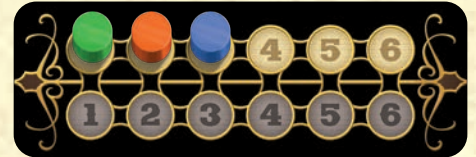
"They did not know it was impossible, so they did it." Mark Twain

Carson City takes place over four game rounds. Every game round is split into 4 phases, in which all players participate.

PHASE 1: CHOICE OF CHARACTER

All character cards are placed near the board. Then, each player, according to turn order, chooses one of them. Certain choices may be directly followed by an action, depending on the character (see pages 14, 15, and 16 for the description of the characters).

When all players have chosen a character, the turn order is modified. The markers are placed on the turn order track (which is the upper order track) in ascending order, according to the number indicated on the character cards that have been chosen (numbers shown on top of the cards).



After selecting the characters, the turn order is modified. For example, here John chose the Sheriff (1), Randy the Grocer (3) and Sarah the Mercenary (7).

PHASE 2: COWBOY PLACEMENT

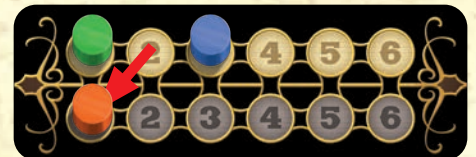
According to the new turn order, every player must place a cowboy or pass. This is repeated until all players have passed. When it's your turn, choose from one of the following four options:

- ★ **Choose an action.** Place a cowboy from your personal supply onto one of the action spaces above the city's map (a little patience now, we will explain the available actions in the next chapter).
- ★ **Choose a parcel of land.** Place a cowboy from your personal supply onto one of the parcels, meaning you want to purchase it. You can buy multiple parcels in the same round (using one cowboy per desired parcel).
- ★ **Attack or defend a building.** Place a cowboy from your personal supply onto a rival's building in order to attack it, or on one of your buildings to defend.
- ★ **Pass.** Move your marker onto the first free position of the pass order track. Your turn is over. You are not allowed to place additional cowboys during this round.

The order in which players pass is important. If you are the first one to pass, you occupy the first position of the pass order track. This track determines the order in which player will choose characters in the next round of the game. If you are the first to pass, you'll be the first to choose your character in the next round. The pass order also breaks all ties in the game (e.g. for duels, solving certain actions, or endgame scoring).

No action is required. You can safely pass before placing all of your available cowboys. You can even immediately pass without placing any cowboy at all.

The cowboys of the other players do not prevent you from choosing an action. You can place it on any action space or any parcel on the game board already selected by another player. In most cases this will result in a duel.



Once a player passes, their pawn moves down the pass order track to the first available space on the pass order track (in this example, Randy is the first to pass).

PHASE 3: PERFORMING ACTIONS AND DUELS

Order of solving actions

After all players have passed, the actions are performed one by one according to the sequence on the board, i.e. following the winding path formed by the action boxes. The description of the actions that follows on the next few pages (pages 7 to 9 - "description of the actions") respects the order in which the actions are resolved.

As soon as an action is completed, the cowboy goes back to the general supply.

You can always decide not to perform an action (e.g. if you realize that you do not have enough money to do everything you want). You may even choose not to perform an action after winning a duel. If you give up the action, your cowboy returns to the general supply as if he had performed the action.



Duels

If several players have placed a cowboy on the same space or parcel, a duel occurs (with two exceptions: the action spaces “Wages” and “Roads”, see further). The outcome of the duel will determine who gets to perform the action, and who doesn’t. To settle the duel, every player involved rolls a combat die, and adds that number to their firepower (firepower: the number of revolver tokens and cowboys in a player’s personal supply). The winner is the player with the highest attack total.

In case of a tie, the player furthest to the left on the pass order track is the winner. The winner then gets to perform the action. The winner can also choose to not perform the action. Regardless of their choice, their cowboy then goes back into the general supply. The loser(s) will not perform the chosen action, but the losing cowboy(s) go back into the personal supply of the respective player(s).

Tips from the Sheriff 1: You now understand better why it may be worthwhile to pass early on and not place all of your available cowboys. The more cowboys you have in your personal supply, the stronger you are in duels.

Tips from the Sheriff 2: When you lose a duel, why does your cowboy return to your personal supply? Isn’t he dead? To answer this question, we watched 1,234 westerns and TV series devoted to the Far West for some statistics. If we understand the word “duel” at large, as a confrontation between several people who wish to do the same thing, our statistics show that in 56.78% of all the cases, the loser survives. Sometimes he is merely wounded, he flees, he surrenders or he gives up for lack of ammunition. So statistically, it is more realistic to consider that the loser survives the duel, and that your cowboy goes back into your personal supply.

Tips from the Sheriff 3: These statistics highlight an interesting fact: When the duel (or confrontation) pits a man and a woman against each other, in most cases (up to 90% of cases when it comes to the final showdown of a movie), the two opponents find a creative and original solution to reach the goal they both covet.

Tips from the Sheriff 4: Time to go back to the game rules ...



Example: Randy, John and Sarah are all involved in a duel to buy land.

All three of them throw a combat die and add the revolver(s) and cowboy(s) present in their personal supplies.

Randy: : + + = 6
Randy rolls a 5 + 1 revolver + 0 cowboy = 6

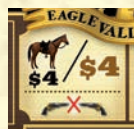
John: : + + = 6
John rolls a 3 + 2 revolvers + 1 cowboy = 6

Sarah: : + + = 3
Sarah rolls a 2 + 1 revolver + 0 cowboy = 3



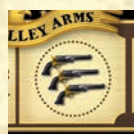
Randy and John are tied, but since Randy is before John on the pass order track (he passed before John when placing his cowboys), it is Randy who wins the duel and can purchase the land. John and Sarah both recover their cowboy and place it back in their personal supply.

Actions



Wages

Each cowboy you place on this space gives you \$4. No duel occurs on this space: you can place one or more cowboys on this space, even if other players’ cowboys are present. If you play with the “HORSES” variant, you can, instead of receiving \$4, pay \$4 to buy a new horse. Each player can only buy one horse per round.



Ammunition

The player who wins this action receives the special “3 revolvers” token for the remainder of this round. In other words, that player adds 3 to their firepower throughout the current round.



Roads (1)

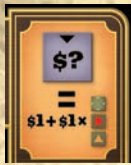
The player who wins this action receives 3 new roads that they place in their personal supply. The roads in a player’s personal supply are always available for construction and may be placed on the board at any given time during the game.



Roads (2)

Each cowboy you place on this space gives you a road, that you place in your personal supply. No duel occurs on this space: you can place one or more cowboys on this space, even if other players’ cowboys are present.

Important: a newly constructed road must always extend previously placed roads.



Parcel purchase

To buy an unowned parcel, a player must put a cowboy on that parcel (and not on the “parcel purchase” space) during the cowboy placement phase.

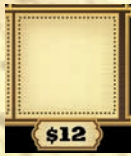
This parcel should not belong to anyone (it is not possible to buy a parcel belonging to another player). Any parcel with bare land as well as a parcel on which there is a House, Townhouse or a mountain can be purchased.

The price of a parcel is \$1, plus \$1 for each building, mountain or House that is on the parcel or adjacent to it (adjacent meaning both orthogonally and diagonally). The minimum price is \$1 and the maximum price may reach \$10. For each coveted parcel, the player who wins this action puts their cowboy in the general supply, pays the required amount to the Central Bank, and places a property title of their color on this parcel.

If several duels must be resolved before the purchase of a parcel, it is the first player who passed (among the players involved in at least one duel) that decides the order in which all the duels will be resolved.



Example: *Randy* buys land that costs \$6 (1 \$+ \$2 for Houses, + \$2 for Saloons, + \$1 for the mountain).



Building Purchase

There are seven “building purchase” action spaces, each allowing you to purchase and build a building, by paying the price indicated below the box. In order to be able to build, you must meet three conditions:

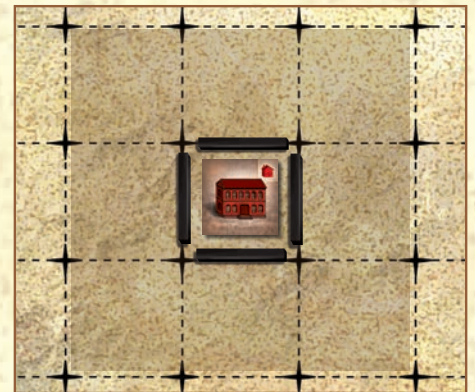
1. You must be the owner of the land on which you build.

Warning: You can only build a building or a House on an unoccupied parcel, meaning: a parcel without any mountain, House or other building.

2. Your property tile must be connected to the road system of **Carson City**, meaning that at least one road on the board must touch a corner of your property tile, or be placed alongside at least one of the four sides of your parcel (see example in the right column). Do not forget you can build roads from your personal supply at anytime during the game.

Exceptions: Ranches and Mines do not require a connecting road.

3. Additionally, a House must be added to the city, to accommodate new residents attracted by the new activity. **Building this House is free (you just take a House from the general supply) and must be placed on a unoccupied parcel that is connected to the road system.** This House does not have to be adjacent to your new building. A House can be placed on one of your property tiles, on a parcel belonging to another player if he/she agrees to it, or unowned parcel. **Exceptions:** You do NOT add a House to the city when building a Ranch or a Mine.



At the beginning of the game, only nine parcels are connected to the road system: the central parcel and the eight adjacent parcels.

TOWNHOUSES: When you must place a House on the board, you can, instead of placing an additional House, replace an existing House by a Townhouse, flipping the House tile to its Townhouse side. To replace an existing House by a Townhouse, all parcels surrounding the existing House must be occupied by other buildings, Houses, mountains, river or property tiles.



This means that a Townhouse can not be placed on the edge of the board!



Deferred Placement: Instead of directly placing their building on the game board, a player can keep it in front of him and wait to place it on the board (for example because they have not yet purchased the right parcel, the parcel they want to build it on is not yet connected to the road system (and they don't have any available roads), or because they do not have the opportunity to build the required House). At the end of the “building purchase” action, each player has the opportunity to place the building(s) they kept in their personal supply from the previous rounds. If several players are concerned, they place their buildings in the current “pass order”. Each player can have multiple buildings waiting to be placed.



Example of “building purchase” and construction: *John, Sarah* and *Randy* just purchased new parcels and are ready to buy and place some buildings. *John* buys a Saloon for \$10 and places it on one of his vacant property tiles connected to a road. He also places a House on the last free (unowned) parcel that's connected to a road. **[continued on page 9]**



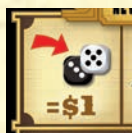
Parcels income

The player who wins this action gets \$2 per parcel they own. All their parcels count, whether they're occupied or not.



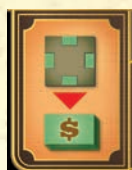
Cowboy income

The player who wins this action gets \$2 for each firepower point. The firepower of a player is the number of cowboys and revolvers in their personal supply, potentially boosted by temporary bonuses ("ammunition" action, mercenary, ...).



Gambling income

The player who wins this action must roll the two basic dice and receives the rolled amount in cash. For instance, a 3 and a 5 would result in \$8.

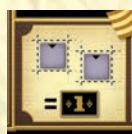


Building income

Each building brings money to its owner, depending on the buildings and Houses in its vicinity (see pages 12 and 13, "building description"). This action is automatic; there is no need to put a cowboy on this action space to get this income.

Important: When a House does not belong to a specific player (when it is built on an unowned parcel), it can increase the values of all neighboring buildings, whoever the owner is. However, when built on a parcel belonging to a player, this House will only benefit the buildings of that player (see example on the right). The same applies to mountains and Mines.

Attacks on buildings: it is possible to put a cowboy on a building of another player to attack it. This means the attacker will steal half of the income of that particular building (rounded down) from its owner during the "building income" phase. A player may also place a cowboy on their own building in order to help defend against an attacker in a duel and protect their income. If several cowboys are on a building, a duel takes place. If the owner of the building successfully defends their property, they get their normal income during the "building income" phase. If several duels must be resolved, it's the first player who passed (among the players involved in at least one duel) that decides the order in which all the duels will be resolved.



Parcels victory points

The player who wins this action gets a number of victory points corresponding to half the number of parcels they own (rounded down). All their parcels count, whether they're occupied or not.



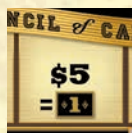
Cowboy victory points

The player who wins this action gets a number of victory points corresponding to half their firepower (rounded down). The firepower of a player is the number of cowboys and revolvers in their personal supply, potentially by temporary bonuses ("ammunition" action, Mercenary, ...).



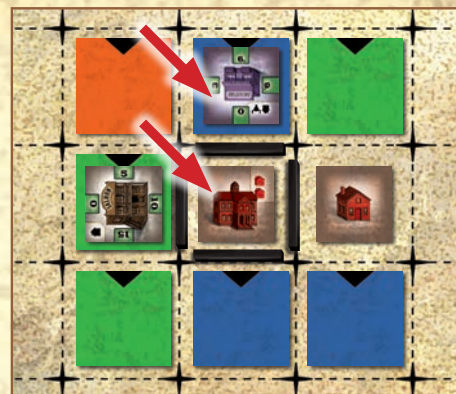
Building victory points

The player who wins this action gets an number of victory points corresponding to the number of buildings that are placed on their parcels (mountains and Houses excluded).

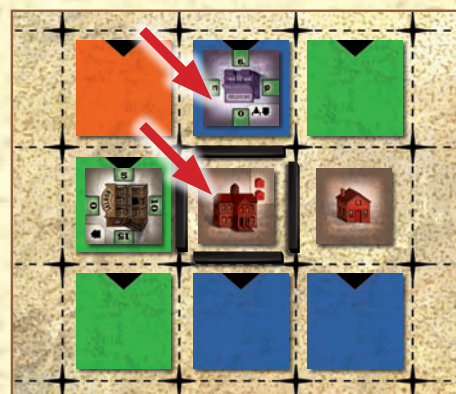


Victory points purchase

The player who wins this action may buy victory points at the price of \$2, \$3, \$4 or \$5 per victory point.



[continued from page 8] Then, **Sarah** buys a Drugstore for \$8 and places it on one of her free property tiles. Instead of placing a new House on one of her vacant parcels, she transforms the central House to a Townhouse.



Finally, **Randy** buys a Bank for \$5. He would like to place his Bank on his property tile but there is no place to put the House that accompanies the Bank. Let's assume for a second that **Randy** doesn't have any roads in his personal supply. He asks **John** and **Sarah** if he can put a House on one of their free parcels, but they both refuse. **Randy** can therefore not place his Bank and keeps it in his personal supply, hoping to be able to place in the next round.

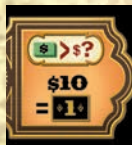


Buildings income example: **Randy's** Saloon brings in \$15 (3 adjacent Houses) while **Sarah's** Saloon only brings in \$10 (one House belongs to **Randy**).

PHASE 4: ROUND END

Once all actions have been resolved, the game round ends.

The round marker is moved one space forward (to the left), blocking one of the “victory points purchase” spaces from being used for the rest of the game. Whilst keeping the cowboys from their personal supply (unused cowboys or ones that lost a duel), each player receives the indicated number of cowboys for the new round from the general supply (+4 cowboys at the end of round 1, +5 cowboys at the end of round 2, and +5 cowboys at the end of round 3, with a maximum of 10 cowboys available).



All the money that you own beyond your cash limit must be spent. Each player must spend the money that exceeds their cash limit (indicated in red on the chosen character). You can spend more than the amount over your cash limit. If applicable, you receive 1 victory point per \$10 spent.

Tips from the Sheriff: The cash limit of a character you have chosen represents his or her ability to counsel you regarding money and protect it from different threats it might face (theft, gambling, corruption, scams, taxes, risky investments, ...).

Character cards are then grouped next to the game board. If necessary, the pieces or tokens related to this character are returned (white cowboy Sheriff, etc.). The special “3 revolvers” token is returned to its action space.

The buildings that have not been bought are shifted sequentially towards the spaces with lower prices. For each remaining available position, one building is drawn randomly from the bag and placed on the Action track before the beginning of the next round.

END OF THE GAME

The game ends at the conclusion of the fourth round, after the players have spent the money that was beyond the cash limit of their character card for that round.

On top of the victory points acquired during the game during the game, players receive additional victory points for the following items:

1. The remaining money is exchanged at \$6 per victory point.

Tips from the Sheriff: it may be important to finish the game with a character that has a high cash limit (like the Banker). Indeed, during the last round, there is only one available action space where you can buy victory points at a good price (\$5 per victory point) and the fight is often intense in order to perform this action.

2. Each building, House and mountain gives 2 victory points to their respective owner. A building that was purchased but not built (which was not played) does not earn you victory points, the same goes for empty property tiles. If you play with the “RIVER” variant, Each building, House and mountain adjacent to a bridge gives 3 victory points to their respective owner (instead of 2).
3. If you play with the “HORSES” variant, each horse earns you 1 victory point at the end of the game. In addition, for each rodeo won during the game, each horse earns you 1 additional victory point.
4. The player that owns the Train Station scores 1 VP for every two House symbols in the entire city, rounded down.
5. The player that owns the Teacher (red side) scores 2 victory points for each School, Prison, or Church you own, and you also get 2 victory points if you don’t own any Saloon(s).
6. If you play with the “KIT CARSON” variant, each player earns 1 victory point per player behind him on the pass order track.

The winner is the player with the most victory points. In case of a tie, the tied player who passed first in the final round wins.



Example: Randy has \$54. Thanks to the Banker, he can keep all of his money for the next round. John ends his round with \$28 and has the Sheriff. He must spend a minimum of \$8 (to get back down to \$20) and decides to spend \$10 to gain 1 victory point. Sarah, who had chosen the Chinese Worker, ends her round with \$34. She spends \$4 to get back down to \$30 and does not gain any victory points.

\$6 × 1



Example: In this situation, Sarah would receive 2 victory points, Randy would receive 1, and John none.



BUILDINGS

"I could never plan a thing and get it to come out the way I planned it. It came out some other way - some way I had not counted upon." Mark Twain

Indication of building income

Each property title has a black arrow. It is advisable to always place the arrows in the same direction, pointing North. By placing your building in the right position, the arrow will indicate the total income of the building. During the game, when the income of a building changes, you rotate and/or flip the building to indicate its new income.

For buildings that generate income, each building has 8 income indications. **If the maximum income of a building is exceeded, the tile is replaced by a "higher income" building tiles of the same type.** These replacement tiles are distinguished by the gold lining around the income indications.

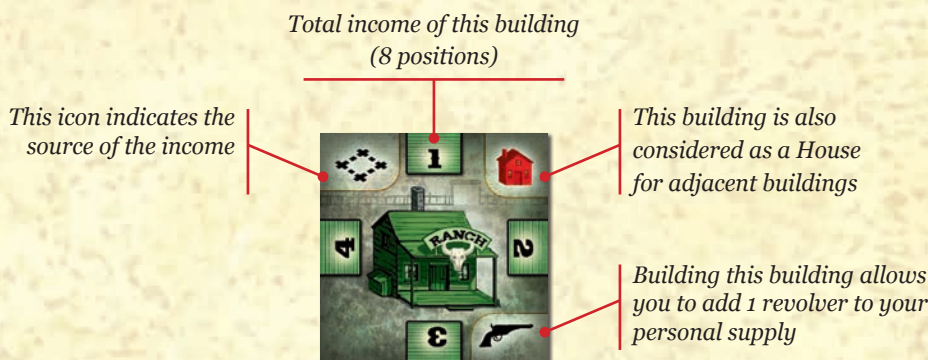


It is not possible to exceed the income indicated on these replacement tiles. The maximum income is \$33 for a Drugstore or a General store, \$40 for a Blacksmith, \$45 for a Bank and \$55 for a Saloon.

Replacement tiles should be kept separate from other base buildings. They may **NOT** be placed in the black bag.

Tips from the Sheriff: You should always play, at the very least, with the buildings from the base game. (Ranch, Drugstore, Mine, Bank, Saloon, Hotel, Church, Prison). For other buildings, which are derived from the Gold & Guns expansion, feel free to add them -or not- according to your preferences.

★ If you play with the buildings recommended for a first play-through, only read the explanation of these buildings (Ranch, Drugstore, Mine, Bank, Saloon, Hotel, Church, Prison) and explanations of the Houses and Townhouses.



Each building displays 8 income indications, going from the minimum to its maximum.



Place each building on top of the property tile, so that the black arrow points to the total income for this building



Replacement tile when the indicated revenue on a base tile is exceeded



House (x19)

Placement conditions: The parcel on which the House is built must be connected to the road system.

Income: -

Special rule: Houses are never bought. They come into play when other buildings are built.



Townhouse (x19)

Placement conditions: When you must place a House on the board, you can, instead of placing an additional House, replace an existing House with a Townhouse, flipping the House tile to its Townhouse side. To replace an existing House with a Townhouse, all parcels surrounding the existing House must be occupied by other buildings, Houses, mountains, river or property tiles. This means that a Townhouse can not be placed on the edge of the board.

Income: -

Special rule: A Townhouse is considered two Houses for calculating Drugstore, Bank, Saloon, and General store incomes.



Mine (x6)

Placement conditions: None

Income: \$3 per adjacent mountain. Several Mines may benefit from the same mountain. Once you own a mountain, it no longer benefits other players' Mines.

Special rule: A Mine adds 1 point to your firepower (you receive an extra revolver token).



Hotel (x3)

Placement conditions: The parcel on which the Hotel is built must be connected to the road system, and the player must also build a House.

Income: \$6.

Special rule: A Hotel is considered two Houses when calculating Drugstore, Bank, Saloon, and General store incomes.



Church (x2)

Placement conditions: The parcel on which the Church is built must be connected to the road system, and the player must also build a House.

Income: -

Special rules: A Church is considered a House when calculating Drugstore, Bank, Saloon, and General store incomes. A Church allows the player to prevent other players' attacks. All your buildings directly adjacent to your Church cannot be attacked. If you build a Church near one of your buildings that's being attacked, the attack is canceled. The attacker returns their cowboy to their personal supply. The Church itself can never be attacked.



Ranch (x6)

Placement conditions: None

Income: \$1 for every neighboring free parcel, meaning a parcel of land that doesn't contain any House, building or mountain but one that can contain property tiles. Several Ranches may benefit from the same free parcel.

Special rules: A Ranch adds 1 point to your firepower (you receive an extra revolver token). A Ranch is considered a House when calculating Drugstore, Bank, Saloon, and General store incomes.



Drugstore (x4)

Placement conditions: The parcel on which the Drugstore is built must be connected to the road system, and the player must also build a House.

Income: \$3 per adjacent House and per Ranch owned by the player. The Ranch does not have to be adjacent to the Drugstore to boost its income.

Example: If a player owns a Drugstore with one of their neighboring Ranches and three neighboring Houses, they get \$15 (actually, the Ranch is counted twice, the first time as a neighboring House, and the second time as a Ranch).



Bank (x4)

Placement conditions: The parcel on which the Bank is built must be connected to the road system, and the player must also build a House.

Income: \$3 per adjacent House and per Mine owned by the player. The Mine does not have to be adjacent to the Bank to boost its income.

Example: A player who owns a Bank and a Mine, with one House and one Hotel as a direct neighbor of their Bank, receives an income of \$12.



Saloon (x3)

Placement conditions: The parcel on which the Saloon is built must be connected to the road system, and the player must also build a House.

Income: \$5 per adjacent House.



Blacksmith (x2)

Placement conditions: The parcel on which the Blacksmith is built must be connected to the road system, and the player must also build a House.

Income: The income is \$5 on the first round, \$10 on the second round, \$15 on third round and \$20 on the last round, plus \$5 per Ranch owned by the player. The Ranch does not have to be adjacent to the Blacksmith to boost its income.

Tips from the Sheriff: While the city of Carson City grows, the needs for horses and especially shod horses is growing, increasing the income of the Blacksmith. His profits are also linked to Ranches, as Ranches, since they bring in his most loyal customers and provide horses. This is naturally a place strongly contested by your opponents.



Prison (x2)

Placement conditions: The parcel on which the Prison is built must be connected to the road system, and the player must also build a House.

Income: -

Special rule: A Prison adds 2 points to your firepower (you receive two extra revolver tokens). A Prison cannot be attacked.



Station (x1)

Placement conditions: The Station may only be built along a road which crosses the whole map in a straight line.

Income: -

Special rules: The Station does not provide income but allows to score victory points at the end of the game according to the development of the city. At the end of the game, the Station gives 1 VP to its owner for every two House symbols in the city, rounded down. The Station is considered two Houses when calculating Drugstore, Bank, Saloon, and General store incomes. The Station can not be attacked to steal victory points.

Example: When the game has ended, there are 12 Houses, 2 Hotels, 4 Ranches, 1 Church and 1 Station in the city, giving a total of 23 House symbols. The owner of the Station receives 11 VPs (23/2).



School (x2)

Placement conditions: The parcel on which the School is built must be connected to the road system, and you must build three Houses. If playing with the river side of the board, only one School can be built on each side of the river.

Income: -

Special rules: The School doesn't provide any income. A School is considered a House when calculating Drugstore, Bank, Saloon, and General Store incomes.

Tips from the Sheriff: Schools contributed to a town's success by encouraging family growth; when workers were traveling from other cities for jobs, Schools encourage them to bring their families with them. Therefore, the effect of Schools is to more rapidly increase the population in Carson City and thus the number of Houses.



General store (x2)

Placement conditions: The parcel on which the General store is built must be connected to the road system, and the player must also build a House.

Income: \$3 per adjacent House and \$6 per adjacent House owned by the player himself. The General store is the only building that receives income from Houses belonging to other players.

Example: a General Store with two adjacent Houses (but only one belonging to the player), and one adjacent Church belonging to another player will generate a \$12 income.

Tips from the Sheriff: The appeal of the General store is so strong that all the neighbors want to enjoy it, even locals who would rather see a different store owner.



City Hall (x1)

Placement conditions: The parcel on which the City Hall is built must be connected to the road system.

Income: -

Special rules: The City Hall doesn't provide any income. A City Hall is considered a House when calculating Drugstore, Bank, Saloon, and General store incomes.

As soon as the City Hall is drawn from the bag (during setup or the end of round phase), the first player (in turn order) immediately places it in the city on any unowned parcel (without paying). If no parcels are available which are connected the road system, then the first player places new roads from the general supply (as few as possible) to create a valid parcel. Then continue to place new buildings on the action track as normal.

The City Hall may not be purchased by any player.

To receive the benefit from the City Hall, you have to place a cowboy on it during the cowboy placement phase. Only one cowboy may occupy the town House. When a City Hall is contested, a duel occurs. This duel is resolved at the beginning of the "building income" phase.

The player occupying the City Hall increases all of their own buildings' income. Each building that they own increases its profits by one level (i.e. Drugstore, Bank, Saloon, General store, Blacksmith), with the exception of Ranches, Mines and Hotels (since the latter only has 1 income indicator). If a player loses ownership of the City Hall, their buildings' profits decrease by one level. In other words, the increase in income by one level is temporary and will end as soon as that player is no longer occupying City Hall. At the end of the round, the cowboy occupying the City Hall stays on the board.

Tips from the Sheriff: By occupying the City Hall, you have considerable political influence that can affect the success of your buildings. Once the City Hall is built, it is hotly contested and there are usually many duels to control it.



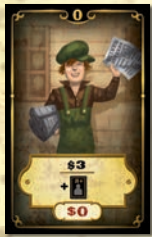
Example: It's the third round of the game, and Sarah currently occupies City Hall. Randy decides to challenge Sarah for the occupancy of City Hall. Randy manages to win the duel, and increases the value of his Saloon, Blacksmith and Bank, but not his Ranch. Sarah has to now decrease the value of her Drugstore and Bank.

CHARACTERS

"I don't like to commit myself about Heaven and Hell, you see, I have friends in both places." Mark Twain

Every character tile has two different powers. Basic powers are found on the yellow side. Variant powers, found on the red side, should only be used once everyone is familiar with the game.

★ During your first playthrough, it is advised to use the characters 1 through 7, and use their yellow side. Only read the basic rules of these characters (and not the red variants). During your subsequent plays, you can choose the character power that will be used throughout the game for each character individually. You can make this choice randomly or by agreement between the players. After the description of the characters, we will present you some possible combinations of characters, depending on the mood you want for your game.



The Paperboy

Pay \$3 and immediately choose another character card from the cards in play, except the Sheriff. You apply the abilities of that new character as per usual, including its money limit, but you count the "o" value

of this card to determine the turn order. Cash limit: \$0.

Variant: Immediately choose another character card (from the cards in play), except the Sheriff. You apply the abilities of that new character as per usual, but you deduct \$5 off of that character's money limit. You count the "o" value of this card to determine turn order. Cash limit: -\$5.

IMPORTANT: If you play with the Paperboy, you must use 8 character cards in your game instead of 7.

Tips from the Sheriff: the paperboy is always ready to help out for a little fee, like going to look for a particular person you need. But since he's often up to no good, he will never dare to disturb me.



The Sheriff

The player helped by the Sheriff gets the special "Sheriff" cowboy from the general supply (white cowboy). This allows him to select one action without fear of being attacked (no

one challenges the Sheriff to a duel). The Sheriff can not be played to attack an opposing building, nor to provoke a duel, so it must be placed on a action space without any other cowboy. Cash limit: \$20.

Variant: You are not allowed to attack any building or engage in a duel (except to defend yourself). For every lost duel, you receive 3 victory points. Cash limit: \$20.



The Banker

When you choose the Banker, you immediately receive \$9. The cash limit of this character is particularly high: \$120.

Variant: Before the end of the round, you may purchase 3, 5, or 7 victory points for \$3, \$12 or \$25, respectively. Cash limit: \$60.



The Grocer

The Grocer allows you to:

- Either double the income for one particular building type (for example, all your Banks) during the "building income" phase. If a building with double income is attacked,

then you and the attacker receive normal income.

Example: Arno has two Banks that earn him \$18 and \$12. Alex decided to attack Arno's most profitable Bank. Despite having one of his Banks being attacked, Arno chooses to double their income through the Grocer. Alex receives \$18 and Arno \$18 + \$24. If Arno had not doubled the income of its Banks with the Grocer, Alex would have received \$9, and Arno \$9 + \$12.

- Or receive \$8 (immediately or during the "building income" phase).

Cash limit: \$60.

Variant: You either immediately receive \$8 or you receive 1 victory point per House you own at the end of the round (not including Ranches, Hotels, Churches, Schools or train Station). A Townhouse earns you 1 victory point like a normal House. Cash limit: \$60.



The Chinese Worker

When you choose the Chinese Worker, you immediately receive two roads. On top of that, the price of any building you purchase is halved (rounded up).

Cash limit: \$30.

Variant: You pay \$5 and take one of the available buildings. You may build it immediately, or keep it to build it later. The remaining buildings are immediately shifted towards lower prices, and a new building is drawn from the bag. Cash limit: \$30.



The Settler

The Settler immediately gives you a parcel. It must be an unowned parcel at the moment you take it.

Cash limit: \$30.

Variant: You either receive \$8 immediately, or you receive 1 VP per mountain you own at the end of the round. Cash limit: \$20.

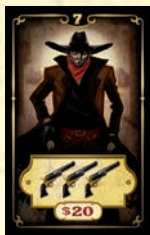


The Captain

By choosing the captain you can immediately pay \$1 and receive a cowboy from the general supply, pay \$4 and receive two cowboys from the general supply, or pay \$9 and receive three cow-

boys from the general supply. Cash limit: \$25.

Variant: You immediately pay \$3 to receive a revolver token, or \$9 to receive two revolver tokens. You keep these revolver tokens until the end of the game. Be careful: with this variant, you can run out of revolver tokens. In this case, use another object to symbolize the missing revolvers. Cash limit: \$20.



The Mercenary

The Mercenary gives 3 extra firepower points during this round. Cash limit: \$20.

Variant: The Mercenary gives 2 extra firepower points during this round. Cash limit: \$30.



The Indian

You immediately receive 2 randomly selected parcels of land. Roll the basic dice to determine the location, rolling again if that location is not empty. Cash limit: \$20.

Variant: The maximum price of any parcel of land is \$3 regardless of any modifiers in play for that parcel. Cash limit: \$30.



The Prospector

When you choose the Prospector, you immediately pay \$10. You then select a Mine from the available buildings, or from the bag if none are available on the "building purchase" spaces. Then choose an unowned

parcel that you cover with one of your property tile and build the Mine on this parcel. If there are no Mines left, flip the Prospector onto the red variant side for the remainder of the game. Cash limit: \$20.

Variant: The Prospector receives two dynamite tokens (if available). With one dynamite token you can either:

- Triple a Mine's income (once per mine per game round). You may spend the dynamite token at any time when performing the estate income action. If a cowboy from another player is present, they get half this tripled value (rounded down). **You may not perform this action in combination with the Grocer character card;**
- Place the dynamite token with a cowboy during the cowboy placement phase. In the case of a duel, you roll two combat dice (instead of one combat die, use another player's combat die for this) and add the result of the two dice to your firepower. (Important: with the "MIGHT IS RIGHT" variant, you would also spend two duel tiles). If no duel occurs, the dynamite token is lost.

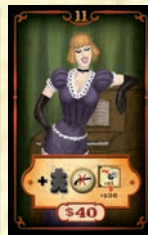
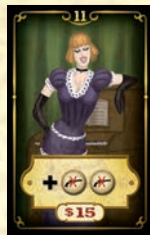
Important: If a dynamite token is placed with a cowboy on a player's own Mine, the player gains both benefits of the dynamite (triple income from the Mine PLUS rolling two combat dice in a duel for that space if one occurs. Cash limit: \$20.



The Gunsmith

Immediately gain 2 victory points for each duel you win this round, including those against an Outlaw. Cash limit: \$30.

Variant: The gunsmith takes pride in his arsenal, and only the best is good enough for him. In all duels, the gunsmith is allowed to roll the combat die again (once) if desired (again, including those against an Outlaw). In addition, the gunsmith receives one dynamite token (see Prospector's rules). With the "MIGHT IS RIGHT" variant, you select and play your duel tile after your opponents showed theirs. Cash limit: \$20.

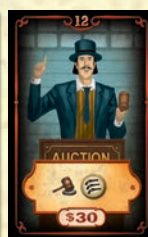
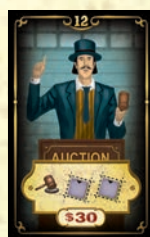


The Singer

You receive two "no duel" tokens for the current round. You can place these tokens with a cowboy when you choose any one of these actions: get 3 roads, get money (Nevada state Bank) or get victory points (town council of Carson City). A cowboy with a "no duel" token never takes part in a duel, and the action can be performed regardless of the presence of any other cowboy (even the Sheriff). If only one cowboy from another player is placed on the same space, no duel will occur and both players can do the action. If a duel occurs between two or more other players, the result of the duel doesn't affect the cowboy with the "no duel" token. Cash limit: \$15.

Tips from the Sheriff: No gentleman should fight in the presence of a lady. Thus, the singer can protect you from some duels.

Variant: The Singer can bring you luck. During the cowboy placement phase, the Singer may place a cowboy from the general reserve with a "no duel" tile on the "gambling income" space. During the third phase (performing actions), the player ignores any duels if other cowboys are present in this space and she rolls the basic dice for payout but multiplies the results of the dice together for a payout of \$1 to \$36. Cash limit: \$40.



The Auctioneer

The Auctioneer immediately chooses 2 parcels which belong to no player, and places the auction tokens there to indicate an auction for these two parcels. All players may join the auction (if they

have enough money to pay for the bidding). Starting with the Auctioneer and then proceeding clockwise, each player may make a bid which must be higher than the previous bid. Once a player passes, they may not join the bidding again. Once there is only 1 remaining player in the auction, they pay half of their bid (rounded down) to the Central Bank and the other half to the Auctioneer (rounded up) and places two parcel tiles on the auctioned locations. If the Auctioneer wins the auction, they pay half the costs to the Central Bank (rounded down). If no player makes an offer, the lands remain unoccupied. Even if the Auctioneer pays only half the price he offered, he must have the full amount available. Cash Limit: \$30.

Variant: The Auctioneer immediately takes the “3 revolvers” token and proceeds to auction off the ammo. All players can participate in the sale, including the Auctioneer (who can not bid more than the money he has). As before, players can continue to raise their bids during the auction until only one high bidder remains. The winner does not need to place a cowboy on the “ammunition” action space, but instead pays the winning amount directly to the Auctioneer and takes the “3 revolvers” token. If the Auctioneer is the winner, he pays nothing. Cash limit: \$30.



The Governor

The Governor immediately receives 1 road. In addition, the Governor receives 1 victory point each time he places a new road in the city, provided that this new road reaches at least one new parcel of land (without a road

already). With the “CARSON RIVER” variant, a player gets two victory points if he builds a bridge (with two roads) provided that this new bridge also reaches at least one new parcel of land. Cash limit: \$50.

Variant: The Governor immediately chooses to tax either weapons or money. If he chooses to tax weapons, he gets \$1 from the other players for each revolver token they have (only tokens, not revolvers from the mercenary). If he chooses to tax money, he gets \$1 from the other players for each \$10 they have, rounded up. The players cannot refuse to pay the tax. Cash limit: \$50.



The Doctor / The Undertaker

When you choose the Doctor/Undertaker, you may choose either the yellow (Doctor) or red (Undertaker) side of the tile. The

Doctor charges \$3 to any player who wishes to reposition a defeated cowboy (outduelled by another player or an outlaw) onto an uncontested and unperformed location/action space, rather than into the players personal supply. If several players may reposition a defeated cowboy, they can consult the doctor (a Doctor's cowboy is always first, then in the order following the pass order track). The Doctor pays nothing for healing his own cowboys. Moreover, the Doctor receives \$3 from the central bank for each defeated Outlaw. Cash limit: \$60.

Variant: For each defeated cowboy, a player must choose either to pay \$2 to the Undertaker or to lose 1 Victory point. In addition, the Undertaker immediately gains \$2 dollars from the Central Bank for each Outlaw defeated during the current round. The Undertaker does not have to be involved the duel to gain money. The Undertaker pays nothing for his own defeated cowboys. Cash limit: \$90.



The Cowboy

Immediately receive a new horse token that you place in your personal supply. Cash limit: \$20.

Variant: When you choose the Cowboy, you immediately pay \$8 and receive one Ranch amongst those available on the building track. Place

one of your property markers on any unoccupied parcel of land and place the Ranch you just received on that property marker. The available buildings are all shifted down the line and a new building is taken out of the bag and placed on the \$12 spot. If there are no Ranches available, take one out of the bag. If all six Ranches have already been bought, flip the Cowboy card to its yellow side. Cash limit: \$20.



The Heroes

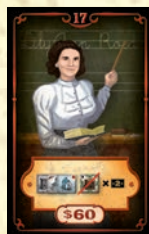
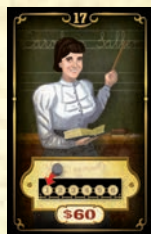
During the entire round, all your buildings are protected from enemy attack, whether it's from other players or the Outlaws. You cannot attack the buildings of other players. When moving the Outlaws, consider the income

of all your buildings to be \$0. If an outlaw is on one of your buildings during the income step, you still receive your normal income from that building. Cash limit: \$240.

Variant: Choose one of these three available options:

- Receive 3 victory points;
- Put 1 of your available cowboys back in the general supply and receive 6 victory points;
- Put 2 of your available cowboys back in the general supply and receive 9 victory points.

Cash limit: \$40.



The Teacher

When using the Teacher, you must use its yellow side during round 1-3, and the red one during round 4. When playing with the Teacher, you will be the first player to choose a character next turn, no matter when you pass this round.

Cash limit: \$60.

Variant (only available in the last round): During the final scoring, you get 2 victory points for each School, Prison, or Church you own, and you also get 2 victory points if you don't own any Saloon(s). Cash limit: \$60.



The Lawyer/ The Editor

The Lawyer may immediately buy a parcel not owned by any player. He pays the normal price. In addition, nobody can contest the lawyer from buying a parcel. In case of a duel with the Lawyer for buying a parcel, the challenging cowboy goes back to the personal reserve of this player, before the duel is resolved. For all other actions, duels against the lawyer are resolved as usual. Cash limit: \$60.

Variant: The Editor publishes a story inspired by your success. At the end of the income phase (round 1/2/3/4), you win a victory point for every \$5 / \$10 / \$15 / \$20 of income from all your buildings, rounded up. You do not earn points on income from the attacks of other players buildings or on the money other players would have robbed from you. Example: in round 2, you get a total income of 33\$ from your buildings, so you earn 4 victory points. Cash limit: \$40.



Father Christmas

Merry Christmas! Immediately receive 5 victory points as a gift. Since you've been sweet this year. Cash limit: \$10

Variant: Immediately receive 2 victory points and write a letter to Father Christmas. Throw the white

die to check if you have been naughty or nice :

- 1-2: you've been very naughty: you don't receive anything.
- 3-4: you've been ok: receive \$5,
- 5-6: you've been very nice: receive \$5 and 1 cowboy in your player colour (as long as there are available).

Cash limit: \$10



CHOOSING THE CHARACTER CARDS FROM CARSON CITY

We present below some combinations of interesting character cards, depending on the mood you want for your game.

Carson City, a quiet city?

These characters will allow you to avoid conflict as much as possible. It is also a good combination if you play with 5 or 6 players and prefer the game to be not too aggressive.

1R, 2R, 5Y, 11Y, 13Y, 14YR, 16R



Carson City, the perfect city to become a home owner

These characters allow you to play heavily on the development of the city and land purchases.

0Y, 3R, 4Y, 5R, 8Y, 9Y, 12Y, 15R



Carson City, a city where you can prosper

These characters will be sure to make you very rich.

0Y, 2Y, 3Y, 4R, 6Y, 8R, 12Y, 16Y



Settling scores in Carson City

This assortment of characters is the most aggressive possible ... sensitive souls should stay away from this one.

0R, 6R, 7Y, 9R, 10Y, 12R, 13R, 14YR



Gold rush

These characters can make you fully benefit from your income from Mines ... perfect to play with the "CARSON RIVER" variant but by placing 9 mountains (instead of 6).

0R, 1Y, 3Y, 5R, 8R, 9Y, 10R, 11R



WHAT ELSE ?

"Play consists of whatever a body is not obliged to do." Mark Twain

This last part of the rulebook presents 6 rules variations you can combine freely to suit your desires.

To help you know if these variants correspond to your playing style, each module is assigned three numbers:

- ★ The level of complexity (★ simple, ★★ medium complexity, ★★★ greater complexity),
- ★ The strategy level (★ more luck, ★★ luck/strategy balance equivalent to the basic game, ★★★ more strategy and control on the game)
- ★ The impact on the game length (- shorter, = same length, + longer).

Variant	Complexity	Strategy	Length
A new Beginning	★★	★★★	=
Carson River	★	★★	=
The might is Right	★★	★★★	+
Kit Carson	★	★★	-
Outlaws	★★★	★	+
Horses	★★★	★★★	+

"A NEW BEGINNING" VARIANT

During the game setup, each player receives a "A NEW BEGINNING" sheet they fill in secretly. Once all players have made their choice, the sheets are revealed and each player receives the game material they chose to begin the game with.

Tips from the Sheriff: This variant is not recommended for beginners. It lets you choose the elements in secret with which you start the game: money, cowboys, parcels, roads, etc. With this variant, each player can start the game with the elements that best fit the strategy they wish to develop.

THE “CARSON RIVER” VARIANT



To play this variant, please use the reverse side of the board showing a river, OR use the river tiles to create your own river.

Setup changes: All river parcels must be kept free (no mountain and no city center).

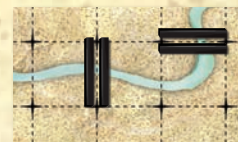
If you play with the **river side of the board**, 6 mountains are placed instead of 9.

If you play with the **river tiles**, players should use the side of the board without the river. Before setting up the game as usual, players have to agree on the shape and size of the river. And for every 3 river tiles they place on

the board, players will place one less mountain on the board
Example: 8 river tiles = 7 mountains instead of 9).

Regarding Building and Parcel purchase: It is neither allowed to buy a river parcel nor to build a building or a House on a river parcel.

Regarding road building: Two roads are necessary to cross the river. A double road crossing the river is called a bridge. If you build a bridge, you have to do it by yourself (the two roads must come from your personal supply).



For calculating building income:

- ★ **Ranches:** A river parcel is considered a free parcel when calculating Ranch incomes (thus, +\$1 per river parcel).
- ★ **Mines:** If a Mine is in contact with the river, the Mine income is increased by \$3, regardless of the number of adjacent river parcels.

At the end of the game, any private parcel with a mountain, building, or House that is adjacent to a bridge earns you 3 victory points instead of 2.

***Tips from the Sheriff:** This variant is recommended for two players, as it somewhat limits the space available for developing the city.*

THE “MIGHT IS RIGHT” VARIANT



This variant makes duels less random, replacing combat dice for duel tiles. To play this variant, you have to use the following modifications.

During game setup:

- ★ **For a two-player game**, each receives 6 duel tiles, numbered 0 to 5, and \$15.
- ★ **For a three- to five-player game**, take 6 duel tiles (from 0 to 5) per player, and mix them. Each player receives 6 duel tiles at random and keeps them hidden. Each player announces the total of points on their duel tiles. The sum of the totals must be 45 (if 3 players), 60 (if 4 players) or 75 (if 5 players). As starting cash, each player receives \$30 minus the total of their duel tile points.
- ★ **For a six-player game**, the rules are the same as with 5 players, expect that each player receives 5 random duel tiles instead of 6.

How to perform duels: Instead of rolling combat dice, each player challenged to a duel chooses and plays a duel tile which adds that number of points to the firepower of the player. Duel tiles are discarded on one common discard pile after use to make a new draw pile. When a player has no duel tiles left, they take three new ones at random from the draw pile. An innocent hand can, in advance, mix up the tiles from the draw pile.

***Tips from the Sheriff:** Among the “gamers”, many are allergic to luck, particularly dice. These players naturally appreciate this variant and I can only recommend it to them! Some have asked me why the “MIGHT IS RIGHT” was not the basic rule of the game, as they find it the best. The reason is this: for me, the fact of risking a duel involves an element of luck. In my eyes, to become famous in the Far West, it is not enough to be the smartest, we must also have the courage to push your luck and get into a fight without knowing the outcome in advance. You have to dare to draw your “six-shooter-dice”. For this reason, I prefer playing with dice in Carson City.*

THE “KIT CARSON” VARIANT



This variant, not recommended for inexperienced players and tenderfeet, shortens the game duration by allowing simultaneous placing of the cowboys.

The placement of cowboys is modified as follows:

As soon as the first player of the round has set their first cowboy on the board, all players simultaneously may set their cowboys on the actions they wish. Any player may also decide to shift any of their cowboys and place them on another action, repeatedly. When a player decides to stop placing or shifting their cowboys, they place their marker on the first free position of the lower pass order track. From this moment on, they are not allowed to place or shift cowboys any more during this round.

Fair play rules during the cowboy placement phase :

- ★ Only one hand may be used to set the cowboys down on the board;
- ★ Make calm and precise movements, do not knock pawns and tiles over, or push the gameboard;
- ★ You can not think while holding your hand above the board waiting to place a cowboy.

At the end of the game, players may receive extra victory points as follows: Each player gets 1 victory point per player behind him on the pass order track.

“HORSES” variant: If you play the “HORSES” variant with the “KIT CARSON” variant, the second enclosure is not used.



THE “OUTLAW” VARIANT



Setup

The Outlaws do not require any particular setup. You just need to keep the 9 outlaw meeples and three outlaw tiles next to the game board

Outlaws

At the beginning of the second, third and fourth round of the game, dangerous Outlaws will attack the city in an attempt to steal its wealth.

How to determine where the outlaws appear:

- ★ **before the first phase of a round (the choice of the character cards), the current first player throws a black and a white die;**
- ★ **the black die (plus 7) determines the strength of the Outlaws (which varies between 8 and 13).** The corresponding outlaw tile is put on the game board, on top of the orange box for ‘building income’;
- ★ **the white die shows the number of Outlaws who attack the city.** A result of 1 or 2 means that only 1 outlaw arrives, a result of 3 or 4 indicates 2 Outlaws and a result of 5 or 6 means that 3 Outlaws arrive in town;
- ★ **finally, for each outlaw meeple that arrives in the city, the first player throws both basic dice in order to determine where that specific meeple is put on the game board using the standard grid references indicated on the board. Throw the basic dice again if:**
 - ★ the indicated location is already occupied by another outlaw;
 - ★ there is an adjacent Prison building.



Movements of the Outlaws

As soon as the new Outlaws have been put on the game board, all Outlaws on the game board move 1 square. The player who is currently first in turn order decides in which order the Outlaws move. **Outlaws move according to the following rules:**

- ★ to choose if it moves and in which direction, an outlaw takes into account the 8 spaces that surround it and the space where is located;
- ★ an outlaw moves to an adjacent building which gives the highest income. If this outlaw is already situated on the building with the highest income, he does not move;
- ★ an outlaw does not take into account a building which is adjacent to a Prison, or buildings where another outlaw is already present;
- ★ when several available buildings have equally high incomes, randomly decide where the outlaw moves;
- ★ when no income can be obtained in the vicinity of the outlaw, he does not move.

Effects of the Outlaws

- ★ A parcel of land where an outlaw is present cannot be bought nor can there be Houses/Townhouses or buildings built.
- ★ A building with an outlaw on it loses half of its income (the remaining income is rounded down).
- ★ An outlaw does not affect adjacent buildings.

How to fight an outlaw?

It is possible to put a cowboy on a parcel of land or a building which has an outlaw on it in order to fight the outlaw. The fight between the cowboy and the outlaw is performed like a duel in the basic game with the fight being resolved before the “building income” phase.

The total strength of an outlaw is indicated on the outlaw tile placed on the game board at the start of the round, near the revolver icon (you never throw a combat die for an outlaw).

For defeating an outlaw, the strength of the best player who is engaged in the duel has to be equal to or higher than the strength of the outlaw. As in the basic game, there is only one winner of a duel, either one player or the outlaw. Any defeated cowboys are returned to the personal reserves of the players involved. A defeated outlaw is returned to the general reserve. A victorious outlaw stays on the board for the next game round.

Once a player has defeated an outlaw, they receive the number of victory points shown on the outlaw tile. However, if the winning player is on an opponent's building, it can choose to attack the building they have just released to steal half their income instead of receiving victory points. Regardless of their choice, their cowboy is then returned to the general reserve.

Churches and Prisons

Churches have no influence on the Outlaws.

If an outlaw is stupid enough to start a game round on a Prison, he is incarcerated and immediately returned to the general reserve. The owner of the Prison receives the number of victory points indicated on the outlaw tile.

A Prison can prevent the arrival or relocation of an Outlaw (see above), but does not prevent an outlaw to do its dirty work if the Prison is built next to an outlaw which is already in play.



Outlaw movement example: It's the second round of the game. The upper Outlaw will now move from **Randy's Saloon** to **Abigail's General Store**, cause even though it is adjacent to the church, Outlaws ignore the effects of the Church. The lower Outlaw does NOT move since the adjacent buildings either don't provide income (House, Church) or their income is lower than the current Blacksmith (Bank, Ranch).

THE “HORSES” VARIANT

The horse is the cowboy's essential companion. Without horses, the Far West wouldn't really be the Far West. Horses will offer you new possibilities: you will be better at fighting, place your cowboys sooner, avoid risky duels, ... but also allow you to participate in rodeos to show off the quality of your horses.



Setup

Every player receives one horse, and uses



the bottom part of their player board that represents the enclosures where they can place their horses. This section of your player board illustrates the different uses of your horses. The other horses are placed in the general reserve. Four **rodeo tokens** are stacked in a pile on top of the turn marker.

Buying horses

At the beginning of the game you only have one horse. There are two ways to obtain more horses: by choosing the yellow side of the Cowboy (if it is available from the characters) during the “choose a character” phase, or by placing a cowboy on the first action of the game board. **Indeed, the first action space, “salary”, allows you to buy a horse for \$4 instead of receiving \$4.**

When you purchase a horse, you must immediately place it in one of your enclosures. If multiple cowboys are present on the “salary” action space, resolve this action in passing order.

Using horses and enclosures

During the cowboy placement phase, you have the choice of placing a horse in one of your enclosure immediately after placing one of your cowboys. You can use a horse after each cowboy you place on the board. You can also choose to place a cowboy in one of your enclosures instead of using it for a normal action (you can only do this once per enclosure). The presence of a cowboy in an enclosure doubles the value of the rodeo in this enclosure (see next section: Rodeos).

Horse actions

Placing a horse in one of your enclosures allows you to perform one of these five actions:

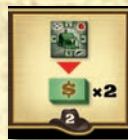


Having a horse in the first enclosure gives your cowboys +1 firepower for the rest of the game round. Having three or more horses adds +2 firepower.

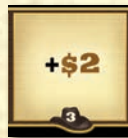


Placing a horse in the second enclosure allows to immediately either:

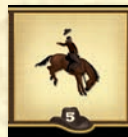
- ★ place an extra cowboy from your personal reserve (allowing you to place an extra horse), OR
- ★ move an already placed cowboy to another location (either by placing him on another location on the board or by placing him back in your personal reserve), OR
- ★ pass (move your turn order marker to the first available spot on the pass order track, effectively ending your cowboy placement phase).



Placing a horse in the third enclosure allows you to double the income of one of your Ranches. Every horse placed here can double the income of one Ranch only. Each of your Ranches can have its income doubled this way once per game round. This power can not be combined with the ability of the Grocer (doubling the income of one type of building).



Placing a horse in the fourth enclosure immediately gives you \$2.



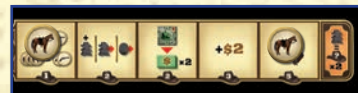
Placing a horse in the fifth enclosure will give you a +5 rodeo point bonus when determining the winner of the upcoming rodeo.

It is not required to place all of your horses in an enclosure (for instance if you decide to play less cowboys than the number of horses you have).

Rodeos



At the end of every game round, a rodeo takes place. All the players take part in this major event. Each player calculates their rodeo score by adding together the rodeo points gained for each enclosure space. Rodeo points are scored by multiplying the number of horses present in an enclosure space by the “hat” value of that space (Double this number if there is a cowboy present in that space). The highest rodeo score wins the Carson City Rodeo, and gains a rodeo token, that raises the value of each horse you own at the end of the game by one victory point. In case of a tie, the player furthest to the left on the pass order track wins the rodeo.



Example: *John* has a horse in the second enclosure and two horses + a cowboy in the fourth one. He scores $2 + (3 + 3) \times 2 = 14$ Rodeo points. *Sarah* has 1 Horse in her first and fifth enclosure. She scores $1 + 5 = 6$ Rodeo Points. *John* wins the Carson City Rodeo and gains a precious Rodeo Token.

End of the turn

At the end of the turn, remove all your horses from your enclosures and back in your personal reserve.

End of the game

At the end of the game, every horse you own gives you 1 VP. On top of that, for each rodeo token you own, you receive one extra VP per horse.

Example: *If you end the game with three horses and you won 2 rodeos, your horses will earn you $3 \times (1 + 2) = 9$ VPs.*



THE SOLO VARIANT

The year is 1858. Parcels of land for the new town of Carson City have been put up for sale. Your opponent, Jeb Standish, is a formidable businessman. He is much richer than you, and he will stop at nothing to establish his dominion over the city. However, you have the support of most of the city's notable personalities. You're going to need their help, because Standish won't give up easily.

As in the normal game, your goal is to earn more victory points than your (virtual) opponent: Jeb Standish.

Game Materials



4 strategy cards



4 solo character cards



18 cowboy cards

Compatibility with variants

The solitaire game may only be played with certain variants, as stated below:

Variant	Compatible?
A new Beginning	Yes. You cannot bid to be first player. Nothing changes for Standish.
Carson River	Yes. Standish is only able to build one bridge during the game; he will do so as soon as it is needed.
The might is Right	Yes. Setup is the same as it is for a two-player game. Nothing changes for Standish.
Kit Carson	No.
Outlaws	No.
Horses	No.

Level of difficulty

During the game your opponent will adopt one of four strategies, each with a different level of difficulty:

- ★ Rancher: Almost Easy
- ★ Miner: Average
- ★ Strength: Hard
- ★ Urban: Expert

Your game's level of difficulty will be tempered or aggravated by the randomness of cards drawn, the map, the buildings, and which characters are available.

Setup

Choose a player color for Standish, your virtual opponent. Standish has all his cowboys, does not use revolver tokens, and always has the money and the roads necessary to carry out his actions.

Setup is the same as for a normal two-player game, with the following changes:

- 3 The following buildings are not used: Church, School, City Hall, Station. Remove them from the black bag before setup step 3.



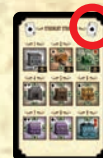
- 9 Place the Standish marker on the first space of the turn order track and your marker on the second space.

- 10 Standish does not receive any parcels during setup. Only you will perform setup step 10.

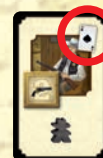
- 11 In place of step 11, find the following 11 character tiles: 2 - The Banker, 3 - The Grocer, 4 - The Chinese Worker, 5 - The Settler, 6 - The Captain, 7 - The Mercenary, 8 - The Indian, 9 - The Prospector, 10 - The Gunsmith, 11 - The Singer, 16 - The Heroes.

Select 7 of those characters at random, then randomly determine which side of each of those characters will be visible during the game. Return the remaining character tiles to the box.

- 12 Select 1 of the 4 strategy cards according to your desired difficulty, and place it face-up near the board. This is Standish's strategy card. Return the remaining strategy cards to the box.

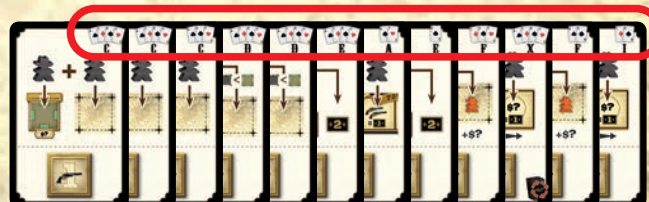


- 13 Find the solo character card that matches Standish's strategy card. This is Standish's character card. Place it next to the Standish's strategy card:



- The Doctor, with a heart symbol, works with the Rancher strategy,
- The Governor, with a club symbol, works with the Miner strategy,
- The Sheriff, with a spade symbol, works with the Strength strategy,
- The Lawyer, with a diamond symbol, works with the Urban strategy.

- 14 Find the 12 cowboy cards noted on Standish's strategy card (with the matching symbol: heart, club, spade, or diamond) and shuffle them to form a face-down deck.



HOW DOES STANDISH PLAY?

Standish always has the money to pay for his parcels and buildings, as well as any roads necessary to carry out his actions.

Standish does not receive revolver tokens from buildings or the “Ammunition” action, and only the strength depicted on the cards Standish plays count towards his strength.

You will have to make certain choices for Standish.

You will be given instructions on how to make the best choices, but in some cases you will find several options equivalent. In this case, roll a white die to determine what Standish does.

If you are in a situation not described in these rules, or if the rules are not precise enough because Standish has multiple options, ask yourself: “What

don’t I want Standish to do?” Your answer is Standish’s next move.

The following instructions may seem tricky, but everything should go smoothly once you understand Standish’s actions. It’s normal to have trouble beating Standish – he’s very strong! To win, you will have to be creative and patient, and make the best use of the city’s characters. You can also find some game tips at the end of these rules.

If you can beat Standish, you will surely be a formidable opponent against actual players!

PHASE 1: CHOICE OF PERSONALITY

Standish, considered a dishonest and unscrupulous businessman, is not very popular. He receives little help from city officials or politicians.

PLAYING THE GAME

The rules are the same as those for the normal game, with the following changes:

You may therefore choose 1 of the 7 city personalities on your first turn. However, you may only call on each personality once. Any personality you call on will be discarded at the end of the round, and may not be played again in this game.

PHASE 2: PLACEMENT OF COWBOYS

Standish is faster than you – he plays first in each round.

Standish plays as many cowboy cards as you receive cowboy meeples: 3 cards for the first round, 4 cards for the second, and 5 cards for each of the last two rounds.

You must alternate between:

a) drawing a cowboy card for Standish, and

b) placing one of your cowboys, until you have drawn all of Standish’s cards and passed. It is possible to finish your turn before or after Standish (e.g., placing additional cowboys after all of Standish’s cards have been drawn). As in a normal game, you may not place a cowboy after you have passed.

On Standish’s turn, draw a card and place it face-up next to any other Standish cards you’ve already drawn. Then, apply the effects of the drawn card as explained below.

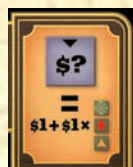
Most often Standish will be indifferent to the placement of your cowboys, and he will place his own cowboys without trying to avoid duels. The only exception is for the purchase of a parcel: in this case, if Standish is weaker than you (sum of strength on Standish’s cards < sum of your revolvers + cowboys), he will not try to purchase a parcel where you have already placed a cowboy.

If the deck is empty and you must still draw cards for Standish, shuffle his discard pile into a new deck without touching any of the cards drawn during the current round.

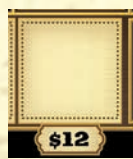
PHASE 3: RESOLUTION OF ACTIONS

Resolve actions in the same order as you would in a normal game. As normal, remove cowboys from the board as their actions are resolved.

Standish will only take actions to purchase parcels and buildings. If Standish places a cowboy on a different type of action, he will not perform that action – he is only trying to provoke you into a duel.



Parcel Purchase: When Standish purchases a parcel, he places his property tile without paying anything. You may duel one of Standish’s cowboys who wants to purchase a parcel in an attempt to defeat him. When multiple duels for parcels take place in the same round, you choose the order of resolution.



Purchase Buildings: When Standish purchases a building, he places that building on one of his parcels without paying anything. You may attack a Standish cowboy who wants to buy a building.

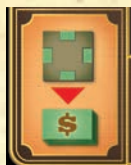
If Standish lacks the parcel to place a building, he will keep that building for later placement.



Deferred Placement: If Standish has any buildings waiting to be placed, place them for him at the end of any “building purchase” action.

If necessary, Standish will also place a new House or transform a House into a Townhouse. To do this, apply the following criteria:

- 1) Standish first chooses the solution that gives him maximum additional income (if he can create a Townhouse from a House on parcel that belongs to him, he does so as a priority);
- 2) then he avoids increasing your income;
- 3) then he places the new House as close as possible to his other empty parcels;
- 4) and finally, he places as few new roads as possible.



Income: Calculate Standish's income during the income calculation phase. Take into account any income he stole from you if he attacked any of your buildings, then immediately convert all of his income into victory points at the exchange rate shown below:

- ★ Round 1: 1 point for \$2
- ★ Round 2: 1 point for \$3
- ★ Round 3: 1 point for \$4
- ★ Final Round: 1 point for \$5

Standish converts all of his money (rounded down) into victory points, even if he does not have a cowboy on the action "Purchase of Victory Points."

Duel Resolution

Standish's strength is equal to the sum of the power values of this round's drawn cowboy cards. This is his total strength – you don't roll an extra combat die for Standish. To beat Standish, you must score higher than his strength (Standish always wins ties). If you win a duel, place the defeated cowboy on Standish's character card.



The Doctor: Each Standish cowboy on the Doctor card increases its strength by 1. This means that whenever you win a duel against Standish, he becomes stronger.



The Governor: The Governor wants to discourage violence, so any Standish cowboys on the Governor card won't increase its strength. However, at the end of the round, each Standish cowboy on the Governor card gives Standish 1 victory point.



The Sheriff: The Sheriff and Standish are old friends, but it's hard to tell if that friendship is coupled with corruption. Each Standish cowboy on the Sheriff card increases its strength by 2. You might want to think twice before trying to beat them more than once in a round!

Example: The total of Standish's cowboy cards is 9. In a previous duel, you beat Standish. This beaten cowboy adds 2 to his strength because he received help from the Sheriff ($9 + 2 = 11$). You must reach 12 to beat it, adding together a combat die + your revolvers + cowboys present in your personal reserve.



The Lawyer: The Lawyer will defend Standish in proportion to the damage suffered. Each Standish cowboy on the Lawyer card increases its strength by 1. Standish cowboys on the Lawyer earn victory points for Standish at the end of each round:

- ★ 1 cowboy is worth 1 VP,
- ★ 2 cowboys are worth 2 VP,
- ★ 3 cowboys are worth 4 VP,
- ★ 4 cowboys are worth 6 VP, and
- ★ 5 or more cowboys are worth 10 VP.

PHASE 4: ROUND END

Perform end-of-round operations as in a normal game, with the following exceptions:

- ★ **Discard** the personality card you chose at the start of the round. It can no longer be chosen during this game.
- ★ **Return to the general supply any Standish cowboys that were placed on his character card.** If applicable, award Standish victory points earned from the Governor or the Lawyer.
- ★ **If Card X was drawn this round, reshuffle all of the cowboy cards and reform a new deck.**



End of game

Calculate victory points as you would in a normal game.

Standish receives 2 victory points for each building, House (or Townhouse) and mountain he owns, plus the victory point bonus indicated on his strategy card.

Example: Standish ends the game with 33 victory points, and 6 parcels occupied by buildings and Houses. The Urban strategy card gives him 5 additional points because he has a Saloon, a General Store, and a Bank. Therefore, his total score is $33 + 12 + 5 = 50$ points.

Tips from the Sheriff: The best way to beat Standish is to keep his income low, fight his cowboys, and keep him from buying buildings or parcels. To do so, you must maximize your own strength. You will certainly need to keep cowboys in your reserve and buy mines, ranches, or a prison.

There is also a more-pacifistic (and possibly more difficult) strategy: the victory point race. Try to maximize your own income and victory points while avoiding dueling with Standish. Before choosing a strategy, have a good look at the characters available at the start of the game – some may be more useful than others.

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And all those who, around the world, share their enthusiasm for Carson City.*

CARD OVERVIEW

Card	Effect
A	Place 2 Standish cowboys: 1 on the “Ammunition” action and 1 on the “Cowboy Victory Points” action.
B	Place 2 Standish cowboys: 1 on the first “Roads” action and 1 on the “Buildings Victory Points” action.
C	Place 2 Standish cowboys: - The 1st cowboy is placed on the best “Building Purchase” action possible: - If Standish owns an empty parcel and does not have a building to place on it (or a building whose purchase has been planned by placing a cowboy), he chooses the best available building to place on the empty parcel; - In other cases, the building is chosen according to Standish’s strategy card. Standish first tries to buy building # 1. If this type of building is not available, he tries to buy #2, and so on; - If several buildings of the required type are available for purchase, Standish chooses the cheapest one. - The 2nd cowboy is placed on the best “Parcel Purchase” action possible: - If this purchase is linked to the purchase of a building (chosen during step 1, above), or you intend to place a building Standish purchased in a previous round, you must choose the parcel according to the following order of priority: - the parcel that will earn Standish the most money for this type of building; - as close as possible to other Standish’s parcels; - with free space around (thus offering the best possible progression when other Houses are added); - Exception: when Standish buys a parcel for the placement of a Prison or a Blacksmith, he chooses a parcel close to one owned by his opponent, adding as few new roads as possible. Precision: <i>If Standish has several buildings to place, and he must choose a parcel, he builds on parcels according to the order of priority indicated on his strategy card.</i> - In other cases, Standish chooses a parcel to build the best building available on the “Building Purchase” action spaces. In this case, “the best” means going by the order of priority indicated on his strategy card.
D	If Standish has a number of empty parcels that is equal to or greater than the number of buildings he has to place (taking into account any parcels and buildings he hopes to buy this turn), place 1 Standish cowboy on the Building Purchase space (see card C, step 1). If Standish’s unplaced buildings outnumber his empty parcels (taking into account any parcels and buildings he hopes to buy this turn), place 1 Standish cowboy on the Parcel Purchase space (see card C, step 2).

Card	Effect
E	Building Attack: If you have a building with an income of at least \$12, place 1 Standish cowboy on the building that gives you the most income. During the income phase, Standish will take half of the income from this building (rounded down), unless you beat that cowboy in a duel. If Standish has a choice of buildings, he chooses the one with the income most likely to grow (e.g., most free space for placing Houses). Cowboy Attack: If you don’t have a building with income at least \$ 12, or if all of these buildings are already under attack, place 1 Standish cowboy on an action space where you have already placed a cowboy. If there are several possibilities, place the Standish cowboy on the action space closest to the round marker (end of the sequence on the board). If neither of these is possible, Standish gets 2 victory points.
F	Duel: Standish is trying to prevent you from investing in the city. - Place 1 Standish cowboy on a building purchase action where you have already placed a cowboy. If there are several possibilities, place the Standish cowboy on the cheapest building. - If 1) is not possible, place 1 Standish cowboy on the most expensive parcel you want to buy, where you have already placed a cowboy. Choose at random in case of a tie. - If 2) this is not possible, place 1 Standish cowboy on the purchase of a parcel (see card C, step 2).
G	If Standish follows the Urban strategy (diamond), place 1 Standish cowboy on an ownerless (Town)House. Standish will choose to buy the parcel with the (Town)House that most penalises the income from your buildings, or, in event of a tie, the (Town)House which best protects his own income. If there aren’t any ownerless (Town)Houses, place the cowboy on the character card. If Standish follows the Miner strategy (club), place 1 Standish cowboy on an ownerless mountain. Standish will choose to buy the parcel with the mountain that most penalizes income from your Mines, or, in event of a tie, the mountain that best protects the income from his Mines. If there aren’t any ownerless mountains, place the cowboy on the character card.
H	Place 1 Standish cowboy on the purchase of a parcel (see card C, step 2).
I	Place 2 Standish cowboys on the two rightmost actions of the “Town Council of Carson City.” If an action is already occupied by a Standish cowboy, choose the rightmost Town Council action that is not already occupied by a Standish cowboy.
X	Same as the “I” card. In addition, you must reshuffle the 12 cowboy cards and reform a new deck at the end of the round.