

Deck Goes West

By Matthew and Jacob Stoodley

Rules

version : 0.2.2

1.0 - Setup Diagram

Here is an example of a fully set up board. Come back to this page as you setup to help you understand the instructions.



(You will be travelling West. Leave plenty of room to grow that way)

1.1 - Game Contents

- 4 Scoreboards
- 15 Mission Cards
 - 3 Solo
 - 4 Versus
 - 8 Cooperative
- 4 Crib Sheets
- 10 Meeples (Wooden person shaped tokens) - 2 Per player
- 1 Wagon
- Red Bandit Counters – 20 small and 20 big
- Resource Counters – 20 small, and 10 big for each resource
 - Wood – Brown
 - Food – Green
 - Metal – White
 - Gold - Yellow
- Player 1 Marker
- Land Tiles * 48
- 12 Character Cards
- 160 Game Cards
 - 30 Pain
 - 30 Exhaustion
 - 50 Trade
 - 50 Starter
- Dice
 - 2 bandit Dice:
 - d12 (12 sided dice) – Harder
 - d20 (20 sided dice) – Easier
 - 1 Compass Dice - with faces [N, S, W, W , W , +]
 - 10 Job Dice - with faces [0,0,1,1,1,2]

2.0 - Overview

Deck Goes West is set in the American gold rush where players may compete, work together, or work alone to travel West and complete a given mission. To do this, they will be managing supplies, exhaustion and injuries, and staying safe from *Bandits*.

All players manage their own personal deck of cards, which will cycle between their own *Hand*, *Discard Pile*, and *Draw Pile*.


During the *Day* phases of the game, players play cards from their *Hand* to perform actions. They may also buy cards to gain abilities or perform their own character abilities, to make their deck stronger.

During the *Night* phases, the *Bandits* will take their turn, maybe even attack the players, and the *Trade Row* will update.






Day follows *Night* until the players either:

- Complete their mission / score track
- Run out of time
- Die of Exhaustion

2.1 - Winning, Losing and Scoring

 Players win by reaching the end of the *Score Track* (Horseshoes on the *Scoreboard*) first. They score points by activating *Jobs* on the *Mission Card* with the Horseshoe symbol .

The missions vary, but common ways to do this are :

	Revealing <i>Land Tiles</i>		Building <i>Railway track</i>		Clearing all <i>Bandits</i> from a tile
	Moving a Wagon West		Feeding a Village.		



Players lose the game when the *Day Tracker* reaches the end of it's track, (Suns on the *Scoreboard*) or when a character dies, by either:

- Having as many *Danger Cards* in their hand as their *Hand Limit*.
- Having a full *Hand* at the end of the *Night Phase*

2.2 - Versus, Cooperative and Solo play

This game may be played in three ways.

1. As a group against each other: **Versus**
2. As a group working together: **Cooperative**
3. As just one single player, working alone: **Solo**

The missions are different, but whichever you choose, the rules will be largely the same with the following minor differences.

For Versus Play:

- Each player has their own token on the score track.
- The first player to reach the end of the score track wins.
- Players take turns clockwise, starting with the holder of the P1 Token, which changes hands every night phase.
- If the *Day Tracker* reaches the end of its track, the game ends immediately, and the player with the most points wins.
Ties are broken by distance West, followed by total resources.

For Cooperative Play:

- Turn order is ignored. Players may act in any order they agree.
(eg : One player may take several actions in a row)
- All players share a single score counter, and as such, win or lose together.
- If **any** character dies, or the *Day Tracker* reaches the end of its track, the whole team lose.
- It may help to play “open hand”. That is showing your hand face up on the table.

For Solo Play:

- You win by reaching the end the score track.
- You lose if the *Day Tracker* reaches the end of its track.
- You lose if your character dies.

3.0 – Setup: Choosing a Mission

Missions Cards provide specific objectives and ways of scoring each game. They look like this:

Mission Options **Setup Diagram** **Mission Specific Setup**

Discovery: setup

Options

Scoreboard

	A	B
Dice d20		
Dice d12		
Both		

0, 4, 2

Setup Diagram

Follow the standard game setup

Mode

Back (setup)

Front (Gameplay)

Mission Rules

Mission Jobs

Night Phase Order

Discovery

- * Lose 2 VP, discard 2 item cards, climb 1 space.
- * Lose 4 VP, scrap 3 danger.
- * Pay 1 gold, ride the train up to 5 tiles.
- * When you reveal a tile, gain 1 VP. If you are doing this the furthest West yet, also gain 1 VP.
- * When you build, gain 2 VP. If you are doing this the furthest West yet, also gain 1 VP.
- * When you clear a tile of bandits, gain 2 VP.

Beginner Mission - Versus

Night Phase

Move the Trade Row
Move the Day Tracker
Take an 'E' Danger
Bandits attack
Bandits move
Remove tiles > 3 East of all players
Bandits Appear
Bandits Split at 6
Full Hand check
Pass the P1 token

There are 15 *Mission Cards*. Each has different goals and *Jobs*, and some have special rules and setup.

If this is your first game, choose one of the following *Mission Cards*:

- For *Versus* : "Discovery"
- For *Cooperative* : "Speed of the Slowest"
- For *Solo*: "New World"

Otherwise choose at your discretion.

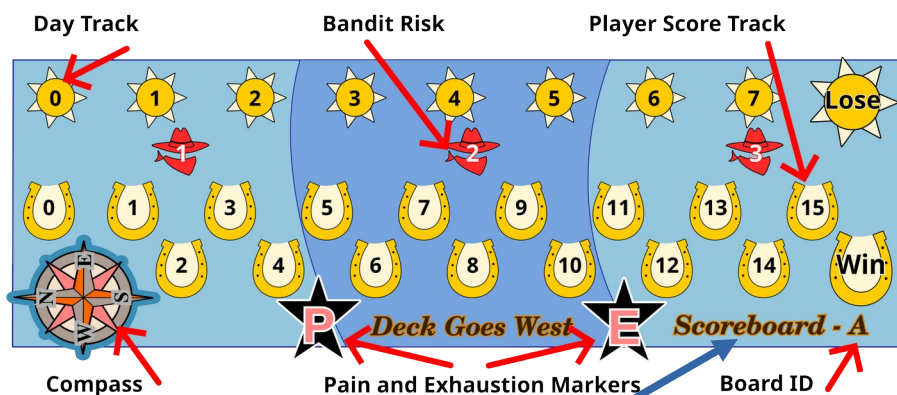
The other *Mission Cards* will not be used this game. Put them back in the box

3.1 - Setup: Choosing a Scoreboard and Dice

Your chosen *Mission Card* will have a table of Scoreboards and Dice in it's *Options* Section. If this is your first game, choose the top left option. In this case Scoreboard A, with the d20 (20 sided) *Bandit Dice*.

The d20 is the easiest, and board A is shortest option.

Options	
Scoreboard	
A	B
Dice	
d20	
d12	
Both	



Find the Scoreboard with the correct Board ID. The other Scoreboards will not be needed this game.

Choose an end of the table/play-area to represent East. **All game directions will be given relative this East.** Place the *Scoreboard* toward that East with with **lots of room to the West**.

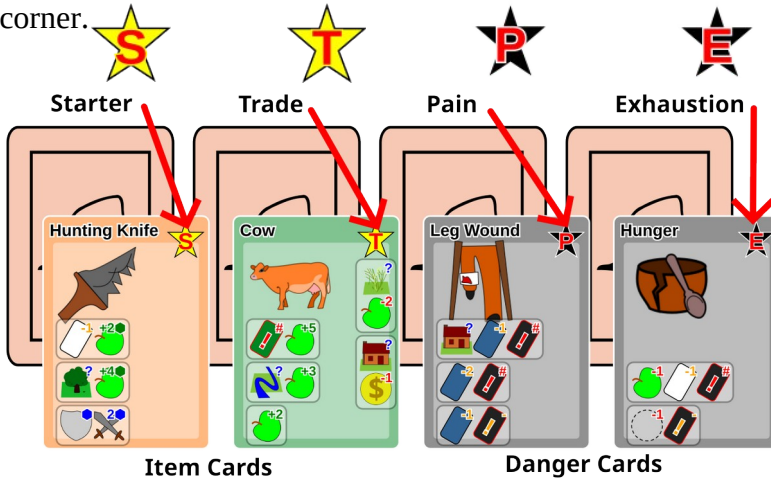
Make sure East on the *Scoreboard Compass* matches your chosen East. *Note that players will be travelling West according to this Compass*

Place the *Bandit Dice*, (red with 12 or 20 sides) and the *Compass dice* (a white dice with sides:[W,W,W,N,S,+]) on the *Scoreboard Compass*.

Place a red counter on the sun picture with a zero at the start of the *Day Track*. This will be the **Day Tracker**.

3.2 – Setup: Game Cards

Sort the *Game Cards* into four piles of cards based on the Icon in the top right corner.



Danger Cards: Pain and Exhaustion

P E Shuffle the Pain and Exhaustion cards separately, and place the piles, face down, next to the matching star icons on the *Scoreboard*. This will help you tell the piles apart. These cards will be gained throughout the game and you will need to get rid of them to survive.

Item Cards: Starter and Trade

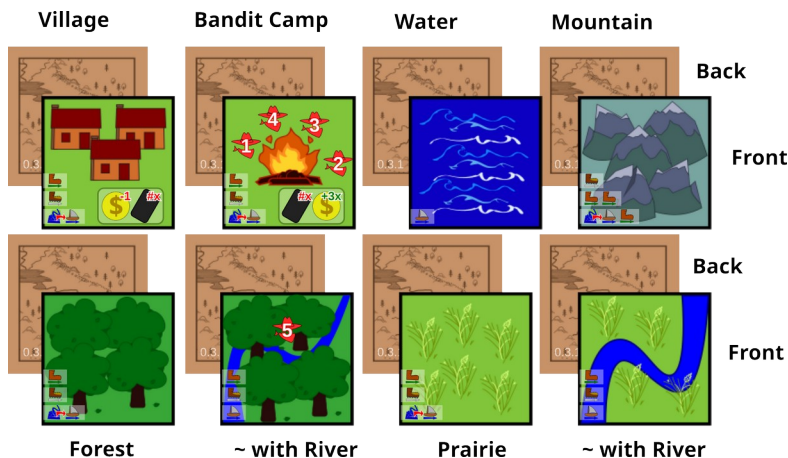
Item Cards (Both Trade and Starter) will be used by players to move around the *Map*, gather *Resources*, and fight *Bandits*.

T Shuffle the Trade row cards, and place them in a pile near the Top (East) of the *Scoreboard* to the Left. Draw the first 5 cards into a row along the Top. This will be the **Trade Row**. Players may buy these cards as an *Action* in the game.

S Leave the Starter cards for now. They will be needed during *Player Setup* (See 3.4).

3.3 – Setup: Land Tiles

Land tiles will be the **Map** on which the players move about and perform various jobs and actions. They will be laid out in a grid, and revealed as players ‘step’ onto them.

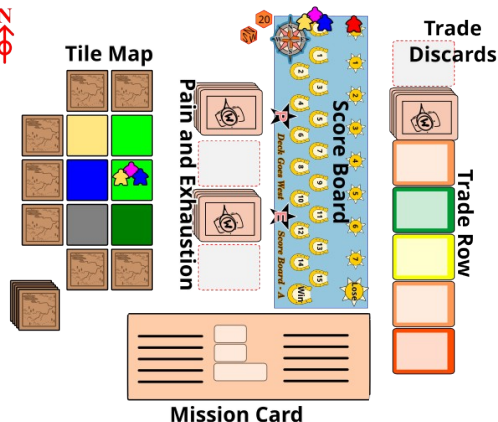


Shuffle them and place them in a draw pile near the *Scoreboard*.

On the back of your mission card, will be a setup diagram like this:

Layout a grid of face-up tiles surrounded by face-down tiles as indicated by the *Tile Map* in that diagram. The tiles should almost be touching each other.

Follow any other setup instructions on the Mission Card.



Place one *Meeple* (wooden person token) of each player’s chosen colour on the middle tile on the Eastern side of that grid, and another at the start of the horseshoe score track, (In cooperative mode, only place one *Meeple* of any colour on the score track.)

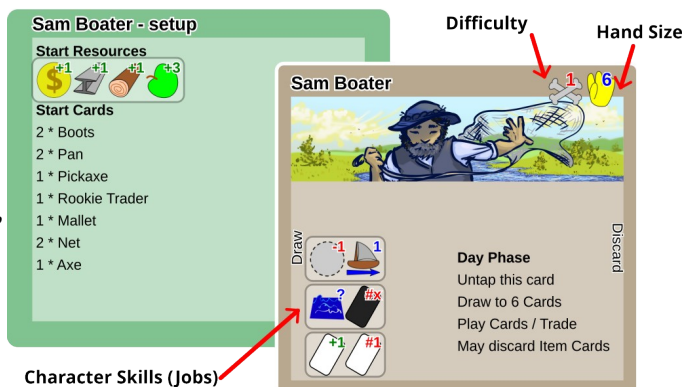
If a *Bandit Camp* is showing, add a *Bandit* (Red Token) to it.



Bandit Camp

3.4 – Setup: Player Characters

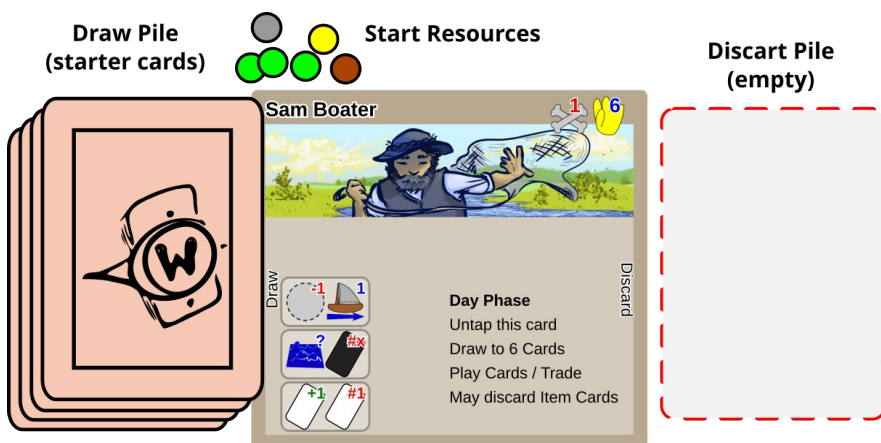
Give each player a Character Card of the agreed difficulty. (If this is your first game, choose 1).



Each player takes the Start Resources (counters) listed on the back of their *Character Card*. Big counters represent five little ones. Yellow for Gold, White for Metal, Brown for Wood, Green for Food.

Each player takes the *Starter Cards* listed on the back of their Character Card, shuffles them, and places them as a *Draw Pile*, face down to the left of their Character Card.

Leave a space to the right of the Character Card for the Discard Pile. During play, *Game Cards* will cycle between each players *Draw Pile*, *Hand*, and *Discard Pile*.



4.0 – Order of Play

Before playing, **Read the Mission Rules** on the *Mission Card* **aloud** so that every player knows what they are aiming for. Make sure everyone understands what all the *Mission Jobs* mean.

In Versus games, Choose a first player and give them the P1 Token.

The game is split into two repeating phases "Day" and "Night". During the Day, Players perform their actions, and at Night, the board updates and the *Bandits* cause trouble.

Players will repeat “Day”, then “Night” phases, one stage at a time, until either someone wins, or the *Day Tracker* reaches the end, and stops the game.



The stages of the *Day Phase* are shown on the *Character Cards* HERE :

The stages of the *Night Phase* are Shown on the *Mission Cards* HERE :

The *Jobs* HERE are explained in the bullets HERE

Cautious Cargo
To move the Wagon a player must:
- Use their own movement actions
- The wagon takes 1 damage leaving bandits and may be attacked by bandits

- * Pay 1 gold, ride the train up to 3 tiles.
- * When you build, gain 2 VP. If you are doing this the furthest West yet, also gain 0 VP.
- * When the wagon moves West, gain 2 VP. or, when the wagon moves East, lose 2 VP.
- * When the wagon takes x damage, lose x VP.
- * When you clear a tile of bandits, gain 2 VP.

Tricky Mission - Cooperative
Night Phase
Move the Trade Row
Move the Day Tracker
Take an 'E' Danger
Bandits attack
Bandits move
Remove tiles > 3 East of all players
Bandits Appear

The *Night Phase* is different in each *Mission*. Some steps do not appear on all of them. When performing the two *Phases*, players should follow the steps on the *Character* and *Mission Cards*, and check the rule book (Sections 4.1 and 4.2) for more detail as they go.


4.1 – Day Phase: Players Act

Note: The day phase order is shown on every *Character Card*, including the specific number of cards you should draw.

Untap Character Card

If your Character Card was *Tapped*/Rotated to perform a *Character Job*, in the previous *Day Phase*. Turn it straight again.

Draw Cards

All players draw cards from their own personal deck, into their hand, until they have as many cards as their *Hand Limit*. ( Shown on Character card)

Any time a Player needs to draw cards, but their *Draw Pile* is empty, they shuffle their Discard Pile to create a new Draw Pile. If the Discard pile is also empty, they do not draw any more cards.

Player Actions (See 4.3 and 5.*)

Players take turns to perform the actions available to them, until all of them have passed, this will mostly be performing *Jobs* on the cards in their hand, but they may also.

* Perform other *Jobs* * Purchase a *Card* * Trade * Attack *Bandits* *

In Cooperative and Solo modes: Players can do this in any order.

In Versus mode: The player with the P1 Token takes one action. After that, all players in clockwise order take either 1 action, 2 actions, or pass.

Players (including P1) who haven't already passed, continue taking 1 or 2 actions in clockwise order until all players have passed.

May discard Item Cards.

Players may discard as many *Item Cards* as they wish. They may not discard any *Danger cards* at this point.

4.2 – Night Phase: Time Advances

The Night Phase is listed on every *Mission Card*, and varies slightly. Perform the steps that are **ON THE MISSION CARD**, and use this section as a reference.

4.2.1 – Move the Day Tracker

Move the Day Tracker one space along the *Day Track* on the *Scoreboard*. If it reaches the end, the game ends immediately.

4.2.2 – Move the Trade Row

Place the right most *Trade Row* card, in the discard pile by it's draw pile. Then move all the cards in the Trade row forward 1 space (right). Draw a card, from the Trade Row draw pile, and add it to the leftmost space on the row.

4.2.3 – Everyone takes an Exhaustion Card.

All players take a Danger card from the 'E' draw pile, and put it on top of their own discard pile or, if they wish, their draw pile.

4.2.4 – Bandits Attack

(If there are no bandits on the board, skip this and “Bandits Move”)

Starting from West to East (North before South), Each Group of *Bandits* on the same tile as a player Initiates a Battle (See Battles : page p19)

4.2.5 – Bandits Move

Starting from West to East, (North before South). For every group of bandits not on the same tile as a player and not on a Bandit Camp, roll the Compas Dice. Move the whole group 1 space in the direction indicated. Or if you roll a '+' add one Bandit to the group

- Bandits may move onto face up or face down tiles.
- If they cannot move in the rolled direction, move them in the opposite direction. If they still cannot move, add a bandit
- If a group of bandits meets group that have not yet moved, roll movement for the other group immediately.
- Two groups on the same tile after this phase become one group.

4.2.6 – Remove Eastern Tiles (not on all missions)

As you travel West, the tiles to the East become less and less relevant. To avoid wasting time managing bandits that will never affect you, it helps to remove tiles far enough East to not affect the game.

If the mission card has this step, it will have a number on it. Remove all tiles more than that number of spaces East of the Eastmost *Meeple* on the map, along with any *Bandits* on them.

Put the tiles in a discard pile. If the *Land Tile Draw Pile* is ever empty, shuffle these, cards, to create a new draw pile.

4.2.7 – Bandits Appear.

The pink stars on the *Scoreboard* have a number in them called the **Bandit Risk**. The current *Bandit Risk* is the number on the star in the same section of the scoreboard, as the furthest forward token - Either *Meeple* or *Day Tracker*. Roll the *Bandit Dice*, as many times as that *Bandit Risk*. For each roll, add 1 bandit to every tile with the same number in it's red star on the map.

4.2.8 – Bandits Split

If any group of bandits has 6 or more members, split them by moving one bandit in each of the four Cardinal directions

- If any direction does not have a tile, do not move in that direction.
- If this creates another group of 6, split that group too

4.2.9 – Pass the P1 Token (Only in Versus missions)

The player who has the P1 Token passes it to the left.

4.2.10 – Full Hand Check

If any player has at least as many cards in their hand as their *Hand Limit*, they must discard *Item Cards* until they have fewer. If they cannot because they only have *Danger Cards*, their character dies.

4.3 – Player Actions?

During the *Player Actions* stage of the Day Phase, players take turns to do one or two of the following:

Perform a Job (or more)

(See 5.0) Perform any kind of *Job* that is available.

As the diagram shows: *Jobs* are the rounded rectangles with Icons inside. Players Choose a *Job* and complete every Icon.

Purchase a Card

To buy cards from the *Trade*

Row, players must complete one of the *Jobs* in the top right corner of the Card. (More in Section 5.2)

Tip: before you pass, make sure to check the trade row

Trade (Cooperative and Versus)

If two Players are on the same *Tile*, or if both are on *Railway Tiles*, they may perform a Trade action:

The active player, must discard a card.

Then both players may trade resources from their stock, or **item** cards from their hands with each other as they see fit.

They may also, by agreement, use their own movement *Jobs*, to move each other.

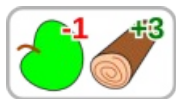
Initiate a Battle

If you are on the same tile as any *Bandits*, you may initiate a battle against them. Follow the instructions in “Jobs – Battle” (p21)



5.0 – Understanding Jobs

Jobs are how you do EVERYTHING in Deck Goes West: From travelling, to gathering resources, to fighting, even to buying cards. You will find them on *Item Cards*, *Danger Cards*, *Mission Cards*, *Character Cards*, and even on some *Land Tiles*.



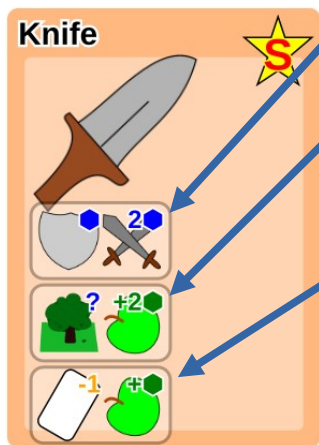
Jobs are a set of icons in a rounded rectangle like this:

Each Icon represents a “step” to performing it, in this case “Pay 1 Food, gain 3 Wood”

Check the included **Icon Cheat Sheet** to see what the icons mean. They are also described in much more detail in section 6.

5.1 – Jobs on Item Cards

The majority of the *Jobs* you perform each turn will be on the *Item Cards* in your hand. Item Cards may have more than one *Job*. Discard the card (into your personal discard pile) to perform **one** of it's *Jobs*.



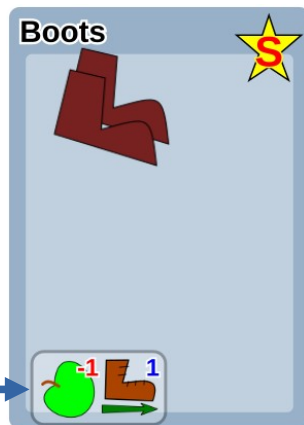
- If there are Bandits on the tile use this *Job* to fight them. With 1 dice defence, and 2 dice attack.

- If you are in a Forest, use this *Job* to gather Food. Roll 2 “Success Dice” (see 6.2), and collect the number you roll in Food.

- If you are not in a Forest, you can still use this *Job* try to gather Food. Discard another *Item Card*. (You are already discarding the *Knife*

to perform the Job), then roll just 1 *Success Dice*. Gain the amount of food you roll.

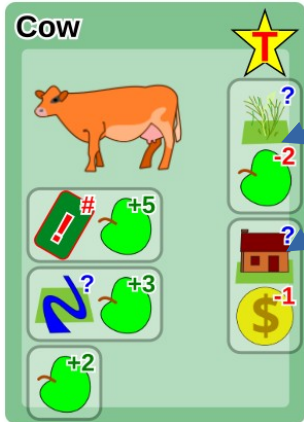
The “Boots” card has only one Job: Pay 1 Food to move 1 Space (Walking Movement)



5.2 – Jobs to Buy Cards



All the cards on the trade row have at least one Job below the star in the right hand corner. Complete one of those Jobs to buy the card. Add it to the top of either your *Discard Pile*, or *Draw Pile*.



If you are on a prairie, then you can buy this Cow by paying 2 Food

Or if you are in a Village, you can buy it for 1 Gold

After adding the card to your *Draw Pile* or *Discard Pile*. Fill in the space on the *Trade Row* with the cards behind. and draw a new card to the back of the row.

There should always be 5 cards available on the Trade Row,

5.3 – Jobs on Danger Cards

Danger Cards do nothing for you, except stop you drawing usefull cards. Worse, if your hand is full of them, your character dies.

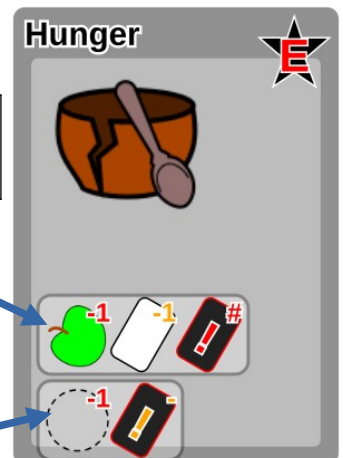
You will gain *Exhaustion Cards* every *Night Phase*, and *Pain Cards* from *Bandits*.

Complete a Job on a Danger Card to ger rid of it.

 Scrap it.	 Discard it.
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- Pay one Food and Discard one Item Card, to Scrap this Danger Card. Place it face up beside the appropriate Danger Draw Pile

- Pay one of any resource to Discard this Danger Card. Place it face up in your personal Discard Pile



5.4 – Jobs on Character Cards

Each Character has a set of special abilities. These are Jobs like any other. You can only perform **one** special ability per *Day Phase*.

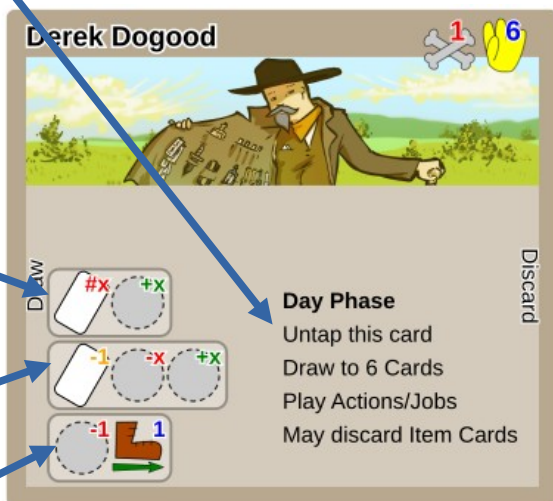
To use a Character ability, turn the *Character Card* by 90°. This is called “**Tapping**” the card and marks that you have already used it. You will not be able to use a Character Ability again until you untap it at the beginning of the next Day Phase.

Tap/Rotate Derek Dogood to either:

- Scrap (forever) any number of *Item Cards*, to gain the same number of any one type of resource.

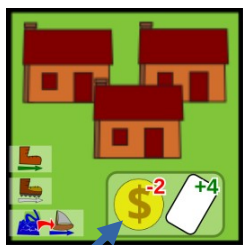
- Discard an Item Card, then exchange any number of one resource, for the same number of another.

- Pay one of any resource to *Walk* one space on the map.



5.5 – Jobs on Land Tiles

Some *Land Tiles* have *Jobs* on. You may only perform the Job once per visit. To perform them, your *Meeple* must be on the tile and **standing up, with no Bandits on the tile**. To indicate you have done the *Job*, Lay the *Meeple* down. When you move your Meeple, stand them up again.



- Lay your *Meeple* down on this tile, pay 2 Gold, and draw 4 Cards

Bandit Camps start with *Bandits* on them, which is why the Jobs are more rewarding



- Lay your *Meeple* down on this tile to scrap an *Item Card*, and gain 6 Gold.

5.6 – Jobs on Mission Cards



Mission Cards define how players score Victory Points (VP) to win the game.

They also provide extra Jobs that can help players get out of trouble. There are generally more of these extra *Jobs* in *Versus* missions to avoid players being knocked out.

Pay 1 Gold to ride the Train up to 5 spaces.	Pay 2 VP, Discard 2 Item Cards and move Climbing one space.	Pay 4 VP to scrap 3 Danger Cards
----------------------------------------------	-------------------------------------------------------------	----------------------------------

Discovery

- * Lose 2 VP, discard 2 item cards, climb 1 space.
- * Lose 4 VP, scrap 3 danger.
- * Pay 1 gold, ride the train up to 5 tiles.
- * When you reveal a tile, gain 1 VP. If you are doing this the furthest West yet, also gain 1 VP.
- * When you build, gain 2 VP. If you are doing this the furthest West yet, also gain 1 VP.
- * When you clear a tile of bandits, gain 2 VP.

Beginner Mission - Versus

Night Phase

Move the Trade Row
Move the Day Tracker
Take an 'E' Danger
Bandits attack
Bandits move
Remove tiles > 3 East of all players
Bandits Appear
Full Hand check
Pass the P1 token

<p> Whenever you reveal a Land Tile, Gain 1 VP, if this is further west than all other revealed tiles, Gain another VP</p>	<p> Whenever you remove all Bandits from a tile. Gain 2 VP</p>	<p> Whenever you Build a Railway, Gain 2 VP, if this is further West than any other railway, Gain another VP</p>
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<p>Event Jobs:</p>






Event Jobs happen whenever a specific event happens such as a Land Tile is revealed. They are indicated by a lightning icon '⚡' on the first icon of the *Job*. Complete every step as you would with any other *Job*. If there is a Condition, indicated by a blue question mark '?', only perform the steps after it if the condition is met.


Note : If you just want to get started Skip to 7.0 – Tips on the Back Page, and use the Icon Cheat Sheet to work out what the Icons do as you go.

Note : Every Icon shown in section 6 is described on the Icon Cheat Sheet, you can use that as needed, and come back to this section for more detail.

6.0 – Job Icons : Resources

There are four kinds of resource in Deck Goes West, each represented by a coloured counter. There are 5 Icons which represent them.

Resource	Gold	Metal	Wood	Food	Any
Icon					
Colour	Yellow	White	Brown	Green	All the same

For the “Any Resource” icon “”: all resources must be of the same type. But two separate “Any resource” icons in the same *Job* can represent different resources to each other. (See “*X is Variable*” below)

A green plus ‘+’ means “gain these resources” (take them from the general supply. A red minus ‘-’ means “pay these resources” (put them back). Big counters are worth 5 little ones.



Pay 1 Food, and Gain 3 Wood.

6.1 – ‘X’ is Variable

If the icon has an ‘x’ on it, you can choose what ‘x’ is. It must be a positive integer (including zero), and stay the same for the whole job.



For every 2 of one resource you pay, gain one of another.

Eg: Pay 4 *Wood*, and gain 2 *Food*.

Or: Pay 6 *Food*, and gain 3 *Metal*.




For every *Gold* you pay, gain 1 of another resource.

Eg: Pay 1 *Gold*, and gain 1 *Wood*.

Or: Pay 5 *Gold* and gain 5 *Food*.

6.2 – Dice and Cooperation

6.2.1 – ‘’ Dice Rolls

The ‘’ Dice Icon requires you to roll the indicated number of *Success Dice*”, and use the rolled result. *Success Dice* are the wooden dice with dotted faces representing the numbers : [0,0,1,1,1,2].



Example : This Job says “If you are in a *Forest*, Roll 4 *Success Dice* to gain food”.



My *Meeple* is in the forest, I play the *Job* above, and roll 4 *Success Dice*.

Because I rolled a total of 3, I collect 3 *Food*.

6.2.1 – Dice Cooperation Bonus

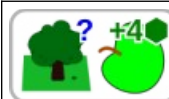
If the last step of a job is to gain resources by rolling dice (as above), and there are other players on the same tile, a player may invite the others to join them.

Invited players may activate any of their *Jobs* that also roll dice for the same resource as the final step, paying their appropriate cost.

All players then roll and gain the full amount they rolled. They also gain half, **rounded up**, of what the co-worker who rolled the most, apart from themselves, rolled.

Example:

Alice and Bob are on the same *Forest* tile. Alice invites Bob to ‘hunt’ with her. Alice has a Hunting Knife, Bob has a Knife. Both jobs’ final step is to roll for food.



Alice rolls 4 dice and scores a 3

Alice collects 4 *Food*. 3 from her own roll, and 1 from half of Bob’s score rounded up.



Bob rolls 2 dice and scores a 1

Bob collects 3 *Food*. 1 from his own roll, and 2 from half of Alice’s score rounded up.

6.3 – Job Icons: Normal Movement

There are 3 primary methods of movement in *Deck Goes West Jobs*.



Walking --




Climbing --



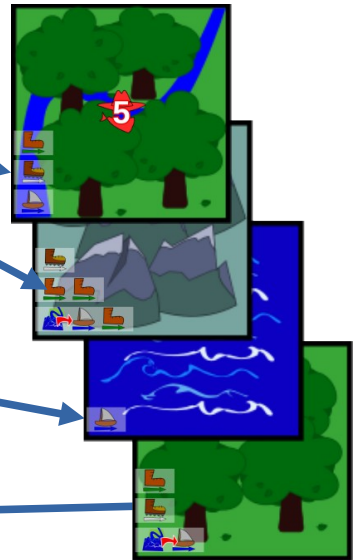
Sailing

Land Tiles have icons on the corresponding directly to those above,

along with the “from water” icon:  which means that you must be coming from a Lake or River use the corresponding movement..

To step **ONTO** a *Land Tile*. Players may use any of the Movement options indicated on the tile.

- Rivers: 1 Walking, **OR** 1 Climbing,
OR 1 Sailing.
- Mountains: 1 Climbing **OR** 2 Walking.
OR, if Coming from Lake or River,
then 1 Sailing and one Walking
- Lake : 1 Sailing.
- Most other tiles: 1 Walking
OR 1 Climbing.
OR, if coming from a *Lake* or *River*
then 1 Sailing.



Players **may** Climb or Walk **off** a *Lake* if icons on the new tile permit it.


To move, players activate all the *Jobs* that they need to achieve the distance they want to travel, and pay all the costs (eg : resources / discard cards etc) then move their Meeple as far as their activated movement allows in the four cardinal directions (N,S,E,W).

They **may** move onto face down tiles, revealing them (*6.4-Revealing Land*), but they **may not** move East where there is longer a Tile.

If there are Bandits on the Tile a player is leaving, they must take a *Pain Card*, and add it to the top of either their draw or discard pile.

6.4 – Revealing Land

To **Reveal** a *Land Tile*, turn it face up, then add *Land Tiles* face down all around it, though not further East of the Eastmost Tile showing.

This activates the “Reveal Land” event  on many mission cards.

If the revealed tile is a Bandit Camp: Add a bandit to it.

If you run out of land tiles to draw: Remove the Eastmost row, and shuffle it into a draw pile. Move any players on it West 1 space and give them an *Exhaustion Card*.


By Movement

You may use any kind of movement to try to move onto a face down *Land Tile*, and reveal it immediately.

If you discover the movement you used was not enough, or not the right type to move onto the tile, you may play more movement *Jobs* immediately to meet the need. You may also choose not to complete the movement.

If you decide not to move onto the tile, (either because you can't afford to, or don't want to). The reveal still costs you 1 movement of whatever type you choose. You may use any remaining movement to continue moving in other directions.

By Telescope

 **n** You may also reveal land by activating a Job with the following Icon. Reveal ‘n’ face-down *Land Tiles* within 2 spaces of your *Meeple*. (‘n’ will be an actual number on the Job)

If ‘n’ is greater than 1, complete each reveal before starting the next. This means you may reveal a tile, place tiles face down around it, and then reveal one of the newly added tiles (if it's in range).



The *Jobs* with this are usually cheap to do, and allow you to look ahead without having to spend resources on moving.

6.5 – Railways

The main reason for building *Railways* this is to gain VP (Victory Points). Most *Mission Cards* give VP every time you build, but *Railways* also help everyone trade and travel more quickly.

6.5.1 - Building a Railway

To build a *Railway*, you must activate a *Job* with one of the following icons on it, and then place a *Metal* token on the tile you are currently on. This makes it a “**Railway Tile**”.

	Build a Railway on Land (Any tile except Lake)		Build a Railway on Lake (Bridge)
----------------------------------------------------------------------------------	---------------------------------------------------	-----------------------------------------------------------------------------------	-------------------------------------



Both of these activate the “Build Railway” event on many *Mission Cards* and will often score you points.

You cannot do this if there are Bandits on the tile, or if there is already a Railway there.

6.5.2 – Bonus Railway Movement

Railways add the following movement options to the tile they are on:



If coming from Water, you may use boat movement.



1 Walking, which you get back immediately, so you can keep walking for free this action.

6.5.3 – Train Movement



Train Movement moves a *Meeple* from one *Railway* to another, up to ‘n’ Tiles away (‘n’ will be *an actual number on the Job*).

It does not matter what tiles are between the two Railway Tiles, as long as the number of tiles is less than the ‘n’.





This can help players rejoin the group if they get left behind, and may be combined with other movement.

You **may not** combine two Railway Movements, to increase the distance between two Railway Tiles to travel.







If there are Bandits on the Tile you are leaving you must take a *Pain Card*, and add it to the top of either your draw or discard pile.

6.6 – Jobs: Cards




There are four things Jobs can do with cards.

 +1 Draw	 -1 Discard	 #1 Scrap	 ^1 Gain
Take from your draw pile and add to your hand.	Remove from your hand and put in your discard pile.	Remove from your hand and return to whichever pile it came from.	Add to the top of either your draw or discard pile. (Danger only)

These can apply to different kinds of cards. *Danger* cards **cannot** be used as *Item* cards, and visa-versa.

Item Cards	Danger Cards
 Any Item Card. (Not the card you are playing)	 Any Danger Card
 An Item Card of the Colour shown	 A Danger Card of this Type (E:Exhaustion, P:Pain)
 This Item Card (The card you are playing) (coloured to match)	 This Danger Card (The card you are trying to get rid of)

Examples:

On the Cow		Scrap the Cow card, (To the <i>Trade Row's</i> discard pile) and gain 5 Food.
On the Pickaxe		On a <i>Mountain</i> , discard 1 other card, (along with the pickaxe) and roll 2 dice for <i>Metal</i> .
On the Leg Wound		Discard 2 Blue (Movement) cards, to scrap this Leg Wound card. (To the <i>Pain</i> discard pile)

6.7 – Jobs: Conditions and Events

Conditions

Some Jobs have conditions on them. They are marked by a blue question mark ‘?’ . To be able to perform anything after the condition, you must meet the requirement.







Places

To perform these jobs, your meeple must be on the appropriate tile, **and** there must be **no Bandits on the Tile**.

					
Forest	Prairie	Mountain	Village	Lake	River



Events

Events are only found on *Mission Cards*, and are marked with a lightning bolt ‘⚡’. Whenever the event happens, the player(s) who caused it must complete the **whole** job.



	Whenever you build		Whenever the Wagon moves West 1 Tile
	Whenever you Reveal a Tile		Whenever the Wagon moves East 1 Tile
	Whenever you completely remove <i>Bandits</i> from a tile		Whenever the Wagon takes Damage

The *Wagon* is an item that exists only in some missions.

Event Conditions:





	If this is the furthest West, the event has happened so far. (eg: The furthest West railway build)		If this event was triggered by moving West. (Eg tile revealed by moving West)
------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	-------------------------------------------------------------------------------

Events normally lead to Scoring Points:

	Gain ‘n’ VP. If you reach the end of the track, Win.		Lose ‘n’ VP. (or set to zero if not enough)
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6.8 – Jobs: Battle

Battle Jobs are *Jobs* that contain any of the four icons below.

Attack	Defence
 Roll 'n' <i>Success Dice</i> for hits when attacking	 Roll 'n' <i>Success Dice</i> for saves when defending.
 Deal 'n' hits when attacking	 'n' saves when defending

Players initiate a battle by playing *Battle Jobs* on a tile with *Bandits*.

Bandits initiate a battle by being on the same tile as players at the *Bandits Attack* section of the Night Phase.

At the start of the battle, **all** Players on the *Tile* may play as many *Battle Jobs* as they wish, paying any costs such as discarding cards and resources. Then, whoever initiated the battle (Players / Bandits) attack first (See below). Then the defender responds with their own attack.

In every *Attack*, the damage done is “**Hits** minus **Saves**”.

6.8.1 – Players Attack:

All Players roll any attack dice they can from their *Jobs*, then add any fixed hits and calculate their total *Hits*.

Someone rolls 1 dice per bandit on the tile, to calculate *Saves*.

Remove 1 Bandit for every *Hit* above the total *Saves*.



If this removes all the bandits on the tile, this activates the Remove Bandits Event on many missions

6.8.2 – Bandits Attack:

Bandits roll 1 dice per bandit to calculate *Hits*.

All players roll any defence dice they can, then add any fixed saves.

All Players on the tile take 1 ‘P’ danger cards for every *Hit* above *Saves*

7.0 – Tips: Player Actions Phase

Your first *Player Actions* Phase may seem a little daunting. Here are some Ideas to get you moving.

Look at all the cards in your hand, and the *Jobs* on your *Character Card*. Try to use as many as you can.



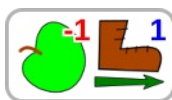
If you have a “**Knife**” card, and your *Meeple* is in a *Forest*, play the Knife Card to activate this Job. Discard the card and roll 2 *Success Dice*, and for each success you roll, gain a *Food*.



If you have a “**Pan**”, and your *Meeple* is on a *River*, Use it. Discard it and Roll 1 dice to try to gain Gold.



If you have a “**Pickaxe**” and are on a *Mountain*. Discard it and **another** *Item Card* to Roll 2 dice for *Metal*.



If you are not in a place where you can use any tools, try to move somewhere you can. Discard a “**Boot**” Card. Pay a *Food* resources to move to an adjacent tile.

Don't forget your *Character Abilities*. At least one of those will help you move around the *Map*. Tap/Rotate the *Character Card* to use the ability, then pay the cost and move.

Try to move West onto face down Tiles. Revealing them will probably gain you points.

Don't pass without looking at the *Trade Row*. Those cards are generally better than the *Starter Cards*, and will help gain resources more quickly, fight better, or travel more easily.

Remember, if you **Reveal a Tile -- Build a Railway -- Defeat Bandits -- Move a Wagon** check the mission card to see if you score points.