

Deck Goes West

By Matthew and Jacob Stoodley

Rules

version : 0.5.1

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.



(The map will expand Westward as you explore. Leave **PLENTY** of room to grow West)

8.0 – 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 your turn 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.

7.8 – 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**”.

7.8.1 – 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

7.8.2 – 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*

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1.2 - 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]

7.7 – 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 built)		If this event was triggered by moving West. (Eg tile revealed by moving West)
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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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7.6 – Jobs: Cards


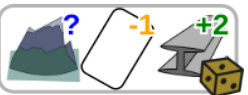

There are four things Jobs can do with cards.

 Draw	 Discard	 Scrap	 Gain
Add the top card from your draw pile to your hand.	Take from your hand and put in your own discard pile.	Take from your hand and put in the matching discard pile (Trade/Pain etc)	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)

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. They will be managing supplies, exhaustion and injuries, and trying to 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 buyable cards will change, the *Bandits* will take their turn, and may even attack the players.






Day follows *Night* until the players either:

- Complete their mission / reach the end of the 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 do this by scoring VP (Victory Points) by activating *Jobs* on the *Mission Card* with the Horseshoe 🐾 --

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 <i>Wagon West</i>		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. 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”, 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.

7.5 – 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.

7.5.1 - Building a Railway



To build a *Railway*, you must activate a *Job* with this following icon on it. Complete all the steps before it, and then place a *Metal* counter on the tile you are currently on.

You **may not** build *Railway* on tiles with *Bandits* or on *Lake* tiles.

Adding the *Metal* to the tile, turns it into a *Railway Tile*, and as such it enables new movement options for all players, (7.5.2 and 7.5.3)



Building a *Railway* activates this *Event (7.7)* on many *Mission Cards*. If your current *Mission* has this *Event*, it will probably score you points.

7.5.2 – Bonus Railway Movement

Railways allow the following movement onto to the Tile they are on:



If coming from Water, you may use boat movement.



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

7.5.3 – 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.

7.4 – Revealing Land

Land can be revealed by Moving onto it, or by Telescope. To **Reveal** a *Land Tile*, turn it face up, then add *Land Tiles* face down around it (NSEW), not further East than 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. (see above)

If you discover the movement you used was not enough, or not the right type to move onto the tile, you may immediately play more movement *Jobs* 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

 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.

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**



Back (setup) **Front (Gameplay)**

Mission Rules **Mission Jobs** **Night Phase Order**

Mode

Discovery Setup

Options

Scoreboard

	A	B
d20		
d12		
Both		

0, 4, 2

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 Meeple

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.

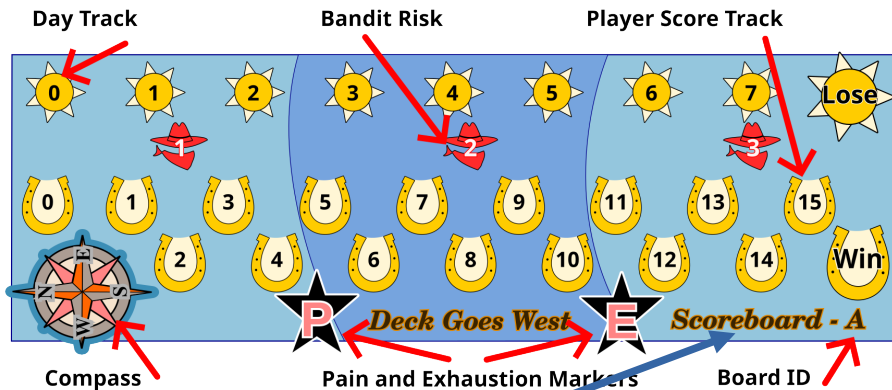
The other *Mission Cards* will not be used this game. Put them back in the box

3.1 - Setup: Choosing a Scoreboard and Dice

The back of your chosen *Mission Card* will have a table in it's *Options* Section. If this is your first game, choose the top left option. In the example here, that is Scoreboard A, with the d20 *Bandit Dice* (a 20 sided red dice).

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

Options	
Scoreboard	
A	B
d20	
d12	
Both	



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

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

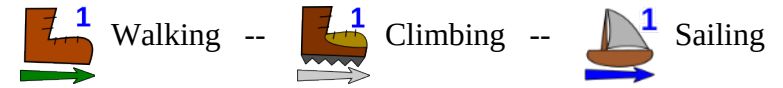
Make sure East on the *Scoreboard Compass* matches your chosen East. *Note that players will be travelling West according to this Compass*

The *Compass* dice is a white dice with faces showing 'W,W,W,N,S', and '+1'. Place it and your chosen *Bandit* dice, on or near 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**.

7.3 – Job Icons: Movement

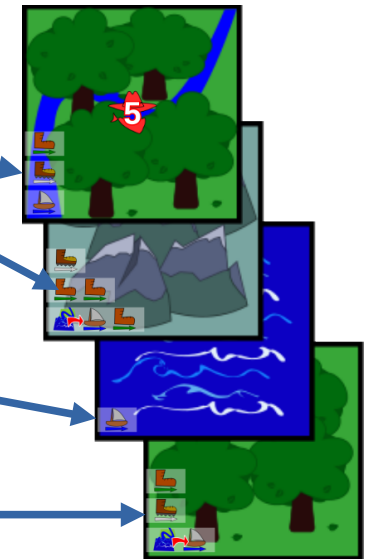
There are 3 primary methods of movement in *Deck Goes West Jobs*.



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.

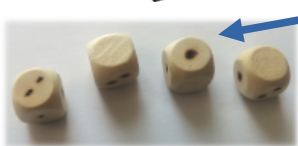
7.2 – Success Dice and Cooperation

7.2.1 – ‘Dice’ 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*.

7.2.2 – 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.

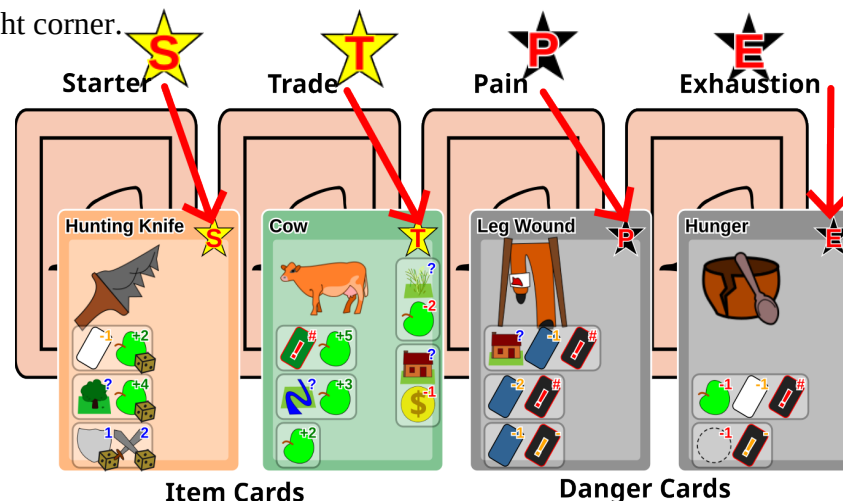


Bob rolls 2 dice and scores a 1

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

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



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*.



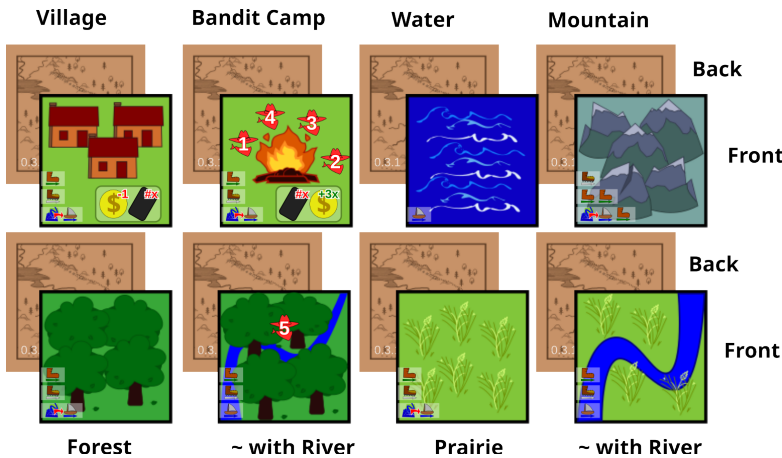
Shuffle the Trade cards, and place them in a pile at the North-East corner of the *Scoreboard*. Draw the first 5 cards into a row, face up along the top. This will be the **Trade Row**. Players may buy these cards as an *Action* in the game.



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

3.3 – Setup: Land Tiles

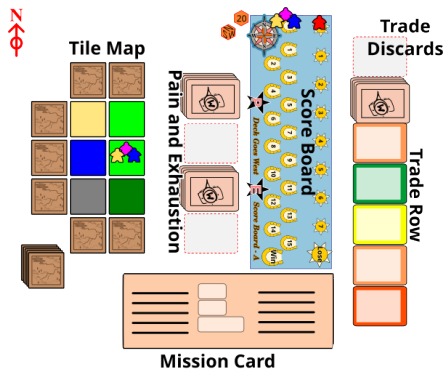
Land tiles will be the map on which the players move about. They will be laid out in a grid, and revealed as players ‘step’ onto them.



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

On the back of your mission card, will be a setup diagram similar to this, possibly with some differences:

Layout a random grid of face-up tiles surrounded by face-down tiles as indicated by the *Tile Map* in the diagram **on the back of your mission card**. The tiles should almost be touching each other.



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.)

Follow any other setup instructions on the Mission Card.

If a *Bandit Camp* is showing, add a *Bandit* (red counter) to it.



7.0 – Job Icons : Resources

Note : Section 7 explains every Icon in detail, but there is also a quick reference “Icon Cheat Sheet” to look up icons quickly. You can come back to these rules, if you need clarification.

Note : Section 8 has tips on how to play your first turns.

There are four kinds of resource in Deck Goes West, each represented by a coloured counter, and 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.

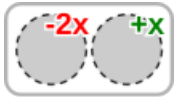


Pay 1 Food, and Gain 3 Wood.

7.1 – ‘X’ is Variable

If the icon has an ‘x’ on it, you can choose what ‘x’ is. It must be a positive integer (at least one), 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


6.2.6 – Remove Tiles > ‘n’ East (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 that won't 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.

6.2.7 – Bandits Appear.

The Bandit Icons ‘

6.2.8 – Bandits Split at ‘n’

If any group of bandits has ‘n’ (the number on the Mission Card) or more members, split it by moving one **Bandit** in each of the four cardinal directions

- If any direction does not have a Land Tile, do not move a Bandit there
- If this creates another group of ‘n’, split that group too

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

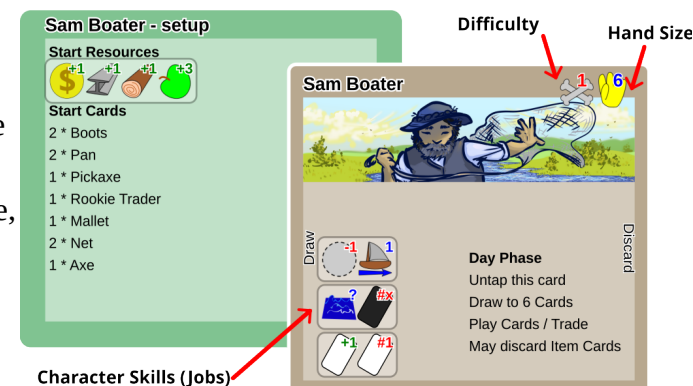
The player who has the P1 Token passes it to the left.

6.2.10 – 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.

3.4 – Setup: Player Characters

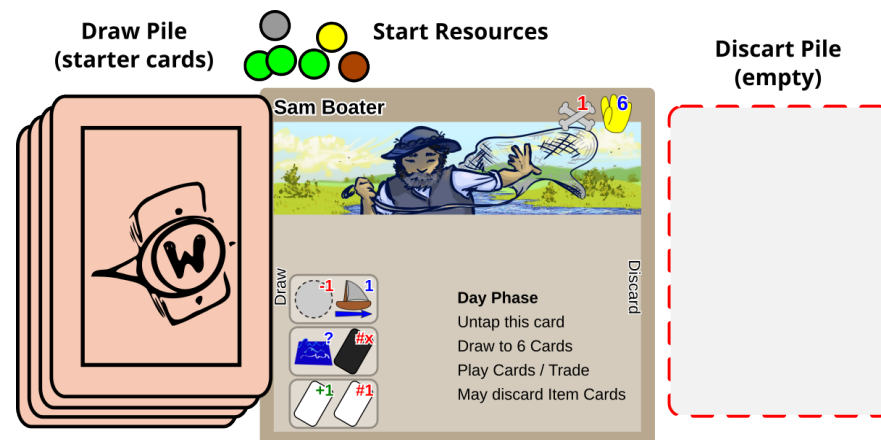
Give each player a Character Card of the agreed difficulty. (If this is your first game, choose 1).



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 player's *Draw Pile*, *Hand*, and *Discard Pile*.



4.0 – 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*.

It is up to you which Jobs to do when.

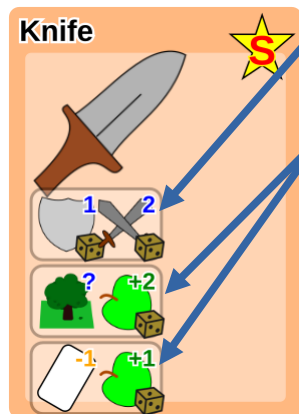


Jobs are a set of icons in a rounded rectangle like this:
Each Icon represents a “step” to performing it, in this case “Pay 1 Food” and “Gain 3 Wood”

Check the included **Icon Cheat Sheet** to see what the icons mean. They are also described in much more detail in section 7.

4.1 – Jobs on Item Cards

The majority of the *Jobs* you perform each “day” will be on the *Item Cards* in your hand. Item Cards may have more than one *Job*. To perform **one** of them, discard the card into your personal discard pile. (face up)



- Use this *Job* to fight *Bandits*: Gain 1 dice defence, and 2 dice attack. (See 7.8)

- Or use one of these Jobs to gain food: The first gives you two dice to roll for food (See 7.2), but only if you are in a Forest. The second only gives one dice, and requires you to discard **another** card alongside it but can be used anywhere. (See 7.6)



Use “Boots” cards to move about the map. It costs one *Food*, and allows you to move 1 space (See 7.3)

You can also use it to step into unrevealed tiles, revealing them as you do. (See 7.4)

6.2 – Night Phase: Time Advances

The Night Phase is listed on every *Mission Card*, and varies slightly.

Perform only the steps on the Mission Card, and use this section as a reference.

6.2.1 – Move the Trade Row

Remove the right most card from the *Trade Row* to a discard pile beside it's draw pile. Move the rest of the cards along 1 space. Draw a new *Trade Row* card, and add it to the leftmost space on the row.

6.2.2 – 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.

6.2.3 – 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, draw pile.

6.2.4 – Bandits Attack

(If there are no bandits on the board, skip this step)

Starting from West to East (North before South), Each Group of *Bandits* on the same tile as a player Initiates a Battle (See Battles : 7.8)

6.2.5 – Bandits Move

(If there are no bandits on the board, skip this step)

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 Compass 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 there is no tile 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 has not yet moved, roll movement for the other group immediately and separately.
- Two groups on the same tile after this phase become one group.

Available **Actions** are:

- Perform a Job (4.*)
 - On Item Cards, Character Cards, Danger Cards, Land Tiles
 - Two Jobs with the same last step may be played as one action
- Buy Cards (4.2)
 - Pay the cost (top right) of cards in the Trade Row to add them to your draw pile
- Trade (5.3)
 - Discard a card, then exchange goods and cards with another on the same tile, or if you are both on railway tiles.
- Attack Bandits (7.8)
 - Play Jobs with *Attack* and *Defence* and roll to remove *Bandits* from the tile.

In Solo Mode: The player should try do as many actions as they can before ending the phase.

In Cooperative Mode: Players can take turns in any order, the same player may take multiple actions in a row, or not. As long as all player are happy with the order.

When no players have anything left to do, end the phase.

In Versus mode: Starting with the player with the P1 Token, all players in clockwise order take it in turns to take 1 or 2 *actions* or pass, until all players have passed

On their first turn of the *Day Phase*, the player with the P1 Token may only take one *action*.

A player who has passed, may not take any more turns, but may participate in Trades (5.3) and cooperative actions (7.2.2).

Once all players have passed, end the phase.

6.1.4 – 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 – Buying Trade Row 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 and 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* 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*,

4.3 – 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.



- 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



4.4 – Jobs on Character Cards

Each Character Card has a unique set of *Jobs* on. You can only perform **one** Character Job per Day Phase.

To use a *Character Job*, 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 Job again until you untap it at the beginning of the next Day Phase.

Tap/Rotate Derek Dogood to either:

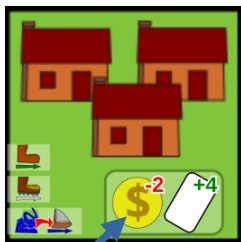
- Scrap (forever) any number of *Item Cards*, to gain the same number of any one type of resource.
- Discard an Item Card, then exchange any number of one resource, for the same number of another.
- Pay one of any resource to *Walk* one space on the map.



4.5 – Jobs on Land Tiles

Some *Land Tiles* have *Jobs* on. You may only perform the Job once per visit. Your *Meeple* must be on the tile and **standing up**, with **no Bandits on the tile**. Lay the *Meeple* down to indicate you have done the *Job*.

When they next leave the Tile, 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.

6.1 – Day Phase: Players Act

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

6.1.1 – Untap Character Card

If your Character Card was *Tapped*/Rotated in the previous *Day Phase*, turn it straight again.

(The Character Cards have Jobs on, but only one can be used each day, when players perform a Job on a Character Card, they turn 90° it to show they have used it)

6.1.2 – 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)

Whenever 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.

6.1.3 – Player Actions

This is the main play phase of the game. Players can perform any kind Job, whether it's on the cards in their hand, their Character Card, the Mission Card, even the Land Tile they are on.

For the most part, Players will be choosing a Card in their hand, to perform a Job from, with the aim of gaining resources, so they can afford the cost of movement, or paying a cost to move to places where they can gain the best resources.

To work out what each Job does, players can use the included “Icon Cheat Sheet”, or look up section 7 of these rules. Section 8 also has some tips for your first action phase.

If something they do (eg: reveal a tile or build a railway) matches an event on the Mission Card, they may score points for it.

Players can also use their turns to buy cards from the Trade Row, (paying the cost in the top corner)

6.0 – 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. (*The Mission is how you score points and win the game, everyone needs to know this*)

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. At Night, the board updates and the *Bandits* cause trouble.

Players will repeat “Day”, then “Night” phases, 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

Precious Cargo

To move the Wagon a player must:

- Be on the same square as the wagon
- 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 6.1 and 6.2) for more detail as they go.

4.6 – 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. (*In Cooperative, you can rescue each other*)

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
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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>
<h3>Event Jobs:</h3>		

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.

5.0 – Need to Know:

Section 5 contains things you may not otherwise discover when cross referencing. As such they need to be highlighted specifically, please read this section carefully

5.1 – Rolling Dice



This symbol means “Roll Dice” It normally applies to gaining *Resources* or *Hits* in *Battle*.



Roll the indicated number of Success Dice (brown dice with pips [0.0.1.1.1.2]) and gain the total you roll of the relevant resource.



Eg : (In a Forest) Roll four *Success Dice* and gain as many *Food* as you roll

See Section 7.2.1 for more info

5.2 – Combining Jobs and Cooperation

If two *Jobs* have the same **last** step, they can be played together, as the same “Action”, even if they are on different kinds of Cards.

(Mission/Character/Item etc), and even if the number is different.

Moreover, when performing a Job who’s last step is to Roll Dice for a reward, players may invite any other players on the same Land Tile to perform Jobs of with the same **last** step, together.

If they do this, Everyone who participates gets all the resources they roll **and** half rounded up of what the highest other player rolls.

See section 7.2.2 for more info.

5.3 – Reveal Tiles by Stepping Onto Them

You can use any kind of movement to step onto a Face Down Tile, and reveal it. When you reveal the tile, you will find out if the movement you tried, was not enough, you may immediately play the required movement Jobs.

See Sections 7.3 and 7.4 for more info.

5.4 – Bandits

During the *Night Phase*, Bandits will appear, move about the map, and maybe attack you.

They are represented by red counters, small for 1, big for 3.

If there are bandits on your tile:

- You may attack them using any “Battle Jobs”
- You **cannot** perform any *Job* that depends on a Location (eg *Forest*)
- You **cannot** build a *Railway*
- If you leave the tile, you must take a *Pain Card*, and add it to either your Draw or Discard Pile

5.5 – Bandit Camps



Bandit Camps are places where lots of Bandits gather.

Whenever you *Reveal a Tile* (7.4) that is a Bandit Camp, you must add a Bandit to it.

Bandits do not leave Bandit Camps during “Bandits Move”, so the Job on that Tile can only be done once they are defeated.

5.6 – Trade

If two players are on the same Land Tile, **OR** if they are both on Railway Tiles (6.5). They may Trade resources.

The active player, **must** discard an *Item 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.

Players **may not** trade *Danger Cards*