

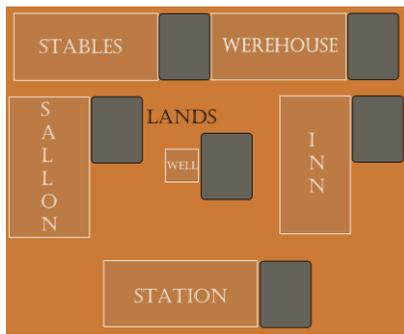
Genre = Worker Placement ===== SEMI - CO-OP

A board game about having to build a station before the train line crosses your lands in the wild west

Players have 1 year (12 rounds) before the train line reaches their property. If the station is not completely built by then, they will lose property to the corrupt mayor

The amount and type of resources needed to build each level are random drawn from a deck of random tiles.

At the beginning of the game, players choose a construction tile and place it next to the place marked on the central map, after that the player randomly chooses a resource tile marked with a hammer on the back, and place it on the right side of the tile building previously selected, this will demonstrate the resources needed to build that building, repeat this process for the 6 types of buildings in the game.



BEFORE



AFTER

Each building has 3 stages of "completion", each stage gives rewards at the end of the shift.

## THINGS PLAYERS CAN BUILD:

= MAIN =



Station:

LVL 1 = generates 2 resources of the players' choice per turn

LVL 2 = generates 4 resources of the players' choice per turn

LVL 3 = generates 6 resources of the players' choice per turn



Saloon

LVL 1 = generates 8 gold for all players at the start of the turn

LVL 2 = generates 12 gold for all players at the start of the turn

LVL 3 = generates 18 gold for all players at the start of the turn



## Inn

LVL 1 = Players May hire 1 extra worker than their limit

LVL 2 = Players May hire 3 extra workers than their limit

LVL 3 = Players May hire 6 extra workers than their limit

= Extra (Not necessary to win the game)



## "Water well"

LVL 1 = Allows players to heal 1 of their workers for free and immediately

LVL 2 = Allows players to heal 3 of their workers for free and immediately

LVL 3 = Allows players to heal 6 of their workers for free and immediately



“Horse mechanic”

LVL 1 = Allows 1 of the workers per player to perform an action in the city for free

LVL 2 = Allows 3 workers per player to perform an action in the city for free

LVL 3 = Allows 6 workers per player to perform an action in the city for free

LVL 1	LVL 1	LVL 2	LVL 2	LVL 3	LVL 3
LVL 1	LVL 1	LVL 2	LVL 2	LVL 3	LVL 3
LVL 1	LVL 1	LVL 2	LVL 2	LVL 3	LVL 3

"Storage house"

LVL1 = Protects 6 resources from bandits and event cards

LVL2 = Protects 12 resources from bandits and event cards

LVL3 = Protects 18 resources from bandits and event cards

At any time, when the player has enough resources he can build a piece of the buildings. He just needs to declare which building he will build, pay the resources written on the construction letter and put a construction token 🚧 in the smallest LVL available for construction.



3 LVL's available for construction



2 LVL's available for construction



1 LVL available for construction



Fully Built

Completing the construction of all 3 main buildings (Station, saloon and inn) before the end of the year is the victory condition.

Failure to build all 3 main buildings for Stage 3 by the end of the year results in a loss of game for all players.

Players start with 1 worker each and 5 coins of 1 gold and 1 coin of 5 gold, with a total of 10 gold, Players have an initial limit of 6 workers and they can hire more workers until they reach the limit, at the end of the round they need to pay workers their wages

The player does not pay the salary of the first worker, he can replace the first worker later with an "updated" version

If the player is unable to pay the workers' wages, he must fire them, the players always keep at least 1 worker.

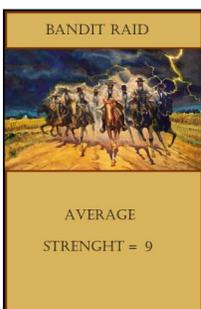
There are 3 types of workers:

LVL 1 WORKER	+ LVL 1 WORKER HURT		LVL 1 = Strength / Result 2, Cost 1 gold
LVL 2 WORKER	+ LVL 2 WORKER HURT		LVL 2 = Strength / Result 4, Cost 2 gold
LVL 3 WORKER	+ LVL 3 WORKER HURT		LVL 3 = Strength / Result 8, Cost 4 gold

Players send their workers to the city or to the mines to gather resources or earn money. When sending workers to do a job they receive the value of resources EQUAL to their strength / result. Being an LVL 1 worker sent to the wood mines you will return with 2 wooden tokens.

The station can be attacked by Indians / bandits / wild animals, players need to use workers to protect resources, if there are not enough guards, Indians / bandits / injure workers and resources are stolen

In case of combat, the Player will receive a strength value from the enemies. And it must allocate workers with a result of strength greater than or equal to the combat value.



**EXAMPLE:** A normal bandit attack has a strength of 9, this means that players must allocate at least a total of strength / result 9, being five LVL 1 workers, three LVL 2 workers or one LVL 3 worker + one LVL 1 worker, etc.

If the combat fails, all players lose resources that are not safe inside the warehouse equal to the strength of the attack card.

After combat, players must throw a die to see if their workers have been injured,

LVL 1 = You need a result of 5 or more.

LVL 2 = You need a result of 4 or more.

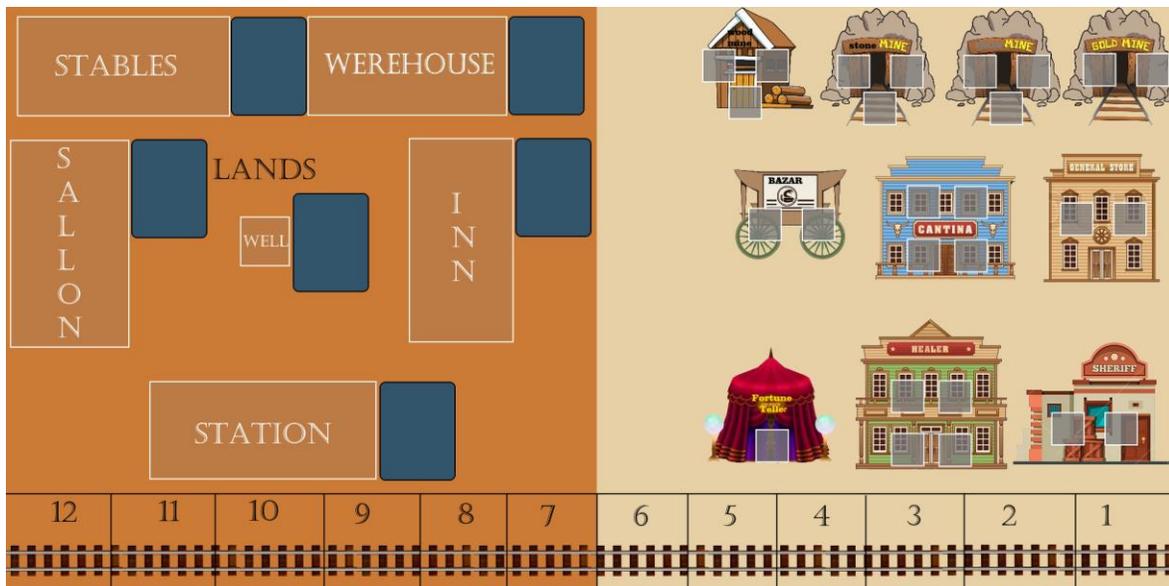
LVL 3 = You need a result of 2 or more

If the result of the data is less than necessary, that worker is considered injured.

Injured workers generate only half the results that a normally uninjured worker can do, they can be healed at the hospital in the city OR using well water, injured workers are only turned upside down, if the player only has injured workers and one invasion is successful or the die is unsuccessful, it will lose a worker instead. The player never loses all workers and keeps at least 1.

To receive resources, players must allocate workers on the BOARD

= BOARD =



City on the right side, with locations where players can allocate workers

Players' property on the left, with the locations where the station will be built

The turn counter is the "train tracks" that will slowly arrive at the player's property

= CITY =

Locations where players can allocate workers



" Gold mine " = Generates money equal to the amount of strength / result of the allocated worker



" Iron Mine " = Generates X iron tokens equal to the amount of strength / result of the allocated worker



" Stone Mine " = Generates X rock tokens equal to the amount of strength / result of the allocated worker



" Wood Mine " = Generates X wood tokens equal to the value of strength / result of the allocated worker



" Bazaar "= Players exchange resources for other resources for a fee of 2 for 1

2 wooden tokens = 1 stone token

2 stone tokens = 1 iron token

2 iron tokens = 1 wooden token



" Store "= Players can buy or sell assets

#### PURCHASE:

Iron Tokens = 1 Tokens For 4 gold

Wood Tokens = 1 Token for 4 gold

Stone tokens = 1 tokens for 4 gold

#### SALE

Iron Tokens = 1 Tokens For 2 gold

Wood Tokens = 1 Token for 2 gold

Stone tokens = 1 token for 2 gold



" Hospital "= Can heal injured workers by paying a total of 3 gold per injured worker.



"Sheriff's Station" = Players can send guards to do bounty hunter missions

Players must roll a dice to see if the player receives large amounts of money or they lose the worker

Cash result is equal to the LVL of the allocated worker \* 3.

LVL 1 = You need a result of 5 or more.

LVL 2 = You need a result of 4 or more.

LVL 3 = You need a result of 2 or more.

If the player fails, he will lose the worker if he is not the only worker he has.



"Canteen" Players can hire or LEVEL UP the LVL from their current workers

### HIRE

The players send a worker to hire more workers, The player must pay the salary of a worker in order to hire him, He receives the worker after paying the salary and can use it as soon as he hires.

### LEVEL UP

Players can LEVEL UP a worker's LVL by paying half the salary of the next LVL

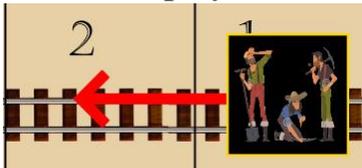
LVL 2 = Cost 1 gold

LVL 3 = Cost 2 gold

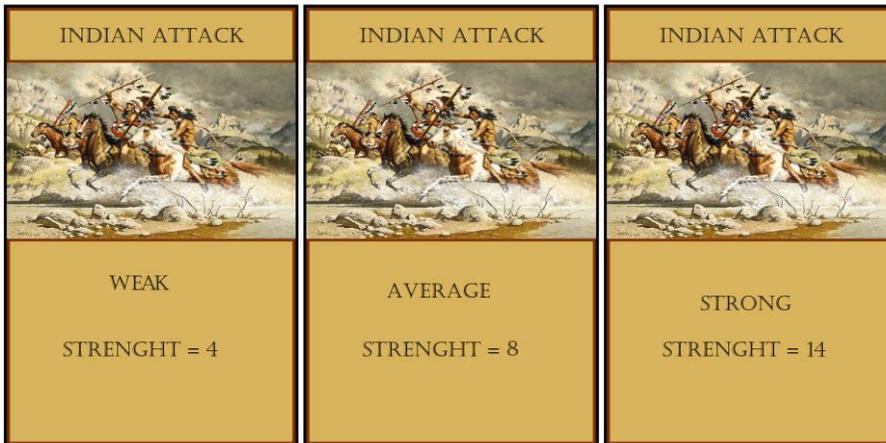


"Fortune Teller" = Players see what the next card in the event will be, they can pay 3 gold to draw 3 cards and choose 1 of those cards to keep at the top and place the other 2 at the bottom.

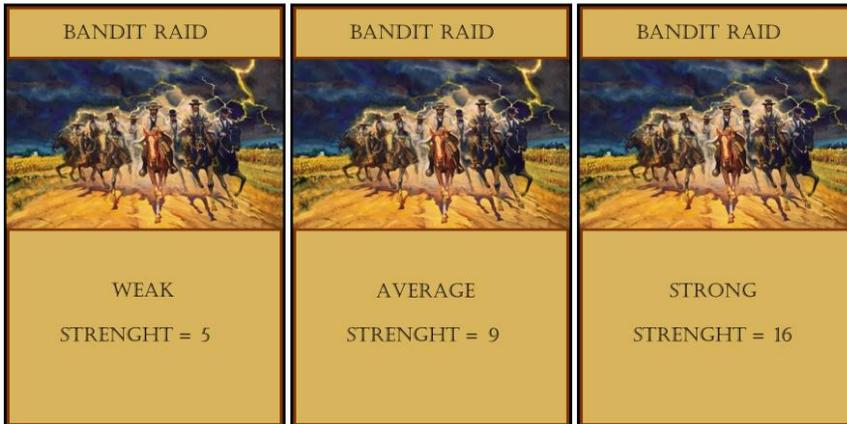
At the end of each round, after the workers are paid, the track construction token must be moved to the left to demonstrate the track construction, after which the players reveal an event card to be resolved immediately.



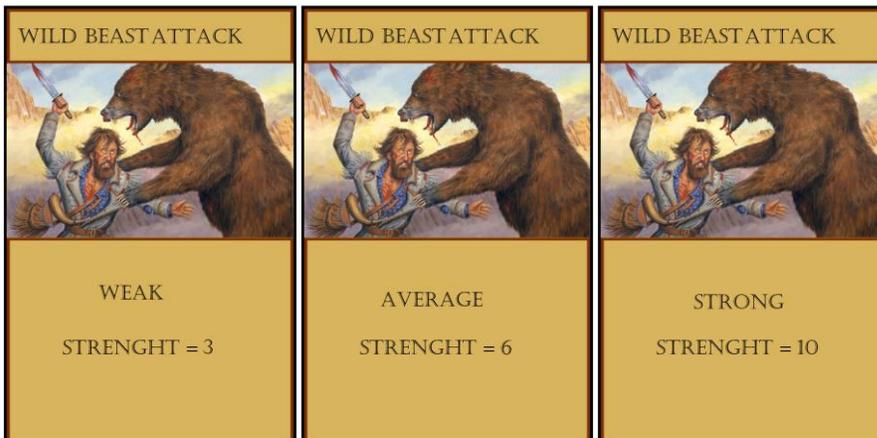
= Possible cards =  
Attack cards can be countered using workers.



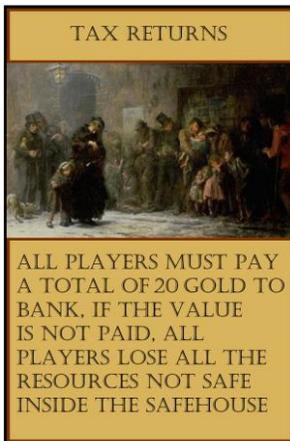
"Indian attack" = Weak, normal and difficult



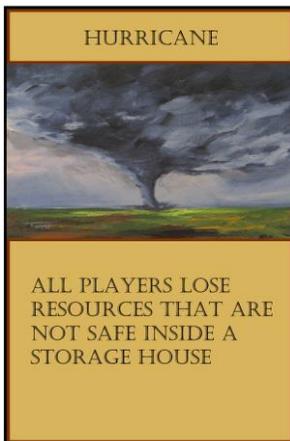
"BANDIT RAID" = Weak, normal and difficult



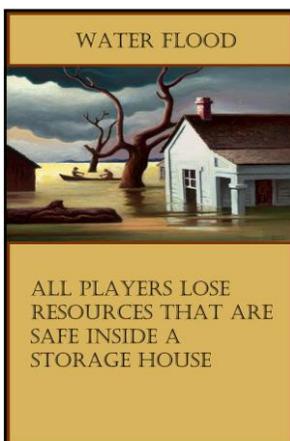
"Wild Beast Attack" = Weak, normal, difficult



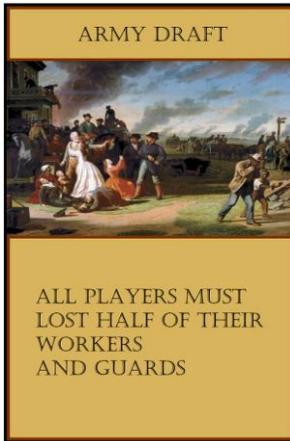
" Tax returns "= All players must pay a total of 20 gold to the bank, if they fail to pay all players lose all resources that are not saved inside the storage house.



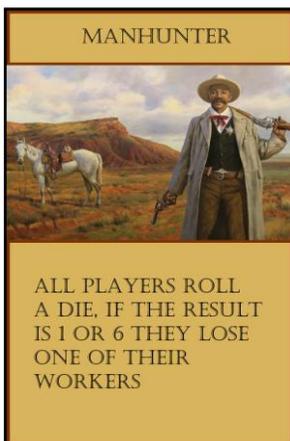
" Hurricane "= All players lose all unsafe resources within a storage house



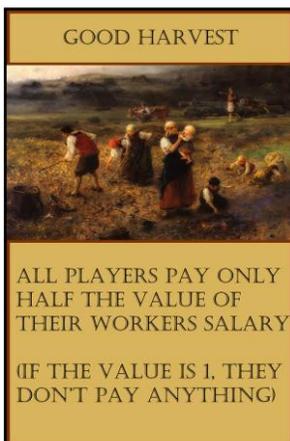
" Water Flood "= All players lose all resources that are safe inside a storage house



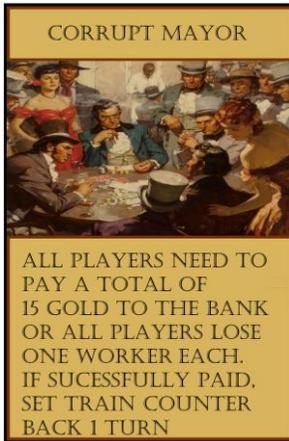
" Army draft "= All players lose HALF of their workers



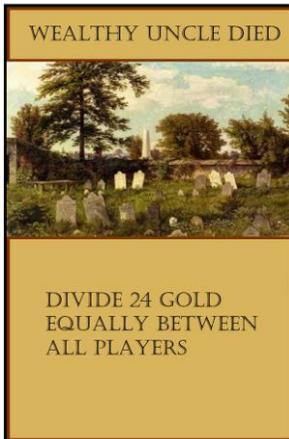
" Manhunter "= All players roll the dice, if the result is 1 or 6 they lose one of their workers.



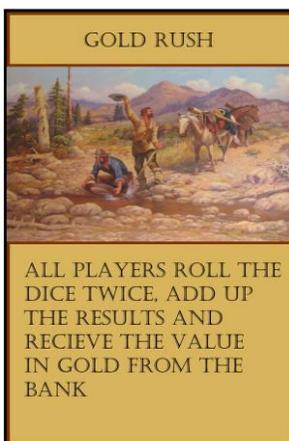
" Good Harvest "= all players pay only half the wages of their workers (if the value is 1, they dont pay anything)



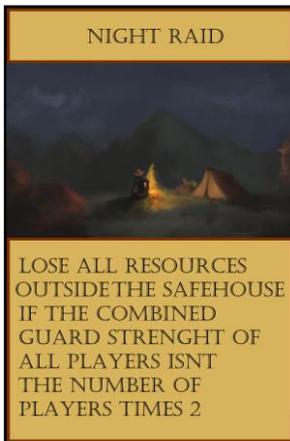
" Corrupt Mayor "= All players need to pay a fine of 15 gold to the mayor or they will lose one worker each, if everyone can pay, the train track goes back 1 turn



" Wealthy Uncle Died "= Divide 24 gold evenly among all players



" Gold rush "= All players roll the dice twice each. Add up the results and receive that amount in gold.

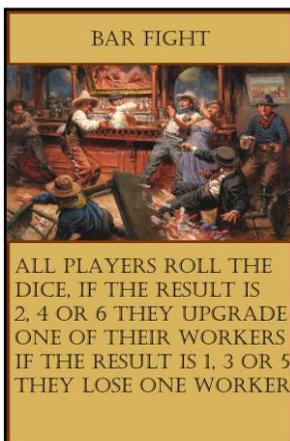


“Night Raid ”= All resources inside the storage house will be stolen if all players do not have a workforce equal to the NUMBER OF PLAYERS \* 2.

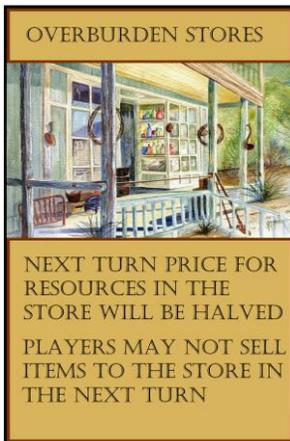
2 Players = 4

3 Players = 6

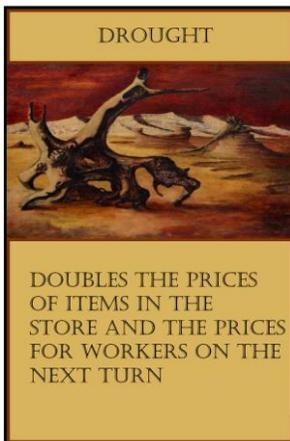
4 Players = 8



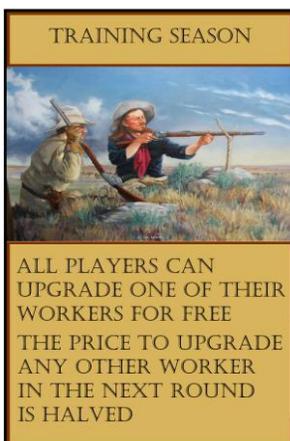
“Bar fight ”= All players must roll the dice, if the result is EVEN (2, 4 or 6) They can upgrade one of their workers (exchange one LVL 1 worker for one of LVL 2 or one of LVL 2 for one of LVL 3) If the result is odd (1, 3 or 5) The player loses a worker



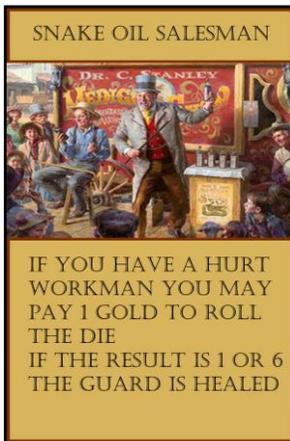
“Overburden stores ”= The purchase price of resources in the store will be halved in the next round, Players cannot sell items in the store during the next round.



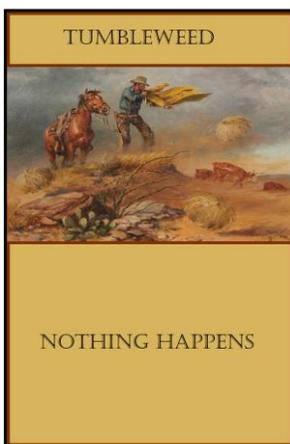
“Drought ”= doubles the prices of items in the store and the prices of workers wages



“Training season ”= All players can upgrade a worker for free. The upgrade price for workers is halved during the next turn



“Snake oil salesman”= Players who have injured workers can pay 1 gold to roll a dice. If the result is 1 or 6 the worker is healed.



"TUMBLEWEED" = Nothing happens

After the end of the 12th round, the game is over, if the players failed to build the 3 LVLs of the 3 main buildings they lose the game. IF they have succeeded, the player with the most money is considered the absolute winner, and is crowned the owner of the station.

If there is a tie, the player with the greatest strength among his workers wins.

If there is still a tie the first player to punch the other one in the face wins.

If the player punches too early he loses.