
SIERRA WEST
RULES OF PLAY

In the late 1840s, thousands of pioneers headed out West to seek wealth and opportunity. Many of these brave souls traveled by wagon over the Sierra Nevada mountain range, into what would soon become the Golden State of California. In the game Sierra West, you are an expedition leader who must guide a party of rough-and-ready pioneers—employing a clever mix of strategy and tactics with each step.

Sierra West comes with four sets of special cards and parts, each of which can be combined with the game's basic components to create a unique mode of play. During setup, the players choose a mode, then build a mountain of overlapping cards with the corresponding deck. Each mode adds new thematic content, alternate paths to victory, and interesting twists on the core mechanisms.

OVERVIEW OF PLAY:

At the start of each turn, you will overlap and arrange three cards into your player board—exposing and concealing a selection of the action icons available on them. This will create two unique paths for your pioneers to follow. Next, you will move your pioneers across their paths from left to right, performing a series of small actions. Common actions include: claiming cards from the mountain, building cabins, gaining resources, and advancing your wagon. Additional actions are brought into the game by the chosen mode—such as: harvesting apples, mining for gold, fishing, and fighting outlaws. As your pioneers complete their paths, they will gain access to the action spaces on the upper portions of your cards. On these, you will be able to exchange resources to advance on the wagon trail and homestead tracks, or to activate other special abilities unique to the mode.



As the game continues—and more cards are removed from the mountain—new and exciting things are discovered! Each piece of the mountain is either a card that can be gained to improve your deck, or a special card that is added to a face-up row at the mountain's base. As this row extends, more of the mode's opportunities and challenges come into play. *For example, in the **Boats & Banjos** mode, the row is a river that offers more fishing and gold panning options as time goes on.*

THE MODES OF SIERRA WEST

Sierra West comes with four modes of play: **Apple Hill** , **Boats & Banjos** , **Gold Rush** , **Outlaws & Outposts** . Rules pertaining to each mode will be highlighted by their appropriate background colour. For your first time playing, we suggest trying the **Apple Hill** mode, and skipping over the rules sections highlighted in other colours.

Apple Hill
MODE I

Autumn in the foothills is a time of plenty—the orchards are overflowing with fruit and the air is sweet with the smell of fresh apple pive. In this mode you can harvest green Granny Smith and Red Delicious apples from the rolling orchards. But since the season's apples are so bountiful, you may not be able to use all of them yourself! Thus, any apples you leave behind will be available for your fellow homesteaders to take.

MODE II
BOATS & BANJOS

The clear waters of the nearby river are loaded with trout, bass, and salmon—not to mention gold nuggets! But beware, there seems to be the ominous sound of banjo music coming from somewhere in the hills... In this mode you will want to paddle your canoe to the best fishing holes, pan for gold on the riverbanks, and not let those dang twangy notes stop you!

MODE III
GOLD RUSH

Eureka! Gold has been discovered! People from near and far have caught the "gold bug" and headed to the hills to stake their claims. In this mode you can mine for gold and load it in your carts. If you ever have trouble finding nuggets among the shadows and rocks, you can use your trusty lantern—or a stick or two of dynamite to blast them out altogether!

OUTLAWS & OUTPOSTS
MODE IV

"Badges? We don't need no stinking badges—or badgers, for that matter!" Dangerous outlaws have taken a foothold in the nearby mountains. You and the other pioneers must stop them from threatening your cabins and wagons. In this mode you will need guns and ammo to capture the Most Wanted and turn them in for rewards.

COMPONENTS

** Images not to scale.*



1x folding mountain base/wagon trail board

1x cabin market board



1x homestead scoring board



84x mountain cards (15x basic and 6x special cards each for **Apple Hill**, **Boats & Banjos**, **Gold Rush**, **Outlaws & Outposts**)



24x basic cabin tiles



1x player aid

4x player components:



2x bullet supply cards

1x starting player marker



22x solo mode cards



1x standard six sided die (used in **Gold Rush**, **Outlaws & Outposts**)



1x player board



16x “Pair of Boots” tokens



8x “+5/+10” surplus tokens



1 mule figure



4x common animal tiles



4x mode-specific animal tiles (1x each for **Apple Hill**, **Boats & Banjos**, **Gold Rush**, **Outlaws & Outposts**)

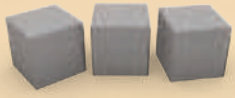
Resource pieces:



24x food



24x wood



24x stone



32x gold

Components in each player colour:



8x basic hand cards

4x mode-specific hand cards (1x each for **Apple Hill**, **Boats & Banjos**, **Gold Rush**, **Outlaws & Outposts**)



1x wagon



2x different pioneer figures
(one shape for the tan path and one for the green path)



1x frontiersman



1x canoe

***Note:** All mode-specific components have the icon of the mode (apple , canoe , mine cart , pistol) in their corner.*



3x homestead markers



2x apple homestead markers

Apple Hill
MODE I

Special components only used in **Apple Hill**:



1x apple homestead add-on scoring board



1x apple supply board



2x apple supply markers (green and red)

MODE III
GOLD RUSH

Special components only used in **Gold Rush**:



12x mine cart tiles



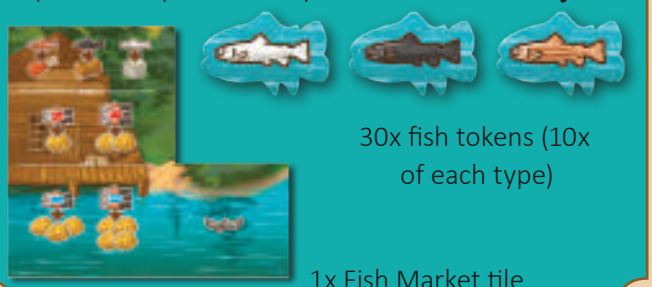
1x dynamite card



1x lantern card

MODE II
BOATS & BANJOS

Special components only used in **Boats & Banjos**:



30x fish tokens (10x of each type)

1x Fish Market tile

OUTLAWS & OUTPOSTS
MODE IV

Special components only used in **Outlaws & Outposts**:





18x outlaw tokens

1x Sheriff card

SETUP

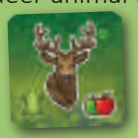
The following setup procedure is used for each *Sierra West* mode. The general section is followed by mode-specific setup steps. As it is **strongly recommended** that you play the **Apple Hill** mode for your first game, its special rules are interwoven with general setup in special frames. Read their contents carefully when setting up **Apple Hill**, and ignore them while setting up different modes.

1. Choose a mode, and find all of its mode-specific components. Leave components from other modes in the game box.



For the **Apple Hill** mode you will use components with an apple symbol:

- The apple homestead scoring board:
- The apple supply track:
- The deer animal tile:





- Cards marked with an apple in the top-right corner - an apple with a hat signifies a card that will go into a player deck (as described in point 4 below), with all other cards becoming a part of the mountain, as explained below.
- Cards marked with a red apple at the bottom of the card back are the special ("**orchard**") cards, which also become a part of the mountain.

Any cards, animals and board pieces marked with a different mode symbol should be returned to the box. **Caution!** Animal tiles with no mode symbol are used in every mode **including this one**!

2. Place the mountain base/wagon trail board in the middle of the table. Place the homestead scoring board next to it.
3. Each player places one of their homestead markers (discs in their chosen colour) at the bottom of each homestead track (space "0").

For the **Apple Hill** mode also complete the two following steps:

1. Place the **Apple Hill** homestead scoring board extension next to the homestead scoring board. Each player places two additional homestead markers at the bottom of each homestead track.
2. Place the apple supply board near the general supply. Place the green marker on the leftmost space of the green Granny Smith track, an the red marker on the leftmost space of the Red Delicious track. **Note:** *This shows that there are no apples available at the start of the game.*

4. Each player receives a player board and a set of 8 starting cards (each card is marked with a hat symbol of their chosen colour) and one copy of the mode-specific card .
5. The 8 starting cards are shuffled and placed face-down as a draw deck. Then the mode-specific card is placed at the bottom of the draw deck (also face-down). Do not shuffle the mode-specific card in with other cards!
6. Each player receives a frontiersman , wagon , and two different pioneers .
7. The frontiersman is placed on the mountain base; the wagon is placed on the trailhead of the wagon trail (marked with a wagon illustration); and the two pioneers are placed on the player's board (idle in their camp area).

8. Each player places 5 animal tiles, face-down, below their player board. These should include the 4 common ones (beaver, rabbit, fox, bear), as well as the unique animal tile for the chosen mode.

For the **Apple Hill** mode add the deer to the face-down animals.



9. Take the six special mountain cards, and place the one marked with a campfire icon (if there is one) face-up on the leftmost space below the wagon trail. If no special cards display a campfire icon, randomly draw and place the first card. Shuffle the remaining five (unless stated otherwise by the mode).

The special cards for the **Apple Hill** mode are marked with a red apple on their back. Unlike some other modes, there is no special card with a campfire symbol. Simply choose one to be placed at random.

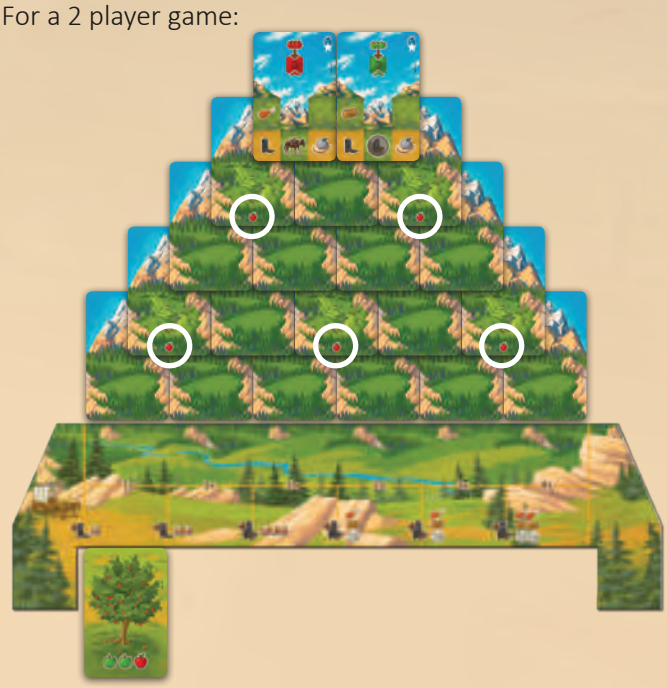


Image: Orchard cards example (front and back)

10. Shuffle the 15 basic mountain cards and the remaining 5 special cards, and build the mountain in one of the following patterns:
    a) For a 3-4 player game:



For a 2 player game:



***Exceptions:** The special cards in **Gold Rush** and **Outlaws & Outposts** use different setups. Please refer to their mode-specific rules for instructions.*

11. Place the cabins near the general supply, shuffle and stack them on the space shown on the left of the market board face-down, then draw 4 tiles and place them face-up on the market spaces.

12. Form a general supply of all food, wood, stone, and gold pieces, along with the Pair of Boot tokens and surplus tokens.
    ***Note:** These components are not limited. Use surplus tokens to mark when you have large quantities of a piece, such as more than 5 or 10. For example, a surplus tile in your supply of wood showing "+5" means you have five more wood pieces.*

13. Place the mule figure near the general supply.

14. Randomly determine the starting player. Give that player the starting player marker.
    ***Note:** The starting player marker does not rotate during the game.*

15. Each player draws 3 cards from their draw deck.

16. If you are **not** playing the **Apple Hill** mode, check the mode-specific setup steps below. Otherwise, the game is ready to begin!

MODE SETUPS

MODE II
BOATS & BANJOS

1. Shuffle the six **river** cards and randomly place one face-up on the leftmost space under the wagon trail.



Image: River cards example (front and back)

***Note:** There is no river card with a campfire icon. Set up the mountain as usual otherwise.*

2. Place the **Fish Market tile** under the trailhead, next to the face-up river card.
3. Each player places a **canoe** on the Fish Market tile (in the space marked with the canoe symbol).



4. Place gold and stone on the face-up river card, as indicated on its top half. Make sure to place gold and stone pieces following the left-to-right order on the card.
5. Place the **fish** pieces near the general supply, adjusted for player count as follows:



- 2-players: 6 of each colour
- 3-players: 8 of each colour
- 4-players: 10 of each colour

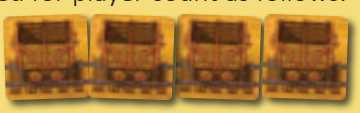
MODE III
GOLD RUSH

1. Set up the mountain as follows: shuffle the three **mine** cards marked "II" and place them in the three lowest spaces, normally used for special mountain cards, adjusted for player count. Then shuffle the two marked "I" and place them in the upper spaces, normally used for special mountain cards. The special card marked with a campfire is placed face up below the mountain base. Set up the rest of the mountain as usual otherwise.



Image:Gold Rush setup example.

2. Place the **dynamite** and **lantern** cards near the general supply.
3. Place the **mine cart** tiles near the general supply, adjusted for player count as follows:



- 2-players: 8
- 3-players: 10
- 4-players: 12

OUTLAWS & OUTPOSTS
MODE IV

1. Set up the mountain as follows:
   - Place an **outpost** card as the leftmost card in each row of the mountain, with the card marked "V" adjacent to the mountain base, then going up to "I" at the top. The special card marked with a campfire is placed face up below the mountain base.
     ***Note:** The 15 basic mountain cards are shuffled and placed in all of the remaining spaces. Only one of them will be face-up. See the setup example.*

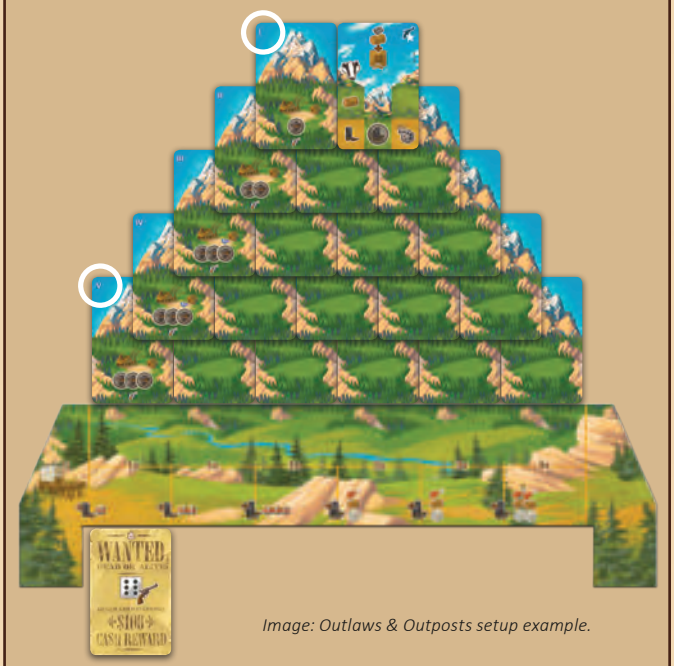


Image: Outlaws & Outposts setup example.

2. Place **outlaw tokens** on each outpost



   - For 2 players: place 1-2-2-2-3 outlaws (changing the last 2 to 3 outlaws)
   - For 3-4 players: place 1-2-3-3-3 outlaws (top to bottom)

3. Keep the remaining outlaw tokens near the general supply.
4. Place the **Sheriff card** near the general supply.
5. Each player gets a set of two **bullet supply cards** and layes them to show no bullets.

CARD ANATOMY

Each card you play on your turn has more than one function. The lower half is used to create paths for your pioneers to take sequential actions on, and the upper half is used like a worker-placement space: you can place a pioneer there to take the action shown. Then you leave the pioneer there until you pass.

Each card you claim from the mountain to build your deck will score you points. The star icon ★ in the upper right is there to remind you which cards came from the mountain and which ones you started the game with.

Some cards have an animal icon on them. These icons allow other players to use their Trapper off-turn actions. All of these details will be covered in the sections below.



- This corner will either show a hat icon (if it is from a player's starting deck), or a star and a mode icon. These help sort out your cards while you are scoring.
- Each card has a Summit action in the upper middle area.
- Some cards have an animal icon on them. Other players can use their Trapper actions if an animal icon is showing after your Planning Step.
- Each card has green and tan areas on its bottom half. You will use these in the Planning Step to form two rows of path actions.

  The path action icons will be used during your Pioneering Step when your pioneers move onto them.

PLAYING THE GAME

Players take turns in clockwise order, performing all the steps as explained below. Once the end of the game has been signaled, the game is continued until each player has had an equal number of turns and then each player receives one final turn. Players will then calculate their points and determine the winner.

Each active player's turn is broken into three steps:

1. Planning
2. Pioneering
3. Passing

1. Planning Step

Tuck and overlap your three cards into your player board to create a complete panorama and two complete paths:



Image: Example of placing cards into player board.

It is mandatory to play exactly 3 cards.

***Note:** The first and last column of the middle card is covered by the other cards, while the middle columns of the other two cards are covered by the player board's "teeth". Also note how the top row of icons shares a green background colour, while the bottom row shares a tan background. These rows of matching icons are called **paths**.*

> ***Note on play styles:** In casual games, the Planning Step can be performed before it is your turn as the active player. It is suggested that others do not pay attention to the information on your cards as you arrange them. However, if this becomes a problem, we recommend using privacy screens or holding your cards in your hand until the beginning of your turn. For serious games it is best not to show your hand until the player before you has passed.*

Announce to all players the animals visible on your cards (in the above example: a beaver and a fox), as it will become important for their Trapper abilities, see below.

***Note:** The animal printed on the middle card will never be visible. Also note that the mule is not considered an animal in the context of Trappers.*

2. Pioneering Step

The Pioneering step offers players three main types of moves for their pioneers:

1. Assigning to cabins
2. Path actions
3. Summit actions

These moves may be resolved in any order (and at least once for each of your pioneers), as long as specific rules of each type of move are minded.

> *As you will see below, some options become unavailable as your pioneers perform specific actions. While there is no strict order of actions, following the order of the actions as they were listed above may help you grasp the game quicker—at least during the first few turns.*

Assigning to Cabins

You may assign a pioneer to a cabin if it is idle in your camp area (not already assigned to a cabin or Trapper/Tracker space).

***Note:** A pioneer that is already on a path or a summit action may not be assigned to a cabin any longer.*

When you assign a pioneer to a cabin, the cabin's abilities are immediately activated. Some cabin abilities offer a one-time use (marked with a 1x symbol), while others offer an ongoing effect (marked with an infinity symbol)—so long as your pioneer remains on the cabin. Detailed explanations of each cabin are available at the end of these rules.

In most cases, you will assign one pioneer to a cabin to assist the other while it moves along its path.

You may assign the tan-path pioneer only to the three leftmost cabins. The green-path pioneer can only be assigned to the fourth (tan) cabin. The rightmost (grey) cabin can only be used by the mule.

***Note:** You can refer to your player board in order to make sure you are assigning the correct pioneer to a given cabin:*



Image: Player board with correct pioneers assigned to a given cabin.

If a cabin tile has not yet been built in a space, you may not assign a pioneer to it.

***Note:** The grey cabin is considered prebuilt, and is available for the mule throughout the game. Also note that you may not build another cabin on top of it.*

Assigning pioneers to cabins is optional. Once you are done with this process, proceed to path actions.

Path Actions

You may move a pioneer from the camp area (or a cabin/Tracker/Trapper space) to the start of its path. The green-path pioneer may only walk along the green path, while the tan-path pioneer may only walk along the tan path. From the start of its path, a pioneer may move from left to right, taking a series of path actions. Each icon along its way is a type of path action that can be activated when your pioneer stops on it.

***Note:** If you do not wish to use a path action, you may skip it—unless it is a **mandatory path action** (marked with a red border), in which case you must perform the action, take damage (see Taking Damage below), or not move the pioneer any further this turn.*

Two of the actions on the tan path cost resources to use. These are called paid path actions. When your pioneer stops on one of these actions, you must either pay the cost marked below it and perform the action once, or skip it. See the Path Action rules below for more details.



Image: Paid path actions on a player board.

If you choose (or are forced to) to perform the action in the paid action spaces, you must pay one or two basic resources before resolving the given action.

You may perform path actions in any order you choose, so long as your pioneers continue to move from left to right. For example, you can move the tan-path pioneer several times, then move the green-path pioneer, followed by more moves with the tan-path pioneer. In short, you may alternate between moves freely. You might even assign one pioneer to a summit action before the other completes its path.

***Note:** A pioneer is never allowed to move back (to the right) or switch its path—unless a special ability of a cabin explicitly allows for this rule to be bent.*

3. Summit Actions

Once a pioneer has reached the end of its path (beyond all cards to the rightmost side of your player board), you may assign it to any vacant **summit action**. Summit actions are shown on the top half of every card in your player board. To use a summit action, place a pioneer on the card, and then immediately perform the card's ability. **Once a pioneer has been assigned to a summit action, it can no longer be moved until you pass.**

***Note:** The mule can also be assigned and perform summit actions, following the same rules.*

Each summit action may only have one pioneer/mule assigned to it. Once a figure has been assigned to a summit action, it must stay there until you pass your turn.

It is not mandatory to move a pioneer to the end of its path. You may leave a pioneer at any point and declare that it is the end of your Pioneering step - *for example, to avoid a mandatory action.* **However, you may not move a pioneer to a summit action if it did not reach the end of its path.**

***Note:** Only the mule can be assigned directly from your camp area (or grey cabin) to a summit action.*

Passing

You may pass at any time on your turn. Once you have done so, return both of your pioneers to your camp area (and the mule, if you have it). Discard the three cards from your player board, placing them face-up on your discard pile, and then draw a hand of three new cards. If your deck runs out of cards, shuffle your discard pile and continue drawing. If you bought one or more cabins during your turn, refill the cabin market.

As you will soon learn, other players may perform off-turn actions during your turn. For this reason, make sure that all other players have a chance to perform these before you pass. When you are about done, simply ask if everyone has finished their possible Tracking and Trapping actions. Then you may discard your cards and so on.

OFF-TURN ACTIONS

The Tracker and Trapper spaces on your player board allow you to benefit from other players' actions during their turns.

Tracker

When another player moves their marker up on a homestead track, you may immediately assign an idle pioneer from your camp area to your Tracker space. When you do this, gain a resource from the general supply that matches the homestead track they just moved up on. *For example, if you used the Tracker action after a player moved his marker up on the stone homestead track, you would gain 1 stone.*

***Note:** In the **Apple Hill** mode, you cannot use the Tracker action when another player moves up on an apple homestead track.*



Image: The Tracker space on a player board.

You may assign either pioneer to it (but not the mule!).

Trapper

When another player begins their Pioneering Step, you may look at the cards in their player board. If there are any animal images visible, you may assign an idle pioneer from your camp area to your Trapper space. To do this, you must spend one basic resource (food/wood/stone), and immediately flip a matching face-down animal tile from your supply face-up. *For example, if you used the Trapper action after seeing a fox, you would spend one resource and flip your fox tile face up. You may only flip one animal tile each time you use the Trapper action.*

***Note:** You cannot re-flip an animal tile that is already face-up.*



Image: The Tracker space on a player board.



Image: Example animal images: a fox, a racoon, a bear, a rabbit and a beaver.

***Caution!** Only one pioneer may be moved to a Trapper space, and only one may be moved to the Tracker space. A pioneer is taken off a Trapper or Tracker space only to move to its path. This means a pioneer tracking or trapping **may not** be placed on a cabin during its player's next turn.*

ADDITIONAL RULES

Resources

Food, wood, and stone are considered "basic" resources, whereas gold and other mode-specific resources are not. Many actions and abilities require either a specific or "any basic resource" to be spent (see the wild icon below). Spent resources are returned the general supply.

Some actions have a "wild" icon which lets you choose which of the three basic resources you would like to spend.

***Note:** You may not spend gold or mode-specific resources as wild.*

Leftover gold in your supply is worth 1 point at the end of the game.

***Note:** Leftover basic resources are not worth any points.*

Apple Hill MODE I

Apple Hill mode introduces a mode-specific resource: apples. Apples are communal resources: any player may gain or spend them, regardless of who gained them last.

- When you gain them, you increase the value of the respective apple supply track (to the maximum of 6 per kind).
- When you spend apples, you decrease the value of the respective track.

***Note:** Apples (like all mode-specific resources) are not considered "basic resources" and can never be spent in place of food, wood, or stone.*

Boots & Movement

Boots are a resource that must be used immediately when they are gained, otherwise they are lost (except for Pair of Boots tokens, which can be saved).

***Note:** Boots can be summed and split between different costs and movements—see below.*

Boot path actions can only be spent while there is a pioneer standing on that icon. Some icons show 1 boot, while others show 2 boots. Any excess, unused boots are lost once a pioneer leaves that space.



Pair of Boots tokens can be spent to use as 1-2 boots on your turn. Unused Pair of Boot tokens are worth 1 point at the end of the game.

Moving Your Wagon on the Wagon Trail

You may move your wagon on the wagon trail if you can afford to spend the boots and required resources to do so. The cost of each move is indicated on the right of your wagon's current position. When you pay to move your wagon, move it one space to the right.

***Note:** You may not move your wagon to the left except to "take damage"—see the Taking Damage rules below.*

"Along Your Trail": Your Wagon's Position

Your wagon's position is a very important element of the game. Your wagon allows you to interact with the special cards below it and to the left of it. These cards are referred to as "along your trail". Each mode introduces unique rules regarding them. In addition, your wagon's position at the end of the game is the multiplier for all of your markers on the homestead scoring board.



In **Apple Hill** mode the orchard cards available show a number of red and green apples. These apples are harvested by using a mode-specific action. For this and other mode-specific rules, simply keep reading beyond ***End of Game*** and ***Scoring*** section until you finish the **Apple Hill** rules. Then you will be ready to play your first game!



Image: Example of "Along Your Trail"

Moving Your Frontiersman on the Mountain

You may move your frontiersman on the mountain if you spend boots. For each boot spent, you may move your frontiersman to an adjacent card.

***Note:** The mountain base is considered to be adjacent to all cards touching it on the bottom row. It costs 1 boot to move on/off the mountain base.*

More than one one frontiersman can be on the same card. It does not matter if the card is face-up or face-down or a special card that has a different back from the rest.

***Note:** Frontiersmen can never move onto the wagon trail or the row of special cards below it.*

Claiming a Mountain Card

You may **claim a card** from the mountain to "build your deck" during your Pioneering Step. This will allow you to keep this card and use it on future turns, like the rest of the cards in your deck. It will also score points at the end of the game (see ***Scoring*** below).

Your frontiersman must be on a face-up card in order to claim it. Then you must complete the following:

a) Activate a **Use Shovel**  paid path action (see ***Common Path Actions*** below).

b) Move your frontiersman directly to the mountain base. If any other players' frontiersmen were also on the card, they also move their figures back to the mountain base, and **receive a Pair of Boots token** in compensation.

c) Take the card that your frontiersman was on, and place it either **on top of your draw deck** (face-down) or **on top of your discard pile** (face-up).

d) After removing a card from the mountain, one or two face-down cards may become uncovered—meaning that there are no more cards layered on top of them. Flip these cards face-up in their respective places. If any other players' frontiersmen were on these cards, their figures are replaced on the now-face-up cards, remaining in their respective places.

Note: *The players do not receive a Pair of Boots token for this.*

Exception: *If a card turned face-up is a special card, add it to the next empty space in the row below the wagon trail. If any other players' frontiersmen were on the card, they move their figures back to the mountain base, and receive a Pair of Boots token in compensation.*

The Mule

If you have or receive the mule, you may assign it to the grey cabin, or to a summit action. You could also assign it to the grey cabin first, then to a summit action later on your same turn.

Note: *The mule is never allowed to use a Tracker or Trapper action.*

Cabin Market

You may **build a cabin tile** from the **cabin market** board and add it to your player board during your Pioneering Step. Cabins have special rule-bending abilities, and prevent you from losing points at the end of the game (see ***Cabins*** and ***Scoring*** below).

a) Activate a **Use Shovel** paid path action (see ***Common Path Actions*** below).

b) Choose one of the four face-up cabin tiles available.

c) Pay any additional cost printed below the cabin.

d) Place the cabin on a vacant cabin space on your player board that matches the cabin's colour (green or tan).

Note: *You cannot build-over a cabin or remove a cabin once it has been added to your player board; and you cannot have two of the same cabins.*

e) If the cabin tile you took from the market board was not the rightmost tile of the four, remove the rightmost cabin and place it in a discard pile.

Note: *This space is marked in red.*

f) Slide each of the remaining cabin tiles to fill in the rightmost spaces on the cabin market board.

g) Draw new cabin tiles to fill the empty spaces.

Note: *If there are not enough cabin tiles in the draw pile to refill the spaces, shuffle the tiles from the discard pile and create a new draw pile. Then continue to refill each space.*

Note: *The cabin market is refilled immediately after you build one; therefore it is possible that you may build a second cabin on the same turn by repeating this process with another Use Shovel action.*

Taking Damage

If you skip a mandatory path action with a pioneer, you must take damage. When you take damage you must choose between these two options:

- Remove a cabin from your player board (returning it to the box).
- Move your wagon backwards one space on the wagon trail (to the left, toward the trailhead).

Note: *If you have no cabins on your player board and if your wagon is on the trailhead, ignore taking damage.*

EXPLANATION OF COMMON ABILITIES

Common Path Actions

Some actions have a red border. These are mandatory path actions. You may not advance your pioneer further to the right until you resolve them.

ICON	EXPLANATION
	**Gain Resources:** Gain the type and number of basic resources or gold shown on the icon.
	**Use Boots:** Allows you to spend the shown (1 or 2) number of boots for moving your frontiersman and/or wagon. ***Note:** Gaining two boots is not the same as gaining a Pair of Boots token.*
	**Use Shovel:** When you gain a shovel you may choose one of two options: 1. **claim a card** or 2. **build a cabin**. 1. You may **claim a card** from the mountain. You may only do this, if your frontiersman is on a face-up card. Then follow these steps: a) Move your frontiersman directly to the mountain base. If any other players' frontiersmen were also on the card, they also move their figures back to the mountain base, and **receive a Pair of Boots token** in compensation. b) Take the card that your frontiersman was on, and place it either **on top of your draw deck** (face-down) or on **top of your discard pile** (face-up). c) After removing a card from the mountain, one or two face-down cards may become uncovered - meaning that there are no more cards layered on top of them. Flip these cards face-up in their respective places. If any other players' frontiersmen were on these cards, their figures are replaced on the now-face-up cards, remaining in their respective places. ***Note:** The players do not receive a Pair of Boots token for this.* ***Exception:** If a card turned face-up is a special card, add it to the next empty space in the row below the wagon trail. If any other players' frontiersmen were on the card, they move their figures back to the mountain base, and receive a Pair of Boots token in compensation.* 2. You may build a cabin from the cabin market by following these steps: a) Choose one of the four face-up cabin tiles available. b) Pay any additional cost printed below the cabin. c) Place the cabin on a vacant cabin space on your player board that matches the cabin's colour (green or tan). Note: You cannot build-over a cabin or remove a cabin once it has been added to your player board; and you cannot have two of the same cabins. d) If the cabin tile you took from the market board was not the rightmost tile of the four, remove the rightmost cabin and place it in a discard pile. ***Note:** This space is marked in red.* e) Slide each of the remaining cabin tiles to fill in the rightmost spaces on the cabin market board. f) Draw new cabin tiles to fill the empty spaces. ***Note:** If there are not enough cabin tiles in the draw pile to refill the spaces, shuffle the tiles from the discard pile and create a new draw pile. Then continue to refill each space.*

	**Gain the Mule:** Immediately gain the mule, taking it from another player if necessary. You may immediately place the newly gained mule on the grey cabin and/or a summit action, as if you had it from the beginning of your turn. ***Note:** If you already have the mule, this action has no effect.*
	**Fur Trade:** Gain the effect shown on all of your **face-up** animal tiles. • **Fox:** Gain 1 stone. • **Beaver:** Gain 1 wood. • **Rabbit:** Gain 1 food. • **Bear:** Gain 1 gold. • **Deer:** Increase the value of Granny Smith and Red Delicious by one each on the apple supply board. ***Note:** This is mandatory.* • **Racoon:** Gain 1 fish of any colour you choose (if available). • **Marmot:** Either take the dynamite or lantern card. • **Badger:** Either take the Sheriff card or gain 2 bullets. ***Note:** Animal tiles that are face-up are not "spent" or turned face-down when you use this action; therefore you can use them again with future Fur Trade actions.*
	**Bear Hazard:** This is a mandatory paid path action that does nothing when resolved. You must either pay the resource cost below it on your player board, take damage, or not move your pioneer any further on this path.
	**Gain a Pair of Boots:** Gain a Pair of Boots token.

Common Summit Actions

Some summit actions have the ∞ symbol beneath them. That means you may perform the effect any number of times upon placing a pioneer/mule on this summit action. **Summit actions without the ∞ symbol can only be performed once per activation!**

ICON	EXPLANATION
	Homestead: Spend the indicated resources to move your marker up on the homestead track shown. If the track indicator is multi-coloured, choose one of the three tracks to move up on. • Whenever moving up on a homestead track, gain a reward: » **Food track**: Perform the Gain the Mule action. » **Wood track:** Gain a Pair of Boots token. » **Stone track:** Gain 1 gold. • If your marker cannot move up anymore on a given track, leave it where it is and gain the reward. • Once a player has reached the top of the track (the locked "5x" space), **no other players may reach that space** - they are capped at the "4x" space below. In the **Boats & Banjos** mode some cards show specific coloured fish instead of basic resources, but otherwise the action works the same. In the **Outlaws & Outposts** mode some cards show bullets besides resources, but otherwise the action works the same.
	**Advance Wagon:** Spend the resources shown above the arrow to advance your wagon one space to the right, ignoring the printed cost on the wagon trail.

END OF GAME AND SCORING

The game end is triggered when the sixth special card is added below the wagon trail. The round continues until each player has played an equal number of turns, and then each player plays one final turn. Once that is complete, score as follows:

- Score points for the number of **cards claimed** from the mountain. These cards can be easily distinguished and removed from your deck and discard pile by looking for the star icons ★ in their upper right corners. Gain points for these cards according to the chart below (which is also printed on your player board):

Number of cards	1	2	3	4	5	6	...	+1
Points	**1**	**3**	**6**	**10**	**15**	**20**	**...**	**+5**

- Lose 3 points per face-down animal tile you have.
- Lose 3 points per empty cabin space on your player board.
- Gain 1 point per leftover **gold** in your supply.
- Gain 1 point per leftover **Pair of Boots** token in your supply.
- Multiply each of your homestead markers' positions by your wagon's position. *For example, if your wagon is at the "3x" position, and your food homestead marker is on the "4" space, multiply 3 x 4 and gain 12 points. Repeat this process for your wood and stone homestead markers.*
- Score any additional points from the mode's rules.

MODE RULES

Apple Hill MODE I

In **Apple Hill** mode, apples (Granny Smith - green, and Red Delicious - red) are communal resources, in that any player may gain or spend them, regardless of who gained them last. When you gain them, you increase the value of the respective apple supply track (to the maximum of 6 per kind). When you spend apples, you decrease the value of the respective track.

***Note:** Apples are not considered "basic resources" and can never be spent in place of food, wood, or stone.*

Apple Hill Path Actions

ICON	EXPLANATION
	Gain Apples: Increase the value of Granny Smith (green) and/or Red Delicious (red) apples on the apple supply board by the number of apple icons shown (to the maximum of 6 each).This is a mandatory path action. ***Note:** Apples are a shared resource, so any apples you do not spend during your turn will be left on the board for other players to spend.*
	Harvest Apples: Count the number of Granny Smith (green) and Red Delicious (red) apples on orchard cards along your trail, and Increase the value of Granny Smith (green) and/or Red Delicious (red) apples on the apple supply board by the number of apple icons shown (to the maximum of 6 each). ***Note:** You must increase the apple supply board by the full amount of apple icons in the orchard along your trail. You may skip the action altogether, as it is not a mandatory path action.*

Apple Hill Summit Actions

ICON	EXPLANATION
	Apple Trade: Spend apples of the indicated colour(s) and quantities to gain the resource(s) shown. ***Note:** If the apples are gray, this means colour does not matter, and you may spend apples from either track (in any combination).*
	Apple Homestead: Spend apples of the indicated colour(s) and quantities to move your marker up on the homestead track shown. If the track indicator is multi-coloured, choose either of the apple homestead tracks to move up on. • Whenever moving up on a homestead track gain a reward: » Granny Smith track: Perform the *Fur Trade* action. » Red Delicious track: Gain 2 gold. • If your marker cannot move up anymore on a given track, leave it where it is and gain the reward. • Unlike the regular homestead tracks, the apple homestead tracks do not restrict the number of players that can reach their top spaces.

Apple Hill Extra Scoring

Score points on the red and green apple homestead tracks the same way as the others: Multiply each of your markers' positions by your wagon's position (see ***Scoring*** above).

Woah! You are now ready to play the game!

You will still need to look up the functions of the various cabins—but don't hold up the fun: we have conveniently placed them in a reference section at the end of these rules. For now, you know everything required for the **Apple Hill** mode. When you decide to play a different mode, simply setup the game using its setup rules, and read the mode-specific rules section. Then you will be ready to experience *Sierra West* anew!

MODE II

BOATS & BANJOS

In **Boats & Banjos**, fish are limited and cannot be gained if the supply is currently empty. Fish are never considered basic resources.

Boats & Banjos Path Actions

ICON	EXPLANATION
	Panning: Take the **leftmost** resource from each river card **along your trail**. ***Note:** If there are no resources left on a card, simply skip it.*
	Banjo Hazard & Dueling Banjos: The banjo hazard is a **mandatory path action**. It can either be resolved by having your tan-path pioneer activate a Dueling Banjos paid path action or by taking damage. ***Note:** You may only move your green-path pioneer past a banjo hazard **while** your tan-path pioneer is still on an activated Dueling Banjos paid path action. By itself, the Dueling Banjos action has no effect—its only function is to allow your other pioneer to escape the banjo hazard.*
	*Double Paddle, Single Paddle, Rapid Paddle:* • The Single Paddle action allows you to move your canoe to an adjacent river card (or between the Fish Market tile and the first river card). • The Double Paddle action is exactly like using 1-2 Single Paddle actions. ***Note:** You cannot interrupt a Double Paddle action with another action or save one for later use.* • The Rapid Paddle allows you to move to any River card or the Fish Market. ***Note:** This action cannot be used to move in more than one direction per use.* ***Note:** You **may** move your canoe onto cards that are not along your trail, meaning your canoe may move beyond your wagon's position.*
	Go Fish: Gain all the fish shown on river cards **left** of your canoe, including the card that your canoe is on. ***Note:** Fish are limited. If there is not enough of a given fish in the supply when you Go Fish, ignore any that are not available at this time.*

Boats & Banjos Summit

ICON	EXPLANATION
	Buy Fish: Spend the two basic resources to gain a fish of any colour from the supply (if available). You may do this multiple times.

Actions Fish Market

As long as your canoe is on the Fish Market tile during your Pioneering step, you may exchange fish for resources as shown on the tile:

- 1 fish for a matching coloured resource
- 2 different fish for 1 gold
- 3 different fish for 2 gold
- 2 matching fish for 3 gold
- 3 matching fish for 4 gold

Note: Fish spent are returned to the general supply! Therefore they can be gained again later.

Seeding River Cards

Whenever a new river card is first added to the river, it must be seeded with resources. In order to do this, look at the resources depicted on the card, and place the resource tokens following the same left-to-right order on the card.

Boats & Banjos Extra Scoring

There is no extra scoring in this mode.

***Note:** Leftover fish are not worth any points; and the position of your canoe does not affect anything after the game has ended.*

MODE III
GOLD RUSH

Mine carts are limited and cannot be gained once the supply is empty. Gold in mine carts cannot be removed once it has been placed.

Gold Rush Path Actions

ICON	EXPLANATION
	Mining: Count the number of gold pieces on the mine cards along your trail, (ignoring any "dark mine" cards—unless you have the lantern card; see below). This is the tentative number of gold pieces you might receive. Then roll the die. Based on the result, a number of the gold pieces must be exchanged for stone before your recieve them: • If you roll a 1-2, exchange 1 gold; • If you roll a 2-3, exchange 2 gold, • If you roll a 5-6, exchange 3 gold. ***Note:** If the number of gold pieces you must exchange exceeds the amount available along your trail, ignore any excess. In other words, the die result does not affect any gold that was already in your supply before you used the Mining action.*
	Gain the Lantern: Take the lantern card (from the supply or from another player). If you use a Mining action while you have the lantern card, gain the additional gold pieces shown on the "dark mine" cards along your trail. ***Note:** If you already have the lantern card, this action has no effect.* The lantern card is worth 3 points at the end of the game.
	Load a Mine Cart: You may choose one of your mine carts and fill it with 1 or 2 gold from your supply. Each mine cart can hold 2 gold maximum. Gold in mine carts is worth 3 points at the end of the game (instead of 1 point). ***Note:** Gold that has been loaded into a minecart cannot be spent or removed. It must remain in the cart until the end of the game.*

	**Gain the Dynamite:** Take the dynamite card (from the supply or from another player). While you have the dynamite card, you may exchange 2 stone for 1 gold. You may repeat this process as many times as you like during your Pioneering Step. ***Note:*** *If you already have the dynamite card, this action has no effect.* The dynamite card is worth 3 points at the end of the game if you have it.

Gold Rush Summit Actions

ICON	EXPLANATION
	**Purchase a Mine Cart:** Spend the resources indicated to take a mine cart from the supply (if available) and place it near your player board. It can now be used during the *Load Mine Cart* action.

Gold Rush Extra Scoring

- Each gold piece on a mine cart scores 3 points (instead of 1 point).
  Note: *Empty mine carts have no value.*
- The dynamite and lantern card are worth 3 points each.

OUTLAWS & OUTPOSTS
MODE IV

There are 10/12 outlaws setup on the outposts. As you remove them, each card uncovered gets flipped into the row below (as a poster with better shooting odds). After the final outlaw has been removed from the mountain, the outpost card marked "V" is flipped and placed in the row. The 5 extra outlaws from the supply are placed on the mountain base. It is not required that all of the outlaws are removed for the game to end. The end of the game is still triggered as soon as the final special card is added to the row.

Outlaws score you points equal to the multiplier of your wagon's position. *For example, if you have 4 outlaws and your wagon is on the x3 space, you gain 12 points.*

Note: *Frontiersmen on the mountain base are not affected by the outlaws added there - meaning that they do not make players take damage, etc.*



Outlaws & Outposts Path Actions

ICON	EXPLANATION
	**Gain Bullets:** Gain the indicated number of bullets, to a maximum of 6 bullets. The third icon means "fill your ammo": gain bullets until you have 6. To track how many bullets you have, slide the top bullet supply card to show the correct amount.
	**New Sheriff:** Take the Sheriff card (from the supply or from another player). • While you have the Sheriff card, add 1 to each die result you roll when using the *Six-Shooter* action. • If you capture an outlaw (by using the *Six-Shooter* or *Rifle* action), gain 1 gold. ***Note:** If you already have the Sheriff card, this action has no effect.* The Sheriff card is worth 3 points at the end of the game if you have it.

Outlaws & Outposts Summit Actions

ICON	EXPLANATION
	**Six-Shooter:** Spend any number of bullets (one at a time). For each bullet spent, roll the six-sided die. If the number you roll is equal to any of the die faces **along your trail**, remove and capture one outlaw from the card with the lowest number (the highest up outpost). Keep the outlaw in your supply, as it will be worth points at the end of the game. • If you have the Sheriff card, increase the value of every die result you roll by 1. • If the last outlaw is removed from an outpost, move the now empty outpost card to the row below the wagon trail, poster side up. • If you successfully captured an outlaw with this action, you cannot use this six-shooter again to target another bandit. • If you did not successfully capture an outlaw with this action - by running out of bullets or by choosing to stop - you must **take damage**.
	**Rifle:** Spend 2 bullets and capture one outlaw from the card with the lowest number (the highest up outpost). • Keep the outlaw in your supply, as it will be worth points at the end of the game.

Outlaws & Outpost Extra Scoring

- Multiply each of outlaw you have captured by your wagon's position. *For example, if you have 3 outlaws and your wagon is at the "4x" space, score 12 points.*
- The Sheriff card is worth 3 points.

VARIANT: ADVANCED PLANNING

For expert players who want more control and planning, each player always draws 4 cards instead of 3. In each Planning step, select 3 cards to play, and then either place the remaining card face-down on top of your draw deck, or place it face-up on your discard pile.

This variant is… not recommended for the faint of heart!

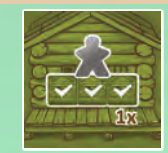
Beware, playing with a hand of four explodes the number of options each turn—so expecta more downtime and a less streamlined flow.

Why did we include this at all?

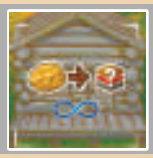
Sierra West was from the start meant to be played with three cards in hand, but we know some of you would try playing with a larger hand anyway. Hence the strong warning…

CABINS

ICON	EXPLANATION
	GREEN CABINS (TO BE USED BY THE TAN-PATH PIONEER)
	Whenever your green-path pioneer lands on a path action with 2 boots, you may gain 1 gold (if you forgo using the boots) ***Note:** You cannot use this cabin's ability outside of this exact context - meaning, you cannot spend Pair of Boots tokens to gain gold, etc.*
	Whenever your green-path pioneer lands on a path action with 2 boots, you may gain a Pair of Boots token (if you forego using the boots). ***Note:** You cannot use this cabin's ability outside of this exact context.*
	Whenever your green-path pioneer lands on a path action with 1 boot, you may treat it as if it were 2 boots. If your green-path pioneer lands on a path action with 2 boots, you may treat it as if it were 4 boots. These boots can be used for all normal purposes—including any effects they may have on other cabins. ***Note:** You cannot use this cabin's ability outside of this exact context - meaning, you cannot spend Pair of Boots tokens to gain additional boots, etc.*
	You may spend two Pair of Boots tokens to move your green-path pioneer back by one path action space and resolve the action again. Normal movement will continue forward from there—which will allow you to repeat the next action as well! ***Note:** This ability can only be used once per turn. Also note that it cannot be used if your pioneer is already at the end of its path, on a summit action, or on the tan path (see the cabin below).*
	You may spend a Pair of Boots token to move the green-path pioneer from the green path down to the tan path. It will be able to continue its movement from there (ignoring the rest of the green path above it). ***Note:** This ability can only be used once per turn.*

	When you place the tan-path pioneer on this cabin, all other green cabins are considered active as well. Cabins that can only be used once per turn must be resolved right away, in any order you choose. ***Note:** The building placement order of the green cabins tiles does not matter.*
	Whenever your green-path pioneer lands on a path action with 1 food, you may treat it as if it were 2 food. ***Note:** You cannot use this cabin's ability outside of this exact context—meaning, you cannot simply spend 1 food to gain 2 food.*
	Whenever your green-path pioneer lands on a path action with 1 wood, you may treat it as if it were 2 wood. ***Note:** You cannot use this cabin's ability outside of this exact context—meaning, you cannot simply spend 1 wood to gain 2 wood.*
	Whenever your green-path pioneer lands on a path action with 1 stone, you may treat it as if it were 2 stone. ***Note:** You cannot use this cabin's ability outside of this exact context—meaning, you cannot simply spend 1 stone to gain 2 stone.*

ICON	EXPLANATION
	TAN CABINS (TO BE USED BY THE GREEN-PATH PIONEER)
	You may pay one fewer basic resource when using a paid path action. ***Note:** This will make the left paid path action free, or the right paid path action cost only 1 resource. This ability can only be used once per turn.*
	When your tan-path pioneer lands on a bear hazard paid path action, you may ignore the cost to resolve it. Then gain 1 Pair of Boots token from the supply. ***Note:** This ability can only be used once per turn.*
	When your tan-path pioneer uses a shovel paid path action, gain 1 gold after resolving it. ***Note:** This ability can only be used once per turn.*

ICON	EXPLANATION
	GREY CABIN (TO BE USED BY THE MULE)
	You may exchange 1 gold for any 1 basic resource (food, wood, stone). ***Note:** You may repeat this process as many times as you like during your Pioneering Step—as long as the mule is still on this cabin.*

EXAMPLE PIONEERING STEP

Apple Hill Mode

1) *Begining of your turn.*



2) *You move the tan-path pioneer to the cabin that allows you to activate all other green cabins* 1. *This will enable the green-path pioneer to gain the cabins' benefits as it moves.*

Then you move the green-path pioneer to the start of its path 2.



3) *First, you move the green-path pioneer onto the food space and gain 1 food* 1. *Next, you move it onto the 2-boots space* 2, *but instead of using the boots to move your frontiersman like usual, you activate the cabin that doubles your boots* 3, *giving you a total of 4 boots—but that's not all! You also activate the cabin that lets to turn 2 boots into 1 gold. You do this twice, giving you a total of 2 gold pieces* 4.



4) *You move the tan-path pioneer to the 1-boot space* 1, *which allows your frontiersman to move up the mountain (not seen here). Then you move the green-path pioneer to another 1-boot space* 2, *which allows your frontiersman to move again.*



5) *You move the green-path pioneer to the gold space and gain 1 gold piece* 1, *then you move it to the end of its path* 2. *After that, you move the tan-path pioneer to the* ***harvest apples*** *paid path action space* 3, *and pay 1 food to activate it* 4. *You add 3 green apples and 4 red apples to the apple supply* 6 *(this is how many apples are on the orchard cards* ***along your trail*** 5*).*





6) *You move the tan-path pioneer to the* ***Fur Trade*** *space* (1) *and gain resources based on your face-up animal tiles. Since you have the rabbit, beaver, and fox tiles face-up, you gain 1 food, 1 wood, and 1 stone, respectively* (2).



7) *You move the green-path pioneer to the* ***summit action*** (1) *that allows you to spend 1 food, 1 wood, and 1 stone* (2) *to move up on a homestead track of your choice. You decide to move up on the food track (not shown here). This track gives you the* ***mule*** *as a bonus, so you place it on your grey cabin (which allows you to trade 1 gold piece for a basic resource of your choice)* (3).



8) *In order to get the tan-path pioneer past the* ***bear hazard*** *space without* ***taking damage*** (1), *you will need to spend 2 basic resources (as shown below the bear). Since you have no basic resources, you use the grey cabin's ability to trade 2 gold for 2 stone* (2), *which you immediately spend to move the pioneer to the end of its path safely* (3).



9) *You move the tan-path pioneer to the summit action* (1) *that allows you to spend 3 red apples* (2) *to move up on the red apple homestead track* (3). *This track gives you 2 gold pieces as a bonus* (4). *Then to prepare for your next move, you use the grey cabin to trade 3 gold pieces for 2 stone and 1 wood* (5).



10) *You move the mule to the summit action* (1) *that allows you to spend 2 stone and 1 wood* (2) *to move up on the stone homestead track (not shown here). This track gives you 1 gold piece* (3) *as a bonus.*

This completes your Pioneering Step.



HASTINGS CUTOFF

Sierra West Solo Rules

In the solo version of *Sierra West* you will play against an automated opponent called Hastings. This name is inspired by Lansford Hastings, a man who lead a large group of pioneers to their demise by suggesting a deadly "shortcut". Throughout these rules "you" will refer to the lone human player, while "Hastings" or "it" will refer to the automated opponent.

COMPONENTS



4x mode-specific solo reference cards



18x Hastings's plan cards

SETUP

1. Set up the game with a mode for 2-players, choosing any colour for Hastings's pieces. But mind the following exceptions:
   - Hastings does **not** need a player board, deck of hand cards, green-path pioneer, or mode-specific animal tile.
   - Hastings's frontiersman will be referred to as the **right frontiersman**.
   - Place its tan-path pioneer on the mountain base. For the purposes of these rules **this figure will function exactly like a second frontiersman for Hastings**. It will be referred to as the **left frontiersman**.
2. Place the mode-specific solo reference card nearby.
3. Shuffle the Hastings's plan deck and keep it face-down with room for a discard pile.
4. Draw one plan card from the deck and place it face-up. This will be Hastings's first **active plan card**.
5. You will be the starting player.

Recap: Hastings should have a wagon on the trailhead; a marker on each track of the homestead scoring board; a set of common animal tiles (but not the mode-specific one); two figures on the mountain base; and a supply area to keep gold nuggets, Pair of Boots tokens, claimed cards, built cabins, and any additional mode-specific pieces it may collect.

***Note:** Hastings does not collect basic resources (food/wood/stone).*

CHANGES IN PLAY

Your Turn

You will take your turns exactly as in a normal 2-player game, noting the following interactions:

- If you claim a card from under one of Hastings's frontiersmen, it gains a Pair of Boots token.
- Check if Hastings will perform a Trapper action.

Hastings's Trapper Action

Before you pass check if Hastings's face-up plan card has a Trapper icon highlighted. If so check which side left/right. If there is an animal shown on your cards (on the correct side) that Hastings has face-down, flip it face up.

***Note:** Hastings does not use the mode-specific animal tile—just the common four: rabbit, beaver, fox, and bear.*

Hastings's Turn

Draw a plan card, and place it face-up to the **right** of the current face-up plan card. The left side of the new card will mark 3 out of 4 actions on the right side of the first card. Note: The card on the left is the **active plan card**.

Hastings will perform each of the 3 actions marked by the card on the right, starting from the top of the card. If Hastings has or gains the mule during its turn, it will perform the 4th action that was not marked by the card on the right.

***Important Note:** The 4th action granted by the mule is always performed **after** the other 3 actions.*

You may use your Trapper and Tracker off-turn actions on Hasting's turn, exactly the same way you would in a 2+ player game. The animals shown on the plan cards are available to trap as long as the cards are face-up.

***Note:** The ? icon means the mode-specific animal (deer, racoon, mormot, badger)*

When after all of the required active plan card actions are complete, discard the active plan card. Note: The remaining card will become Hastings's new active plan card for its next turn. By observing it you can usually predict what actions it will perform.

HASTINGS'S ACTIONS

The top of the active plan card will tell you which of Hastings's figures will be the active frontiersman this turn. Each frontiersman has a "side preference". This will decide which things it will choose as it takes actions. *For example, the left active frontiersman will always choose to build the leftmost of the four cabins on the cabin market. Likewise it will move to the leftmost face-up mountain card when it uses a move action.*



Image: Left active frontiersman.



Image: Right active frontiersman.

ICON	RESOLUTION
	Advance Hastings's wagon one space to the right (ignoring the printed cost on the wagon trail).
	Advance Hastings's marker on the food homestead track. Hastings gains the mule. ***Note:** You may use your Tracker action to gain 1 food.*
	Advance Hastings's marker on the wood homestead track. Hastings gains 1 Pair of Boots tokens. ***Note:** You may use your Tracker action to gain 1 wood.*
	Advance Hastings's marker on the stone homestead track. Hastings gains 1 gold. ***Note:** You may use your Tracker action to gain 1 stone.*
	Look at the top of the active plan card. If it is , move the **left frontiersman** to the leftmost face-up mountain card. If it is , move the **right frontiersman** to the rightmost face-up mountain card. ***Note:** If the given frontiersman is already on the qualifying face-up card, simply leave it where it is.*
	Look at the top of the **active plan card**. It will perform one of the following actions based on where it is. **If the active frontiersman in on the mountain base, it will build a cabin from the market.** • Left active Frontiersman: It takes the leftmost cabin from the cabin market (paying no cost) and adds it face-down to its supply. ***Note:** It will then discard the rightmost cabin, according to the usual rules.* • Right active Frontiersman: It takes the rightmost cabin from the cabin market and adds it face-down to its supply. ***Important Note:** Hastings can build more than four cabins, and is allowed to have more than one of the same type. Each cabin in Hastings's supply scores 3 points—see Hastings's Scoring below.* **If the active frontiersman is on a face-up card, it will claim the card from the mountain.** • The frontiersman moves to the mountain base, then takes the card and adds it face-down to Hastings's supply. Note: The card is not added to the plan deck. Each card in Hastings's supply scores points in the usual way—see Hastings's Scoring below. ***Note:** If Hastings claiming a card causes your frontiersman to be moved to the mountain base, gain 1 Pair of Boots token in compensation, according to the usual rules.*
	When Hastings performs the fur trade action, it gains 1 gold per face-up animal tile it has (instead of the printed effects). For example, if Hastings has the bear, fox, and rabbit face-up, it gains 3 gold. (The bear tile does not give 1 additional gold.)
	Hastings gains 1 gold.
	Hastings performs the mode-specific action, as shown on the solo reference card. In **Apple Hill**, reset both apple supply tracks to zero. Then move Hastings's markers up on both apple homestead tracks, gaining both homestead bonuses (Fur Trade and 2 gold). ***Note:** Even if there were no apples at the start of this action, move Hastings's markers up on both apple homestead tracks.* In **Boats & Banjos**, roll the six sided die to see what fish Hastings collects. Then, remove the leftmost resource from all river cards **along its trail**, discarding stone and keeping gold. ***Note:** Hastings uses the Fish Market only at the end of the game—see Hastings's Scoring below.* In **Gold Rush**, Hastings takes the dynamite and lantern cards. Then it takes 1 mine cart and fills it with 2 gold from the general supply. ***Note:** If there are no mine carts available, Hastings just gains the 2 gold.* In **Outlaws & Outposts**, Hastings takes the Sheriff card. Then takes 2 outlaws from the top outpost card (or the mountain base if outpost "V" has already been removed) Then it gains 2 gold (because of the Sheriff card).

GAME END AND HASTINGS'S SCORING

The game end is triggered when:

- The sixth special card is added below the wagon trail. The round continues until each player has played an equal number of turns.

Hastings scores points same as a human would for:

- Cards claimed (according to the chart)
- Homestead tracks (multiplied by its wagon's position)
- Gold/Pair of Boots tokens (1 point each)
- Animal tiles (-3 per face-down animal tile)
- **Apple Hill**: apple homestead tracks (multiplied by its wagon's position)
- **Gold Rush**: gold on mine carts, and dynamite/lantern cards (3 points each)
- **Outlaws & Outposts**: captured outlaws (multiplied by its wagon's position), and the Sheriff card (3 points)

Hastings scores points unlike a human would for:

- Cabins built: 3 points each

  ***Note:** It does not lose points for having fewer than four cabins.*

- **Boats & Banjos**: Hastings uses the Fish Market to get the most gold per fish possible, then counts this golds as 1 point each.

Calculate your score as usual.
If your score is **higher** than Hastings's, you win!



DIFFICULTY LEVELS

To add difficulty to the game you may give Hastings extra advantages. Add any combination of the following:

- Hastings starts with the mule.
- Hastings starts with the bear animal tile face-up.
- Hastings scores 5 points per cabin in its supply
- Hastings scores 2 points per gold in its supply.
- Hastings scores 2 points per Pair of Boots token in its supply.
- Hastings begins with its wagon on the first space of the wagon trail (or further for additional difficulty).

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PROMOS

Sierra West contains one promo for ***Dice Settlers*** *and another one for* ***Teotihuacan: Late Preclassic Period*** *- first expansion for* ***Teotihuacan: City of Gods****.*

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