COLOMA

— RULES OF PLAY —



FINAL FRONTIER GAMES

GAME BY:
JONNYPAC

ART BY:
THE MICO

WELCOME TO COLOMA

Coloma is the town where an unexpected event happened that shaped the history of the Western Frontier. In the winter of 1848 a man building a sawmill on the South Fork of the American River spotted some bright nuggets in the tailrace waters below. Sure enough, it was gold! Though he tried to keep his discovery a secret, word quickly spread, triggering the California Gold Rush of '49.

Thousands of people arrived from far and wide, making Coloma one of the fastest growing boomtowns in the country. Claims were staked, tents were pitched, and saloons and hotels sprung up almost overnight. Everyone wanted their cut of the land's wealth. For many it was, "Coloma or Bust!"

In the game of Coloma, you are a pioneer who has recently traveled out West to strike it rich and make a name for yourself. You will prospect for gold and use your windfalls to recruit workers, rustle up horses, and establish businesses. You will also get the opportunity to explore the surrounding riverways and frontier lands. But take heed! You are not alone—every other pioneer seems to have gotten the same idea! You'll need to outwit your fellow pioneers to not go Bust with the rest of them.

Coloma is a fast-moving strategy game with many paths to victory. It offers unique twists on simultaneous action-selection, resource management, and engine-building. The Buildings in your tableau allow you to become more efficient, gain extra actions, and bend the rules to your advantage. With these and the dynamically-scoring Bridge tiles, you can fine tune your gears to suit your individual play style.

TABLE OF CONTENTS

LIST OF COMPONENTS
3

SETUP
4

GAMEPLAY
6

SITES
12

SHOOTOUT PHASE
18

YEAR END
19

END OF GAME AND FINAL SCORING
20

HOTEL BUILDING MODULE
21

MULE DUEL: 2-PLAYER VARIANT
22

PIONEER SPECIALTIES MODULE
23



"Howdy pardner! The name's Buster. Stick with me and I'll take you from an unsalted greenhorn to a sourdough miner, lickety-split!"

LIST OF COMPONENTS

Main Board - 1



Barker Tile - 1



Bust Tile - 1



Horses - 36



Barrel Tiles - 30



Buster Pioneer - 1



Sheriff Badge - 1



Year Marker - 1



Pioneers - 6



Score Markers - 6



Bridge Tiles - 30



River Tiles - 24



Selector Dials - 6



Wagons - 6



Reference Sheets - 6



Pioneers Specialty Cards - 6



Outlaws - 15



Gold Cubes - 30



Tents - 48



Cardboard Cart - 1



Dudes - 72



Carrots - 10



Bucks - 40



Dial Connectors - 6



Mules - 2



Player Boards - 6



Town Cards - 96



Hotel Cards - 12



Buster Cards - 5



Shootout Tiles - 4



2-6 PLAYER SETUP

BOARD SETUP

1. Place the board in the center of the table.

2. Attach the two rotating tiles to the board's wheel, with the smaller tile on top. Rotate them so that the larger Barker tile is fully covering Site 5 and the smaller Bust tile is covering the Signpost arm of the Barker tile. ***Note:*** *The Sites printed on the board are considered Main Sites and are numbered from 1-5. The rotating Site tiles are simply called by their names—this consists of the Barker, the Bust, and the Signpost. These rotating Sites disable the actions of the Main Sites beneath them.*

3. Place the Year Marker on the first space of the Year Track on the board, marked "1848".

4. Place two Outlaws on the oval Shootout space on the board, marked with the Outlaw icon. ***Note:*** *The number of Outlaws needed at the start of each Year is indicated on the Year Track.*

5. Randomly place one Barrel token face-up on each of the four rightmost spaces in the Stash. Stack a supply of Barrel tokens face-down on the leftmost space in the Stash. Keep the excess Barrel tokens face-down in the General Supply. If the stack of face-down Barrels in the Stash becomes low, refill it from the General Supply.
Note: *If there are no face-down Barrel tokens left in the General Supply, shuffle any previously discarded Barrel tokens and reuse them.*

6. Place Gold Nuggets on the spaces marked with gold icons on the Gold Supply part of the board, adjusted for the number of players. Only fill the columns below and to the left of the indicated player count. Return any excess Gold Nuggets to the box—they will not be used.

7. Place the Mine Cart near the board. ***Note:*** *You will need to assemble the Mine Cart before your first game.*

8. Place a supply of River tiles on the board, stacked on the indicated spaces. Keep the excess River tiles in the General Supply. If the stacks on the board ever become low, refill them from the General Supply.

9. Randomly select six unique types of Bridge tiles, then place them in stacks on the indicated spaces on the board. Each stack is made of the same type of tile. The number of tiles in each stack depends on the number of players in the game, as follows:

- **2 Players: 1 of each type of Bridge tile.**
- **3-4 Players: 2 of each type of Bridge tile.**
- **5-6 Players: 3 of each type of Bridge tile.**

10. Return all excess Bridge tiles to the box—they will not be used.

11. Randomly select two Shootout chart tiles and stack them on the board on the indicated spaces (covering the Shootout chart printed on the board). Return all excess Shootout tiles to the box—they will not be used.



PLAYER SETUP

1. Take a player board. ***Note:*** *It is recommended that you use the A-side of your player board for your first game.**

2. Select a player-color.

3. Take the Pioneer and Dial of your color.

4. Place 2 Dudes and 1 Tent of your color on the "Lodge" space of your player board.

5. Place the scoring marker of your color on the "0/100" Victory Point space of the scoring track.

6. Place the Wagon of your color on the Frontier Map in the Boomtown space marked "Coloma".

7. Take 2 Bucks, 1 Horse, and 1 Gold Nugget. ***Note:*** *Keep your Gold Nuggets and Bucks near your player board—away from the General Supply. Keep your Horses in front of your Lodge, by the indicated spaces.*

8. Take and shuffle the deck of Town Building cards of your color and place it face-down on the designated space on your player board.

9. Draw 6 cards from your deck, look at them, then discard 2 of them to form your starting hand of 4 cards. ***Note:*** *Every time you discard a card either place it on the top or bottom of your deck. You will never shuffle your deck during the game.*

10. Give the Sheriff Badge to the player who has most recently watched a Western movie.

** The River Canyon benefits printed on the A-sides of the player boards are identical. However, each B-side has unique River Canyon benefits. These are intended for players who want more variety and enjoy playing with asymmetrical elements.*





"Now that yer shucked the lid, let's rake up these cowchips and set the table purdy 'nuff to make yer meemaw proud."

ADDITIONAL 2-PLAYER SETUP

1. Place the Buster Pioneer near the board in the General Supply.

2. Place three non-player Dudes as Gunmen on the Shootout, filling the third row. They will remain in place for the rest of the game.

3. Shuffle and place the Buster deck near the board, face-down.







GENERAL SUPPLY

Form the General Supply by placing all remaining Dudes, Tents, Bucks, Horses, Outlaws, Barrel tokens, and River tiles near the board.



2-6 PLAYER GAMEPLAY

— *OVERVIEW* —

Coloma takes place across a three year period from **1848** (the year gold was discovered in **Coloma**), to **1849** (the year of the California Gold Rush), to **1850** (the year California attained official statehood). A year in **Coloma** consists of five Rounds. During each Round the players will secretly—and simultaneously—select a Site on the board to perform actions at. After that, their selections are revealed and they place their Pioneers on the matching Sites.

If any Site has the **most** Pioneers, it goes **Bust!** This disables half of the Site—reducing the possible actions there. Then the players take turns performing actions, such as gaining resources, moving Wagons, pitching Tents, surveying Rivers, building Bridges, opening businesses, and positioning Gunmen.

When all of the actions are complete, the Pioneers are removed from the board.

The Barker Site tile rotates to a new Site at the start of each Round—changing the layout of the available actions. This continues until the Barker has moved five times—completing a full circle, and ending the Year. But not without a bang! There is a Shootout Phase in which the players must defend Coloma from an onslaught of angry Outlaws. If the players can band their Gunmen together and outnumber the Outlaws, they will get fair shares of the rewards. However if they fail, their rewards will worsen, and some poor folks will end up in the Graveyard. The game ends after the third Shootout, then the players tally their Final Scores. The player with the most Victory Points wins!

A game of Coloma is played over 3 Years

— A YEAR —

5 Rounds (steps 1-7 in each)
Shootout Phase
Clean-up Phase

— A ROUND —

Round Step Summary:
1. Adjust and rotate the Barker and Bust tiles
2. Trigger the current Event
3. Simultaneously select Sites
4. Place Pioneers on selected Sites
5. Determine the Bust
6. Resolve player turns
7. Return Pioneers

— ROUND SEQUENCE —

1. ADJUST AND ROTATE THE BARKER AND BUST TILES

At the beginning of each Round, rotate the Bust tile so it covers the Signpost arm of the Barker tile. Then rotate both tiles clockwise to the next Site. Each Year, the Barker tile will rotate to all five Sites (one site per Round). Site 1 will always be the first Site covered and Site 5 will always be the last Site covered during the Year.



2. TRIGGER THE CURRENT EVENT

When the Barker is rotated to a Site it triggers that Site's Event.

Each player gains the listed benefit, beginning with the Sheriff and proceeding clockwise. ***Note:*** *Each player with a Tent on the current Event space gains the listed benefit twice.*





"No matter if yer too big fer yer britches or down to the blanket, a hoedown and a hop will raise yer spirits! Yee-haw!"

Event Site 1: Gain 2 Dudes

(4 Dudes if you have a Tent on this Event)



Dude and Tent Limit
You have a limited number of Dudes and Tents. If an action instructs you to gain Dudes or Tents from the General Supply but there are none left, ignore any remainder.

Event Site 2: Gain 1 Gold Nugget

(2 Gold Nuggets if you have a Tent on this Event)



When you gain a Gold Nugget, take it from the Gold Supply on the board, not the Mine Cart. Gold Nuggets are always taken from the topmost gold pool first. Then when a gold pool is exhausted, they are taken from the next pool down.

Notes: *If there are no Gold Nuggets left in the Gold Supply, players who need to take Gold Nuggets gain 1 Buck per Gold Nugget owed instead. Gold is always worth at least $1—even when the Gold Supply is empty.*



Event Site 3: Draw 2 Cards

(4 Cards if you have a Tent on this Event)



No Hand Limit
There is no hand limit. If you need to draw cards from your deck but there are none left, **immediately gain 1 Victory Point for each card you were owed instead.**

Discarding Cards
There is no discard pile. Every time you discard a card either place it on the top or bottom of your deck. You will never shuffle your deck during the game.

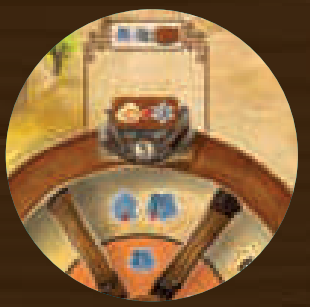
Event Site 4: Gain 2 Bucks

(4 Bucks if you have a Tent on this Event)



Event Site 5: Spend 1 Gold Nugget to immediately gain 3 Victory Points

(You may spend 2 Gold Nuggets to gain 6 Victory Points if you have a Tent on this Event)



Gold Nuggets

You can spend Gold Nuggets as Bucks during the game, but their value fluctuates according to the number remaining on the Gold Supply at the time you spend them. The Gold Supply is divided into three gold pools valued at 1, 2, and 3 Bucks. The current value of each Gold Nugget in play is equal to the value of the lowest gold pool that has any empty gold spaces.

Example: *If there are one or more Gold Nuggets missing from the second gold pool, all Gold Nuggets in play are worth 2 Bucks each. If the second gold pool is full, but the top gold pool is empty, Gold Nuggets are still worth 3 Bucks each.*

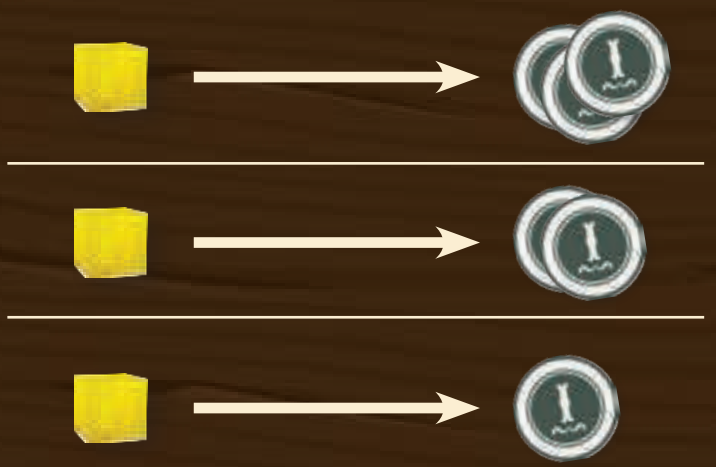


Though Gold Nuggets can be substituted for Bucks, Bucks cannot be substituted for Gold!

If you overpay for a cost with Gold Nuggets you do not receive change!

Example: *If you build a Bridge that costs 4 Bucks with 2 Gold Nuggets valued at 3 Bucks each, you would not get 2 Bucks back from the General Supply.*

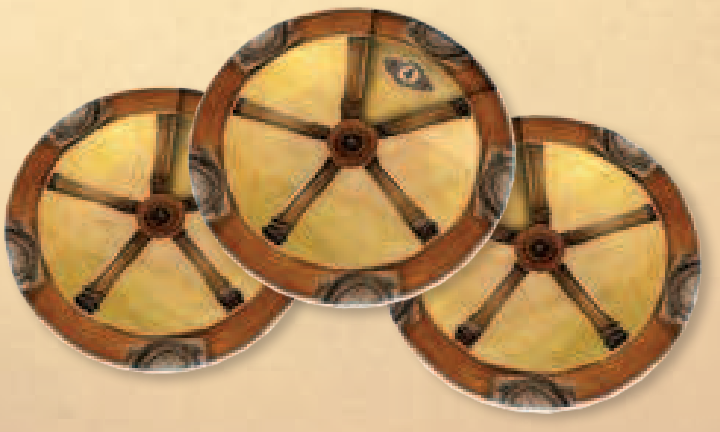
Spent Gold Nuggets are not immediately returned to the Gold Supply on the board! Spent Gold Nuggets are put in the Mine Cart. They are only restocked at the end of the Year (see Clean Up p. 19).



3. SIMULTANEOUSLY SELECT SITES

All players secretly—and simultaneously—select a Site by rotating their Dials. Once they have decided, they should lay their Dials face-down on the table. This act shows that you are ready and fully committed to your selection.

Note: *Table talk and banter during this process can really spice up the game!*

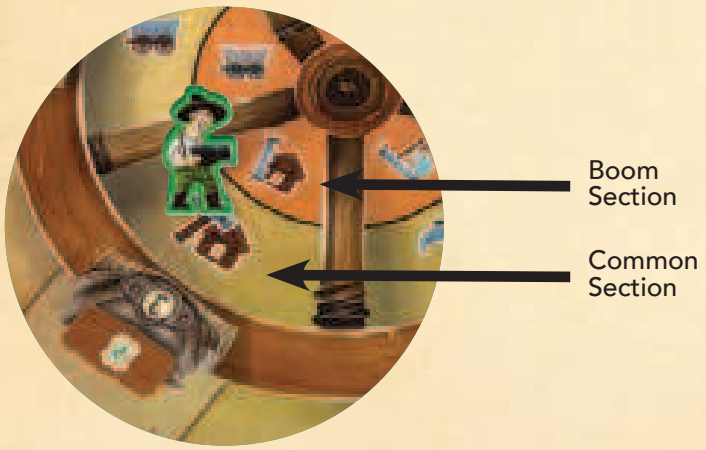


4. PLACE PIONEERS ON SELECTED SITES

All at once, the players reveal their Dials and place their Pioneers on the Sites they selected.

Example: *If you select Site 3 with your Dial, you will place your Pioneer on Site 3.*

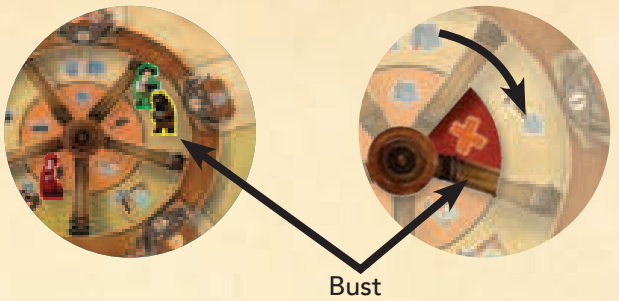
Each Site has two sections containing actions: an outer Common section and an inner Boom section. When your Pioneer is on a Site you can perform both of these actions (unless the inner one is covered by the Bust). ***Note:*** *Some special Abilities allow you to perform actions on Sites when the Bust is there.*



5. DETERMINE THE BUST

After players reveal their Dials and place their Pioneers, the Site containing the most (or all) Pioneers will Bust! Rotate the Bust tile to cover the Boom section of the affected Site, disabling it.
Note: *The Common section of a Site is never affected by the Bust.*

Example: *If Site 1 has two Pioneers on it, while the rest of the Sites have either one or no Pioneers, Site 1 has the most Pioneers and Busts.*



No Clear Majority
If two or more Sites are tied for most Pioneers, the Bust tile does not rotate (it stays covering the Signpost and Busts the Signpost section by default).





"Dang! Yer kickin' nothin' but tailings today—but there ain't no use in bellyachin'. Buck up an' it'll pan out better soon enough."

6. RESOLVE PLAYER TURNS

Starting with Site 1 and continuing clockwise, players take turns performing the actions at the Sites with their Pioneers.
Note: *Sites without Pioneers are skipped.*

If more than one Pioneer is in the same Site, the players must perform their actions in player order, starting with the Sheriff and continuing clockwise.



Note on game flow: *In many cases, players can perform their actions simultaneously—provided these actions do not interfere with each other.*
When taking a turn, you may perform the Site's actions in whichever order you choose (or you may ignore them or pass).

7. RETURN PIONEERS

After all turns have been completed, the players remove their Pioneers from the board. If this is the end of Round 5, move to the Shootout phase (p. 18).



ADDITIONAL 2-PLAYER RULES

PERFORM THE FOLLOWING EXTRA STEPS DURING EACH ROUND:

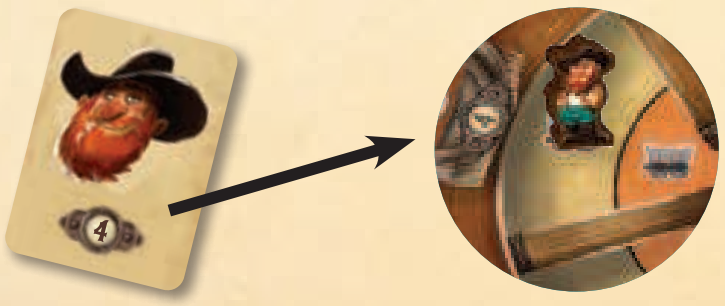
AFTER TRIGGERING THE CURRENT EVENT:

Draw 2 cards from Buster's deck and place them face-up near the board. Buster will not visit those sites this Round.



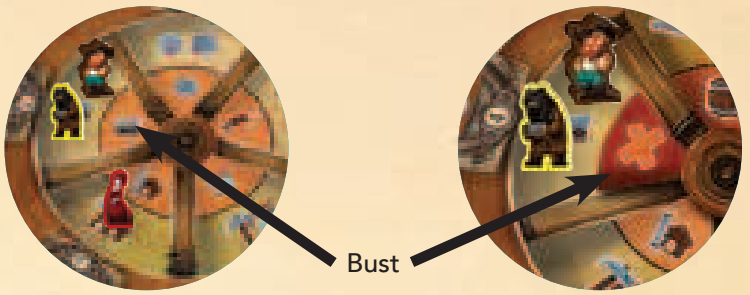
AFTER PLACING PIONEERS:

Draw 1 card from Buster's deck and place the Buster Pioneer on the Site shown on the card (even if the Barker is covering it).



WHEN DETERMINING THE BUST:

Buster counts as a regular Pioneer when determining the Bust.



AFTER RETURNING PIONEERS:

Return the Buster Pioneer to the General Supply, then shuffle all five Buster cards together and place them face-down to re-form Buster's deck.





"If'n yer ever find yerself in dire need of sundry or steeds, listen fer the travelin' barker with a bullhorn yellin' "step right up!". He's got it all—lock, stock, and barrel."

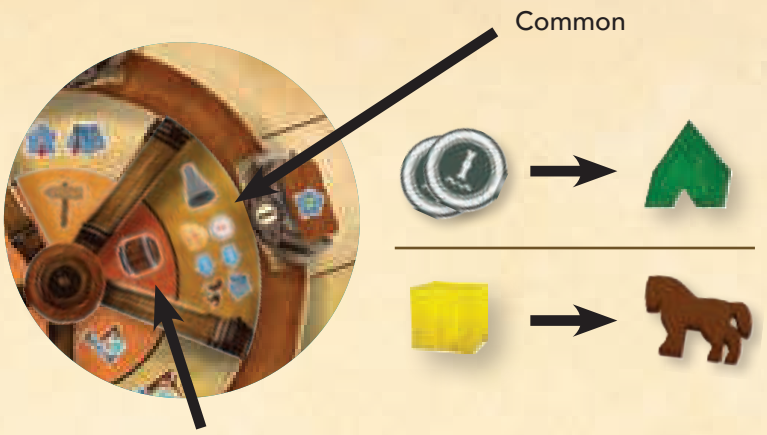
SITES

THE BARKER TILE

Common: Buy Tents and/or Horses by paying the indicated costs. You can buy as many Tents and/or Horses as you want, provided you can pay for them and haven't reached your limit.

Horse Limit: 6 Horses
You can have a maximum of 6 Horses. If an action allows you to gain more Horses, but you have already reached your limit, ignore the action.

Dude and Tent Limit
You have a limited number of Dudes and Tents. If an action instructs you to gain Dudes or Tents from the General Supply but there are none left, ignore any remainder.



Boom: Take a Barrel token from the Stash. You may choose any face-up or face-down Barrel from the Stash. Then add the number of Outlaws to the Shootout equal to the amount indicated below the space you took the token from. ***Note:*** *Whenever you gain a Barrel you must add the necessary Outlaws to the Shootout.*

Immediately after taking a face-up Barrel token and adding Outlaws, refill the vacant space with a new Barrel token from the face-down stack (flipping it face-up).



"Hookin' them outlaws' ill-gotten gains might seem like simple shenanigans, but you better bet yer hide a whole slew of them dogs'll be itchin' to draw their barkin' irons an' make yer holey."

Barrel Tokens

You may use a Barrel token at any time on your turn (including the same turn you gained it).

After you use a Barrel token, keep it face-down near your player board. Do not return it to the General Supply! You may need it for Final Scoring or to activate other Abilities.

Note: *Only "discarded" Barrel tokens are placed face-up in the General Supply. Some Abilities require that you spend Barrel tokens this way.*



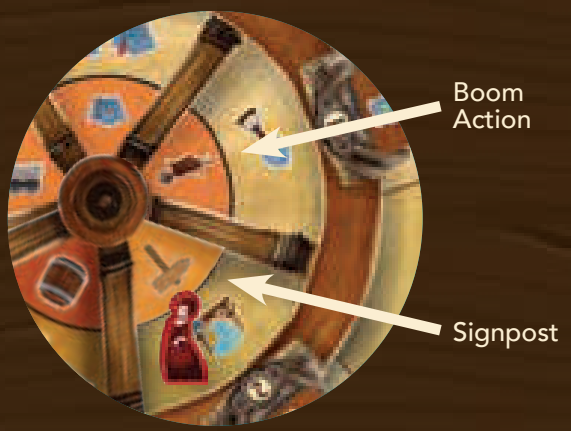
The Signpost

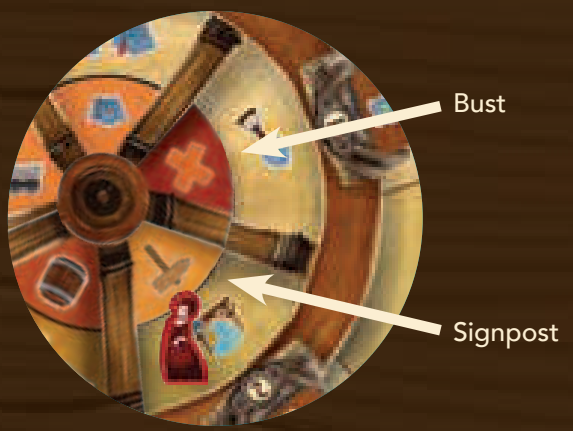
The Signpost copies the Boom action of the Site directly adjacent to it (counterclockwise, the way the arrow points). When your Pioneer is on a Site affected by the Signpost, you may use the Boom action of the adjacent Site. ***Note:*** *The Signpost disables the Boom part of the Site it is actually covering—so as usual, ignore the actions you cannot see under the rotating Sites.*

Example: *If your Pioneer is on Site 2 with the Signpost showing, you may copy and take the Boom action of Site 1 (provided it isn't covered by the Bust tile).*

Note: *The Signpost only copies the action (or Bust) of the adjacent Site. This does not allow you to use Town Building Abilities for the adjacent Site as if your Pioneer was there. For instance, you cannot use Abilities that are triggered by being at Site 3 if your Pioneer is at Site 4 with the Signpost.*

It is possible for the Signpost to point to the Bust tile. When this happens, it copies it and both Sites Bust!
Note: *You can only use a Town Building ability that is triggered by the Bust for the Site your Pioneer is on. For example, if your Pioneer is at Site 4 and the Signpost is copying the Bust at Site 3, you can only use Abilities that are triggered by Busting at Site 4.*

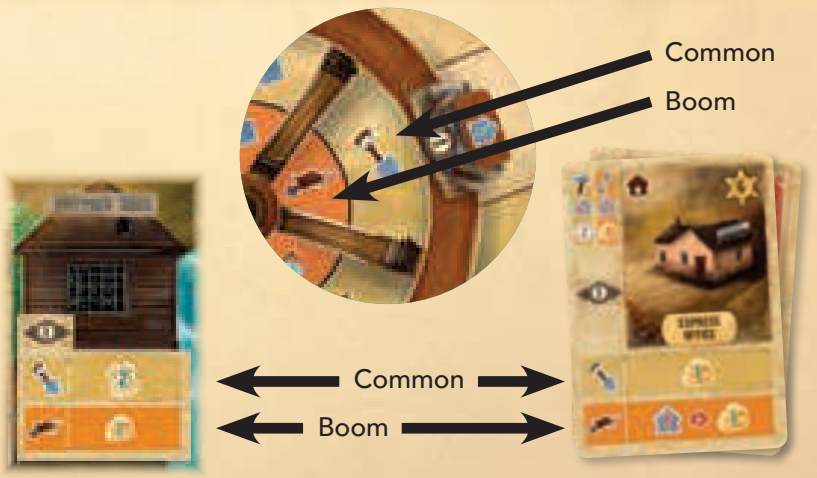




SITE 1: WORKDAY

Common
Shovel actions: You may activate the Shovel Ability on Sutter's Mill (on your player board) and any other Shovel Abilities on cards in your Building tableau, one time each.

Boom
Wheelbarrow actions: You may activate the Wheelbarrow Ability on Sutter's Mill (on your player board) and any other Wheelbarrow Abilities on cards in your Building tableau, one time each.





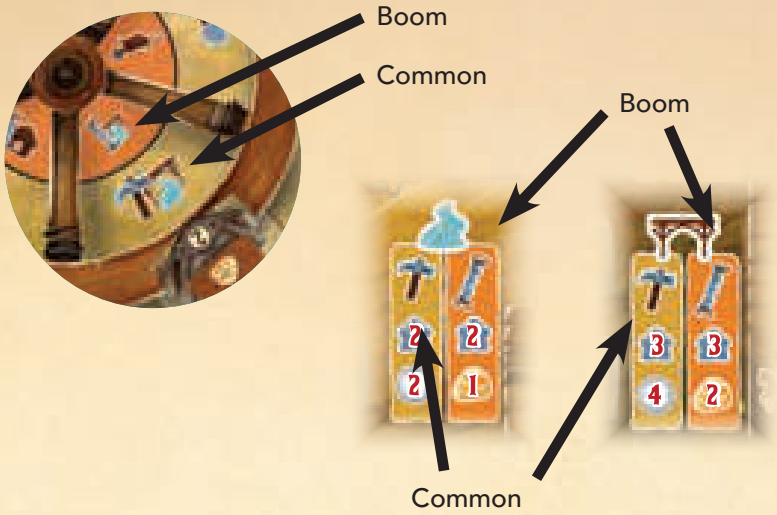
"They say, an honest day fer an honest pay... And that's the truth. High-grading jus' ain't worth it—unless you fancy wearin' a snug California collar. And don't you try none of that sneaky pennyweightin' neither!"

SITE 2: SURVEY A RIVER OR BUILD A BRIDGE

Common
Hammer action: Survey a River or build a Bridge. To survey a River or build a Bridge you must pay the Hammer cost indicated on the board (by paying the required amount of Bucks and Dudes from your Lodge, returning them to the General Supply).

Boom
Saw action: Survey a River or build a Bridge, paying the Saw cost indicated on the board (instead of the Hammer cost).

***Note:** The Saw cost requires Gold Nuggets instead of Bucks. Spent Gold Nuggets are placed in the Gold Cart—they are not returned to the Gold Supply on the board!*



River Tiles

When you survey a River, take a River tile from the board and place it above a vacant River Canyon space at the top of your player board. Immediately gain any non-Victory Point benefits indicated directly below the newly placed tile.

***Note:** River tiles are not limited. If the board's supply of River tiles ever becomes low, refill it from the General Supply.*



Bridge Tiles

When you build a Bridge, take a Bridge tile from the board and place it above any available River tile on your player board. ***Note:** A River tile is considered available if there is not already a Bridge built over it.*

***Important Notes:** A player cannot have two Bridges of the same type! Each player may have a maximum of four Rivers and four Bridges. You cannot build a Bridge tile unless you have a River tile for it to fit on top of. If a type of Bridge tile runs out, there are no more—first come, first serve!*

Bridges gain you Victory Points at the end of the game if you meet their requirements (see Final Scoring p. 20).

***Note on Scoring:** Victory Points are mostly scored at the end of the game, including for your surveyed River Canyons.*





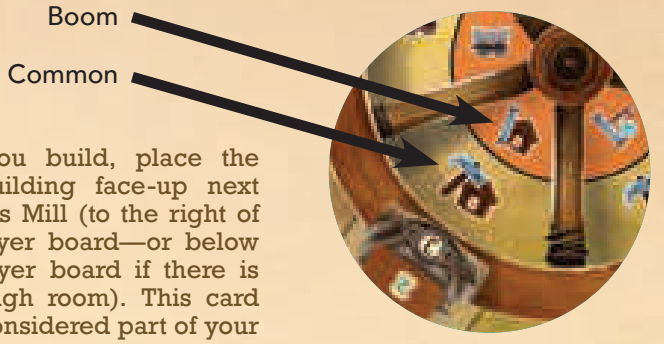
"Crossin' them river canyons is often treacherous business—it takes a mighty keen eye to spot the proper place to nail up a beam out here in these diggin's."

SITE 3: BUILD TOWN BUILDING

Common
Hammer action: Build a Town Building from your hand. When you build a Town Building, select a card from your hand and pay the Hammer cost indicated on it (by paying the required amount of Bucks and Dudes from your Lodge, returning them to the General Supply).

Boom
Saw action: You may Build a Town Building from your hand, but you must pay the Saw cost indicated on the card (instead of the Hammer cost).

Note: *The Saw cost requires Gold Nuggets instead of Bucks. Spent Gold Nuggets are placed in the Mine Cart—they are not returned to the Gold Supply on the board!*



When you build, place the Town Building face-up next to Sutter's Mill (to the right of your player board—or below your player board if there is not enough room). This card is now considered part of your Building tableau.

Note on Scoring: *Victory Points are generally scored at the end of the game, including for the cards in your Building tableau.*

Town Buildings

Each Town Building card has Abilities that can be triggered after they have been built into your Building tableau. The number (or symbol) on the left side of the card indicates which Site it corresponds with. To trigger a card's Abilities, it must be your turn and your Pioneer must be on the corresponding Site.

Notes: *When you are taking Site actions and activating card Abilities, you may perform them in any order you choose. Some Abilities require that the Bust is at the corresponding Site.* ***You may not activate a Town Building's Abilities on the same turn you built it.***

See the reference sheet for details about each Town Building's Ability.



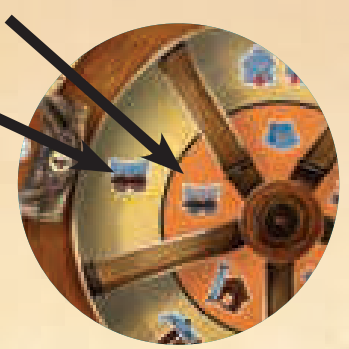


"'Betterments make the boomtown', I always say. Raise all manner o' businesses, an' newcomers will be linin' up fer all the accoutrements when they come off the wagon train."

SITE 4: MOVING WAGONS ON THE FRONTIER MAP

Common
Wagon: Move your Wagon on the Frontier Map. When you use a Wagon action, you may move your Wagon on the Frontier Map a number of spaces equal to or less than the number of Horses you have.

Boom
Wagon: Move your Wagon following the same rules as above. ***Note:*** *Each Wagon movement is considered a complete, separate action. For example, you may end your movement with one Wagon action on a Boomtown, gain the Stop-off benefit, then use your second Wagon action to move elsewhere, collecting benefits as normal.*



Horse Limit: 6 Horses
You can have a maximum of 6 Horses. If an action allows you to gain more Horses, but you have already reached your limit, ignore the action.

Dude and Tent Limit
You have a limited number of Dudes and Tents. If an action instructs you to gain Dudes or Tents from the General Supply but there are none left, ignore any remainder.



"Them iron horses ain't never gonna be done runnin' in these parts, so you'd best uncork a bronc or two and cut dirt with yer covered wagon!"

Wagon Movement Rules

Each space on the map is represented by a Boomtown **(1)**, Settlement **(2)**, or Horseshoe **(3)**.

You do not lose any Horses when you move—you simply count how many Horses you have and move up to that number of spaces for each Wagon action you take.

You may not reverse direction and re-enter a space while moving with a Wagon action. However, you may retrace your movement with another Wagon action later (even on the same turn).

When your Wagon moves over or stops on a Boomtown or Settlement, gain the indicated benefits (except for Stop-off benefits—see below).

If your Wagon ends its movement on a Boomtown, you may choose between the left benefit **(4)** or the alternate Stop-off benefit on the right **(5)**.



Note: *If your Wagon does not end its movement on a Boomtown, you cannot choose the Stop-off benefit.*

Horseshoes do not offer any benefits, but they still count against your movement limit.

Settlements or Horseshoes can only hold one Wagon at a time. If you move to a space containing another Wagon, simply skip the occupied space as if it did not exist and continue your movement (ignoring any benefits).
Note: *Skipped spaces do not count against your movement limit.*

Boomtowns can hold any number of Wagons and are never skipped.

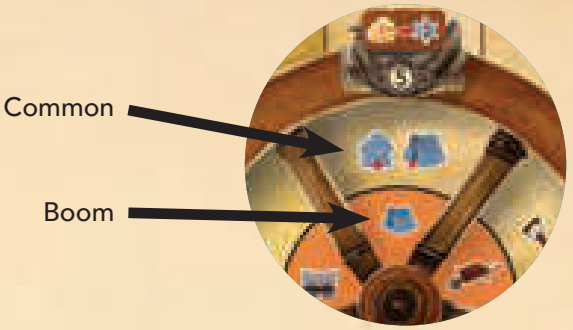






"Don't be a yeller' belly! It's time to round up a posse and give them outlaws a lick of true frontier justice!"

SITE 5: SETTLE THE FRONTIER AND DEFEND COLOMA



Common
Place Dudes/Pitch Tents: Place Dudes as Gunmen at the Shootout and/or pitch Tents on Events/Frontier Lands.



Boom
Tent: Gain 1 Tent.

Placing Dudes at the Shootout

When you place Dudes, you must move them from your Lodge and **fill one entire row** at the Shootout. Gunman remain in place until the end of the Year, see Clean Up.

Important Note: *You cannot fill more than one row of Gunmen per turn. However, you may fill additional rows on subsequent turns (by following the same rules).*



Placing Tents on Events

You may pitch Tents by moving Tents from your Lodge onto any Events where you do not already have a Tent.

Note: *You may pitch as many Tents as you can per turn. Your Tents can share Event spaces with other players' Tents. Once you pitch a Tent on an Event it must stay there until the end of the game.*

If you have a Tent on an Event that is triggered by the Barker, you gain the indicated benefit twice (see Events p. 8).

Note: *Unlike Tents on the Frontier Map, Tents on Event spaces do not score any Victory Points (see Final Scoring p. 20)*



Placing Tents on Frontier Lands

You may pitch Tents by moving Tents from your Lodge onto Frontier lands where you do not already have a Tent.

To pitch a Tent on a Frontier Land, your Wagon must be on an adjacent Boomtown.

Note: *Each colored area on the Frontier Map represents a different Frontier Land. The Boomtown of Coloma is not considered adjacent to any Frontier Lands. You can only pitch Tents from Hangtown, Georgetown, Folsom, and Auburn. Tents on Frontier Lands gain you Victory Points at the end of the game (see Final Scoring p. 20).*

Note: *You may pitch as many Tents as you can per turn. You cannot have more than one Tent in a Frontier Land, but you may share it with other players' Tents. Once you pitch a Tent on a Frontier Land it must stay there until the end of the game.*



SHOOTOUT PHASE

AFTER COMPLETING ROUND 5, MOVE TO THE SHOOTOUT PHASE.



Rewards and penalties are based on players' relative contributions—meaning that the player with the most Gunmen at the Shootout will claim the best reward on the chart while the player with the second most Gunmen will claim the second-best reward. Then each other player with at least one Gunman claims the third tier reward/penalty. Ties are broken in favor of the tied player who has Gunmen in the row nearest to the Outlaws.



To resolve the Shootout Phase, compare the total number of Gunmen to the total number of Outlaws at the Shootout.

- If the number of Gunmen is greater than number of Outlaws, the players Win the Shootout, and refer to the left side of the current Shootout chart for rewards and penalties.
- If the number of Outlaws is equal to, or greater than the number of Gunmen, the players Lose the Shootout and refer to the right side of the current Shootout chart for rewards and penalties.



The player who contributed the most Gunmen receives the Sheriff Badge, and becomes the new starting player.



"A gunfight don't always decide who's right, but it decides who's left—and that's more important. To keep outta the bone orchard, keep ol' Betsy near and dear."

Players without any Gunmen at the Shootout must place Dudes of their color from the General Supply on Graves in their Graveyards, according to the current Shootout chart. When you place a Dude on a Grave, cover one of the vacant Graves (starting at the bottom). Dudes in your Graveyard are considered dead, and cannot be used again for the rest of the game. Dead Dudes lose you Victory Points at the end of the game (see Final Scoring p. 20).

Note: *If you do not have enough Dudes in the General Supply to place in your Graveyard, you must take Dudes from your Lodge instead.*



Important Note for 2-Player Games: *The 3 non-player Gunmen at the Shootout count as if there were a third player in the game. They help outnumber the Outlaws, and "score" their respective tier—though they never receive actual rewards, Victory Points, or become the new Sheriff. Reminder: The non-player Gunmen remain on the board for the entire game.*



YEAR END

AFTER FIVE ROUNDS AND THE SHOOTOUT PHASE, THE YEAR ENDS.

CLEAN UP

- Return all Gunmen and Outlaws from the Shootout to the General Supply.
  2-Player Note: *Do not remove the 3 non-player Gunmen.*
- Remove the current Shootout chart tile. ***Note:*** *This will reveal the next Shootout chart—either a tile or the chart printed on the board depending on the year.*
- Move the Year Marker to the next Year and place the indicated number of Outlaws at the Shootout.
- Refill the board's Gold Supply with all of the Gold Nuggets in the Mine Cart. When refilling, always fill the bottom-most vacant gold spaces first.





"Seems after each winter's gully washers, the South Fork runs high, fillin' the bedrock with nuggets—same way a late night bendin'-elbow at the bar gives ol' Buster the backdoor trots."



"Snakes alive! Listen up, all ye pioneers and prospectors—looks like yer done a fine job makin' the bettermost of these diggin's. Now it's time to tally up the whole kit 'n' caboodle to see who's the biggest toad in the puddle."

END OF THE GAME AND FINAL SCORING

After the third Shootout Phase, the game ends. Then all of the players tally their scores and adjust their scoring markers accordingly.

GAIN VICTORY POINTS

Building Tableau
Gain Victory Points for each card in your Building tableau (as indicated in the upper-right corner of each card).



River Canyons
Gain Victory Points as indicated on your player board below each surveyed River Canyon.



Bridges
Gain Victory Points for each Bridge you built, according to the scoring requirements shown on it (carefully minding the maximum scores). See the Bridge section on the reference sheet for details.

Tents on Frontier Lands
Gain Victory Points based on the number of Tents you have on Frontier Lands, as indicated on the Frontier Map's scoring chart.

Example: *If you have Tents on 3 Frontier Lands you gain 12 Victory Points.*



Lose Victory Points for Dudes in your Graveyard
Each dead Dude in your Graveyard causes you to lose Victory Points equal to the number printed on the Grave they are on.



THE PLAYER WITH THE MOST VICTORY POINTS WINS!

Ties are broken in favor of the tied player with the most Gold Nuggets. If still tied, the player with the highest total of remaining Bucks, Dudes, Tents, and Horses wins.

OPTIONAL MODULES

HOTEL BUILDING MODULE

With this module you will be able to build and operate Hotels in Coloma. They are added to your Town Building tableau like other cards at Site 3, but they offer you a new way to score. At Site 5 you can place Dudes on your Hotel Buildings to immediately gain Victory Points. But can you afford the risk of having some of your Dudes asleep during a big Shootout? This module is compatible with the Pioneer Specialties module, Mule Duel, and/or Solo mode.





COMPONENTS

12 Hotel Building cards

BOARD SETUP

Place 2 Hotel Building cards per player on the indicated space on the board, face-up. Return any excess cards to the box—they will not be used.

Gameplay

BUILDING HOTEL BUILDINGS

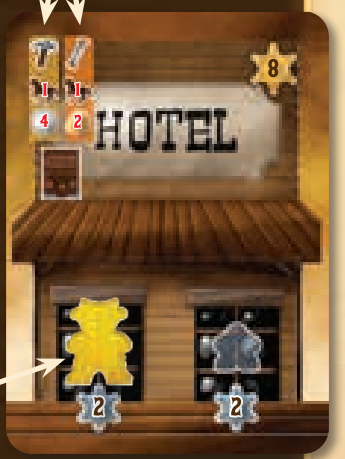
When your Pioneer is at Site 3, you may use your Hammer/Saw actions to build Hotel Buildings instead of Town Buildings.

SITE 3, HAMMER/SAW ACTION

To build a Hotel Building from the board's supply, pay the Hammer/Saw cost indicated on it. Next, place the Hotel Building face-up on the table. This card is now considered part of your Building tableau. ***Note:*** *Additional Hotel Building cards can be built and layered on top of each other to make one large Hotel with many stories. There is no limit to the amount of Hotel Buildings you can build (unless there are no more available).*







OPERATING YOUR HOTEL

When your Pioneer is taking Common actions at Site 5, you may also place Dudes from your Lodge on your vacant Hotel scoring spaces. Immediately gain 2 Victory Points per space you fill. ***Note:*** *Each Hotel Building card can hold a maximum of 2 Dudes at a time.*

DURING CLEAN UP

Remove all Dudes from your Hotel scoring spaces and return them to the General Supply.

DURING FINAL SCORING

Gain 8 Victory Points for each Hotel Building in your Building tableau.

MULE DUEL: 2-PLAYER VARIANT

In this low-luck 2-player variant you and your rival will lead Mules to the Sites and Events on the wheel. There are sure benefits to be gained by dangling Carrots in front of them, but it is also in your interest to use these powerful animals to Bust your competition. If you're especially clever, you may be able to do both!
This variant is compatible with the Hotel Buildings and Pioneer Specialties modules.

COMPONENTS

2 Mules
10 Carrots

GAME SETUP

Set up for a 2-player game.
The Buster Pioneer and Buster cards will not be used in this variant!

PLAYER SETUP

- Take 1 additional Dial of a non-player color.
- Take 1 Mule
- Take 5 Carrots (matching your Mule's color) and place 1 Carrot at each Event space.

New Gameplay Rules

Perform the following extra steps during each Round:

AT THE START OF EACH ROUND:

Do not trigger the current Event when the Barker moves!

WHILE SELECTING SITES:

Use your extra Dial to select a Site for your Mule.

WHEN PLACING PIONEERS AT SITES:

Place your Mule on the Site you selected for it.

When you place your Mule on a Site with a matching Carrot on the Site's Event space, immediately gain the benefit of that Event (doubled if you have a Tent placed there). The Mule then "eats" the Carrot, removing it from the Event space. Events are not triggered by the Barker, instead they are triggered by your Mule eating a Carrot at the Event space. ***Example:*** *If you send your Mule to Site 2 and there is a matching Carrot at Event space 2, immediately gain 1 Gold Nugget (or 2 Gold Nuggets if you have a Tent there). Then move the Carrot to the General Supply.*

Note: *If you send your Mule to a site without a matching Carrot on its Event space, you do not gain any benefit from the Event space.*

WHEN DETERMINING THE BUST:

Mules counts as a normal Pioneers when determining the Bust. The Bust rotates to the Site with the most Pioneers and/or Mules.

WHEN RETURNING YOUR PIONEER:

Return your Mule too.

DURING CLEAN UP:

Place 1 Carrot at each Event space that does not already have one of that color. At the start of each Year, there should be two Carrots at each Event space (one of each color).

Notes: *Your Mule will only eat the Carrot of its matching color. Your Mule does not have to eat all five Carrots in a Round. Busting does not affect your Mule (since your Mule does not allow you to take Site actions like your Pioneer).*







"Mules is hard-workin' animals. Treat em' fair and they's worth their weight in gold. They's good fer kickin' folks' teeth in too, if they's up to deviltry."

PIONEER SPECIALTIES MODULE

In this module each Pioneer has a unique special Ability. These allow you to have a richer thematic experience with interesting mechanical twists. They are especially well suited for players who enjoy novelties and asymmetric character powers.

This module is compatible with the Hotel Buildings module, Mule Duel, and/or Solo mode.

COMPONENTS

6 Pioneer Specialty Cards



PLAYER SETUP

Take the Pioneer Specialty card that goes with your chosen Pioneer and keep it nearby as a reference.

GAMEPLAY

You may use the Ability of your Pioneer Specialty card on your turn. See the reference sheet for details about each Pioneer's Ability.



"Well, by now yer been through the mill so I'll quit my yammerin'. Jus' remember if'n yer ever strike it rich that ol' Buster taught yer everything there is to know 'bout frontier life in Coloma..."

ACKNOWLEDGEMENTS

Game design:
Jonathan "Jonny Pac" Cantin

Solo mode design:
Jonny Pac and Dávid Turczi

Additional Development:
Dávid Turczi

Developers:
Boris Momikj
Vladimir Scarface Trajcevski

Art by:
Mihajlo Dimitrievski - The Mico

Graphic design:
Bojan Drango

Rulebook editing and design:
Drake Villareal
Melissa Delp - Tantrum House
Will Meadows - Tantrum House
Brian Biggs

Producers:
Ivana & Vojkan Krstevski, Toni Toshevski, Maja Matovska

Publisher:
Final Frontier Games

Thanks to:
Daniel Kiprijanovski
David Najdovski
Matej Miovski
Marko Papuckoski
Xavi Bordes
John Shulters
Sarah Graybill
Jeff LaFlam
Timothy S Wright
Richard Ham
Seth Jaffee
Andy Van Zandt
Kevin Riley
Drake Villareal
Mark Dennis
Martyn Poole
Chris Ford
Nick Welford
Gonzalo Aguirre Bisi
ThunderGryph Games
Goblin Games
Tantrum House
And all our playtesters!

Special thanks to Rahdo for inspiring the rules for 2 players and all our Kickstarter backers that helped us make this game a reality!

TIPS

GENERAL

Hoarding resources is not a good strategy by itself. You are better off investing your resources into Town Buildings, Hotels, Bridges, and Rivers. These will score the most Victory Points in the end and give you extra options during the game.

Time is limited! You only have 15 turns during an entire game. Be sure to plan far enough ahead to complete everything you hope to do.

Try to economize your actions. It is best to do as much as you can on each turn. For example, when your Pioneer is at the Barker, you might want to buy as many Tents and Horses as you can afford.

Other players' resources are public knowledge. By observing what they have—or don't have—you may be able to guess where they will send their Pioneers next. "Reading the table" like this can give you a real advantage.

Players may bluff while selecting Sites with their Dials. For example, you might tell the other players that you are going to select Site 3 no matter what. But in truth, you selected Site 1 all along!

When you discard a card you may choose to place the card on the top or the bottom of your deck. If you want to draw the card again, place it on top. If you don't, place it on the bottom. You never shuffle!

Don't forget to place Gunmen at the Shootout. Dudes are limited, and if they go to your Graveyard they never come back!

You can spend Gold Nuggets as Bucks, but you cannot spend Bucks as Gold Nuggets. Be sure to plan to have the right resources when you need them—especially when you want to build more than once at a time!

EARLY

Placing Tents at Event spaces is best when done early in the game. You can gain a lot of free resources this way. (Whereas later on, it becomes better to place Tents on the Frontier Lands to score Victory Points.)

With a total of 8 Tents, you do not have enough to place one at every Event and Frontier Land. Make sure to plan ahead so you are not surprised by this limit.

The more Horses the better. Having Horses is essential to getting the most out of your Wagon actions on the Frontier Map.

Build Town Buildings that will help complete your goals more efficiently. The more Town Buildings you have, the more flexibility you will have. Not to mention they are worth 6 Victory Points each!

Remember that if you ever need to draw cards and your deck is empty, you gain 1 Victory Point per card that you would have drawn. You might try to draw as many cards as you can so that you can begin to score these extra Victory Points.

LATE

Bridges and Hotels can earn you a lot of Victory Points. Be sure to build them before they run out.

Placing Tents in Frontier Lands can earn you a significant amount of Victory Points. Try to get all five to gain 25 Victory Points!

SITES

Site 1 is good for creating a resource "engine". If you have several cards in your Building tableau with Shovel/Wheelbarrow Abilities, you can gain a large amount of resources at once.

In general, Sites 2 and 3 are the ones that will get you the most Victory Points. Try to get as many Rivers, Bridges, Town Buildings, and Hotels as you can.

Bridges and Hotels are first come, first serve. Don't wait too long to build them or else they might be gone!

Site 4 is where you will be able to gain Dudes and other benefits from the Frontier Map. Be sure to have as many Horses as you can to get the most out of each Wagon action you take.

Remember, stopping your Wagon's movement on a Boomtown gives you the choice to gain an alternate Stop-off benefit (instead of gaining Dudes). For example, you might choose to stop your movement early so that you can get a benefit that is more useful to you, like a Barrel at Hangtown.

Your Wagon must be on a Boomtown in order to place Tents on adjacent Frontier Lands. You should plan your movements so that you are positioned to place Tents on a future turn (when you perform actions at Site 5).

Site 5 is where you will place Gunmen and pitch Tents. Always try to place a row of Gunmen in addition to Tents on the Frontier Map/Event spaces when taking this action.