XAVIER GEORGES

ARTWORK: ALEXANDRE ROCHE

CARSON CITY





1858. The parcels of land of the new city called Carson City are being sold. You own a small amount of money and have a team of loyal cow-boys at your disposal. You seek to purchase the best building grounds and build the most lucrative buildings in town. Will you have the guts to provoke your opponents into a duel?, who will try to snatch the best deals from under your very nose? Will you be able to wisely use the support of the most influentiol townfolk? The winner will become the most important player of Carson City. This imporantce is measured by the victory points you will accumulate during the game. Moreover, at game's end, your possessions (such as money, buildings, mountains and houses) will be converted into more victory points.



WELCOME TO CARSON CITY

Howdy, stranger. If you are looking to make a fortune,
you will maybe find gold in our mountains or customers for your business.
But if you're looking for trouble, you will fill a spot in our cemetery.

HOW TO READ THESE RULES?

Carson City is a complex game. The ride to the Far West is long and bumpy, but nothing is impossible with a little patience and courage. All will become clear when you start playing and your cowboys start walking around Carson City. **To help you learn to play, the rules are organized like this::**

- To start, this first part **"Welcome to Carson City"** presents the material and the development of the game and a short overview of its progress;
- Then the second part, **"Playing the game"** describes the four phases of a round in detail, and the victory point count at the end of the game;
- The third and fourth sections detail the **"Buildings"** and **"characters"** that you may encounter in Carson City;
- Finally, the last part: **"What Else?"** presents several variants, that can be combined as you wish, allowing you to discover other ways to play Carson City.

While reading the rules, consider this:
If you are beginner, follow the advice marked with this symbol: . This will prevent you from having to read all the rules (about 30% of the rules will be spared to you this way). The rules are written in normal characters. **The most important points are written in bold like this.**

*To distinguish the text of the rules, **examples,** and figure captions are written in italics.*

*Finally, the **Tips from the sheriff**, written in italics on a gray-beige background, will you give you thematic information or game advice.*

GAME MATERIALS



The board represents the territory of the future town of Carson City,divided into 64 parcels.
The different actions of the game are depicted above the map of the city. The board on the reverse side includes the Carson river. We advise you to play your first game(s) on the board without the river.

25 black sticks representing the roads

27 revolver tokens representing the "strength" and training of your cowboys

1 special "3 revolvers" token

2 dice



38 building tiles : 6 ranches, 6 mines, 4 drugstores, 4 banks, 3 saloons, 3 hotels, 2 churches, 2 prisons, 2 general stores, 2 schools, 2 blacksmiths, 1 city hall, 1 station



13 replacement building tiles for very high income. These tiles must be kept separate from the general supply. You can distinguish them by the golden lining around the income numbers.



20 house tiles depicting normal houses (front) and townhouses (back)



9 mountain tiles



1 bag for drawing the buildings



17 character cards numbered 0 to 16



1 round marker



72 property tiles (12 per color) that allow to mark the parcels of land you purchased



60 cow-boys (10 meeples per color), allowing you to choose actions



12 player markers (2 per color) to count victory points and indicate turn order



Money : $1 (small coins), $5 and $10 (large coins) et $20 (bills)

Game materials used only with certain game variants



30 duel tiles used in the "MIGHT IS RIGHT" variant



3 outlaw tiles and 9 outlaw meeples used with the "OUTLAW" variant



25 horse tokens used with the "HORSES" variant



4 rodeo tokens used with the "HORSES" variant



6 individual "enclosure" player boards used with the "HORSES" variant

Game materials used only with certain characters



1 white cowboy (used with character n° 1: the sheriff)



7 dynamite tokens (used with character n° 9: the Prospector or character n° 10: the Gunsmith)



2 "no duel" tiles (used with character n° 11: the Singer)



2 auction tiles (used with character n° 12: the Auctionneer)

Game material limit

Money, revolvers, houses and roads are not limited. In the rare case you run out of any of these, use any other item to compensate this. If you run out of roads, you can remove redundant roads.
The cowboys, the property tiles and the horses are limited to the material available in the box.

GAME SETUP

The image below shows an example of set up for three players.



Every player gets $15, 1 road, 1 revolver token, and 12 property tiles and 3 cowboys of his color. Roads and cowboys constitute the personal supply of the player.



The remaining money is piled near the board, and constitutes the Central Bank. **The Houses, roads and remaining cowboys are placed near the board** in the general supply.

1 

One ranch is placed on the « $3 » construction square and another on the « $10 » square.

2 

A mine is placed on the « $4 » construction square and another on the « $12 » square. The 34 remaining building tiles all go in the bag.

For your first game, we advise you to only use the following 26 buildings: 4 ranches, 4 mines, 4 drugstores, 4 banks, 3 saloons, 3 hotels, 2 prisons, 2 churches. the other buildings are placed back in the box and wil not be used this game.

3 

Three other buildings are drawn randomly from the bag and set on the remaining « $5 », « $6 » and « $8 » construction squares.

4

The center of Carson City is determined by rolling the two dice, at the intersection of the column designated by the white die and the row designated by the black die.

5

A house is placed on that parcel and four roads are placed alongside the house, one on each side. New city roads will be built starting from those four starting roads.

6

9 mountains are placed randomly on the board using the same placement method as above. If the designated parcel is already occupied, roll the dice again.

7

The special "3 revolvers" token is placed on its designated space.



8 **The round marker is placed on the starting position.**

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9 

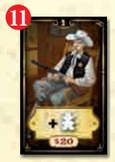
For the first round, randomly choose the turn order. The corresponding player markers are set on the turn order track as a reminder for turn order. The other player marker of each player is placed on the "0" space of the victory point track.

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10 

Every player receives two property tiles. In reverse turn order, each player chooses a parcel and places one of his property tiles on it. Next, in turn order this time, each player chooses a second parcel and places a property tile on it. Any parcel may be chosen, including a parcel with a mountain or the Carson City center.

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11 

Lastly, 7 character cards are placed next to the game board.

For your first game, we recommend you use the characters numbered 1 to 7, and use their yellow side. For more character choices, you will find recommendations on page 16 of this booklet. If you play with the paperboy, add an 8th character card.

HOW TO PLAY

Carson City takes play over four game rounds. Every game round is split into 4 phases, in which all players participate:

⋆ **Phase 1 will allow each player to choose a character of the city. This choice has three consequences:**
- Each character gives you a particular ability;
- Characters determine the turn order of phase 2;
- Every character limits the amount of money that you can keep for the next round (or for the final scoring).

⋆ **In Phase 2, each player will plan the actions it wishes to perform.** Following the new turn order, each player places a cowboy on a action space, a parcel, a building, or may choose to pass. This proces is repeated until all players have passed.

⋆ **Players' actions are resolved during phase 3.** When several players are competing for an action that can only be achieved by a single player, such as the purchase of land, a duel takes place between these players to see who can perform the action.

⋆ **Phase 4 marks the end of the round and allows to prepare the game the next round,** with the arrival of new cowboys ready to fight for you.

PLAYING THE GAME

"They did not know it was impossible, so they did it." Mark Twain

Carson City takes play over four game rounds. Every game round is split into 4 phases, in which all players participate.

PHASE 1: CHOICE OF CHARACTER

All character cards are placed near the board. Then, each player, according to turn order, chooses one of them. Certain choices may be directly followed by an action, depending on the character (see pages 13, 14 and 15 for the description of the characters).
When all players have chosen a character, the turn order is modified. The markers are placed on the upper turn order track in ascending order, according to the number indicated on the character cards that have been chosen (numbers shown on top of the cards).



After selecting the characters, the turn order is modified. For example, here in Green chose the Sheriff (1), Orange the grocer (3) and Blue the Mercenary (7).



Once a player passes, their pawn moves down the turn order track to the first available space (in this example, the Orange player is the first to pass).

PHASE 2: COWBOY PLACEMENT

According to the new turn order, every player must place a cowboy or pass. This is repeated until all players have passed. Placing a cowboy means performing one these four available options :

- **Choose an action.** Place a cowboy from your supply onto one of the action squares above the city's map (a little patience now, we will explain the available actions in the next chapter).
- **Choose a parcel of land.** Place a cowboy from your supply onto one of the parcels, meaning you want to purchase it. You can buy multiple parcels in the same turn (using one cowboy per desired parcel).
- **Attack or defend a building.** Place a cowboy from your supply onto a rival's building in order to attack it, or on one of your buildings to defend.
- **Pass.** Move your marker onto the first free position of the lower turn order track. Your turn is over. You are not allowed to place additional cowboys during this round.

The order in which players spend is important. If you are the first to pass, you occupy the first position of the second turn order track. This track determines the order in which player will choose characters in the next round of the game. If you are the first to pass, you'll be the first to choose your character in the next round. The order also breaks all ties in the game (eg. for duels, solving certain actions, endgame scoring).
No action is required. You can safely pass before placing all your available cowboy. You can even immediately pass without placing any cowboy.
The cowboys of the other players do not prevent you to choose an action. You can place it on an action or field already selected by another player. In most cases this will result in a duel.

PHASE 3: PERFORMING THE ACTIONS AND DUELS

Order of solving actions

After all players have passed, the actions are performed one by one according to the sequence on the board (following the winding path formed by the action boxes - see pages 6, 7 and 8 - description of the actions). The description of the actions that will follow on the next pages respects the solving order.
As soon as an action is completed, the cowboy goes back to the general supply.
You can always decide not to perform an action (eg if you realize that you do not have enough money to do everything you want). You may even choose not to perform an action after winning a duel on that space. If you give up the action, your cowboy returns to the general supply as if he had performed the action.

Duels

If several players have placed a cowboy on the same square or parcel, a duel occurs. Every player involved rolls a die. The number obtained is added to the number of revolvers and cowboys in the respective player's supply. In case of a tie, the player (among the ones involved in the duel) with the lowest turn order number on the turn order track is the winner.
The winner is the player with the highest total. The winner has won the right to perform the action. The winner can also choose to not perform the action. **Regardless of his choice, his cowboy goes back into the general supply.**
The loser will not perform the action he was fighting for. He places his cowboy back into his personal supply.
Special case: When more than two players are involved in a duel, all players participate simultaneously in the resolution of this duel. Each player rolls one die for his cowboy. The cowboys of all the losing players return to their respective personal supply and only the winner performs the action.

Tips from the sheriff 1: *You now understand better why it may be worthwhile to go early and do not place all your cowboys. The more cowboys you have in your personal supply, the stronger you are in duels.*

Tips from the sheriff 2: *When you lose a duel, why does your cowboy return to your personal supply? Isn't he dead? To answer this question, we watched 1,234 westerns and TV series devoted to the Far West for some statistics. If we understand the word "duel" at large, as a confrontation between several people who wish to do the same thing, our statistics show that in 56.78% of all the cases, the loser survives. Sometimes he is only wounded, he flees, he surrenders or he abandons for lack of ammunition. So statistically, it is more realistic to consider that the loser survives the duel, and that your cowboy goes back into your personal supply.*

Tips from the sheriff 3: *The statistics we produced helped to highlight an interesting item. When the duel (or confrontation) opposes a man and a woman, in most cases (up to 90% of cases when it comes to the final showdown of a movie), the two opponents find a creative and original solution to reach the goal they both covet.*

Tips from the sheriff 4: *Time to go back to the game rules ...*



Example: *Orange, Green and Blue are all involved in a duel to buy land.*
all three of them throw a die and add revolver(s) and cow-boy(s) present in their personal supplys.



Orange rolls a 5 + 1 revolver + 0 cow-boy = 6



Vert rolls a 3 + 2 revolvers + 1 cow-boys = 6



Bleu rolls a 2 + 1 revolver + 0 cow-boy = 3



Orange and Green are tied, but since Orange is before Green on the turn order track (he passed before Green when placing his cowboys), it is Orange who wins the duel and can purchase the land. Green and Blue both recover their cowboy and place it back in their personal supply.



Wages

Each cowboy you place on this space gives you $4. No duel occurs on this space: You can place one or more cowboys on this space, even if other players's cowboys are present. If you play with the "Horses" expansion, you can, instead of receiving $4, pay $4 to buy a new horse. Each player can only buy one horse per round.



Ammunition

The player who wins this action receives the special "3 revolvers" token for the remainder of this round. In other words, that player adds 3 to the strength of his cowboys throughout the current round.



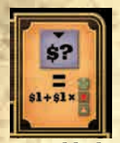
Roads (1)

The player who wins this action receives 3 new roads that he places in his personal supply. The roads in a player's personal supply are always available for construction and may be placed on the board at any given time during the game.



Roads (2)

Each cowboy you place on this space gives you a road, that you place in your personal supply. No duel occurs on this space: you can place one or more cowboys on this space, even if other players's cowboys are present.
Important : a newly constructed road must always extend previously placed roads.

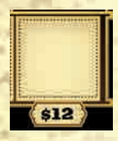


Parcel purchase

To buy an owner-free parcel, a player must have put a cowboy on it (and not on the parcel purchase square) during the cowboy setting phase.
This parcel should not belong to anyone (it is not possible to buy a parcel belonging to another player). Any parcel with bare land as well as a parcel on which there is a (town)house or a mountain can be purchased.
The price of a parcel is $1, plus $1 for each building, mountain or house that is on the land or adjacent to it (including diagonally adjacent). The minimum price is $1 and the maximum price amounts to $10. For each coveted parcel, the player who wins this action puts his cowboy in the general supply, and pays the required amount to the Bank and places a property title of his color on this parcel.
If several duels must be resolved before the purchase of a parcel, it is the first player who passed (among the players involved in at least one duel) that decides the order in which all the duels will be resolved.



Example: *The Orange player buys land that costs $6 (1 $+ $2 for houses, + $2 for saloons, + $1 for the mountain).*

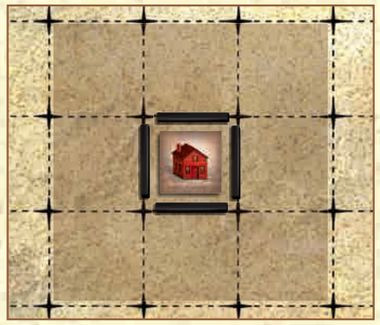


Building purchase

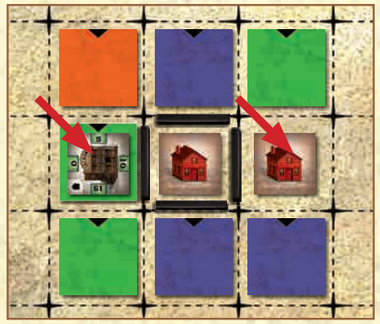
There are seven "purchase buildings" action spaces, each allowing you to purchase and construct a building, by paying the price indicated below the box. In order to be able to build, you must meet three conditions:
1 - You must be the owner of the land on which you build.
Warning: You can only build a building or a house on an onoccupied parcel, meaning: a parcel without any mountain, house or other building.
2 - Your property tile must be connected to the road system of Carson City, meaning that at least one road on the board must touch a corner of your property tile, or be placed alongside at least one of the four sides of your parcel (see example in the right column). Do not forget you can build roads from your personal supply at anytime during the game.
Exceptions: ranches and mines do not require a road to be built.
3 - A house <u>must</u> be added to the city, to accommodate new residents attracted by the new activity. **Building this house is free and must be placed on a free parcel that is connected to the road system.** This house does not have to be adjacent to your new building. A house can be placed on one of your property tiles, on a parcel belonging to another player if he/she agrees to it, or on parcel that doesn't belong to any player.
Exceptions: ranches and mines do not require the building of a house to be built.

<u>Townhouses:</u> When you must place a house on the board, you can, instead of placing an additional house, replace an existing house by a townhouse, flipping the house tile to its townhouse side. To replace an existing house by a townhouse, all parcels surrounding the existing house must be occupied by other buildings, houses, mountains, river or property tiles.
This means that a townhouse can not be placed on the edge of the board!

<u>Deferred Placement:</u> Instead of directly placing his building on the game board, a player can keep it in front of him and wait to place it on the board (for example because he has not yet purchased the right parcel, the parcel he wants it to be placed on is not yet conected to the road system (and he doesn't have any available roads), or because he does not have the opportunity to build the required house). At the end of the "Building purchase" action, each player has the opportunity to place the building(s) he has purchased or kept in his personal supply in previous rounds. If several players are concerned, they place their buildings in the current turn order. Each player can have multiple buildings waiting to be placed.



At the beginning of the game, only nine parcels are connected to the road system: the central parcel and the eight peripheral parcels.



<u>Example of building purchase and construction</u>*: Green, Blue and Orange just purchased new parcels and are ready to buy and place some buildings. Green buys a saloon for $10 and places it on one of its vacant property tiles connected to a road. He also places a house on the last free (unowned) parcel that's connected to a road.* ***[continued on page 8]***



Parcels income

The player who wins this action gets $2 per parcel he owns. All his parcels count, whether they're occupied or not.



Cowboy income

The player who wins this action gets $2 for each firepower point. The firepower of a player is the number of cowboys and revolvers in his personal supply, boosted by potential temporary bonuses ("ammunition" action, mercenary, ...).



Gambling income

The player who wins this action must roll the two dice and receives the rolled amount in cash. For instance, a 3 and a 5 would result in $8.



Estate income

Each building brings money to its owner, depending on the buildings and houses in its vicinity (see pages 11 and 12, "building description"). This action is automatic; there is no need to put a cowboy on a square to get this income.
Important: When a house does not belong to a specific player (when it is built on an owner-free parcel), it can increase the values of all neighboring buildings, whoever the owner is. However, when built on a parcel belonging to a player, this house will only benefit the buildings of that player (see example on the right). The same applies to mountains and mines.
Attacks on buildings: it is possible to put a cowboy on a building of another player to attack it. If the resulting duel/attack is successful, the attacker will steal half of the income of that particular building (rounded down) from its owner. One player may also place a cowboy on his own building in order to help defend against an attacker in a duel and protect his income. When several cowboys are on a building, a duel takes place. If several duels must be resolved is the first player who passed (among the players involved in at least one duel) that decides the order in which all the duels are resolved.



Parcels victory points

The player who wins this action gets a number of victory points corresponding to half the amount of parcels he owns (rounded down). All his parcels count, whether they're occupied or not.



Building victory points

The player who wins this action gets an amount of victory points corresponding to the number of buildings that are placed on his parcels (mountains and houses excluded).



Cowboy victory points

The player who wins this action gets an amount of victory points corresponding to half his fire-power (rounded down). The firepower of a player is the number of cowboys and revolvers in his personal supply, boosted by potential temporary bonuses ("ammunition" action, mercenary, ...).



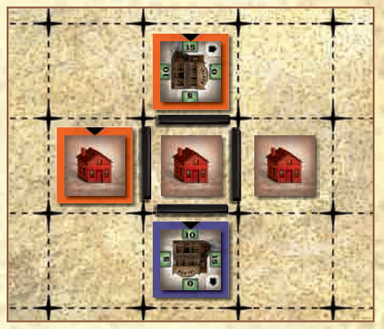
Victory points purchase

The player who wins this action may buy victory points at the price of $2, $3, $4 or $5 per victory point.



[continued from page 7] *Then, Blue buys a drugstore for $8 and places it on one of his free property tiles. Instead of placing a new house on one of his vacant parcels, he transforms the central house to a townhouse.*

Finally, Orange buys a bank for $5. He would like to place his bank on his property tile but there is no place to put the house that accompanies the bank. Let's assume for a second that blue doesnt have any roads in his perosnal supply. He asks Green and Blue if he can put a house on one of their free parcels, but they refuse. Orange can therefore not place his bank and keeps it in his personal supply, hoping to be able to place in the next round.



<u>Buildings income example:</u> *the Orange saloon brings in $15 (3 adjacent houses) while the Blue saloon only brings in $10 (one house belongs to Orange).*

PHASE 4: ROUND END

Once all actions have been resolved, the game round ends:
The turn counter token is moved one square forward (left), blocking one of the "victory points purchase" squares from being used for the rest of the game. Whilst keeping the cowboys from their personal supply (unused cowboys or ones that lost a duel), **each player receives the indicated number of cowboys for the new round from the general supply** (+4 cowboys at the end of round 1, five cowboys at the end of round 2, and 5 cowboys at the end of round 3, with a maximum of 10 cowboys available).



All money that you own beyond your cash limit must be spent. Each player must spend the money that exceeds their cash limit (indicated in red on the chosen character). You can spend more than the amount over your cash limit. If applicable, you receive 1 victory point per $10 spent.

Tips from the sheriff: *The cash limit of a character you have chosen represents his or her ability to counsel you regarding money and protect ir from different threats it might face (theft, gambling, corruption, scams, taxes, risky investments, ...).*

Character cards are then grouped next to the game board. If necessary, the pieces or tokens related to this character are returned (white cowboy sheriff, etc.).
The special "3 revolvers" token is returned to its action space.
The buildings that have not been bought are shifted sequentially towards the squares with lower prices. For each remaining available position, one building is drawn randomly from the bag and placed on the Action track before the beginning of the next round.



Example: *Arno has $54. Thanks to the banker, he can keep all of his money for the next round. Alex ends his round with $28 and has the sheriff. He must spend a minimum of $8 (to get back down to $20) and decides to spend $10 to gain 1 victory point. George, who had chosen the Chinese worker, ends his round with $34. He spends $4 to get back down to $30 and does not gain any victory points.*

END OF THE GAME

The game ends at the end of the fourth round, after the players have spent the money that was beyond the cash limit of their character card for that round.
On top of the victory points acquired during the game:
the remaining money is exchanged at $6 per victory point.

Tips from the sheriff: *it may be important to finish the game with a character that has a high cash limit (like the banker). Indeed, during the last round, there is only one available action space where you can buy victory points at a good price ($5 per victory point) and the fight is often intense in order to perform this action.*

Each building, house and mountain gives 2 victory points to their respective owner. A building purchased but not built (which was not played) does not earn victory points, the same goes for empty property tiles.

If you play with the "Horses" expansion, each horse earns you 1VP at the end of the game. In addition, for each rodeo won during the game, each horse earns you 1 additional VP.

The winner is the player with the most victory points. In case of a tie, the tied player who passed first in the final round wins.



BUILDINGS

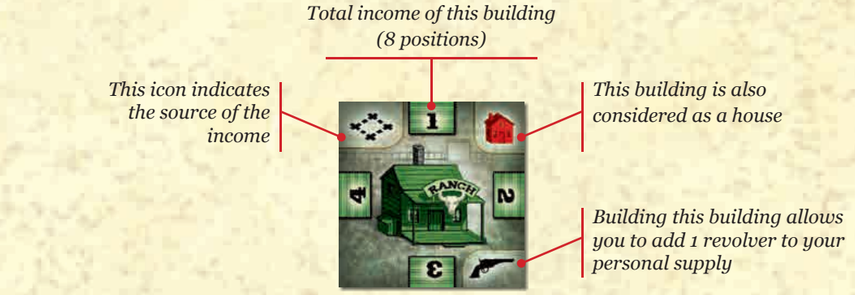
"One could cite numerous examples of useless spendings. Cemetery walls for instance: those inside can't get out, and those outside don't want to enter" Mark Twain

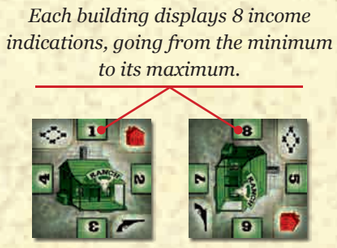
Indication of building income

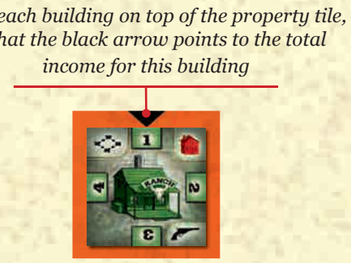
Each title has a black arrow. It is advisable to always place the arrows in the same direction, pointing North. By placing your building in the right position, the arrow will indicate the total income of the building. During the game, when the income of a building changes, you rotate and/or flip the building to indicate its new income.
For buildings that create income, each building has 8 income indications. **If the maximum income a building is exceeded, the tile is replaced by a building of the same type with indications of higher incomes.** These replacement tiles are distinguished by the gold lining around the income indications.
It is not possible to exceed the income indicated on these replacement tiles. The maximum income is $33 for a drugstore or a General Store, $40 for a Blacksmith, $45 for a Bank and $55 for a Saloon.
Replacement tiles should be kept separate from other base buildings. They can not be placed in the black bag.

Tips from the sheriff: *You should always play with, at the very least, the buildings of the base game (ranch, drugstore, mine, bank, saloon, hotel, church, prison). For other buildings, which are derived from the extension Gold & Revolvers, feel free to add them -or not- according to your preferences.*

☆ If you play with the buildings recommended for a first playthrough, only read the explanation of these buildings (ranch, drugstore, mine, bank, saloon, hotel, church, prison) and explanations of the houses and townhouses.











House (x20)

Placement conditions : The parcel on which the house is built must be connected to the road system.
Income : -
Special rule : Houses are never bought. They come into play when other buildings are built.



Townhouse (x20)

Placement conditions : When you must place a house on the board, you can, instead of placing an additional house, replace an existing house by a townhouse, flipping the house tile to its townhouse side. To replace an existing house by a townhouse, all parcels surrounding the existing house must be occupied by other buildings, houses, mountains, river or property tiles. This means that a townhouse can not be placed on the edge of the board.
Income : -
Special rule : A townhouse is considered two houses for calculating Drugstore, Bank, Saloon, and General Store incomes.



Mine (6 buildings)

Placement conditions : -
Income : $3 per adjacent mountain. Several mines may benefit from the same mountain. Once you own a mountain, it no longer benefits other players' mines.
Special rule : A mine adds 1 point to your firepower (you receive an extra revolver token).



Hôtel (3 buildings)

Placement conditions : The parcel on which the hotel is built must be connected to the road system, and the player must also build a house.
Income : $6.
Special rule : A hotel is considered two houses when calculating Drugstore, Bank, Saloon, and General Store incomes.



Church / Eglise (2 buildings)

Placement conditions: The parcel on which the church is built must be connected to the road system, and the player must also build a house.
Income : -
Special rules : A church is considered a house when calculating Drugstore, Bank, Saloon, and General Store incomes. A church allows the player to prevent other players' attacks. All your buildings directly adjacent to your church cannot be attacked. If you build a church near one of your buildings that's being attacked, the attack is cancelled. The attacker returns his cowboy to his personal supply. The church itself can never be attacked.



Ranch (6 buildings)

Placement conditions : -
Income :$1 for every neighboring free parcel, no matter the owner of the free parcel (with a minimal income of $1). Several ranches may benefit from the same free parcel.
Special rules : A mine adds 1 point to your firepower (you receive an extra revolver token). A ranch is considered a house when calculating Drugstore, Bank, Saloon, and General Store incomes.



Drugstore (4 buildings)

Placement conditions : The parcel on which the Drugstore is built must be connected to the road system, and the player must also build a house.
Income : $3 per adjacent house and per ranch owned by the player. The ranch does not have to be adjacent to the drugstore to boost its income.
Example: *If a player owns a drugstore with a neighboring ranch of his and three neighboring houses, he gets $15 (actually, the ranch is counted twice, the first time as a neighboring house, and the second time as a ranch).*



Bank (4 buildings)

Placement conditions : The parcel on which the Bank is built must be connected to the road system, and the player must also build a house.
Income : $3 per adjacent house and per mine owned by the player. The mine does not have to be adjacent to the Bank to boost its income.
Example : *A player who owns a bank and a mine, with one house and one hotel as a direct neighbor of his bank, receives an income of $12.*



Saloon (3 buildings)

Placement conditions : The parcel on which the Saloon is built must be connected to the road system, and the player must also build a house.
Income : $5 per adjacent house.



Blacksmith (2 buildings)

Placement conditions : The parcel on which the Blacksmith is built must be connected to the road system, and the player must also build a house.
Income : The income is $5 on the first round, $10 on the second round, $15 on third round and $20 on the last round, plus $5 per ranch owned by the player. The ranch does not have to be adjacent to the Blacksmith to boost its income.

Tips from the sheriff: *While the city of Carson City grows, the needs for horses and especially shod horses is growing, increasing the income of the Blacksmith. His profits are also linked to ranches, as customers but also for supplying horses. This is naturally a place strongly contested by your opponents.*



Prison (2 buildings)

Placement conditions : The parcel on which the Prison is built must be connected to the road system, and the player must also build a house.
Income : -
Special rule : A mine adds 2 point to your firepower (you receive two extra revolver tokens). A prison cannot be attacked.



Station (1 building)

Placement conditions : The station may only be built along a road which crosses the whole map in a straight line.
Income : -
Special rules : The station does not provide income but allows to score victory points at the end of the game according to the development of the city. At the end of the game, the station gives 1VP to its owner for every two house symbols in the city, rounded down. The Station is considered two houses when calculating Drugstore, Bank, Saloon, and General Store incomes. The station can not be attacked to steal victory points.
Example: *When the game has ended, there are 12 houses, 2 hotels, 4 ranches, 1 church and 1 station in the city, giving a total of 23 house symbols. The owner of the station receives 11 VP (23/2).*



School (2 buildings)

Placement conditions : The parcel on which the School is built must be connected to the road system, and you must build three houses. If playing with the river side of the board, only one school can be built on each side of the river.
Income : -
Special rules : The school doesn't provide any income. A school is considered a house when calculating Drugstore, Bank, Saloon, and General Store incomes.

Tips from the sheriff: *Schools contributed to a town's success by encouraging family growth; When workers were travelling from other cities for jobs, schools encourage them to bring their families with them. Therefore, the effect of schools is to more rapidly increase the population in Carson City and thus the number of houses.*



General Store (2 buildings)

Placement conditions : The parcel on which the General store is built must be connected to the road system, and the player must also build a house.
Income : The owner earns $6 for every adjacent owned house, and a further $3 for every adjacent house not owned by the player. The General Store is the only building that receives income from houses belonging to other players.
Example: *a general store with two adjacent houses (but only one belonging to the player), and one adjacent church belonging to another player will generate a $12 income.*

Tips from the sheriff: *The appeal of the General Store is so strong that all the neighbors want to enjoy it, even locals who would rather see a different store owner.*



City Hall (1 building)

Placement conditions : The parcel on which the City Hall is built must be connected to the road system, and the player must also build a house.
Income : -
Special rules : The City Hall doesn't provide any income. A City Hall is considered a house when calculating Drugstore, Bank, Saloon, and General Store incomes.
As soon as the town house is drawn from the bag (during setup or the end of round phase), the first player (in turn order) immediately places it in the city on any owner-free parcel (without paying). If no plots are available which are connected to a road, then the first player places new roads from the general supply (as few as possible) to create a valid parcel. Then continue to place new buildings on the action track as normal.
The city hall may not be purchased by any player. To receive the benefit from the City Hall, you have to place a cowboy on it during the cowboy placement phase. Only one cowboy may occupy the town house. When a City Hall is contested, a duel occurs. This duel is resolved at the beginning of the "building income" phase.
The player occupying the city hall increases all of his own building's income. Each building that they own increases its profits by one level (i.e. Drugstore, Bank, Saloon, General Store, Blacksmith), with the exception of ranches and mines. If a player loses ownership of the city hall, his building's profits decreases by one level. In other words, the increase in income by one level is temporary and will end as soon as that player is no longer occupying City-Hall. At the end of the round, the cowboy occupying the City Hall stayd on the board.

Tips from the sheriff: *By occupying the city hall, you have considerable political influence that can affect the success of your buildings. Once the city hall is built, it is hotly contested and there are usually many duels to control it.*

CHARACTERS

"I don't like to commit myself about Heaven and Hell, you see, I have friends in both places." Mark Twain

Every character tile shows two different powers (basic rules on the yellow side and variants on the red side).

During your first playthrough, it is advised to use the characters 1 through 7, and use their yellow side. Only read the basic rules of these characters (not the red variants). During your subsequent plays, you can choose the character power that will be used throughout the game for each character individually. You can make this choice randomly or by agreement between the players. After the description of the characters, we will present you some possible combinations of character-depending on the mood you want for your game.



The Paperboy

pay $3 and immediately choose another character card (from cards in play), save the sheriff. You apply the abilities of that new character as per usual , including its money limit, but you count the "0" value of this card to determine player order. Cash limit : $0

Variant: *Immediately choose another character card (from cards in play), save the sheriff . You apply the abilities of that new character as per usual , but you deduct $5 off of that character's money limit. You count the "0" value of this card to determine player order. Cash limit : -$5.*

> ***Tips from the sheriff:*** *the paperboy is always ready to help out for a little fee, like going to look for a particular person you need. But since he's often up to no good, he will never dare to disturb the sheriff.*



The Grocer

The grocer allows you to:

• Either double the income for one particular building type (for example, all your banks) during the estate income phase. If a building with double income is attacked, then you and the attacker receive normal income.

Example: *Arno has two banks that earn him $18 and $12. Alex decided to attack Arno's most profitable bank. Despite ons of his banks being attacked, Arno chooses to double their income through the grocer. Alex receives $18 and Arno $18 + $24. If Arno had not doubled the income of its banks with the grocer, Alex would have received $9, and Arno $9+ $12.*

• Or receive $8 (immediately or during the estate income phase).

Cash limit: $60

Variant: *Either you immediately receive $8 or you receive 1 victory point per house you own at the end of the tour (not including ranches, hotels, churches, schools or train station). A Townhouse earns you 1 victory point like a normal house. Cash limit: $60.*



The Sheriff

The player helped by the sheriff gets the special "sheriff" cowboy from the general supply (white cowboy). This allows him to select one action without fear of being attacked (no one challenges the sheriff to a duel). The sheriff can not be played to attack an opposing building, nor to provoke a duel, so it must be placed on a action space without any other cowboy. Cash limit: $20

Variant: *You are not allowed to attack any building or engage in a duel (except to defend yourself). For every lost duel, you receive 3 victory points. Cash limit: $20.*



The Chinese worker

When you choose the Chinese worker, you immediately receive two roads. On top fo that, the price of any building you purchase is halved (rounded up).

Cash limit: $30

Variant: *you pay $5 and take one of the available buildings. You may build it immediately, or keep it to build it later. The remaining buildings are immediately shifted towards lower prices, and a new building is drawn from the bag. Cash limit: $30.*



The Banker

When you choose the banker, you immediately receive $9. The cash limit of this character is particularly high: $120.

Variant: *Before the end of the round, you may purchase 3, 5, or 7 victory points for $3, $12 or $25, respectively. Cash limit: $60.*



The Settler

The settler immediately gives you a parcel (it must be an owner-free parcel at the moment you take it).

Cash limit: $30

Variant: *You receive either $8 immediately, or you receive $1 per mountain you own at the end of the round. Cash limit: $20.*



The Captain

By choosing the captain you can immediately: pay $1 and receiving a cowboy from the general supply, or pay $4 and receive two cowboys in the general supply, or pay $9 and received three cowboys from the general supply. Cash limit: $25

Variant: *You immediately pay either $3 to receive a revolver token, or $9 to receive two revolver tokens. You keep these revolver tokens until the end of the game. Be careful: with this variant, you can run out of gun tokens. In this case, use another object to symbolize the missing revolvers. Cash limit: $20.*



The Mercenary

During this round, the player helped by the mercenary has 3 extra firepower points. Cash limit: $20

Variant: *The mercenary gives 2 extra firepower points during this round. Cash limit: $30.*



The Indian

You immediately receive 2 randomly selected parcels of land (roll the dice to determine location, rolling again if that location is not empty). Cash limit : $20.

Variant: *The maximum price of any parcel of land is $3 regardless of any modifiers in play for that parcel. Cash limit : $30.*



The Prospector

When you choose the porspector, you immediately pay $10. You then select a mine from the available buildings (or from the bag if none are available on the building purchase spaces), and then choose an unowned parcel that you cover with one of your property tile and build the mine on this parcel. If there are no mines left, flip the prospector onto the red variant side for the remainder of the game. Cash limit: $20.

Variant: *The prospector receives two dynamite tokens (if available). With one dynamite token you can either :*

• triple a mine's income (once). You may spend the dynamite token at any time when performing the estate income action. If a cowboy from another player is present, give him half of your mine's income (150% of the normal income, rounded down). ***You may not perform this action in combination with the grocer character card;***

• place the dynamite token with a cowboy during the cowboy placement phase. In the case of a duel, you roll two dice (instead of one die) and add the result of the two dice to your firepower. (Important: with the "might is right" variant, you would also spend two duel tiles). If no duel occurs, the dynamite token is lost.

important: *If a dynamite token is placed with a cowboy on a players own mine, the player gains both benefits of the dynamite (triple income from the mine PLUS rolling two dice in a duel for that space if one occurs.Cash limit : $20*



The Gunsmith

The reputation of your weapons speaks for itself. Immediately gain 2 victory points for each duel you win this round (including those against an Outlaw). Cash limit: $30.

Variant: *The gunsmith takes pride in his arsenal, and only the best is good enough for him. In all duels, the gunsmith is allowed to roll the die again (once) if desired (again, including those against an Outlaw). In addition, the gunsmith receives one dynamite token (see prospector's rules). With the "might is right" variant, you select and play your duel tile after your opponents. Cash limit: $20.*



The Singer

You receive two "no duel" tokens for the current round. You can place these tokens with a cowboy when you choose any one of these actions: get 3 roads, get money (Nevada state bank) or get victory points (town council of Carson City). A cowboy with a "no duel" token never takes part in a duel, and the action can be performed regardless of the presence of any other cowboy (even the Sheriff). If only one cowboy from another player is placed on the same square, no duel will occur and both players can do the action. If a duel occurs between two or more other players, the result of the duel doesn't affect the cowboy with the "no duel" token. Cash limit : $15

> ***Tips from the sheriff:*** *No gentleman should fight in the presence of a lady. Thus, the singer can protect you from some duels.*

Variant: *The singer can bring you luck. During the cowboy placement phase, the Singer may place a cowboy from the general reserve in the gambling income square. During the third phase (performing actions), the player ignores any duels if other cowboys are present in this square and he rolls the dice for payout but multiplies the dice together for a payout of $1 to $36.*

Cash limit : $40



The Auctioneer

The auctioneer immediately chooses 2 parcels which belong to no player, and places the auction tokens there to indicate an auction for these two parcels. All players may join the auction (if they have enough money to pay for the bidding). Starting with the auctioneer and then proceeding clockwise, each player may make a bid which must be higher than the previous bid. Once a player passes, he may not join the bidding again.

Once there is only 1 remaining player in the auction, he pays half of his bid (rounded down) to the bank and the other half to the auctioneer (rounded up) and he places two parcel tiles on the auctioned locations. If the auctioneer wins the auction, he pays half the costs to the bank (rounded below). If no player makes an offer, the lands remain unoccupied. Even if the auctioneer pays only half the price he offered, it must have the full amount available. Cash Limit: $30

Variant: *The auctioneer immediately takes the "3 revolvers" token and proceeds to auction off the ammo. All players can participate in the sale, including the auctioneer (who can not bid more than the money he has). As before, players can continue to raise their bids during the auction until only one high bidder remains. The winner does not need to place a cowboy on the ammumnition action square, but instead pays the winning amount directly to the auctioneer and takes the "3 revolvers" token. If the auctioneer is the winner, he pays nothing. Cash limit : $20*



The Governor

The Governor immediately receives 1 road. In addition, the Governor receives 1 victory point each time he places a new road in the city, provided that this new road reaches at least one new parcel of land (without a road already). With the Carson river variant, a player gets two victory points if he builds a bridge (with two roads) provided that this new bridge also reaches at least one new parcel of land. Cash limit: $50

Variant: *The player immediately chooses to tax either weapons or money. If he chooses to tax weapons, he gets $1 from the other players for each revolver token they have (only tokens, not revolvers from the mercenary). If he chooses to tax money, he gets $1 from the other players for each $10 they have, rounded up. The players cannot refuse to pay the tax. Cash limit: $50*



The Doctor / The Undertaker

When you choose the Doctor / Undertaker, you may choose either the yellow (Doctor) or red (Undertaker) side of the tile. The Doctor charges $3 to any player who wishes to reposition a defeated cowboy (outduelled by another player or an outlaw) onto an uncontested and unperformed location/action space, rather than into the players personal supply. If several players may reposition a defeated cowboy, they can consult the doctor (a Doctor's cowboy is always first, then in the order following the turn order track). The Doctor pays nothing for healing his own cowboys. Cash limit: $60

Variant: *For each defeated cowboy, a player must choose either to pay $2 to the Undertaker or to lose 1 Victory point. In addition, the undertaker immediately gains $2 dollars from the bank for each Outlaw defeated during the current round. The undertaker does not have to be involved the duel to gain money. The Undertaker pays nothing for his own defeated cowboys. Cash limit: $90*



The Cow-boy

Immediately receive a new horse token that you place in your personal supply.

Cash limit : $20

Variant: *When you choose the cowboy, you immediately pay $8 and receive one ranch amongst those available on the building track. Place one of your property markers on any unoccupied parcel of land and place the ranch you just received on that property marker. The available buildings are all shifted down the line and a new building is taken out of the bag and placed on the $12 spot. If there are no ranches available, take one out of the bag. If all six ranches have already been bought, flip the cowboy card to its yellow side.*

Cash limit : $20.



The heroes

During the entire round, all your buildings are protected from enemy attack, whether it's from other players or the outlaws. You cannot attack the buildings of other players. When moving the outlaws, consider the income of all your buildings to be $0. If an outlaw is on one of your buildings during the income step, you still receive your normal income from that building.

Cash limit : $240

Variant: *Choose one of these three available options:*

- *receive 3 VPs;*
- *put 1 of your available cowboys back in the general supply and receive 6 VPts;*
- *put 2 of your available cowboys back in the general supply and receive 9 VPs.*

Cash limit : $40.

CHOOSING THE CHARACTER CARDS FROM CARSON CITY

We present below some combinations of interesting character cards, depending on the mood you want for your game.

Carson City, a quiet city?

These characters will allow you to avoid a maximum of conflicts. It is also a good combination if you play with 5 or 6 players and prefer the game to be not too aggressive.

1R, 2R, 5Y, 11Y, 13Y, 14YR, 16R



Carson City, a city where you can prosper

These chaaractyers will be sure to make you very rich.

0Y, 2Y, 3Y, 4R, 6Y, 8R, 12Y, 16Y



Gold rush

These characters can make you fully benefit from your income from gold mines ... perfect to play with the "Carson River" variant but by placing 9 mountains (instead of 6).

0R, 1Y, 3Y, 5R, 8R, 9Y, 10R, 11R



Carson City, the perfect city to become a home owner

These characters allow you to play heavily on the development of the city and land purchases.

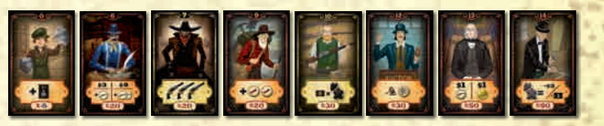
0Y, 3R, 4Y, 5R, 8Y, 9Y, 12Y, 15R



Settling scores in Carson City

This assortment of characters is the most aggressive possible ... sensitive souls should stay away from this one.

0R, 6R, 7Y, 9R, 10Y, 12R, 13R, 14YR



WHAT ELSE ?

"Play consists of whatever a body is not obliged to do." Mark Twain

This last part of the Carson City presents 5 rules variations you can combine freely to suit your desires.

To help you know if these variants correspond to your playing style, each module is assigned three numbers:

- The level of complexity (★ simple, ★★ medium complexity, ★★★ greater complexity),
- the strategy level (★ more luck, ★★ luck/strategy balance equivalent to the basic game, ★★★ more strategy and control on the game)
- And finally the impact on the game length (**-** shorter, **=** same length, **+** longer).

Variant	Complexity	Strategy	Length
A new Beginning	★★	★★★	=
Carson River	★	★★	=
The might is Right	★★	★★★	+
Kit Carson	★	★★	-
Outlaws	★★★	★	+
Horses	★★★	★★★	+

" A NEW BEGINNING " VARIANT

During the game setup, each player receives a "A New Beginning" sheet he fills in secret. Once all players have made their choice, the sheets are revealed and each player receives the game material he chose to begin the game with.

Tips from the sheriff: *This variant is not recommended for beginners. It lets you choose the elements in secret with which you start the game: money, cowboys, parcels, roads, etc. With this variant, each player can start the game with the elements that best fit the strategy he wishes to develop.*

THE ” CARSON RIVER ” VARIANT



To play this variant, please use the reverse board showing a river. Please also use the following modifications: :

During game set up:
All river parcels must be kept free (no mountain and no city center); and 6 mountains are placed instead of 9. It is neither allowed to buy a river parcel nor to build a building or a house on a river parcel.

Regarding road building:
Two roads are necessary to cross the river. A double road crossing the river is called a bridge. If You build a bridge, you have to do it by yourself (the two roads must come from your personal supply).

For calculating building income:
Ranchs: A river parcel is considered as a free parcel when calculating ranch incomes (thus, +$1 per river parcel).
Mines: If a mine is in contact with the river, the mine income is increased by $3, regardless of the number of adjacent river parcels.

At the end of the game, any private parcel (with mountain, building or house) adjacent to a bridge earns you 3 victory points instead of 2.

Tips from the sheriff : *This variant is recommended for two players, as it somewhat limits the space available for developing the city.*

THE “ MIGHT IS RIGHT ” VARIANT



This variant proposes less randomly determined duels, replacing dice for duel tiles. To play this variant, you have to use the following modifications.

During game setup:

For a two-player game, each receives 6 duel tiles, numbered 0 to 5, and $15.

For a three- to five-player game, take 6 duel tiles (from 0 to 5) per player, and mix them. Each player receives 6 duel tiles at random and keeps them secretly. Each player announces the total of points on his duel tiles. The sum of the totals must be 45 (if 3 players), 60 (if 4 players) or 75 (if 5 players). As starting cash, each player receives $30 minus the total of his duel tile points.

For a six-player game, each player receives 5 random duel tiles instead of 6.

How to perform duels: Instead of rolling dice, each player challenged to a duel chooses and plays a duel tile which adds that number of points to the fire power of the player. Duel tiles are discarded after use to make a new stockpile. When a player has no duel tiles left, he takes three new ones at random from the draw pile. An innocent hand can, in advance, mix up the tiles from the draw pile.

Tips from the sheriff : *Among the “gamers”, many are allergic to luck, particularly dice. These players naturally appreciate this variant and I can only recommend it to them! Some have asked me why the “Might is right” was not the basic rule of the game, as they find it the best. The reason is this: for me, the fact of risking a duel involves an element of luck. In my eyes, to become famous in the Far West, it is not enough to be the smartest, we must also have the courage to push your luck and get into a fight without knowing the outcome in advance. You have to dare to draw your “six-shooter-dice”. For this reason, I prefer playing with dice in Carson City.*

THE “ KIT CARSON ” VARIANT



This variant, non recommended for inexperienced players and tenderfeet, shortens the game duration by allowing simultaneous placing of the cowboys.

the placement of cow-boys is modified as follows:
As soon as the first player of the round has set his first cowboy on the board, all players simultaneously may set their cowboys on the actions they wish. Any player may also decide to shift any cowboy of his and place it on another action, repeatedly. When a player decides to stop placing or shifting his cowboys, he places his marker on the first free position of the lower turn order track. From this moment on, he is not allowed to place or shift cowboys any more during this round.

Fair play rules during the cowboy placement phase :

- Only one hand may be used to set the cowboys down on the board;
- Make calm and precise movements, do not knock pawns and tiles over, or push the gameboard;.
- You can not think while holding your hand above the board waiting to place a cowboy.

The end of the game is completed as follows:
Each player gets 1 victory point per player after him on the turn order track.

“Horses” variant : If you play the “Horses” variant with the “Kit Carson” variant, the second enclosure is not used.

THE “ OUTLAW” VARIANT



Setup

The outlaws do not require any particular setup. You just need to keep the 10 outlaw meeples and three outlaw tiles next to the game board

Outlaws

At the beginning of the second, third and fourth round of the game, dangerous outlaws will attack the city in an attempt to steal its wealth.

Determining where the outlaws appear:

- **before the first phase of a round (the choice of the character cards), the current first player throws a black and a white die;**
- **the black die (plus 7) determines the strength of the outlaws (8 - 13).** The corresponding outlaw tile is put on the game board, just above the orange box for ‘building income’;
- **the white die shows the number of outlaws who attack the city.** A result of 1 or 2 means that only 1 outlaw arrives, a result of 3 or 4 indicates 2 outlaws and a result of 5 or 6 means that 3 outlaws arrive in town;
- **Finally, for each (black) outlaw meeple that arrives in the city, the first player throws both dice in order to determine where that specific meeple is put on the game board using the standard grid references indicated on the board Throw the dice again if:**

- the indicated location is already occupied by another outlaw;
- there is an adjacent prison building (horizontal, vertical or diagonal).

Movements of the outlaws

As soon as the new outlaws have been put on the game board, all outlaws on the game board move 1 square (horizontally, vertically or diagonally). The player who is currently first in turn order decides in which order the outlaws move. **Outlaws move according to the following rules:**

- To choose if it moves and in which direction, an outlaw takes into account the 8 squares that surround it and the square where is located;
- an outlaw moves to an adjacent building which gives the highest income. If this outlaw is already situated on the building with the highest income, he does not move;
- an outlaw does not take into account a building which is adjacent to a prison, or buildings where another outlaw is already present-
- when several available buildings have equally high incomes, randomly decide where the outlaw moves
- when no income can be obtained in the vicinity of the outlaw, he does not move

Effects of the outlaws

- A parcel of land where an outlaw is present cannot be bought nor can there be houses/townhouses or buildings built.
- A building with an outlaw on it loses half of its income (the remaining income is rounded down).
- An outlaw does not affect adjacent buildings.

How to fight an outlaw?

It is possible to put a cowboy on a parcel of land or a building which has an outlaw on it in order to fight the outlaw. The fight between the cowboy and the outlaw is performed like a duel in the basic game with the fight being resolved before the income phase of the buildings.
The total strength of an outlaw is indicated on the outlaw tile placed on the game board at the start of the round, near the revolver icon (you never throw a die for an outlaw).
For defeating an outlaw, the strength of the best player who is engaged in the duel has to be equal to or higher than the strength of the outlaw. As in the basic game, there is only one winner of a duel, either one player or the outlaw. Any defeated cowboys are returned to the personal reserves of the players involved. A defeated outlaw is returned to the general reserve. A victorious outlaw stays on the board for the next game round.
Once a player has defeated an outlaw, he receives the number of victory points shown on the outlaw tile. However, if the winning player is on an opponent’s building, it can choose to attack the building he has just released to steal half his income instead of receiving victory points. The cowboy is then returned to the general reserve.

Churches and prisons

Churches have no influence on the outlaws.
If an outlaw is stupid enough to start a game round on a prison, he is incarcerated and immediately returned to the general reserve. The owner of the prison receives the number of victory points indicated on the outlaw tile.
A prison can prevent the arrival or relocation of an off-the-law (see above), but does not prevent an outlaw to do its dirty work if the prison is built next to an outlaw which is already in play.

VARIANT " HORSES "

The horse is the cowboy's essential companion. Without horses, the Far West wouldn't really be the Far West. Horses will offer you new possibilities : you will be better at fighting, place your cowboys sooner, avoid risky duels, ... but also allow you to participate in rodeos to show off the quality of your horses.



Setup

Every player receives one horse and an individual player board (enclosure). This individual player board illustrates the different uses of your horses. The other horses are placed in the general reserve. Four rodeo tokens are stacked in a pile on top of the turn marker.

Buying horses

At the beginning of the game you only have one horse. There are two ways to obtain more horses : either by choosing the cowboy (yellow side) between the personalities if it is available or by placing a cowboy on the first action of the game board. **Indeed, the first action space : "salary", allows you - instead of getting four dollars - to pay four dollars to buy new horse.**
When you purchase a horse, you must immediately place it in one of your enclosures. If multiple cowboys are present on the "salary" action space, resolve this action in turn order.

Using horses and enclosures

During the cowboy placement phase, you have the possibility to use a horse right after placing one of your cowboys, by placing it in one of your enclosures. You can use a horse after each cowboy you place on the board. You can also choose to place a cowboy in one of your enclosures (instead of using it for a normal action). The presence of a cowboy in an enclosure doubles the value of the rodeo in this enclosure (see further - rodeos).

Horse actions

Placing a horse in one of your enclosures allows you to perform one of these five actions :

★ Having a horse in the first enclosure gives your cowboys +1 firepower for the rest of the game turn. having three or more horses adds +2 firepower.

★ Placing a horse in the second enclosure allows to immediately:
- place an extra cowboy from your personal reserve (allowing you to place an extra horse).
- move an already placed cowboy to another location (either by placing him on another action field or to place it back in your general reserve).
- pass (move your turn order marker to the first available spot on the pass track), effectively ending your cowboy placement phase.

★ Placing a horse in the third enclosure allows you to double the income of one of your ranches. Every horse placed here can double the income of one ranch only. And each of your ranches can have its income doubled this way once per game turn. This power can not be combined with the ability of the grocer (doubling the income of one type of building).

★ Placing a horse in the fourth enclosure immediately gives you $2.

★ Placing a horse in the fifth enclosure will give you a +5 rodeo point bonus when determining the winner of the upcoming rodeo.
It is not required to place all of your horses in an enclosure (for instance if you decide to play less cowboys than the number of horses you have).

Rodeos

At the end of every game turn, a rodeo takes place. All the players take part in this major event. Each player calculates the total of rodeo point he/she has : Rodeo points of an enclosure : hat value x number of horses present in that enclosure x2 if there is a cowboy present in that enclosure.
The player with the highest rodeo score wins a rodeo token, that is worth 1VP at game's end for each horse you own. In case of a tie, the player furthest ahead on the player order track wins the rodeo.

End of the turn

At the end of the turn, remove all your horses from your enclosures and back in your personal reserve.

End of the game

At the end of the game, every horse you own gives you 1VP. On top of that, for each rodeo token you own, you receive one extra VP per horse.
Example : *if you end the game with three horses and you won 2 rodeos, your horses will earn you 3x(1+2) = 9 VPs.*

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