Klaus-Jürgen Wrede

Carcassonne

GOLD RUSH

AROUND THE WORLD



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Carcassonne GOLD RUSH

An exciting tile-laying game set during the gold rush of the Wild West for 2 to 5 players, ages 8 and up

The Wild West – An unknown frontier stretches out before us. Construction of the first railroad lines has begun and the tireless work of the settlers is finally paying off as they leave their tents behind to prosper in the thriving cities that you helped to build. Trading with the natives is a lucrative affair and wild horses are especially valuable. But watch out, there's gold in them hills! Everyone's looking to get rich quick, so get to the mountains before the others mine them dry.

COMPONENTS

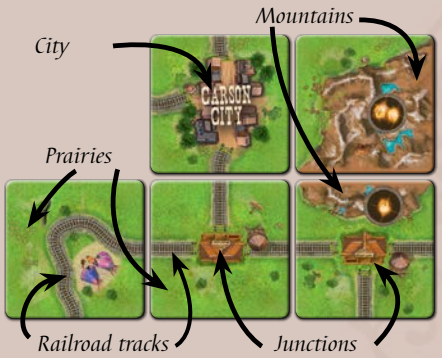
- **72 Land tiles** (including 1 start tile with a unique back): The tiles show railroad tracks with locomotives, mountains with nuggets, prairies with Native American tipis and herds of horses, and western cities.

Back of start tile



Back of normal tiles





The symbols on the tiles represent:



Locomotives



Gold nuggets



Tipi camps



Wild horses

- **25 cowboys** (5 in each of the 5 colors): Cowboys are used as gold miners, railwaymen, merchants, and farmers. One cowboy of each color is used as a scoring marker.



- **5 tents** (1 in each of the 5 colors): Tents are used to set up camp in the mountains and mine the gold within.



- **1 Scoreboard** Used to keep track of players' scores.



- This **rulebook**

- **63 Mining tokens** These are placed on tiles during the game and "dug up" by the players. On the front they depict gold nuggets (1, 2, 3, or 5 points) or gravel (0 points).



GOAL OF THE GAME

The players take turns placing tiles. A landscape of prairies, mountains, cities, and railroads will be created, on which the players will place their cowboys in order to score points. Players will search for gold in the mountains, whether or not they have the claim to do so. Once all Land tiles have been placed and final scoring has been completed, the player with the most points is the winner.

PREPARATION



Front of the start tile

- The **start tile** is placed in the middle of the table. Place a Mining token facedown on the mountain. Shuffle the remaining Land tiles and place them in several facedown piles so that they are within easy reach of all players.
- The remaining **Mining tokens** are placed facedown within easy reach. Ideally, one player should be assigned to placing these tokens as they are needed.
- Each player takes 5 cowboys and 1 tent in their chosen color, placing one of their cowboys on space 0 of the scoreboard.
- The youngest player chooses who begins the game.

PLAYING THE GAME

The game is played in clockwise order from the start player. A player takes the following actions **in the specified order**:

1. The player must draw a Land tile and place it according to the rules below (place Mining tokens when and where appropriate).

2a. The player **may** place a cowboy **on the newly placed tile** according to the rules below, **OR**

2b. The player **may** place/move her own **tent** on/to a mountain, **OR**

2c. The player **may** take a Mining token from the mountain where her tent is located. (A player may perform **no more than one** of the actions detailed in step 2. A player may also choose to take none of the actions detailed in step 2.)

3. If, by the placement of a new tile, one or more **railroads**, **mountains**, or **cities** are completed, they are evaluated and **scored**.

Then, the next player plays his turn.

1. Draw and place a Land tile

The rules contained within **blue** borders are the same as in the original **Carcassonne** game. Experienced players may skip these sections.

A player must first draw a Land tile from one of the facedown piles. She may show it to all players (who may advise her of "good" placement opportunities), and then place it according to the following rules:

- The newly placed tile (red-bordered in the examples below) must be placed adjacent to at least one existing tile. Diagonal adjacency is **not** sufficient.
- Railroad tracks, mountains, and prairies must continue from this newly placed tile to existing adjacent tiles. In the rare case that a drawn tile cannot be legally placed, it is discarded from the game. The player draws a new Land tile to place instead.



The railroad tracks and prairies continue.



The mountain continues.



The mountain continues to the left. The prairie continues below.



This tile placement would not be allowed (prairie vs. mountain).

Placing Mining tokens

When a player places a Land tile depicting a mountain segment, one or more Mining tokens are immediately placed **facedown** on that mountain. The number of Mining tokens to be placed is equal to the number of gold nugget symbols on the newly placed tile. For the sake of clarity, all Mining tokens on a given mountain should be kept in a single facedown pile.



The newly placed tile has two gold nugget symbols: place two Mining tokens on this mountain.



Stack the two Mining tokens provided by the above tile on the existing Mining tokens.

To ensure you do not forget to place these tokens, it is recommended to assign this important task to one player.

2a. Place a cowboy

Once a player has placed a tile, she **may** place a cowboy. The following rules apply:

- Only **one** cowboy may be placed.
- The cowboy **must** come from her personal supply.
- The cowboy **must** be placed on the newly placed tile.
- The cowboy **must** occupy a single feature. **As a...**

(For your first game, it is best to play **without the farmers**.)

Railwayman



on a railroad

or

Gold miner



on a mountain

or

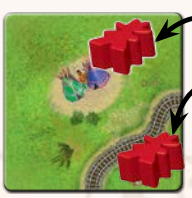
Merchant



in a city

or

Farmer



here or there

Lay down your farmers!

in a prairie

- **No other cowboy** (of another player or your own) may be present on the railroad, mountain, or prairie on which you place your cowboy. This is best illustrated by the following examples:



Blue may not place a railwayman because the railroad is already occupied. She may, however, place a gold miner on the mountain or a farmer on either of the prairies.



Blue may not place a gold miner because the mountain is already occupied. She may, however, place a railwayman on the railroad or a farmer on either of the prairies. Regardless, the gold nugget symbol on the mountain indicates that a Mining token must be added.

If a player has no cowboys in her supply, she must continue to place tiles on her turn even though she cannot place cowboys. Do not worry: cowboys return to their players' supplies when they are no longer needed on their respective railroads, mountains, and cities (further explained on page 6).

2b. Pitch a tent

Instead of placing a cowboy, a player may place her tent on the mountain segment of a tile, or move it from one mountain segment to another. The following rules apply:

- The mountain **must not** be completed.
- The mountain segment of the tile **must be vacant** (a cowboy may occupy another segment of the same tile).
- **Cowboys and tents may still occupy other segments of the same mountain.**
- **The tent may occupy a newly placed tile or a previously placed tile.**
- There is no functional difference between placing a tent from one's personal supply and moving a tent from one tile to another.



Yellow places her tent on a mountain, elsewhere occupied by a blue gold miner.

Yellow places her tent on a mountain, elsewhere occupied by blue and red gold miners, as well as a blue tent. Although a red railwayman occupies the same tile, the mountain segment is vacant.



2c. Mine for gold

On a turn in which a player chooses not to place a cowboy (2a) or pitch a tent (2b), she may choose to take the topmost Mining token from the mountain where her tent is located. It does not matter which other cowboys and tents occupy that mountain, or who possesses the most cowboys on that mountain. The Mining token a player acquires is placed facedown in front of her. A player may view the value of her acquired Mining tokens at any time, but they will only be added to the player's score at the end of the game.



On a later turn, Yellow takes a Mining token. The blue gold miner in the same mountain does not affect this.

Attention: If, by the placement of a new tile, one or more railroads, mountains, or cities are completed, proceed to step 3 where these features will be evaluated and scored.
Otherwise, the next player clockwise now begins their turn.

3. Evaluating and scoring completed railroads, mountains, and cities

A COMPLETED RAILROAD

A railroad is completed when its two ends terminate in junctions, cities, and/or mountains, or when it forms a complete loop. Completed railroads can vary greatly in length (few or many segments).
A player whose railwayman alone occupies a completed railroad scores points equal to the "length" of the railroad (number of tiles used). For example, a five-tile railroad is worth 5 points. More examples are pictured to the right.



Blue scores 4 points.



Blue scores 3 points.

A COMPLETED RAILROAD WITH LOCOMOTIVES

If there is exactly one locomotive on a completed railroad, the score for that railroad is doubled. If there are no locomotives, or two or more locomotives on a completed railroad, the score is **not** doubled.



Blue scores 8 points (4 points for 4 tiles doubled by a single locomotive).



*Blue scores 6 points (because two or more locomotives do **not** double the value of a railroad).*

THE SCOREBOARD

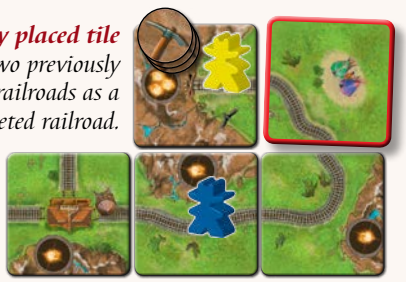
All players track their points with a cowboy on the provided scoreboard, with spaces marked 0-49. Should a player acquire 50 or more points in a game, she should lay her cowboy flat (as pictured to the right) to indicate that they have completed a lap of the scoreboard. In this way, a cowboy lying flat on space 1 of the scoreboard (as pictured to the right) indicates a score of 51 points.



Yellow scores 2 points. She moves her scoring cowboy from space 49 to space 1. She lays her cowboy flat to indicate that she has exceeded 50 points.

MULTIPLE COWBOYS on a completed railroad or mountain

Through clever tile and cowboy placement, multiple cowboys can occupy a single feature. **When such a railroad or mountain is completed, the player who has the most cowboys in a given feature scores the points alone. In case of a tie, all tied players score full points.**



*The **newly placed tile** connects two previously separate railroads as a single completed railroad.*

Blue and Yellow both score 5 points, as they are tied for most cowboys.

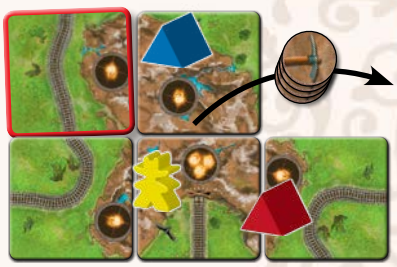
A COMPLETED MOUNTAIN

A mountain is complete when it is completely surrounded by prairies (has no open sides), and there are no gaps within. Completed mountains can vary greatly in size (few or many segments).

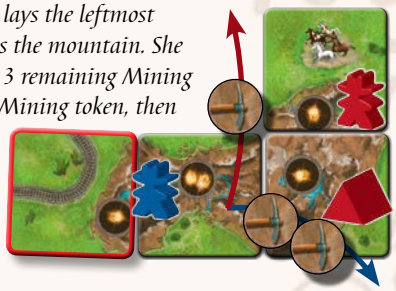
The player who has the most gold miners on a completed mountain first takes all Mining tokens that remain on the mountain, and then scores 1 point for each gold nugget symbol on that mountain.

In case of a tie, the Mining tokens are distributed among the tied players. The tied players take turns taking Mining tokens, starting clockwise from the current player, and continuing until all Mining tokens have been taken. Then, all tied players score full points for the gold nugget symbols on the mountain.

Tents have no effect on the majority, evaluation, or scoring of a completed mountain. A tent occupying a completed mountain is returned to its owner's supply.



The mountain is complete. Yellow first takes the remaining Mining tokens, and then scores 7 points (for 7 gold nugget symbols).



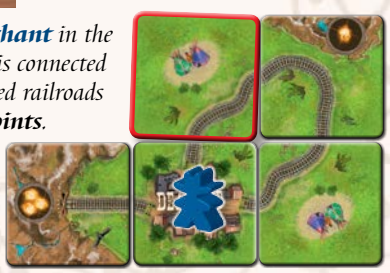
On Blue's turn, she lays the leftmost tile, which completes the mountain. She takes the first of the 3 remaining Mining tokens. Red takes a Mining token, then Blue takes the last one. Red and Blue each score 5 points (for 5 gold nugget symbols).

A COMPLETED CITY

A city is complete when all railroad segments (3 or 4) emerging from that city are part of **completed** railroads.

The player whose merchant occupies a completed city scores 3 points for each completed railroad connected to that city.

Important: A railroad that starts and ends in the same city only adds 3 points to that city's value (see example to the right).



*The **blue merchant** in the completed city is connected to two completed railroads and scores **6 points**.*

RETURNING COWBOYS to their owners



After a railroad, mountain, or city is completed, the cowboys in those completed features are returned to their owners' supplies. These cowboys may be used on **future turns.**

Due to the sequence of a game turn, it is possible to place a cowboy and have it returned to you in the same turn.
In order to do this, one must:

1. Place a tile so that it completes a railroad, mountain, or city.
2. Place a cowboy from their supply on the newly completed feature (it must not already be occupied by another cowboy).
3. Score the completed feature.
4. The cowboy is then returned to the player's supply.



Blue *places a tile and a railwayman. She scores* ***3 points****.*



Blue *places a tile and a gold miner. She takes the* ***2 Mining tokens*** *and scores* ***2 points****.*

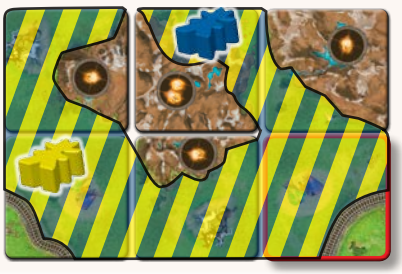
THE PRAIRIES

(We recommend playing without farmers and prairie scoring for your first game.)

Unlike the other features, players only score points for their farmers in prairies at **the end of the game**.
Once a cowboy is placed on a prairie, becoming a farmer, it remains there **until the end of the game**. For this reason, farmers should always be **laid flat** on the prairies to remind players that they **do not return** like railwaymen, gold miners, and merchants. The boundaries of a prairie are formed by railroad tracks, mountains, and the edges of outer tiles. (Important for final scoring!)



Both farmers occupy their own prairie. The mountains separate the two prairies.



By placing a new tile here, the farmers' prairies are now connected. ***Reminder:*** *The player who placed this new tile may not place a farmer in that prairie, as it is already occupied by a farmer (two of them, in fact).*

GAME END AND FINAL SCORING

The game ends immediately after the turn during which the last Land tile is placed. Players proceed to **final scoring**, where they will score points for **incomplete railroads, mountains, and cities**. Players will also score points for **farmers**. Finally, the points from **Mining tokens** will be scored.

SCORING INCOMPLETE FEATURES

MOUNTAINS: First, all tents and Mining tokens are removed from the game. Then, the player(s) with the most gold miners on the mountain scores **1 point for each gold nugget symbol**.
RAILROADS: The player(s) scores **1 point for each tile** belonging to the railroad (locomotives have no effect).
CITIES: The player scores **3 points for each completed railroad** connected to the city.
After each feature is scored, return the cowboys to their corresponding supplies.



For the incomplete railroad, ***Red*** *scores 2 points (2 tiles).*

For the incomplete city, ***Yellow*** *scores 3 points (1 completed railroad).*

For the incomplete mountain, ***Blue*** *scores 3 points (3 gold nugget symbols).*

Green *scores 10 points (10 gold nugget symbols) for the larger incomplete mountain.* ***Black*** *scores no points, as* ***Green*** *has more cowboys on that mountain.*

SCORING FARMERS

(We recommend playing without farmers and prairie scoring for your first game.)

The value of each prairie is determined by the number of **tipi camps** and **wild horses** occupying that prairie.

- Each **tipi camp** adds 2 points to the value of a prairie.
- Each **herd of wild horses** adds 4 points to the value of a prairie.

The player who has the most farmers in a given prairie scores a number of points equal to the value of that prairie. In case of a tie, all tied players score full points, as seen previously with railroads and mountains.

*Green and Yellow both score full points, as they are tied for the most farmers. They each score **6 points** (2 points for the tipi camp and 4 points for the wild horses).*



*Red scores **4 points** for this small prairie (for 2 tipi camps).*

*Blue alone scores the points for this large prairie, as she has the most **farmers** here. She scores **16 points** (4 points for 2 tipi camps and 12 points for 3 herds of wild horses). Yellow scores no points for her farmer.*

SCORING GOLD

All players flip over their Mining tokens and score 1 point for each gold nugget depicted on them. Mining tokens depicting gravel score no points.

Blue collected 9 Mining tokens during the game and scores the following points:



*3 points + 8 points + 5 points + 0 points = **16 points***

The player with the most points is the winner. In case of a tie, the tied players enter a staring duel (or contest if there are more than two). The last cowboy to blink wins!

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For helping with the gold prospection, Michael Young.



Another game in the "CARCASONNE Around the World" series.

Carcassonne South Seas

Clear blue waters flow effortlessly around seemingly countless islands all connected by a sophisticated network of bridges.
It is here that the busy people who inhabit this heavenly paradise frolic around to gather the gifts granted to them by nature. Fish from the sea, bananas from the islands' trees – the bridges are crowded with shell collectors showing off their latest find. From time to time, even merchant ships will dock at the island in search of cargo; the islander that supplies the merchants with the wares they seek is well rewarded for their trouble.



A clever tile-laying game in an island paradise for 2 to 5 players aged 8 and up

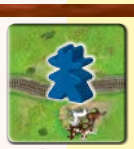
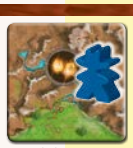
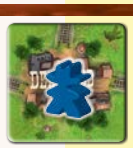
OVERVIEW OF LAND TILES (72 TILES) AND MINING TOKENS (63 TOKENS)



S = This is also the face of the start tile.

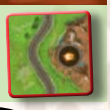
* These Land tiles depict differing distributions of tipi camps and wild horses.

SCORING OVERVIEW

Features completed DURING the game		Incomplete features at END of the game
Railroad **1 point** per tile Exactly 1 **locomotive**: **2 points** per tile	 *Railwayman*	**Railroad** **1 point** per tile (Locomotives have no effect)
Mountain **Mining tokens** and **1 point** per gold nugget symbol	 *Gold miner*	**Mountain** (Discard Mining tokens) **1 point** per gold nugget symbol
City **3 points** per connected completed railroad	 *Merchant*	**City** **3 points** per connected completed railroad
 *Farmer*	**Prairie** (Farmer scoring) **2 points** per tipi camp **4 points** per herd of wild horses	

GAME TURN

1. Draw and place a Land tile
(place Mining tokens on mountains)



2a. Place a cowboy on new tile

OR

2b. Place or move your tent

OR

2c. Take a Mining token

(OR none of the three options)



3. Score completed features

GAME END

After the last Land tile is placed.

Points

- Points collected during the game
- Points for incomplete features
- Points for prairies
- Points for collected Mining tokens