



XAVIER GEORGES

CARSON CITY

Artwork: Alexandre Roche

The year is 1858 in Carson City, Nevada. You have rounded up a team of courageous cowboys, and your plan is to buy up the best parcels of land in this new town, then build them up with the most prosperous ranches, mines, saloons, etc. You will need guts to challenge your opponents to duels in order to secure and hold the best properties. You will also need to recruit and use the help of the most interesting "personalities" in Carson City to aid your cause. The winner will be the most prominent citizen in Carson City, as measured by victory points that can be won both during and after the game. At the end of the game all players' belongings (money, buildings, parcels, mountains, houses) will be converted into victory points as well.

GAME CONTENTS



The board represents the territory of the future town of Carson City, divided into 64 parcels.



Above the map of the city, the different actions of the game are depicted. 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.



7 personality cards. The red numbers on these cards indicate the (end of turn) cash limit of this personality. Each personality has special functions. There is one set of personality cards in yellow and one in red. We advise you to play your first game(s) with the yellow cards.



51 cowboys (10 per color, 1 white cowboy representing the sheriff), to select actions.



10 markers (2 per color) to be used on the turn order track and to score victory points.



20 houses



9 mountain tiles

30 building tiles: 6 ranches, 6 mines, 4 drugstores, 4 banks, 3 saloons, 3 hotels, 2 churches and 2 prisons.



25 black sticks



1 bag



60 property tiles (12 tiles per color) to show the owner of each acquired parcel.



25 revolver chips.



1 special «3 guns» chip.



30 duel tiles (use only with the first variant)



Money: \$1 (30, small coins), \$5 (20, medium sized coins), \$10 (22, large coins) and \$20 (6, bills)



One round token to be used as « turn counter »



2 dice

GAME SETUP

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



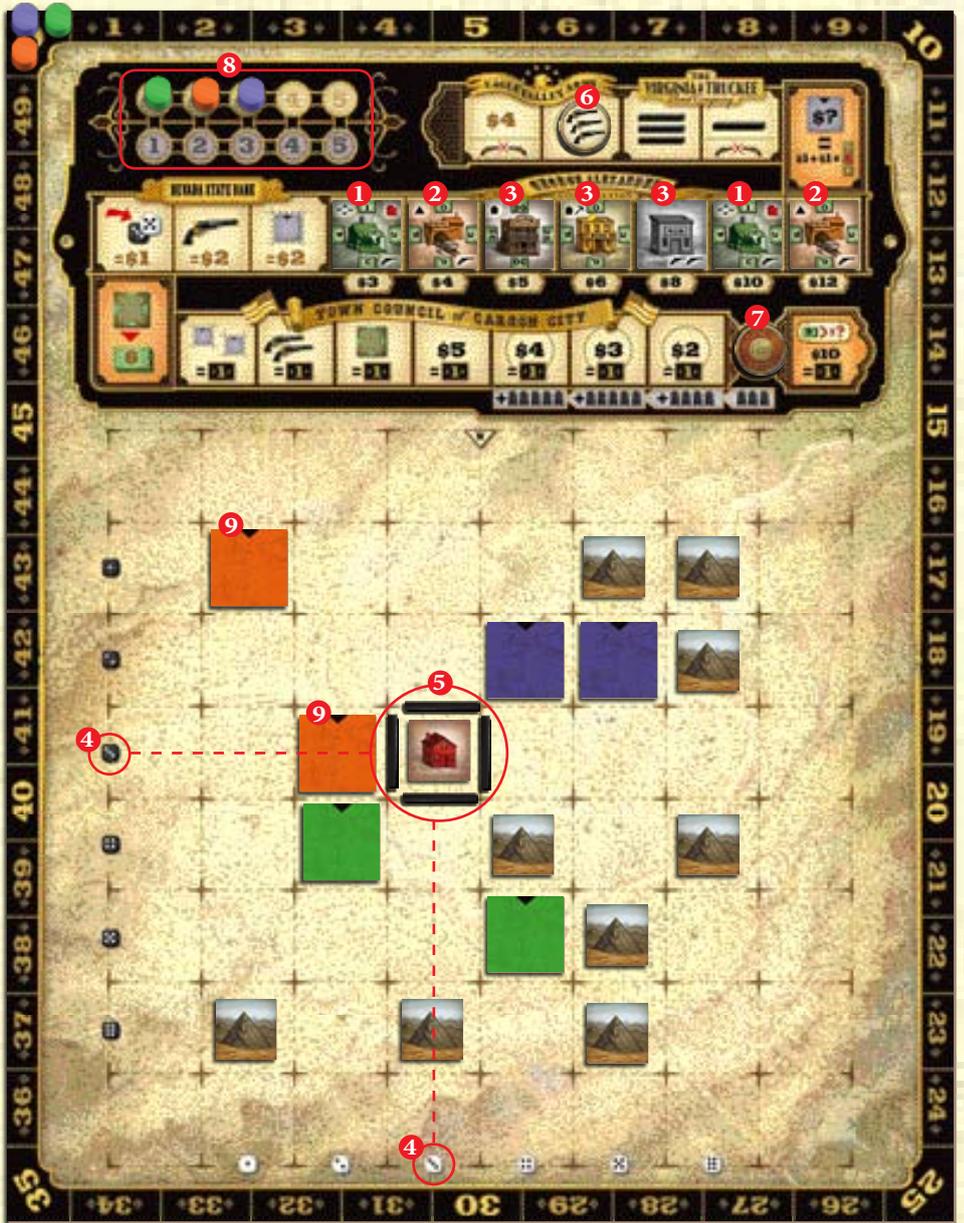
Every player gets \$15, 1 road, 12 property tiles of his color and 3 cowboys of his color.

Roads and cowboys constitute the personal reserve of the player.



The remaining money is piled near the board and constitutes the Central Bank.

Houses, victory points, roads and remaining cowboys are placed near the board in the general reserve.



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.

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 dice (at the intersection of the column designated by the white die and the row designated by the black die).

5 A house is set on that parcel and four roads are placed along the house, one per side. These roads will later be extended through the rest of the town.

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

6 The special (3) gun tile is set on its square.

7 The turn counter is set on the start position.

For the first turn, randomly choose the turn order.

8 The corresponding markers are set on the turn order track as a reminder of turn order.

9 Starting with the first player and then in turn order, each player chooses a parcel by placing one of his property tiles on it. Next, starting from the last player and going back to the first player, each player chooses a second parcel. Any parcel may be chosen, including a parcel with a mountain or the center of Carson City. The picture above illustrates an example of setup for three players.



HOW TO PLAY

A game is divided into four turns, each composed of four phases:

1 CHOICE OF PERSONALITY

- ★ All personality 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 personality (see page 7).
- ★ When all players have chosen a personality, 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 personality cards that have been chosen.



After all players have chosen a personality card, the turn order is modified. In the example above, Green has chosen the sheriff, Orange the grocer, and Purple the mercenary.

2 COWBOY PLACEMENT

On your turn, you choose one of the following options:

- ★ Choose an action. Place a cowboy from your reserve onto one of the action squares above the city's map (these actions will be detailed on pages 4-5).
- ★ Choose a parcel of land. Place a cowboy from your reserve onto one of the parcels.
- ★ Attack/defend a building. Place a cowboy from your reserve onto a building to attack it (or to defend it if this building is yours).
- ★ 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 turn. **None of the options are obligatory.** But you have to choose one of them, unless you have passed. You are allowed to buy several parcels during the same turn (a cowboy must be placed on each). You may place a cowboy on a square or a parcel already occupied by another player's cowboy. This will lead to a duel. On some squares, one player can place several cowboys.



When a player chooses to pass, he moves his marker onto the first free position of the lower turn order track. In the example above, Orange is the first player to pass.

The power of cowboys in case of a duel =



3 PERFORMING THE ACTIONS AND DUELS

- ★ After all players have passed, the actions are performed one by one according to the sequence on the board (see pages 4 - 5: action description). As soon as an action is completed, the cowboy goes back to the general reserve.
- ★ 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 reserve. The winner is the player with the highest total. The winner has won the right to perform the action. The winner's cowboy goes into the general reserve. The loser will not perform the action he was fighting for. He places his cowboy back into his personal reserve. When more than two players are involved in a duel, all losers recover their respective cowboys. 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.



Cash limit: The dollar amount in red on each personality card indicates the maximum amount of cash you can have in reserve at the end of the turn. All money over this amount must be spent.

4 END OF TURN

After all actions have been performed:

- ★ 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.
- ★ Every player receives new cowboys of his color. They are taken from the general reserve to be placed into the respective personal reserves. At the end of the 1st turn each player gets 4 cowboys, and each player gets 5 cowboys at the ends of the 2nd and 3rd turns. The maximum number of cowboys in your personal reserve is 10.
- ★ Money beyond your cash limit (indicated in red on the personality card in your possession) must be spent. You get 1 victory point per \$10 that you must spend. You are allowed to spend more money, but you always receive 1 victory point per \$10.
- ★ 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 turn.

Money beyond your cash limit :



ACTIONS

Any player may decide to not perform an action that he has chosen (for example, if he realizes that he will not have enough money for everything), even if he won a duel for the action. Nevertheless, his cowboy goes to the general reserve. The actions are always performed in the sequence indicated on the board:



WAGES

No duel on this square. A player receives \$4 for each of his cowboys on this square, which means that a player can place multiple cowboys on this square.



AMMUNITION

The player who wins this action receives the special 3 guns chip for the rest of the turn. At the end of the turn this chip goes back to its place on the board.



ROADS

The player who wins this action receives 3 new roads to put in his personal reserve. The roads in the personal reserve are available for construction and may be placed on the board at any time during the game.



ROADS

No duel on this square. Each player receives one road for each of his cowboys on this square which means a player can place multiple cowboys here.

Note: a newly constructed road must always extend previous 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. He may buy it now. If several players try to buy the same parcel, a duel determines the winner. This parcel may already contain a house or a mountain.

The parcel price is \$1, plus \$1 for every building, mountain or house situated on this parcel or next to it (including diagonally). The amount is paid to the Central Bank and the player must place a property tile of his color (the cowboy goes to the general reserve). If there is more than one duel during a parcel purchase action, the player (among the ones involved in the duel) with the lowest number on the turn order track decides in which order the duels take place.



Orange purchases a parcel for a total cost of \$6 (\$1 + \$2 for the houses, + \$2 for the saloons, + \$1 for the mountain.



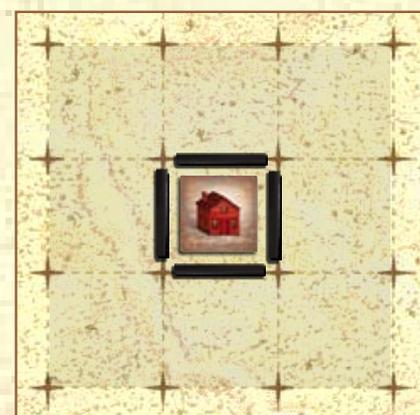
BUILDING CONSTRUCTION

There are seven « building construction » squares, each giving the right to build one building at the price indicated on the bottom of the square. The building process consists of the player placing a building on one of his property tiles, with two conditions:

1 - **The parcel must be reached by a road.** At least one road must touch one corner of the parcel – see example on the right. If there is no road reaching the parcel yet, the player is allowed to place one or more roads on the board from his personal reserve. **Exceptions:** ranches and mines do not need to be reached by a road before being built.

2 - **When building a drugstore, a mine, a bank, a saloon, a church or a prison, the player must also place a house for the new inhabitants attracted by this new activity.** This house has no cost and must be placed on a free parcel (no building, no mountain) reached by a road. This parcel may already belong to the player. The house may also be built on a parcel already belonging to another player (upon agreement) or on an owner-free parcel. In this last case, the parcel may still be bought later.

Note: Instead of building it immediately, a player may also keep the building he has just bought in front of him, and build it later (for example, because the parcel has no road connection yet, or because he cannot find a position for the required house). To place it on the board, he must wait until the end of the next « building construction » action. All players may have several buildings in front of them.



At the beginning of the game, only 9 parcels are reached by a road: the central parcel and its 8 neighbouring parcels.

Note: It is not allowed to build a building or a house on a mountain



PARCELS INCOME

The player who wins this action gets \$2 per parcel he owns.



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 reserve.



GAMBLING INCOME

The player who wins this action must roll two dice and receives the rolled amount in cash. A3 and a 5 would result in \$8.



ESTATE INCOME

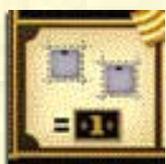
Each building brings money to its owner, depending on the buildings and houses in the vicinity (see page 6, building description). This action is automatic; there is no need to put a cowboy on a square to get this income.

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.

Note: 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.



The orange saloon (3 neighbouring houses) gives a higher income than the purple one (2 neighbouring houses only, since the third one belongs to Orange).



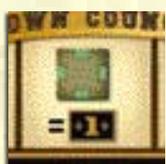
PARCELS VICTORY POINTS

The player who wins this action gets a number of victory points corresponding to half the amount of parcels he owns (rounded down). These parcels do not have to be adjacent.



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 cowboy and revolvers in his personal reserve.



ESTATE 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).



BUYING VICTORY POINTS

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

END OF THE GAME

The game ends at the end of the fourth turn, after the players have spent the money that was beyond the cash limit of their personality card for that turn. In addition to the victory points acquired during the game:

Each building, house and mountain gives 2 victory points to their respective owner.

Any remaining money is also used to buy victory points (at \$6 per victory point). Empty private parcels as well as buildings in the player's reserve do not reward victory points.

The winner is the player with the highest number of victory points. In case of a tie, the player (among those involved in the tie) with the lower number on the turn order track wins.



BUILDINGS

Total income of this building (8 positions)

This icon indicates the source of the income

This building is also considered as a house

+ 1 Revolver

Each building displays 8 income indications.

Place each building on top of the property tile, such that the black arrow points to the total income for this building.



HOUSE

Setting conditions: The parcel on which the house is built must be reached by a road.

Income: None

Special rules: Houses are never bought. They come into play when other buildings are built.



RANCH

Setting conditions: No placement restrictions.

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 ranch adds 1 point to your firepower (+1 revolver). A ranch is considered a house to calculate drugstore, bank and saloon incomes.



DRUGSTORE

Setting conditions: The parcel on which the drugstore is built must be reached by a road, and the player must also build a house.

Income: \$3 per neighboring house and per ranch owned by the player

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).



MINE

Setting conditions: -

Income: \$3 per neighboring mountain. Several mines may benefit from the same mountain. Once you own a mountain, it no longer benefits other players' mines.

Special rules: A mine adds 1 point to your firepower (+1 revolver).



BANK

Setting conditions: The parcel on which the bank is built must be reached by a road, and the player must also build a house.

Income: \$3 per neighboring house and per mine owned by the player.

Example: A player who owns a bank and a mine, with one house and one hotel as a direct neighbor of his bank, receives a bank income of \$12.



SALOON

Setting conditions: The parcel on which the saloon is built must be reached by a road, and the player must also build a house.

Income: \$5 per neighboring house.



HOTEL

Setting conditions: The parcel on which the hotel is built must be reached by a road, and the player must also build a house.

Income: \$6.

Special rules: A hotel is considered two houses when calculating drugstore, bank, and saloon incomes.

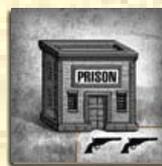


CHURCH

Setting conditions: The parcel on which the church is built must be reached by a road, and the player must also build a house.

Income: None.

Special rules: A church is considered a house when calculating drugstore, bank, and saloon incomes. A church allows the player to prevent other players' attacks. All buildings of yours directly adjacent to your church cannot be attacked. If you build a church near one of your buildings being attacked, the attack is cancelled. The attacker returns his cowboy to his personal reserve. You are not allowed to attack a church.



PRISON

Setting conditions: The parcel on which the prison is built must be reached by a road, and the player must also build a house.

Income: None.

Special rules: The prison adds 2 points to your firepower (+2 revolvers). You are not allowed to attack a prison.



PERSONALITIES

Every personality tile shows two different powers (common rules on the yellow side and variants on **the red side**). For your initial game, we recommend that you use the yellow side. In future games, the players may choose which personalities will be played during the game (either randomly chosen or decided by the players).



THE SHERIFF

The player helped by the sheriff gets the special "sheriff" cowboy from the general reserve (white cowboy). This allows him to select one action without



fear of being attacked (no one challenges the sheriff to a duel). Therefore, the white cowboy must not be placed to attack a building or to challenge

someone into a duel (it must be played on a cowboy-free square). 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 BANKER

When you choose the banker, you immediately receive \$9.

The cash limit is particularly high: \$120.

Variant: Before the end of the turn, you may purchase 3, 5, or 7 victory points for \$3, \$12 or \$25, respectively.



Cash limit: \$60.



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
- Or receive \$8 (immediately or during estate income phase). Cash limit: \$60.



Variant: You receive either \$8 immediately or 1 victory point per house you own at the end of the turn (except ranches, hotels, and churches). Cash limit: \$60.



THE CHINESE COOLIE

When you choose the Chinese coolie, you immediately receive two roads. In addition, the price of any building 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 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 turn.

Cash limit: \$20.



THE CAPTAIN

The player helped by the captain may pay \$1 to get one extra cowboy from the general reserve, or \$4 to get two extra cowboys from the general reserve,

or \$9 to get three extra cowboys from the general reserve. Cash limit: \$25.



Variant: You pay either \$3 to receive a revolver tile, or \$9 to receive two revolver tiles. You keep these revolver tiles until the end of the game. Cash limit: \$20.



THE MERCENARY

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



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



VARIANTS

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 set up:

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.

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 stockpile.

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);
- 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.

A river parcel is considered as a free parcel when calculating ranch incomes (thus, +\$1 per river parcel).

If a mine is in contact with the river, the mine income is increased

by \$3, whatever the number of river parcels in contact.

Two roads are necessary to cross the river. A double road crossing the river is called a bridge.

At the end of the game, any private parcel (with mountain, building or house) in contact with a bridge brings 3 victory points instead of 2.



THE «KIT CARSON» VARIANT



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

The section on page 3 point 2 is modified as follows:

As soon as the first player of the turn 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 turn.

Fair play rules:

- 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 shake the gameboard;
- Do not stay undecided with your cowboy while hanging your hand over the board, bothering other players.

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

Author: *Xavier Georges*

Illustrations and graphic design: *Alexandre Roche*
www.alexandre-roche.com

Editor: *Arno Quispel*
www.qwggames.nl

ACKNOWLEDGMENTS

QWG wishes to thank: Ryan Laukat - Frank Quispel - Jeroen Hollander - Luk Van Lokeren - Albert Gho - Leonie Caljouw - Anke Hahn - Carsten Neumann - Julia Hammes and play-testers.

The author is thankful to all play-testers, particularly Vincent Barbiaux, Alice Blahova, Michel Detienne, Miguel Sebastian Santamaria, Fanny Cayron, Frédéric Gilles, Etienne Goetyncq, Jean-François Lemire, Alexis Keyaerts, Nicolas Seinlet, Thierry Simon, Emmanuel Simonis, Aude Tefnin, Jean-Vincent Valkenberg, Frédéric Verolleman, Thierry Zamparutti, and all members of the boardgame club «In Ludo Veritas». **Special thanks to:** Laurent d'Aries, Pascal Cadot, Marc Dave, Patrick Fautré, Philippe Keyaerts and Arnaud Pétain for their precious help and constructive criticisms.

The author wishes to dedicate this game to Jean-François Wustefeld who was an exceptional player.

English translation: Arnaud Péteïn and Pascal Cadot.