

J. ALEX KEVERN

GOLD
WEST

CA. 1849

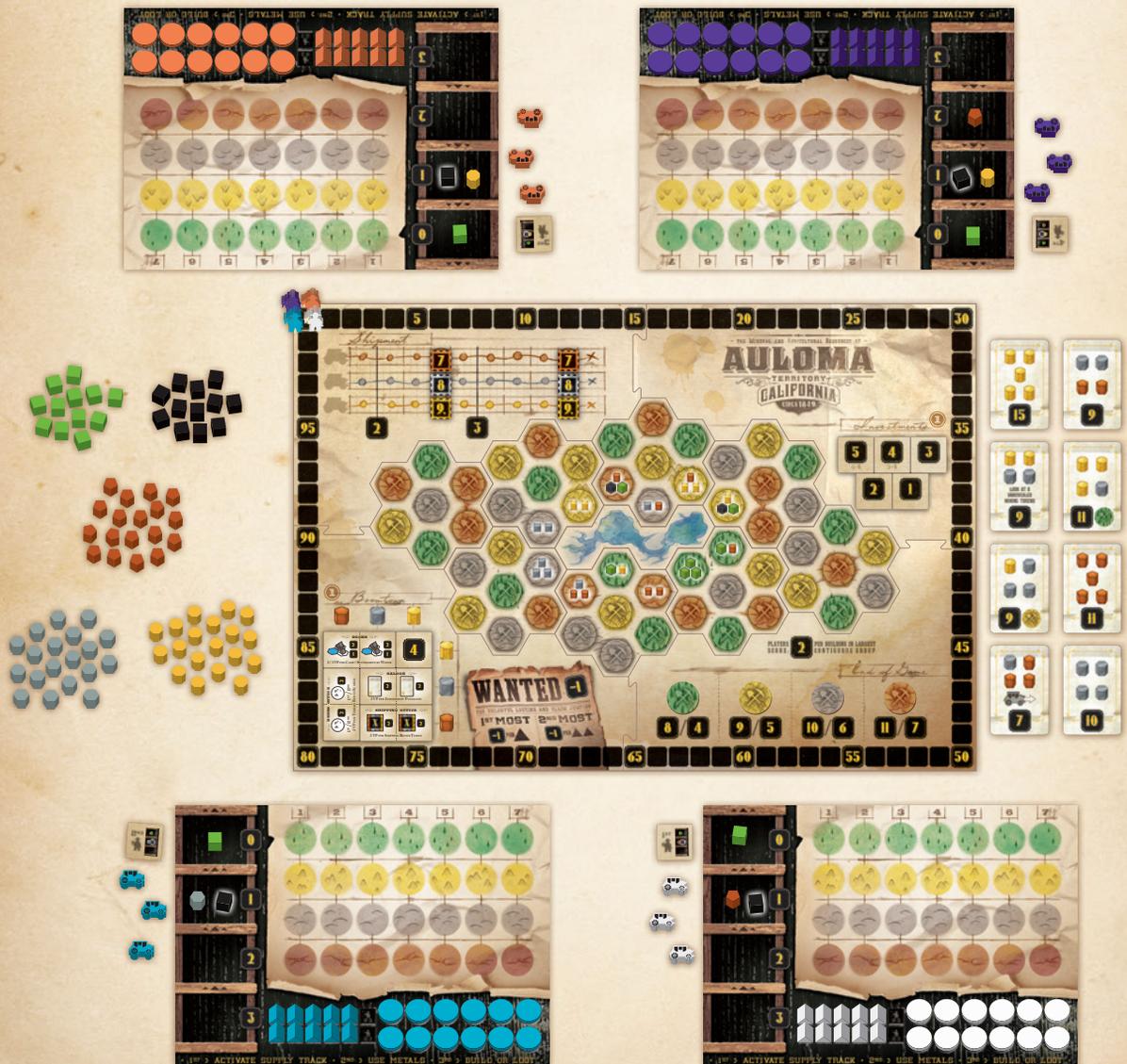
Rulebook

J. ALEX KEVERN

GOLD WEST

CA. 1849

In Gold West, players compete as prospectors building their mining empires while vying over the precious metals of the frontier. In a delicate balance of resource management and area control, players must plan building strategies while carefully managing their supply tracks. Refine the right resources at the right time to gain influence in Boomtown, stay a step ahead of the competition, and lead the West into the Golden Age!



SETUP AND COMPONENTS

1ST > THE BOARD

- **1 BOARD** 4 board sections, 8 terrain tiles, 1 water tile
- **56 MINING TOKENS**

To set up the game board, align the 4 outer board sections to create the frame for the terrain tiles. Arrange the terrain tiles such that 6 border the water tile, and 1 terrain tile fits on either end. For a 2 player game, flip the two tiles that are not touching the water face down as shown below: they are not used.



The board is now ready to seed with resources. Flip each Mining Token so the side with the pick axe and shovel is facing up, and place each Token on a hex of the same color. The copper colored Mining Tokens go on the copper hexes, the silver on silver, and so on.

Once they are placed, flip over the 12 Mining Tokens touching the water tile in the middle of the board so the resources are showing. These are the resource spaces available to start the game.

2ND > PLAYER PIECES

- **4 PLAYER BOARDS** 1 per player
- **4 MINER SCORE TOKENS** 1 per player
- **48 CAMP PIECES** 12 per player
- **48 INFLUENCE TOKENS** 12 per player
- **12 STAGECOACHES** 3 per player

Give each player a Player Board, a Miner Score Token, 3 Stagecoaches, 12 Camps, and 12 Influence Tokens in their player color. For 4 players, only 10 Camp Pieces are used (return two to the box). Each player places their Miner on the zero mark of the score track.

3RD > BOOMTOWN

Choose 4 Boomtown Offices at random to use this game. Arrange the Offices in Boomtown arbitrarily such that they all fit within the 3x3 grid, and place the 4VP Token in the empty space. Use any arrangement that allows all four Offices to fit. Below are some example arrangements (using the same tiles):



4TH > INVESTMENTS

- 20 INVESTMENT CARDS 
- 5 INVESTMENT BONUS TILES 

Choose 8 Investment Cards at random to use this game. Place them face up next to the board and return the rest to the box. Place the Investment Bonus Tiles next to them on the board.

Note: the 4 point tile is only used in 3-4 player games, and the 5 point tile is only used in 4 player games.

5TH > SHIPPING TRACK

- 12 SHIPPING BONUS TILES 

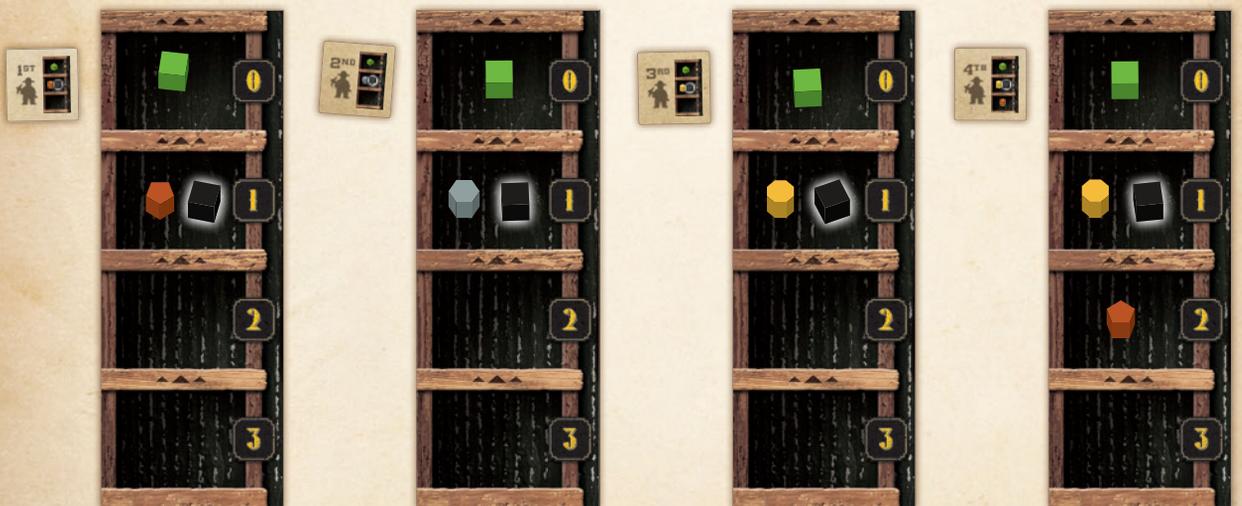
Place the Shipping Bonus Tiles on each of the two bonus sections atop the corresponding resource icons. Each resource track has two icons, and each icon will have a stack of two tiles. Place tiles face up so that the higher value is on top. Each player places their Stagecoach on the outline preceding each of the three Shipping Tracks.

6TH > PLAYER ORDER AND RESOURCES

- 4 PLAYER ORDER TOKENS 
- STONE RESOURCES 
- WOOD RESOURCES 
- COPPER RESOURCES 
- SILVER RESOURCES 
- GOLD RESOURCES 

Randomly select a starting player and distribute the Player Order Tokens clockwise from that player. Players begin the game with slightly different resources based on player order. Place the starting resources indicated on your Player Order Token onto your Supply Track as shown. The standard 4 player resource setup is illustrated below. If playing a game with fewer than 4 players, return the unused Player Order Tokens to the box. Sort the remaining resources into piles near the main board.

You are now prepared to begin the game.



FIRST PLAYER

SECOND PLAYER

THIRD PLAYER

FOURTH PLAYER

GAMEPLAY

INTRODUCTION

The goal of Gold West is to accumulate the most victory points through clever management of your growing mining empire. There are five resources in the game -- Copper, Silver, and Gold are the metals, used to acquire victory points in a variety of ways. Wood and Stone (Green and Black) are the building materials, used to build Camps and Settlements on the board to collect resources and influence.

Each type of resource is associated with a different colored hex. While you're certain to find at least one Copper on

a Copper hex, it can also be found on some Silver and Gold hexes. Either Wood or Stone are certain to be found on the green Forest hexes, and they also appear (though less commonly) on other hexes.

Each hex contains either 2 or 3 resources. Gold is generally worth the most points, with silver and copper yielding slightly less. In addition, each terrain type will score points for the player with the most influence therein at the end of the game. Copper terrains are the most valuable, with Silver, Gold, and Forest Terrains earning slightly fewer points. This is further discussed in the Scoring section (page 10).

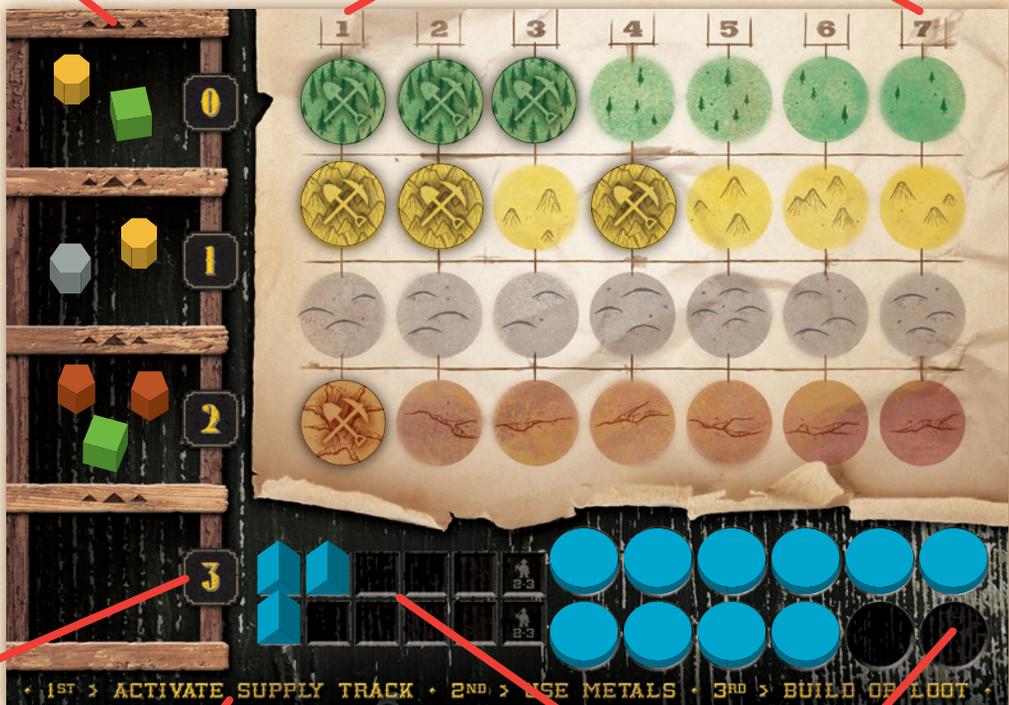
The diagram below shows the various sections of the Player Board:

SUPPLY TRACK

Resources move bottom to top

THE PLAYER BOARD

VP EARNED for placing resources in this section



INFLUENCE TRACKS

for each Terrain type

TURN SUMMARY

STORAGE SPACES

for Camp Pieces & Influence Tokens

HOW TO PLAY

TURN SEQUENCE

On your turn, do the following three steps, in order:

1. **ACTIVATE YOUR SUPPLY TRACK**
2. **USE METALS**
3. **BUILD, OR LOOT**

1ST > ACTIVATE YOUR SUPPLY TRACK

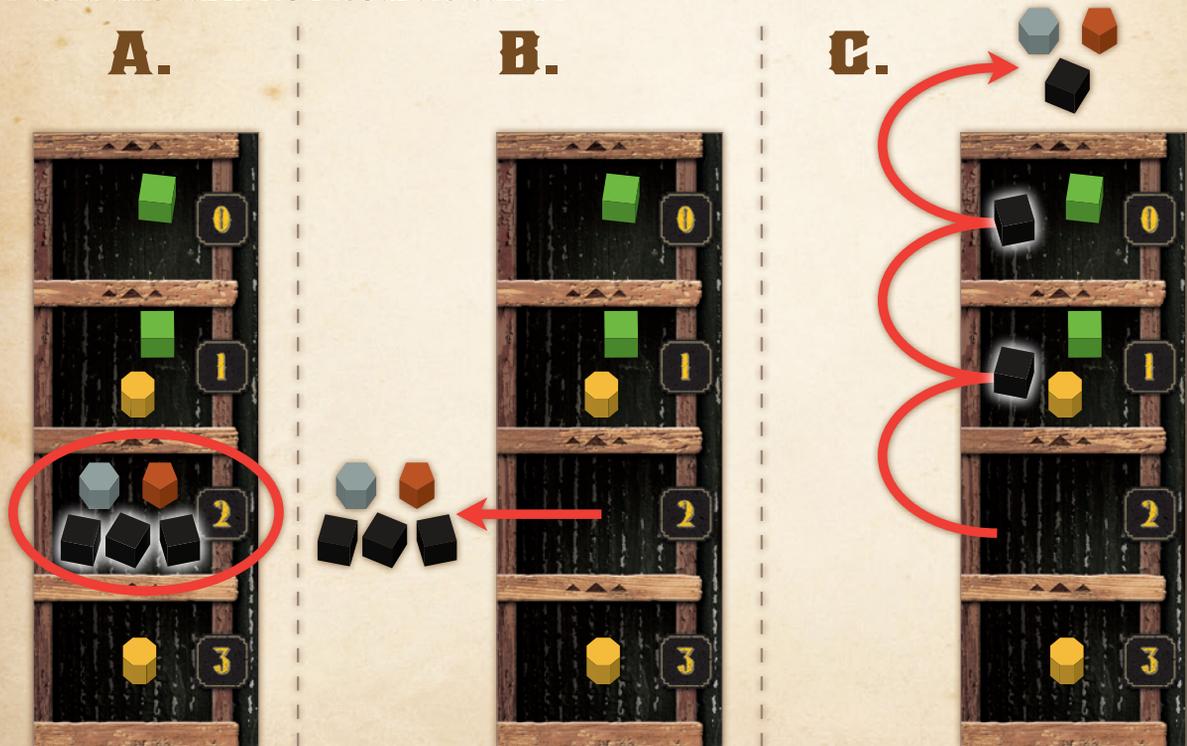
To start your turn, you will select all the resources in one bin of your Supply Track and move them upward as many spaces as possible, leaving exactly one resource in each space you pass. The resources that end up in your usage area (above your Player Board) can be used this turn. No resources can be

saved from turn to turn. If you do not use a resource that is in your usage area it will be discarded at the end of your turn.

In the example below, Levi chooses the 3rd bin of his Supply Track, containing 3 stone, 1 silver, and 1 copper. He moves those resources up his Supply Track, dropping exactly one resource (stone) into the 2nd bin and exactly one resource (another stone) into the 1st bin. This leaves Levi with one stone, one copper, and one silver to use this turn.

Note

It is possible to have zero resources in your usage area after activating your Supply Track. In this case you will not have any metals or building materials to use, so you will simply Loot. You may not choose an empty bin in your Supply Track to activate in order to avoid moving any resources forward -- you must choose a bin with at least 1 resource in it.



2ND > USE METALS

Copper, Silver, and Gold are the metal resources. Any metals in your usage area this turn can be used to score points in three ways:

A. INVESTMENTS

B. BOOMTOWN

C. SHIPPING

A. INVESTMENTS (1x per turn)

Investments are public goals that all players have access to. You can claim at most one Investment per turn. To claim an Investment, you must return the metals shown on the card from your usage area to the bank. Take the Investment card and place it next to your Player Board. You score the indicated points immediately, and if the Investment grants a special ability, resolve that immediately as well. In addition, you may take the highest remaining Investment Bonus token and score those points immediately. In a three player game, only the 4, 3, 2, and 1 bonus tokens are available. In a two player game, only the 3, 2, and 1 bonus tokens are available.

Remember

You may only fulfill one Investment per turn.

See the Investment Glossary for a detailed description of Investments that grant special abilities.

B. BOOMTOWN (1x per turn)

The offices in Boomtown each provide a benefit for accomplishing particular goals throughout the game. You can influence Boomtown at most once

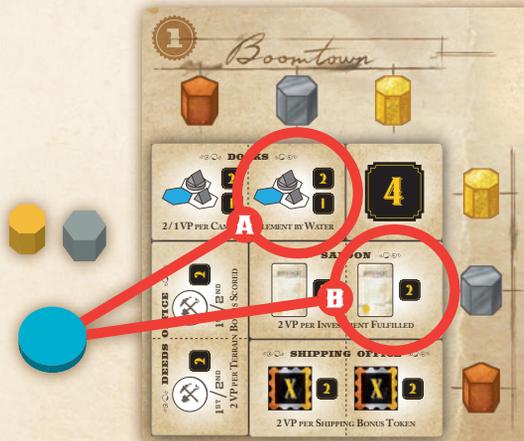
per turn. To influence an office in Boomtown, you must pay two resources -- the one located in the row of the grid directly above, and the one located in the column to the right of the office you want to influence. Return the metals from your usage area to the bank and place an Influence Token in the office. This will earn you the end game bonus points associated with the office. Only one Influence Token can be placed on each office space, so each office can hold a maximum of two Influence Tokens. If you own both, you will count the bonus twice.

If you place an Influence Token on the 4VP Token, score those 4 points immediately.

Remember

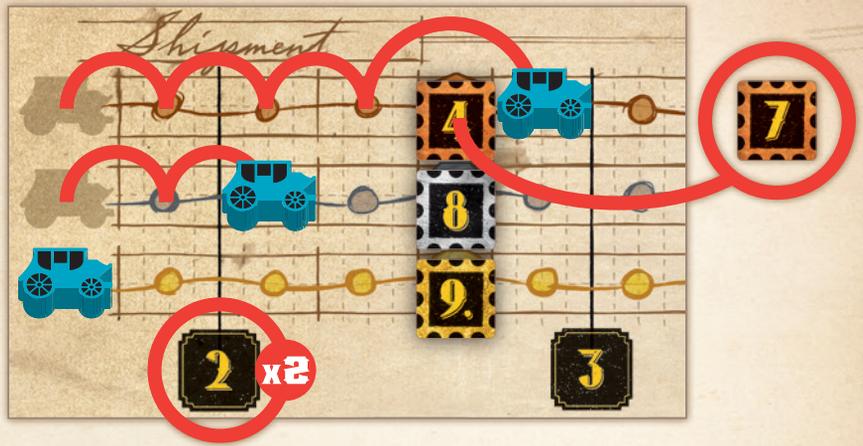
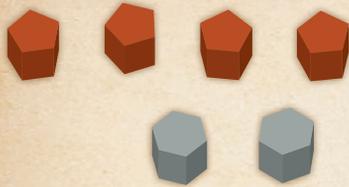
You may only place one Influence Token in Boomtown each turn.

In the example below, Sara may use her Gold and Silver resources to place an Influence Token in one of the highlighted zones marked A and B, assuming both are currently unoccupied. Option A is in the Silver Column and the Gold row, and B is in the Gold Column and the Silver Row.



See the Boomtown Glossary for detailed descriptions of each Boomtown office.

SHIPPING EXAMPLE:



C. SHIPPING

You may ship any number of metals in a turn. To do so, return the metals from your usage area to the bank. Move your Stagecoach forward along the corresponding Shipping Track one space for each metal you returned. Never stop on the Shipping Bonus Tile spaces, skip over them, take the topmost remaining Shipping Bonus Token (if any), and score the indicated points immediately.

Note that there is a 2 point and a 3 point scoring mark along the Shipping Track. As soon as you pass those thresholds, score those points immediately.

3RD > BUILD OR LOOT



Wood and Stone are the building resources and allow you to fulfill the infrastructure demands of mining. If you are unable to Build during a turn, you are forced to Loot, which incurs a penalty. Regardless, **you will always place exactly one Camp Piece on the board each turn.** You may only complete one build action per turn and any superfluous building resources are discarded.

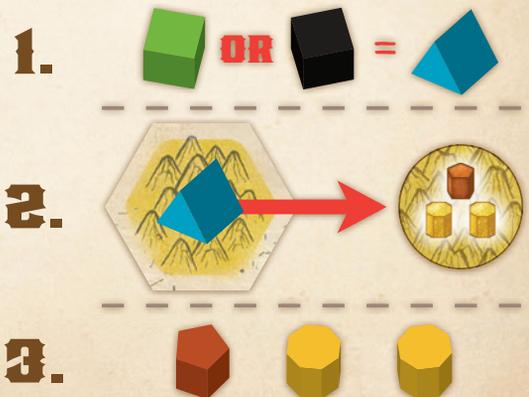
You must do one of the following:

- A. BUILD A CAMP:** *Using Wood or Stone*
- B. BUILD A SETTLEMENT:** *Using Wood and Stone*
- C. LOOT:** *Using no Building Materials*

A. BUILD A CAMP

If you have either a Wood or a Stone, you may place a Camp on the board.

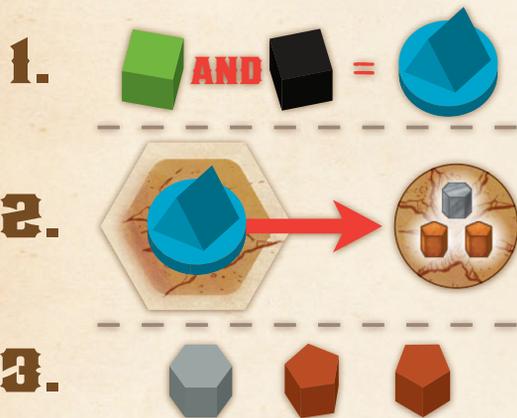
To place a Camp, choose a revealed Mining Token and replace it with one of your Camp Pieces. Take all of the resources indicated on that Token and place them into your Supply Track (see Completing The Build Action - page 9). Then place the Mining Token face down on the Influence Tracks of your Player Board to indicate one influence in that terrain type.



B. BUILD A SETTLEMENT

If you have both a Wood and a Stone, you may place a Settlement on the board.

To place a Settlement, choose a revealed Mining Token and replace it with one of your Camp Pieces, placing one of your Influence Tokens underneath it. Take all of the resources indicated on that Token and place them into your Supply Track (see Completing The Build Action). Then place the Mining Token face down on the Influence Tracks of your Player Board, skipping 1 space to indicate two influence in that terrain type.



C. LOOT

If you have neither a Wood nor a Stone, you must Loot.

To Loot, place a Camp Piece in the Wanted section of the board and immediately lose 1 point. Then choose a revealed Mining Token, take all of the resources indicated on that Token and place them into your Supply Track (see Completing The Build Action), then remove the Mining Token from the game. You do not gain influence in that terrain type, and the hex is left unoccupied.

The player(s) with the most Camps in the Wanted area at the end of the game will lose additional points.

Note

You always place exactly one Camp Piece onto the board each turn. This can be in the form of a Camp, Settlement, or in the Wanted area.

Important

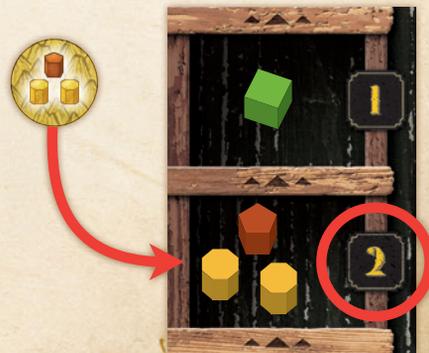
You do not have to build adjacent to your own buildings. However, you will score 2 points for each connected building (Camp or Settlement) in your largest contiguous group at the end of the game.

COMPLETING THE BUILD ACTION

After you Build or Loot, do the following:

Immediately reveal the resource side of all Mining Tokens adjacent to the Token you chose -- these spots are now available for building.

Place all of the resources taken from the Mining Token into one bin of your Supply Track and gain points. The farther back you place the resources, the more points you will receive, but the longer it will take before you can use them. The first bin awards no points, the 2nd, 3rd, and 4th bins award 1, 2, and 3 points respectively. Score these points immediately after allocating your resources. All resources must be placed in the same bin, and there may be other resources in that bin already.



Note

All players are responsible for making sure that their board accurately reflects their influence in each terrain. This can be easily checked by counting the Camps and Settlements in each terrain on the board.

END OF TURN

Once you have finished building or looting, your turn is complete and it becomes the next player's turn.

FINAL TURN AND GAME END

Play continues until all players have placed all of their Camp Pieces.

When the final Camp is placed on the board, each player gets one final turn. During this final turn, players only Activate their Supply Track and Use Metals; the Build or Loot step is skipped. No building actions are performed and no resources are taken on the final turn.

When the last player has taken their final turn, the game ends and it's time to score.

S C O R I N G

Use the following guide to tally your final score:

1. BUILDING GROUPS

Score 2 points per building in your largest contiguous group of buildings (Camps or Settlements).

2. BOOMTOWN

Score endgame bonuses for each Office you influenced in Boomtown.

3. LOOTING PENALTIES

Apply the looting penalty to the player(s) with the most Camp Pieces in the Wanted area:

The player with the most Camp Pieces in the Wanted area is the Most Wanted, and loses 1 point per Camp Piece he or she has in the Wanted area. The player with the next most is the Second Most Wanted and loses 1 point for each 2 Camp Pieces (rounded down). In the case of a tie for Most Wanted, all tied players receive the Most Wanted penalty and the Second Most Wanted penalty is ignored. In the case of a tie for Second Most Wanted, all tied players receive the Second Most Wanted penalty.

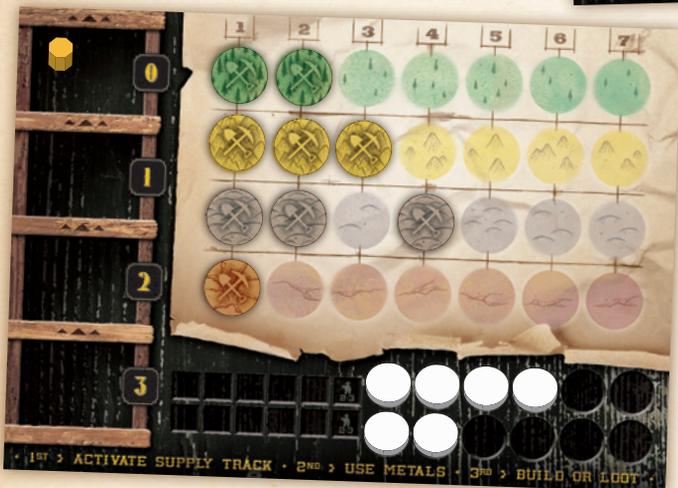
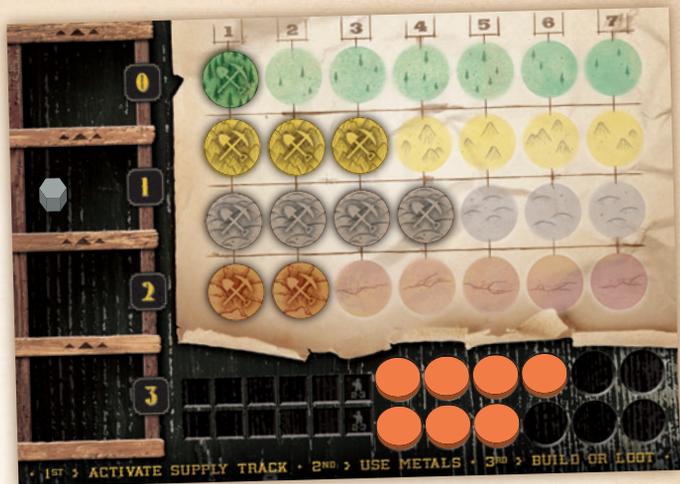
4. TERRAIN BONUSES

Award the terrain bonuses to the players with the most and 2nd most influence in each terrain:

Ties in terrains are won by the player with the most Settlements in that terrain. Subsequent ties result in a split of the points for first and second, rounded down.

SARA'S BOARD:

Forest Influence: **1**
Gold Influence: **3**
Silver Influence: **4**
Copper Influence: **2**



LEVI'S BOARD:

Forest Influence: **2**
Gold Influence: **3**
Silver Influence: **4** (1 Settlement)
Copper Influence: **1**

Note

In a two player game, neither player scores the 1st place bonus. Instead, the player with the most influence is awarded the 2nd place bonus. The other player receives no points.

Example 1

Sara has 4 Camps in the Silver terrain, and Levi has 2 Camps and 1 Settlement (all other players have less than 4 influence in Silver). Both Sara and Levi have 4 influence in the Silver terrain, but Levi gets the bonus because he has more Settlements there. Levi receives 10 points, and Sara receives 6.

Example 2

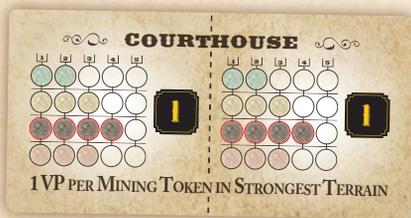
Sara and Levi each have 3 Camps in the Gold terrain (all other players have less than 3 influence in Gold). Since neither have any Settlements there, they split the 1st and 2nd place points, earning 7 points each.

Example 3

For a 2 Player game, the player with the most influence in the Silver terrain will score 6 points.

The player with the most points is the winner. In the case of a tie, the tied player with the fewest Camp Pieces in the Wanted area is the winner. If players are still tied, the tied player with the most resources remaining in their Supply Track is the winner. If players are still tied after that, a rematch is in order!

BOOMTOWN



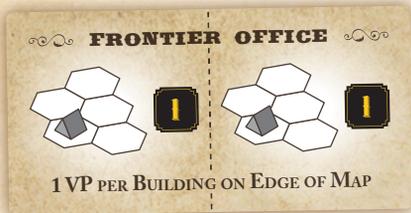
COURTHOUSE

1 point per Mining Token in strongest terrain - Determine which terrain you have the most influence in and score 1 point for each Mining Token you have in that terrain. Note: This is per Mining Token, not per influence.



DEEDS OFFICE

2 points each time you score for a terrain bonus during final scoring - Score 2 additional points for each 1st or 2nd place Terrain majority that you win.



FRONTIER OFFICE

1 point per building on edge of map - Score 1 point per building (Camp or Settlement) touching the edge of the board.



HOMESTEAD OFFICE

2 points per influence in the terrain you have the least influence in - Determine which terrain you have the least influence in and score 2 points per influence you have in that terrain.



SHERIFF'S OFFICE

1 point per building adjacent to opponent - Score 1 point per building (Camp or Settlement) touching at least 1 opponents' building.



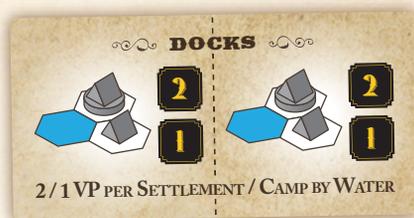
SHIPPING OFFICE

2 points per Shipping Bonus Token - Score 2 points for each Shipping Bonus Token you have collected.



DEPOT

2 points per building in your 2nd largest group - Score 2 points for each building in your 2nd largest contiguous group. If you only have 1 contiguous group, then you score no points from the Depot.



DOCKS

2 or 1 points per Settlement or Camp adjacent to water - Score 1 point for each Camp and 2 points for each Settlement touching the water tile.



MAYOR'S OFFICE

3 points per 2 influence in Boomtown - Score 3 points for each 2 influence you have in Boomtown (rounded down).



SALOON

2 points per Investment fulfilled - Score 2 points for each Investment card in front of you.



SURVEYOR'S OFFICE

1 point per building in longest straight line - Choose one straight line of hexes and score 1 point for each building (Camp or Settlement) you have built on that line. The buildings do not have to be contiguous.



TOWN HALL

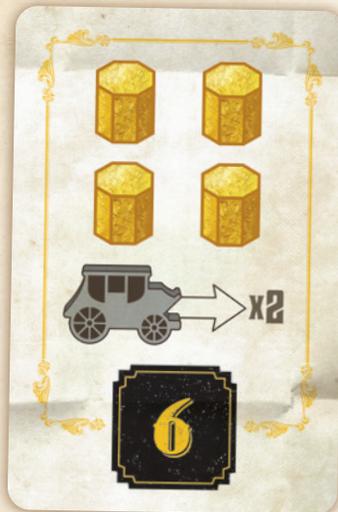
1 point per Settlement - Score 1 point for each Settlement you have on the board.

INVESTMENTS

Investments not listed below simply score the number of points shown on the card.



May move one of your Stagecoaches a single space down any Shipping Track.



May either move one of your Stagecoaches two spaces down any Shipping Track or two Stagecoaches a single space each.



One additional influence in Forest terrain. Place an Influence Token in the Forest track of your Player Board.



One additional influence in Gold terrain. Place an Influence Token in the Gold track of your Player Board.



One additional influence in Silver terrain. Place an Influence Token in the Silver track of your Player Board.



One additional influence in Copper terrain. Place an Influence Token in the Copper track of your Player Board.



May place one Influence Token in an unoccupied space in Boomtown. If all spaces are occupied, this ability is unused.



May place one Influence Token on top of a space occupied by an opponent in Boomtown. Both you and that opponent will score that end game bonus



You may look at two face down Mining Tokens. Replace them face down in their original locations.



May add any two resources to your supply track (may be placed separately; do not score points for placement).



May upgrade one Camp to a Settlement. Adjust your Influence Tracks accordingly.

CREDITS

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