FRONTIER
THE OLD WEST

A GAME BY SVEN UILHOORN

Set in the American Midwest of the mid to late 19th century, become a tycoon in mining, ranching or lumbering.

Aided by expanding railroad- and telegraph networks, you build and govern a town, attracting various workers, industrialists and famous persons from the era.

Facing historical events, challenging weather and conflicts, expand your industries and reputation to gain wealth and political power.

Become a legend, of the real West.

2-5 players | 120-180 minutes | age 12 and up

GOAL OF THE GAME

The game consists of a four eras of three rounds each (first era four rounds). Every round consists of one turn for each player. During your turn you choose one action for each of your workers and may choose one or more general actions of your choice.

The game ends after twelve rounds. You win by scoring the most points. You score points by building public buildings, investing in railroad or telegraph/telephone development, keeping election promises and fulfilling your personal goal.

GAME SETUP

1) Place game board; three boards for 2-3 players, four boards for 4+.

2) Place public and Industry buildings on their designated spaces on the side boards.

3) Place train cards and railroad track tiles. Place town tiles and town rewards.

4) Place assistants, partners and tycoon cards sorted based on color next to the board.

5) Put aside dollars. Put aside revolt, grass, fire and drought pieces.

6) Set health, wealth and safety cubes all in the middle of town status board.

7) Shuffle Railroad and Telegraph tiles; place five face down, most left face up.

8) Each player takes their player colored parts.

Each player chooses their Industry in starting order. Place all remaining Industry cards on the Industry Cards space.

Draw three goal cards, choose which one to keep.

Get assistant cards

Determine starting player. This player also acts as mayor during the first era.

12) Shuffle Event Cards of each era. Take four Event Cards from each era and put them face down (era IV at bottom, I at top). Draw the first Event Card to upcoming, second card to in three years, third card to in six year and place the top card face up (nine years).

deck formation

13) Player to the right of starting player places town event discs randomly on cards.
numbered
according to
above steps

large overview

1

zoomed in on
specifics

industry setups

≡III≡ TOWN FOUNDING ≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III

Mayor places a log stockpile and a freight station adjacent to river on spots marked
with [icon]. Mayor places bridge across river connected to any of these, then places one
tent for each player. Place train tile on a desert space with its connection point (train on
furthest open space). Each player does the Industry setup below, in starting order.

≡III≡ LUMBERING ≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III

Place a Lumbering Camp adjacent to river on a forest space, on the most upstream board.
Place both workers on logging camp. Full explanation of Lumbering on page 5.

≡III≡ MINING III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III

Place an Alluvial Panning tile adjacent to river, most downstream board. Place both
workers on this deposit. Full explanation of Mining on page 7.

≡III≡ RANCHING III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III

Places cattle cubes on grassland adjacent to river; two at three spaces from the train
tile, two at six spaces and two at nine spaces. Place Farmstead adjacent to at least one
cattle cube. Both workers start out on farmstead. Start out with two horses cubes. Full
explanation of Ranching on page 9.

≡III≡ STOCK AND RESOURCES ≡III≡III≡III≡III≡III≡III≡III≡III≡III

Each player (except lumbering) places two cubes on the log stockpile and takes $4.

≡III≡ FIRST TURN ≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III≡III

The first turn is played without activating an event or disc. Skip town status effects.

⬖⬗⬖⬗⬖⬗ TURNS, ROUNDS & ERAS ⬖⬗⬖⬗⬖⬗

▤▥ 1. STAND UP ALL WORKERS ▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥

Stand up all ♟, set animals back to "available".

▤▥ 2. HANDLE DISC & TOWN STATUS EVENTS ▥▤▥▤▥▤▥▤▥▤▥

Income from both scoring tracks

Animals and logs; (both animals on board and cards counted total) Logs lost: always closest to end of river.

Pile-up; place a black worker on the river spot (remove before moving logs).

Fire: public buildings or housing. Revolt on Industry buildings only.

example reduce mining.

Damage Rail/T&T is done to most developed; otherwise telegraph.

Safety/health/wealth down; move the marker one space to the left

▤▥ 3. MOVE EVENTS. HANDLE CURRENT ▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥

Perform the action stated on the current Event Card. Then move Event Cards left (from in nine years to six years, six to three, three to upcoming, draw new card for in nine years). Mayor flips disc side when placing it on next Event Card.

▤▥ 4. ONE ACTION FOR EACH WORKER AND CHARACTER CARD ▥▤▥▤▥▤▥

Lay down worker on use. Worker actions are further explained in Logging (p6-p7), Mining (p8-p9) and Ranching (p10-p11). Character Cards are explained on p#-p#.

Public buildings can be used as many times as adjacent housing allows (buildings cannot be used with fire X on them), lay down meeple/money on them. If you cannot place a worker (opponent has blocked all camps/sites)...

▤▥ 5. END OF ERA I–III ▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤▥▤

1. Take mayor points and penalties; for each promise you kept you get one point.

2. Elect new mayor

3. Add or upgrade Industry card (new mayor chooses order)

4. Shuffle severity tiles

5. Upgrade housing

Li

◈◇◈◇◈◇◈◇◈ GENERAL ACTIONS ◈◇◈◇◈◇◈◇◈

These actions do not require a worker (except for restoring fire damage).

⊟|||⊟ MOVE ON ELECTION BOARD ⊪|≣||≣||≣||≣||≣||≣||≣||≣||≣

Pay $1 per own 🧍 to move on election board. Start on 1, then move to 2, then move to 3 for each campaign action. You can allocate 2 or 3 over your chosen fields after the election. Elections are further explained on page 12.

Example: placing a cube on 2 between wealth and safety allows you

⊟|||⊟ BUILD RAILROAD OR TELEGRAPH ⊪|≣||≣||≣||≣||≣||≣||≣||≣

Pay the cost to activate the next unbuilt tile (shift up so "built" is revealed below the tile), then reveal the next one. Trains are moving closer every railroad development based on the color depicted on the tile. Get a point.

Example: placing a cube on 2 between wealth and safety allows you

⊟|||⊟ BUY AND OR SELL GOODS ⊟|≣||≣||≣||≣||≣||≣||≣||≣||≣

Buy goods from trains or boats for the price on the market card. There is no limit to the amount of goods you can buy and/or sell on your turn.

Example: placing a cube on 2 between wealth and safety allows you

⊟|||⊟ REMOVE REVOLT OR FIRE ⊟|≣||≣||≣||≣||≣||≣||≣||≣||≣

Pay $1 for each revolt to remove them, place a worker on a building with fire to remove up to three fire damage.

worker necessary

Example: placing a cube on 2 between wealth and safety allows you

⊟|||⊟ BUY PUBLIC BUILDINGS ⊟|≣||≣||≣||≣||≣||≣||≣||≣||≣

Buy one public building. Place it adjacent to town (cannot be adjacent to Industry buildings, also not diagonally).

worker necessary

Example: placing a cube on 2 between wealth and safety allows you

mit of 3 on every building

LUMBERING

Lumbering is the process of cutting and moving trees to a location for use, transport or processing into lumber.

Lumbering starts by cutting trees, aided by horses and oxen, and driving logs down rivers past choke points. The further you level up, you become more proficient and discover oxen and log rafting. In the final stages steam donkeys, steamboat tugs and pushers speed up the process, while using dams and log booms to control the river flow.

IMPORTANT CONCEPTS

WATCH OUT FOR REVOLT!
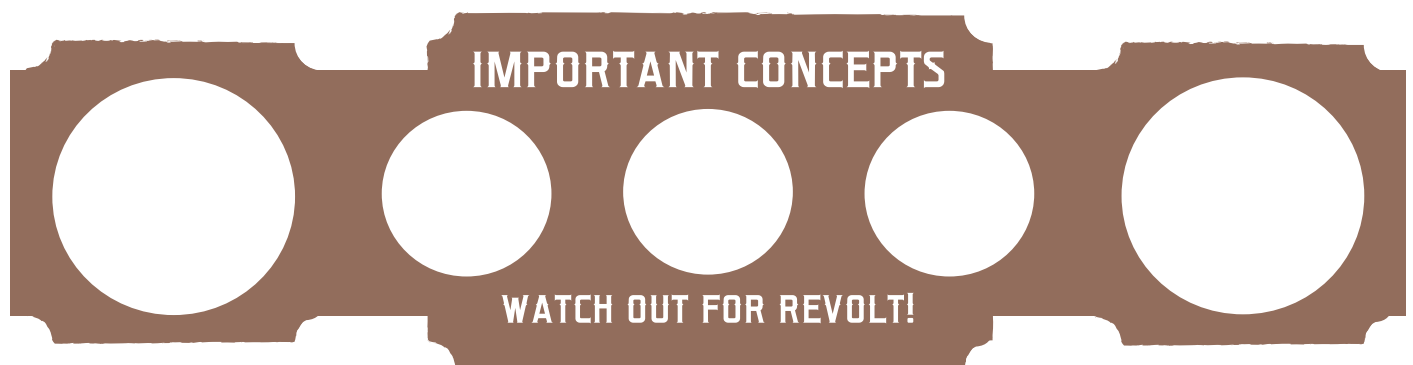
LEVEL 1 LUMBERING

Buy one building and place it on a forest.

cannot place industry adjacent to public/housing, but other way around is

max of 3 animals on card

You buy one building for $3, doesn't require logs and places it on a forest tile

Place on logging camp and put log in adjacent river. (horses)

You place one worker on your camp (which has a nearby tile with available trees) and place one log in the river

Place on and move two logs in upstream basin into next downstream basin. Place one at your logging camp.

skip over a maximum of one building

You place one worker on your camp (which has a nearby tile with available trees) and place one log in the river

when lumber camp is taken, get a new one

Sell logs to steam ship (at port) or train (at railroad station).

River can have the amount of logs that is shown of the board...

Buy one   building
and place it on land not
adjacent to town.

Place   on logging
camp and put log   in
adjacent river. (oxen)

more logs or more reach

Pay $... Place   on
and move group of logs
two basins downstream.
Place one   at your
logging camp.

Move logs to Sawmill
(II) and turn logs into
lumber.

sawmill produces one lumber
by placing worker and log on
it.

Buy one   building and
place it on a stream or
river.

Place   on logging
camp and put log   in
adjacent river. (Steam
Donkey

more logs or more reach

pay $3 per turn?

Requires a Steamboat.
Place   on   and move
all logs in basin two
basins downstream.

When bought, place Dam
on   to unclog logs and/
or place Log Boom on
to not lose logs.

MINING

Mining is the extraction of valuable geological materials like gold, silver and other minerals from the surface of the Earth.

Mining was mostly about prospecting, mining gold and other precious metals. Powered by men, donkeys and mules with a insatiable need for water in the form of rivers, dams and canals. Placer mining was the most common method and went from panning to rockers and sluicers, to steam powered machinery.

IMPORTANT CONCEPTS

MANIPULATING DIE ROLLS TO GET PRECIOUS METALS WHEN YOU NEED.
YOU CHOOSE WHICH DIE TO PLAY FIRST. INCREASING OR LOWERING YOUR DIE ROLLS.
HEAVY RAIN AND BLIZZARDS ROTATE YOUR OUTPUT TILE COUNTERCLOCKWISE.

WATCH OUT FOR REVOLT!

LEVEL 1 MINING

Buy one building and place it adjacent to a river or stream.

Assign workers to deposit(s). Throw dice for each deposit. Rotate tile(s).

Doubles: level up that tile.

Place   in river for every   .

Grubstake: buy die: $2 + tools

Sell gold to ships (port), stagecoach or train (railroad station).

cannot place industry adjacent to public/housing, but other way around is

when mining camp is taken, get a new one

instant pay 5 to improve die rolls on metals
max of 3 animals on card

Player chooses how to assign output over mines that have an active worker.

Depletion results in tile being flipped and player placing a new deposit tile.

One worker transports one cube.

LEVEL 2 MINING

Buy one ___ building and place it on land not adjacent to town.

Overbuild depleted mine. Choose gold or silver side.

For every new building, throw die to determine deposit type.

Donkeys/mules?

Alluvial: river or stream sediments (bends, cliff, waterfall, barrier)

Beach: where streams and rivers flow into large body of water (delta's?)

Eluvial: hillsides and slopes; mountain

Aeolian: arid regions freed from source rock by wind, proximity surface, small concentration; yellow sandish

LEVEL 3 MINING

Buy one ___ building and place it on land not adjacent to town.

Overbuild depleted mine.

Silver to...

Dam: allows connected canals.

Canal: allows buildings being built next to canal.

RANCHING

Ranching is the practice of raising grazing livestock such as cattle and sheep, used for dairy or sold for meat.

Cattle can be bred, driven to more nutricious areas or driven to railheads when you want to sell. Later on barbed wire is used to build fenced enclosures, which supports dairy or meat cattle breeds nowadays common around the world. Increased efficiency resulted in livestock carriages and refrigerated carriages.

IMPORTANT CONCEPTS

BREED CATTLE TO GROW YOUR HERDS.
DRIVE CATTLE TO A RAILHEAD TO EARN MONEY OR ACROSS THE PLAINS TO SEEK FEEDING GROUNDS.
FENCED ENCLOSURES CAN BE USED TO HOLD MORE EFFICIENT BREEDS.

WATCH OUT FOR DROUGHT!

LEVEL 1 RANCHING

Wind pump/farmstead

cannot place industry adjacent to public/housing, but other way around is allowed

driving isn't blocked by buildings; you can place your cattle connected to the building.

Place   on tile with cattle and drive up to three spaces.

all buildings and ranching things adjacent to farmstead

cattle can only be on grass.

Breed: add one   cattle if cattle is not driven. Place
.

max of 3 animals on card

Drive cattle or sell cattle Drive cattle; place worker on tile, move worker and cube to adjacent tile (horizontally or vertically) drive cattle up, down, diagonally; always 1

dairy cattle move to farmstead

Sell cattle to train (drive cattle or sell at railroad station).

Increase   if given to market.

when farmstead is taken, get a new one

LEVEL 2 RANCHING

Fenced enclosures, meat cattle

Horse stable: place   ; for each 2 own horses, add one horse.

Donkey stable: place   ; for each 2 own donkeys, add one.

Mule stable: place   ; add mule for each pair of own donkey and horse in supply.

Ox stable: place   ;for each four cattle owned, add one ox.

all ranching buildings adjacent to own farmstead

max of 3 animals on building

output from all stables onto stable building with own colored cubes.

Horse/Donkey/Mule/Ox Stables have to be built.

fenced enclosure building rules
next to farmstead

buildings always adjacent to own ranching structures?>

buy cattle cube onto fenced enclosure; cannot move existing cubes there

LEVEL 3 RANCHING

For each pair of horses and guns, take up to two free cattle.

            : Defend fence cutting or rustling for each pair of horses and guns spent.

Add own train & custom market card. Only you use it.
refrigerated cars, dairy cattle

if railroad is in town, drive only requires a horse, no matter the distance

breeding dairy cattle on fenced enclosure, open range

slaughtered animals don't die, bring less costs

live transport only at rail-heads?

livestock carriages one turn of processing

Buying cattle after you have none left costs the price + extra from that breed.

Aside from your own workers, you can persuade assistants, partners and tycoons to work for you or with you. They can give you resources, build buildings, develop infrastructure or get discounts.

Players can hold up to four assistants, partners and tycoons.

When drawing cards:

- reveal

- keep (needs requirements met)

- discard to town (place face up, get reward of a town tile of that matching suit)

- jokers (blue, black and purple stars) can be played to any town

Cards drawn via buildings (coach builder, steamboat or newspaper) can also be picked from the discard deck, but you can only choose between face-up cards.

ASSISTANTS

Example, workings, requirements, colors.

Worker, tools, guns,

Cube or worker moves every turn clockwise.

Assistant are worth 1 vote during elections!

PARTNERS

Partners are held by players.

Requirements,

Passive ability

Partners are worth 2 votes during elections!

TYCOONS

Tycoons can only be held by the major. Up to five tycoons can be active at the same time. The mayor can swap tycoons when new cards are drawn. When tycoons are swapped out, remove the buildings held by them (mark these building on placement with a green worker).

Passive ability

Active ability

Tycoons are worth 3 votes during elections!

LEVEL 4 INDUSTRY CARDS

When you've chosen the level 4 card of any industry, you also get points for collecting Character Cards from that industry type; Ranching cards are red, Mining cards gold and Lumbering cards brown.

Shuffle tip; shuffle holding the
cards at the long sides

public buildings explained; draw
how many characters

cannot place industry adjacent
to public/housing, but other way
around is allowed

bank function: reduce effect of
Panic event cards

donation cost; philanthropy

⬦⬦⬦ ELECTIONS ⬦⬦⬦

If no player makes election promises, no player will be able to score election promises or add/change tycoons. The previous mayor then handles the Tycoons. If elections end in a draw: political points > health > wealth > safety.

Player then set their election promises on the town status board. Use up to 3 cubes to mark these on the spaces. See example #.

☰☰☰ MAYOR ☰☰☰

As the mayor you can earn points by fulfilling your election promises or lose points by not fulfilling them. You may also hold up to five tycoon cards. On drawing Tycoon cards you decide to place or replace cards.

RAILROAD CONNECTED

As the mayor you place railroad tiles if railroad development allows one or more trains to reach town. Connect all current trains if possible, whether they reach town or not. Build railroad only on flat land (grass or plain). Railway station has to connect to town.

SCORING TRACKS

Political points (mayor promises kept), health, safety and housing buildings score on the political track. Investment points score on the investment track. Players get the scoring amount of both tracks every turn in $ (campaign contributions and investment returns).

⬦⬦⬦ SCORING ⬦⬦⬦

- » points from Political track & Investment scoring tracks
- » points from Goal Card (two points for each condition met)
- » points for level 4 Industry Cards
- » one point for every $10 ($17 = 1 point, $22 = 2 points)
- » points for winner of final election (amount of promises made)

The winner is the player with the most points. Ties are decided in reverse order of above.

BECOME **State Senator**	BECOME **State Treasurer**	BECOME **Governor**	BECOME **Financier**
10	**10**	**10**	**10**
REACH **10** ON POLITICAL TRACK	REACH **10** ON INVESTMENT TRACK	REACH **10** ON POLITICAL TRACK	REACH **10** ON INVESTMENT TRACK

10 HAVE UP TO FOUR	**10** HAVE UP TO THREE	**10** HAVE UP TO FOUR	**10** HAVE UP TO FOUR
General Stores AND/OR Hardware Stores IN TOWN & ONE Bank WITH OWN GOLD	Doctors AND/OR Churches IN TOWN & TWO Wells CONNECTED TO TOWN	Blacksmiths AND/OR Gunsmiths IN TOWN & ONE Tailor CONNECTED TO SMITH	Saloons AND/OR Brothels IN TOWN & ONE Bank WITH OWN GOLD

10 HAVE FOUR	**10** HAVE UP TO FOUR	**10** HAVE UP TO FOUR	**10** HAVE UP TO FOUR
Safety Buildings IN TOWN & HAVE ONE Town Hall ALL CONNECTED TO HOUSING	Newspapers AND/OR Telegraph Tiles* IN TOWN & ONE Bank WITH OWN GOLD	Coach Builders AND/OR Railroad Tiles* IN TOWN & ONE Steamboat IN MAIN RIVER	Schoolhouses AND/OR Wooden Houses IN TOWN & ONE Town Hall CONNECTED TO HOUSE

* not gained by Event Cards or other Railroad or Telegraph tiles.

** four points. Industry specific VP's up to 6.

All goals have a 10 points limit.

10 HAVE UP TO $80	**10** HAVE UP TO FIVE	**10** HAVE A
For each $10, get one extra VP & HAVE ONE Bank WITH OWN GOLD	Philanthropies AND/OR Make up to five donations to Philanthropies IN TOWN	Level 4 Card** AND/OR VP for each own fenced enclosure & active cattle AND/OR VP for each own mining deposit # AND/OR VP for each two own logs on stock or in river

Game boards, one tile for each 10 score function; governor, senator, financier, state treasurer

Side game boards

Industry Cards, 5 of each industry and level, one level 4 card for each industry

X Goal Cards, 5 Market Cards, 16 Severity Cards

X Character Cards

X Event Cards, 3 town event discs, 3 Town Status Marker Cubes, one Mayor Card

X Coins of $1, X Coins of $5, X Coins of $10

X Special buildings; list..

3 tiles each of all public buildings:

Bank, General Store, Brothel, Saloon,

Mining buildings and parts

Lumbering buildings and parts

Ranching buildings and parts

9 Railroad Development tiles

9 Telegraph & Telephone Development tiles

X Fire tiles

X Grass tiles

X Tree tiles

X Revolt tiles

X Drought tiles

12 dice

Train tiles

Town tiles

Telegraph tiles

Suit tiles

For each player color: X meeples, X cubes, X small cubes, Reference cards: town status, turn order, public buildings, general actions