"Boomtown" Quick Start

Object:
Players are prospectors, trying to collect the most gold (in poker chips) in three areas: a) total gold obtained during play, b) production value of all owned mines, and c) being the mayor (most influence) in each town.

Setup:

1) Each player starts with **10 gold** in poker chips (white = 1, red = 5, and blue = 10)
2) **Shuffle** all the cards and place <u>face down</u> on the table, creating the draw deck. (Note: in a **3 player** game, you can remove 15 random cards, without looking at them, from the draw deck).
3) Place the 2 dice, banks poker chips, the town tokens and the mayor pawns near the draw deck.
4) Randomly determine the **1st player**. In the following turns, the 1st player will be the winner of the last turn's auction.

How to Play:
1) Draw as many cards <u>as there are players</u> from the draw deck and place them in a row, **face up**, on the table. (Note: On the **1st turn**, these cards must all be <u>mining concession</u> cards. If you draw some other card, place it back in the deck. Replace them with the 1st mines you draw, then reshuffle the deck.)
2) Mining Concession **card anatomy**: Upper left = production die; upper right = production value; Center = town's name; and Border = Town's identifying color.
3) **Bidding:** starts with the 1st player and proceeds clockwise. The 1st player can either pass, or bid 1 or more gold. Then each player may either bid higher or pass. A player who has passed is out of the auction and cannot re-enter it again. The bidding continues until all but 1 have passed. A player may not bid more gold than they have. (if all players 'pass', the 1st player who was the 1st to pass, is considered the highest bidder).
4) **Paying for Bids**: with <u>4 or 5 players</u> = the highest bidder **pays the whole price** to the player on their **right.** That player keeps **half** (rounded up) and then passes the rest to the player on his **right.** That player keeps **half** of the money (rounded up) and gives the rest to his right neighbor, and so on. (Note: The highest bidder may never get back any of the money he paid. Therefore, if his left neighbor receives 2 or more gold, he keeps everything).
With only <u>3 players</u> = same as above, except the 3rd player keeps half and gives the rest to the bank (instead of the next or 1st player).
5) **Choosing a Card**: The highest bidder chooses 1 of the face up cards. If it is a **mine**, he places it face up in front of him. If it is an **event** card, it is either triggered instantly, placed along side of a mine, or kept by the player and used later – depending on the card text. Once the highest bidder has chosen a card, the player on his **left** must choose 1 of the remaining cards. The choice continues to pass leftward until each player has taken 1 card. If a player takes a mining concession in a town whose **mayor** is another player, he must pay to the mayor <u>as much gold as the mayor has mines</u> in this town.
6) **Production:** Once the cards have been taken, the 1st player rolls the 2 dice. Mines that match the 2 rolled dice now produce gold equal to the mines production value (# of gold pieces on the card).   Now the turn ends and the next turn begins.

Dangerous mines: If a mine indicates on the card that it is "dangerous" (red text), then this mine will collapse and is removed from the game on a dice roll of either **2 or 12.**

Mayors:
- Each player must keep his mines <u>face up</u>, in clear view, and should be **grouped** by town color (border on cards) for convenience. Cactus Junction = green, Cold Mountain = purple, Coyote City = red, Dry Gulch = yellow, and San Narciso = blue.
- The <u>1st player</u> who owns **2 mines** in the same town becomes the mayor of this town, and takes the corresponding mayor pawn (ie.. of the same color).

- From now on, every time a player takes a mine in a town with a mayor, he must **pay to the controlling player** a fee equal to the <u>number of mines</u> the mayor owns in this <u>same town.</u>
- If at any time, a player has **more mines** in a town than the current mayor, this player becomes the **new mayor** and takes the mayor pawn from the former mayor. (if a player becomes the new mayor by taking a mine, he must still pay the former mayor prior to taking the mayor pawn).

Event Cards:

Please refer to the rules for a full description of each event card. (*It can happen that a player has to choose a card that he cannot use. If this is the case, the player keeps the card in front of him and it has no effect until the player either becomes the Mayor or takes a Saloon card, activating it).*

'Immediate effect' cards (played then discarded)**:**
- **Card Shark**: Every <u>other player</u> must pay the bank **4 gold**.
- **Dynamite:** An opponent's mine or saloon of <u>your choice</u> explodes and is removed
- **Expropriation:** Take a mine of your choice from another player, but only in a town where you already have a concession (mine). If the town has a mayor, you must still make payments.
- **Holdup:** Choose a player and a number between **2 and 12** – the sum you are trying to steal. If you roll both dice = to or greater, you have **robbed** the player of that amount of gold. If not, you fail and this card has no effect.
- **Stagecoach Robbery:** You receive **10 gold** from the bank.

'Place next to mine' cards (lasting effect)**:**
- **Governor:** Place 1 of your mayor pawns on this card. This mayor is now governor. As long as this pawn is governor, the price other players pay you when taking a mine in this town is **doubled**. Discard of another player takes control of this mayor pawn.
- **New Vein:** Place under 1 of your mines. From now on, production value of this mine is **increased by 3 gold**. If this mine is dynamited or expropriated, this card goes with it. If placed on a dangerous mine that collapses – it is discarded.
- **Saloon:** Place this card in front of you, along with a wooden town token of your choice on it. From now on, each time a mine in the chosen town **produces gold**, its owner must **pay you 2 gold** that he spends in your saloon.
- **Saloon Girls:** Place this card with one of your **saloons**. From now on, each time a mine in the saloon's town **produces gold**, its owner must pay you **4 gold** instead of 2. If the saloon is dynamited, this card is discarded.

'Kept by the player' cards (may be used later, then discarded)**:**
- **Mustang:** You may choose your card immediately after the 1st player, instead of your normal turn.
- **Telegraph**: Following any 1 production dice roll, you may change 1 die of your choice.

Bankruptcy:

If for any reason, payment cannot be made, you must pay all you can. The player receiving the money receives no additional compensation. A player who is out of money is bankrupt and **cannot bid** on new mines until they have the gold to do so.

Game End:

The game ends when **the draw deck is exhausted.** Once the last production roll is made, each player determines his score as follows:
- Total gold in **poker chips**
- Plus the **production value** of all mines owned
- Plus **5 gold** for each **mayor pawn**

The player with the highest gold (score) wins.