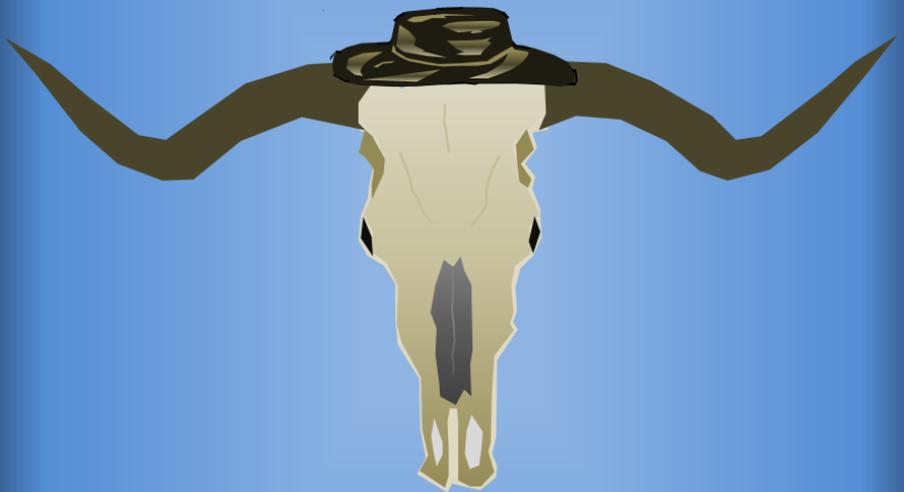


Wild West Stampede

The Game.



*Enter the wild west instruction
booklet for storyline and rules...*



Intro

Can you survive the Wild West Stampede? Start by working out East, obtaining provisions, company, and land titles in order to travel out West to found new lands and seek new opportunity. Avoid natural calamities, defection, shoot outs, and poor planning to survive the stampede and become the first player to establish them self as the most influential explorer of the Wild West.

Background

It is the latter half of the nineteenth century, and the expansion west is booming. Gold has been discovered in California. Stories of adventure, Indians, land, and opportunity dictate the conversation. The American dream is being fulfilled in new and exciting ways. This game represents the story of six individuals who set out risking their lives and leaving behind the comforts and established life to which they've grown accustomed all in hope to seek out the adventure and quest of the Wild West.

Characters

Banker— Bob the banker has worked long and hard to development the most prestigious bank in the area. Bob is a strong-willed devoted individual that knows what he wants and finds a way to get it. Having become bored with the city life, however, Bob is looking for adventure. Bob has decided to take much of his wealth and start on the road to explore what the Wild West has to offer.

School Teacher— Samantha the school teacher is a well loved educator in her town. Her attention to detail and natural ability to touch the lives of children has earned her a reputation of someone trustworthy and well-minded in her community. Samantha loves novels and often reflects on the adventures the storied characters are experiencing. Longing for her own adventure, she is set to embark on the road to start out her own town in the Wild West.

Aristocrat— Nancy was born into a highly-esteemed aristocratic family and has lived the life of luxury and wealth. Money is not the only thing that has been easily available to Nancy. Intelligence, common sense, and an appreciation for hard work all envelop Nancy's character. The easiness of life, however, has left a hole for something to be earned, and in her mind the adventure of the Wild West must be earned.

Blacksmith— Joe is a blacksmith, very skilled at his trade. Never longing for work, people come miles away for his services. Joe himself, however, has never had reason to travel. His strong, black hands resemble the mark of a man who never tires and whose work ethic is well respected. His gentle smile, though, makes him approachable. The people that visit often tell Joe about rumors of wild adventures to be had out West. With each story, Joe's reason to travel grew within him, and the time is now.



Doctor– Doctor John works long days and many nights helping and serving. John is regarded by his patients, and those that know him, as one who puts others’ needs above his own and whose personality is a natural lift to those with whom he comes in contact. John has always been smart with his money and has been able to retire early. Throughout his career he saw sickness and health, life and death, joy and pain. The Wild West, however, he has not seen. That soon will change.

Chef– Like Joe, James hands are worn and resemble his labor. Several scars on his hands from cuts and burns expose him as a cook. Renowned for his savvy style and flair for something original, James’ menu is never the same from month to month. He keeps his kitchen running efficiently, only hires the finest, and stays involved with every detail of each plate that is prepared. James desire for originality has set his heart, however, out West. Yearning to discover something new, James sets out to open the finest kitchen in the Wild West.

Pieces

Pieces	QTY	Description
Player Pieces	6	6 colored player pawns
Territory Point Value Pieces	11	Red squares, numbered 1 through 11
Provision Cards	18	Cards for provision items when visiting a provisions city
Land Cards	18	Cards for land items when visiting a land city
Company Cards	18	Cards for company items when visiting a company city
Game Board	1	-
Dice	2	-
Ownership Pieces	24	Homes that players use to indicate that they own a territory
Colored Rings	18	The rings are used as markers with the tracking card to keep track of the number of provisions, company, and titles
Tracking Cards	6	Used for tracking number of provisions, company, and titles
Game Board	1	-

Getting Started

If opening the game for the first time, a 4”x4” card is provided with the territory point value pieces. These squares should be cutout to make the individual value pieces.

Randomly place one territory point value piece, face up, on each Western Territory beginning with the Northwest Territory and placing from a West-to-East, North-to-South direction.

Each player randomly draws a character piece from the bag. The players chose who draws first and in what order. Each player also receives one tracking card, one white ring, one purple ring, and one red ring. The Tracking card, along with the rings are used to track the number of provisions, company, and titles each player has. Grey spaces are for tracking provisions, purple spaces for company, and red spaces for titles.



Once the characters are chosen, each player collects their starting supplies based on which character they have:

Color	Character	Starting Provisions	Starting Company
Purple	Banker	15	5
Yellow	School Teacher	7	15
Black	Blacksmith	7	10
Blue	Doctor	15	7
Green	Chef	10	7
Orange	Aristocrat	20	3

The starting city for each player is decided by rolling one of the dice. The number rolled corresponds to the starting city for that respective player. The school teacher always begins, and play moves in a counterclockwise direction.

Die Number	City
1	Boston
2	Cleveland
3	Atlanta
4	DC
5	Lexington
6	Fayetteville

Winning the Game

Player's receive points by establishing Western territories. The game concludes when one player gains more points than is possible for any other player to obtain.

Rules of Play

Player Movement

Player's start in the Eastern half collecting provisions, company, and titles for their trek out West. On the Eastern half of the US, players roll the dice to determine the number of moves allowed. A player may choose to stop prior to reaching the full number rolled, but may not go beyond that number. For movement on the Western half of the US, players determine how many spaces they would like to move for their turn. Up to 10 spaces maximum may be taken. For each space moved, one provision is required to be reduced from a player's stock. So be sure to build up a good supply of provisions before heading West or you might get stranded!

To move a player piece from the Eastern half to the Western half a player must first roll the dice and obtain a number greater than the number of spaces remaining between the current position of the player and the Western border. Then the player, as part of the same turn, may move up to 10 spaces on the Western half relinquishing one provision for each space moved, as normal. For example, if a player is in Chicago and desires to move to the West, that player must first roll a five or greater, then once entering the West must relinquish the appropriate number of provisions for the number of spaces moved.

To move a player piece from the Western half to the Eastern half the opposite actions are taken when moving from the East to the West. For example, if a player is on the Lakes Territory spot, the player must relinquish three provisions to get to the Eastern border, then roll the dice to determine the number of spots that the player may move in the Eastern half.



Acquiring Provisions, Company, and Titles

Each Eastern city is marked by a colored star. The color of the star represents the corresponding item that may be obtained in that city. Grey cities are for provisions, purple cities are for company, and red cities are for titles.

When a player decides to visit a city, the player may draw one card from the corresponding card pile. If a player draws a provisions, company, or title card the player immediately turns in the card and collects the indicated number of items. All other cards may only be played when the player is in the Western half of the US. A player may not be carrying more than four cards at a time, and a player may not visit a city for more than one turn.

Founding a Western Territory

Each number on a corresponding Western Territory represents the number of provisions and company required to establish that territory.

In order to establish a territory, a player must be located on the territory's star and relinquish the corresponding number of provisions and company as indicated by the value piece associated with the territory. In addition, the establishment of each city requires one title. In all cases only one title is required to establish a territory, even for cases where a double card is played against a territory or other situations.

Once a player establishes a territory that player receives the number of points corresponding with that city. The player then places one of their ownership pieces on the territory to indicate that they now have established the territory.

Stranded Traveler

Should a player become stranded due to their provisions running out before they could visit a provisions city, that player indefinitely loses their turn until more provisions are obtained. When it is that player's turn, the player has three options:

- 1) Receive 7 provisions for each title card traded
- 2) Make a trade with another player for provisions
- 3) Sell a territory that was founded by that player to another player. The sale price is the same as the original purchase price.

A player cannot pursue any of the above options until they are completely out of provisions.

If a stranded player obtains provisions by one of the above methods, they must wait until their next turn to move.



Wild West Shootouts

Wild West Shootouts occur when two players occupy the same space within the Western half of the US. If two players occupy the same space on the Eastern half nothing happens. The winner of the shootout receives half of all of the loser's items. Each player rolls a die. The player that rolls the highest number in a best-out-of-three fashion is declared the winner.

Cards

Each player may hold up to four cards in hand, but is only allowed to play one card per turn. Provision cards, company cards, and title cards may be played at any point during the game. However, all other cards may only be played while the owner of the card is in the Western half of the game board. For cards played that affect other players, the owner of the card chooses who the card is played against.

Provisions Cards

Add Provisions

Provision cards are used to obtain provisions for the stock. A player adds the number of provisions that is indicated on the card.

Wolf Pack

A wolf pack card may be played to cause a player to lose 10 of their provisions due to wolves stealing food from their camp. The player playing the card chooses another player to play the card against.

Thunder Storm

A thunder storm card may be played to cause another player to lose a turn. Due to the thunder storm their traveling company was slowed.

Spoil

Due to spoiled food, a spoil card causes all players (except the player playing the card) to lose 5 provisions.

Indian

Indians provide a source of goods or navigation. The player may choose to use the Indian card to acquire 2 provisions from each individual, or the player may choose to use the Indian card to take one turn without the need to relinquish any provisions for that turn.

Davy Crockett

The Davy Crockett card allows the player to establish a territory with only half the required provisions and company. If the required number is odd, one is added to the number then half is taken. For example if 7 provisions and company are required to found a territory, with a Davy Crockett card the player would relinquish 4 provisions and 4 company.

Company Cards

Add Company

When a company card is played, the player adds the corresponding number of company.

Defection

A defection card allows the player to collect five company from each of the other players. All other players then lose five company.



Anarchy

An anarchy card is played against one other player and requires that player to relinquish half their company. In the case of an odd number of company one is added to the company then the number is halved.

Influenza

Influenza has stricken a company. This card is played against another player and requires that player to move their travel group to the Eastern city of Atlanta for the group to get healthy.

Title Cards

Add Title

When a title card is played the player adds one title to the total.

Swamp Land

A swamp land card is played against a territory of that player's choice. Due to the swampy nature of the territory double the provisions and company are required now to establish that land.

Precious Metals

Found precious metals! When a precious metals card is played a player may receive back the number of provisions and company needed to originally found a city they established.

Mob

A mob hits a territory. When this card is played the player that the card is played against loses their most valuable established territory. That territory then reenters play for someone to find it.

Water Source

A water source card allows river access to a Western territory of choice. This allows provisions and company easier access to that city. A player may play this card to turn an un-established Western territory into a source city for provisions and company. When any player then lands on this territory, the player may draw either a company card or a provisions card. This territory is therefore taken out of further play for establishment.

Claim

A player may use a claim card to place a claim on a territory of choice. That player then has three turns to establish that territory before any other player may establish it.

Tie Breaker

Once the game is completed, should a tie occur among players for the total number of points, each player that is part of the tie receives additional points according to the following: 3 points for each remaining title piece, 2 points for each remaining provision, and 1 point for each remaining company. The player, then, with the most points wins the game.

Final Note

As always have fun! If you come across a situation in the game that is not directly addressed by the rule book, or a specific rule is not clear to you – make it your own and decide how you would fairly handle the rules under the circumstances. Also, we are always interested in feedback so please let us know what you think. Refer to the back cover for our contact information.



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