

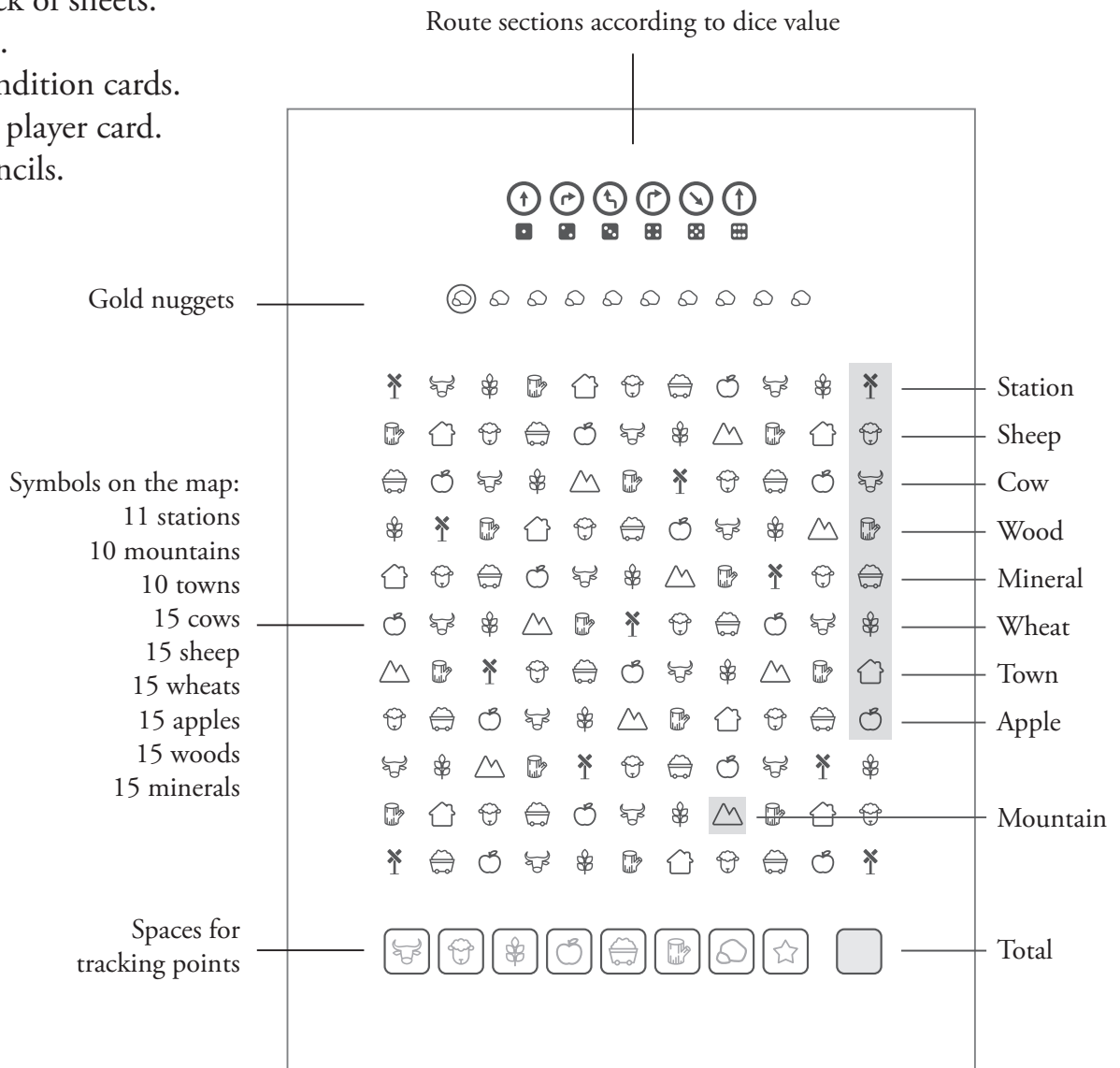
ARIZONA

A game by Luis da Ponte

In Arizona we will drive our train picking up different types of goods and then deliver them to the towns in the area in order to get points. At the end of the game the one who has achieved the most points will be the winner!

Components.

- A block of sheets.
- 5 dice.
- 17 condition cards.
- 1 first player card.
- 04 pencils.



Preparation.

Give each player a sheet and a pencil. Place a die per player - plus an additional die - in the center of the table. *ie: 3 dice for two players, 4 dice for three players and 5 dice for four players.* Shuffle the condition cards and place three cards face up in view of everyone. These cards modify the conditions of the game as we will see later on. Choose an initial player and hand him the initial player card. You are ready to start.

Game Development.

The game takes place in an undetermined number of rounds until the final condition of the game has been met. In each round, players will take turns performing an action, starting always with the initial player and continuing clockwise until all players have taken their turn.

Start of the Round.

At the beginning of each round the initial player rolls the dice and places them in the center of the table, being careful not to alter their outcome.

Turn Sequence.

Starting with the initial player, each player must choose a dice from the center of the table and place it next to their sheet. Following in a clockwise direction, the other players will do the same with the remaining dice, until all have chosen one. Each player will then draw a road section on their sheet according to the value of the selected die. Once everyone has taken their turn, hand over the initial player card to the player to the left.

Drawing Route Sections.

The first section of the game must always start from any of the train stations indicated on your sheet. Starting from the chosen station, draw a continuous line over the symbols of your sheet following the shape and spaces corresponding to the value of the dice you have selected (as will be explained later) until you reach the last symbol of the section. Draw a circle around that last symbol.


The orientation of the section can be turned or flipped, as long as the shape and number of spaces is not modified.

These are the possible route sections according to the dice value:




Select a symbol that is within a space of the starting point of the section by drawing a straight horizontal or vertical line.




- 
 Select a symbol that is two spaces away from the beginning of the section by drawing a straight horizontal line and a straight vertical line; or vice versa.




- 
 Select a symbol that is three spaces away from the beginning of the section by drawing a straight vertical line, a horizontal line, and a vertical line again; or vice versa.




- 
 Select a symbol that is four spaces away from the beginning of the section by drawing a straight vertical line of 1 space and one horizontal line of 3 spaces; or vice versa.



- 
 Select a symbol that is two spaces away diagonally from the beginning of the section by drawing a straight diagonal line.



- 
 Select a symbol that is two spaces away from the beginning of the section by drawing a straight horizontal or vertical line.



End of a Section.

Depending which is the selected symbol of the section, some things will happen:

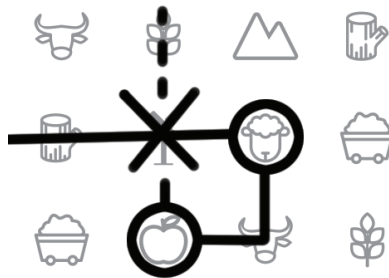
- If the symbol is one of the six kind of goods (*cow, sheep, wheat, apple, mineral or wood*) it will be considered to have been added to your train as cargo and is ready to be delivered to a town.
- If the symbol is a train station, then you can select a second symbol within one space of this station.
- If it's a mountain. You are just passing through.
- If it's a town. You have the possibility to make a delivery if you wish so.

Note: All these actions can be modified by the condition cards that are used at the beginning of the game. *Example: a card can prevent passage through the mountains and another can make towns function as train stations too.*

Following Turns.

The following turns take place in the same way, except you should always start each new section from the last symbol you collect (make a circle around) in the previous turn.

This way, a continuous line will be formed on your sheet that represents the route of your train as it moves through the Arizona plains. The symbols on which you have drawn a line over them, **will no longer be available for the rest of the game**. Also the route line **cannot be crossed by itself at any point during th game**, so you must plan carefully to not get trapped!



Gold Nuggets.

In the event that you could not or would not wish to execute the section according to the dice value, you can use a gold nugget to change it to any number you wish. If you did not have any nuggets to use, discard the dice you got this round (regardless of its value) and get a nugget for the next turns by drawing a circle around one not previously marked.

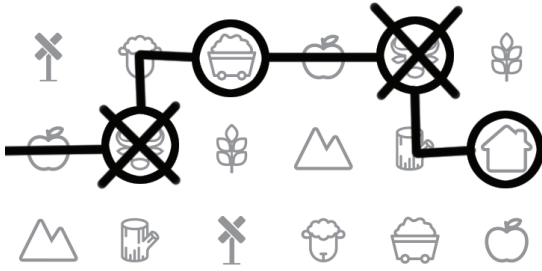
Goods Delivery and Partial Scoring.

To deliver goods in the different towns, you will simply have to reach one of them in your turn and announce to the other players that you will make a delivery. Then, choose **one kind of goods** you have as cargo on your train so far, and proceed to count them by crossing out the symbols on your sheet as you count them. Then, write down the points obtained in the corresponding box according to this table:

1	—	1 pt.	6	—	21 pts.
2	—	3 pts.	7	—	28 pts.
3	—	6 pts.	8	—	36 pts.
4	—	10 pts.	9	—	45 pts.
5	—	15 pts.	10	—	55 pts.

If you are also the **first player to deliver this kind of good**, you will get 5 additional points!

Note: **Each town can only receive one cargo during the game**, so you will have to deliver all six kind of goods in six different towns. Be careful not to eliminate too many of them as you go along, you could run out of towns to deliver your cargo!



Example: Nicolás finishes his section in one of the towns and decides to make a delivery. Until that point he has managed to collect 2 cows and 1 mineral. He decides to deliver the cows and cross them out from his route, obtaining 3 points for them since he was not the first player to deliver cows.

Game End and Final Scoring.

The game ends in the round in which one of the players makes his sixth and final delivery in a town. Then, all other players who have not managed to make their sixth delivery during this round, will have the possibility of making a final one getting the points for this last delivery.

Then, proceed to do the final scoring as follows:

- Receive five negative points for each kind of good that you have not been able to deliver.
- Count the amount of gold nuggets you have obtained during the game, but have not been used, and receive points according to the scoring table.
- Receive bonus points from the condition cards if applicable.

Finally, add all the boxes and write down the total. The player with the most points will be the winner. In case of a tie, the player who has managed to deliver the six types of goods will be the winner. If they are still tied, the players will share the victory!

Cows	Sheeps	Wheat	Apples	Mineral	Wood	Nuggets	Bonus	TOTAL
11	6	-5	15	28	3	1	-	59

Example: The game is over and Paula got the following points: 11 pts. for having delivered three cows, and because she was the first to do so, 5 additional pts. 6 pts. for having delivered three sheeps. -5 pts. for not have delivered any wheat. 15 pts. for having delivered five apples. 28 pts. for having delivered seven minerals. 3 pts for having delivered two woods. 1 pt. for finishing with 1 unused gold nugget and no bonus points for the condition cards. For a total of 59 pts.

The Cards.

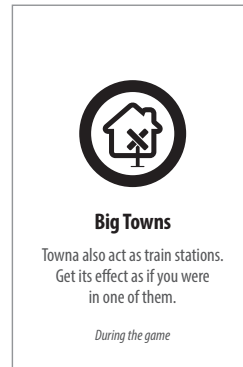
The cards change the game conditions, providing a different experience each time it is played. Here, we show you all the types of cards there are and we explain in more detail what they do.



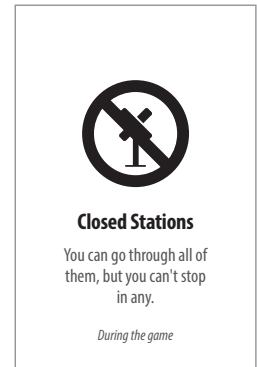
You simply cannot pass through the mountains or stop at them.



Get a gold nugget every time you stop on a mountain.



If you stop in a town, get one of the adjacent symbols. You can do this **before** making a delivery.



You can pass through the stations but not stop at them.



The amount has to be exact. It is scored at the time of delivery. Discard the card from the game.



Example: if you deliver 5 woods, you only score as if you had delivered 4.



Everyone who meets this condition gets the extra points.



In case of a tie, all tied players get the points.



All gold nuggets obtained, used and unused, counts.



Everyone who meets this condition gets the extra points.



In case of a tie, all tied players get the points.



Pts: 1/3/6/10/15/21/28/36/45/55



Start Player

At the end of the round,
pass this card to the player
to your left.



Bad Weather

Bad weather in the mountains.
You cannot pass through them.
You will have to surround them.

During the game



¡Gold!

There is gold in the mountains!
Every time you stop at one,
get a gold nugget.

During the game



Mountain Climber

Get 5 pts. at the end of
the game if you stopped
At least in 6 mountains.

Final Scoring



Turist

Get 5 pts. at the end of the game
if you were the one who visited
the largest number of towns.

Final Scoring



Closed Stations

You can go through all
of them, but you can't
stop in any.

During the game



Big Towns

Towns also act as train stations.
Get its effect as if you were in
one of them.

During the game



Rancher

Get 5 pts. at the end of
the game if you are the player
who delivered more cows.

Final Scoring



Miner

Get 5 pts. at the end of
the game if you are the player
who delivered more minerals.

Final Scoring



Inspector

Get 5 pts. at the end of the game if you stopped at least in 6 stations.

Final Scoring



¡Gold Fever!

Get 5 pts. at the end of the game if you are the player who got more gold nuggets.

Final Scoring



Farmer

Get 5 pts. at the end of the game if you are the player who delivered more wheat.

Final Scoring



Counting Sheep

The first one to deliver exactly 4 sheep, gets 5 additional pts.

During the game



Apples to Apples

The first one to deliver exactly 5 apples, gets 6 additional pts.

During the game



More Wood!

The first one to deliver exactly 6 woods, gets 7 additional pts.

During the game



Pairs

Wood and minerals have to be delivered in even number. The odd unit does not score.

During the game



Pairs

Cows and sheeps have to be delivered in even number. The odd unit does not score.

During the game



Pairs

Apples and wheats have to be delivered in even number. The odd unit does not score.

During the game