

DANIEL NEWMAN

ROLLED WEST

CA. 1849



2-4 14+
20-30'



Stake your claim, build a mining empire and keep one step ahead of the competition!

Each round in Rolled West you will extract goods from the land based on a roll of the custom dice. Spend wood to make settlements and secure majorities in different terrain types. Use metals to fulfill contracts and shipments, or invest in Boomtown. Bank resources during your opponents' turn to use later, and mark your choices on the included dry erase scoreboards.

WILL YOU COME OUT ON TOP AT THE END OF 6 ROUNDS?

COMPONENTS AND SETUP

- 4 DRY ERASE SCORE BOARDS AND PENS**
Give each player 1 score board and 1 dry erase pen.
- 4 CUSTOM RESOURCE DICE (12-SIDED)**
Choose a start player and give them all 4 dice.

GAME PLAY

Rolled West will be played in a series of 6 rounds. Each round you'll have a turn to roll the resource dice, choose one to represent the terrain for the turn, and spend the rest. You'll have a chance to bank one resource on your turn to use later, and one resource on one of your neighbor's turns as well. After 6 rounds, the player with the most points from contracts, shipments, claims, and Boomtown offices will be the winner!

On your turn, do the following, in order:

- 1. ROLL ALL 4 RESOURCE DICE.**
- 2. CHOOSE 1 DIE TO REPRESENT THE TERRAIN FOR THE TURN.**
- 3. SPEND OR BANK RESOURCES.**
- 4. PASS THE DICE TO THE NEXT PLAYER.**

1ST > ROLLING RESOURCE DICE

Take all 4 resource dice and roll them within view of all players.

2ND > CHOOSING TERRAIN

Of the 4 die results, choose one of them to represent the terrain for the turn:



Set the chosen die aside. That die cannot be used or banked as a resource, it indicates the terrain track where you will lay claim this turn, if you choose to make a claim.

3RD > SPENDING AND BANKING RESOURCES

After setting the terrain die aside, the remaining 3 dice represent resources:



Wood is a building material for making claims. Copper, silver, and gold are metals that you may spend in order to mark off contracts, shipments, and Boomtown offices on your score sheet. You may make up to 1 claim per turn, and buy up to 1 Boomtown office and up to 1 contract per turn, and ship as many metals as you want per turn.

CLAIMS

Once per turn, you may spend a single wood (W) resource to build a camp, or two wood resources (W W) to build a settlement. For a camp, draw a triangle in the leftmost empty space in the claim row corresponding to the terrain die you set aside earlier. For a settlement, draw a circle as you would for a camp, and then also draw a circle in the next empty space. At the end of the game you will score the numbers in your camps and settlements, and there will be a reward for having the most camps and settlements in each terrain type, as indicated on the far right of each row.



SPENDING RESOURCES

CONTRACTS

Once per turn, you may spend the indicated metals (all at once) for one of the remaining contracts, and then circle that contract on your score board. Each opponent must cross that contract off on their board, it is no longer available.



BOOMTOWN

Once per turn, you may spend two metals to purchase one of the remaining Boomtown offices, which are end game bonus scoring conditions. The Boomtown offices are located in a grid on your score board, and the cost for each is the combination of the metal pictured at the left of its row and the top of its column. When purchasing a Boomtown office, circle it on your score board. Each opponent must cross that office off on their board, it is no longer available.



BOOMTOWN OFFICES

- 1:** ROW: C COLUMN: C
1 point per Boomtown office + 1 point per completed contract
- 1:** ROW: C COLUMN: S
1 point per Boomtown office + 1 point claim majority
- 3:** ROW: C COLUMN: G
3 points per completed shipping row
- 2:** ROW: S COLUMN: C
2 points per settlement
- 6:** ROW: S COLUMN: S
6 points
- 1:C** ROW: S COLUMN: G
1 point per Copper shipped + 1 point per Copper in contracts
- 1:** ROW: G COLUMN: C
1 point per checked off star in shipping + 1 point per star in claims built
- 2:** ROW: G COLUMN: S
2 points per Boomtown office + 2 points per completed shipping row
- 3:** ROW: G COLUMN: G
3 points per completed contract

SHIPPING

Once per turn, you may ship any number of metals. For each metal shipped, check off the leftmost remaining box in the row corresponding to that metal type. When checking off a box with a single number in it, circle the number, you will score those points at the end of the game. If a box has two numbers in it, circle the highest number remaining. If you circle the higher number in a box, each opponent must cross the corresponding number off on their board, it is no longer available. This way, the first player to ship three or five metals of each type will score the higher value, but all other players may still score the lower value. When reaching the 5th space on a shipping row, circle the star icon at the end of that row. After reaching the 5th space on a shipping row, you may not ship any more of that resource.

OTHER PLAYERS Cross the value out from their boards.

BANKING RESOURCES

Once on your turn, instead of spending it, you may bank one of your resources to use in a future turn. Make a note of that in the white box at the top of your score board for the current round (the one without an image of people in it).

In addition, in between each of your turns, you may bank a resource from one of your neighbors (players to your immediate right or left). This does not affect their ability to use the resource themselves. Mark these resources in the darker boxes at the top of your score board

(the one with an image of people in it). You may only bank **one** resource in between each of your turns.

You may spend any number of your banked resources on your turn, just as if they were rolled on the dice. Cross them off on your score board as you use them.

Remember
You can only bank **RESOURCES**, you can never bank the die set aside to indicate the terrain for the turn!

A resource banked before your first turn goes here.

Resources banked on your own turn go in the white boxes.

Resources banked between your turns go in the dark boxes.

There's no use banking a resource on your last turn, so in round 6 there's no box for that!

4TH > PASSING THE DICE TO THE NEXT PLAYER

When you have finished your turn, pass the dice clockwise to the next player. In a 2-player game only, after both players have taken a turn each round, perform a "ghost roll" - roll 3 of the dice one extra time, and allow both players to bank one of the resources rolled if they like. This simulates a third player's turn, and allows both

players more opportunities to bank resources when it isn't their turn.

Remember
You may only bank 1 resource in between your turns, either from your opponent's roll, or the ghost roll, never both!

GAME END AND SCORING

After the last player's turn in the 6th round, award majority bonuses for claims. For each terrain type:

The player with the most camps (△) + settlements (○) in the terrain circles the larger number to the right of that row.

The player with the 2nd most camps (△) +

settlements (○) in that terrain circles the smaller number.

In case of a tie, the tied player with more SETTLEMENTS (○) in that terrain wins the tie. If still tied, then both players score the full amount of the bonus. If the tie is for 1st place, then 2nd is still awarded.

ANN
Wins in the Woods, scores 3 points.
Ties for first in the Valley, scores 3 points.
Loses tie breaker in the Hills, scores 2 points.
Loses in the Mountains, scores 2 points.
TOTAL: 10 POINTS

GABRIEL
No camps or settlements in the Woods, scores 0 points.
Ties for first in the Valley, scores 3 points.
Wins tie breaker in the Hills, scores 4 points.
Wins in the Mountains, scores 5 points.
TOTAL: 12 POINTS

WOODS ➡ Ann wins this track because she has a camp and a settlement while Gabriel has nothing.

VALLEY ➡ It's a tie with both players having the same numbers of camps + settlements & also the same number of settlements, therefore both score the full amount of the track bonus.

HILLS ➡ Another tie, but this time Gabriel has 2 settlements while Ann has only 1. Gabriel scores 1st place bonus (4 points), while Ann has to settle with 2nd place bonus (2 points).

MOUNTAINS ➡ Gabriel wins with 3 camps. It doesn't matter that Ann has 1 settlement, since there is no tie for camps + settlements.

To tally your score for contracts, shipping, and claims, add up all the numbers you have drawn a circle or triangle around anywhere on your board.

Then add the game end bonuses from any Boomtown offices you have circled. Highest score wins! In case of a tie score, play a rematch to determine a winner.

SAMPLE TURN

On Gabriel's turn, he rolls W S S S. He wants all the metals he can get, so he chooses to set aside the W as terrain for the turn.

Earlier in the game, Gabriel had banked W, C, and S. Using the banked W, he makes a camp in the woods, drawing a triangle on the first available space on the woods track. He'd like to make a settlement, but he hasn't got another W to spend.

Gabriel then decides to ship two of the remaining S on the dice, checking off the last two spaces on the S shipping track. Since he's the first player to reach that final space, he circles the 7 point box. Ann must cross that box off on her board - if she reaches that space, she will only receive 4 points!

Gabriel considers purchasing a Boomtown office, but the 6 point one (S S) is crossed off on his board, as is the 2 points per settlement one (S C), because Ann already purchased those.

The 1 point per Boomtown office (C S) one doesn't seem attractive to him, so he decides instead to save up for the 9 point contract later.

With that in mind, Gabriel decides to bank the last rolled S, leaving C S S in the bank to use on a future turn.

Ann would love to bank W to use toward a settlement, but she cannot because that die was used as terrain - it's not available as a resource to bank. She decides that she has no use for S, therefore will not bank any resources on Gabriel's turn, and instead see if something better comes up on the ghost roll.

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