

Wild We

Cards:

Using 2 decks of cards with Q, K and Jokers removed, build a deck with these quantities:

A 2 3 4 5 6 7 8 9 10 J  
2 3 4 5 6 6 5 4 3 2 2

Rotate the suits to keep an even distribution of possible actions.

A: ♠♦  
2: ♠♥♣  
3: ♠♦♥  
4: ♠♦♥♣  
5: ♠♦♦♥♥♣  
6: ♠♠♦♥♥♣  
7: ♠♦♥♣  
8: ♠♦♥♣  
9: ♠♦♣  
10: ♠♥  
J: ♦♣

Map:

There are 4 rows. 7,8,7,8 tiles.

Each tile has 4 parts. The center is where you'll write in a number.

The bottom is where you'll mark # for train tracks.

The right is where you'll mark a cross for a grave or P for a park.

Some tiles have a M marking indicating they are a Gold Mine.

Each round draw 6 cards. 3 go in the top row for action, 3 in the bottom row for number.

Each player simultaneously has 3 actions available: a pairing of the bottom card's value with the top card's action.

All actions involve writing in the value in an Tile that has an empty center.

The value must be less than all values to the right of it on that same row and greater than all values to the left of it on the same row. Exception: Aces are wild and can be placed anywhere. They are not counted when comparing values.

♠: Ranch  
♦: Gold Mine  
♥: Church  
♣: Saloon

Ranch Action:

Fill R in the center of a tile. This tile is now a Ranch.

Additionally, fill in # at the bottom of any available Tile that 1) has a filled in center 2) doesn't have track and 3) connects to existing track. The tiles at the far left and far right are

considered connecting to existing track from out of town.  
This means track will be built from the outside in.

#### Gold Mine:

Fill in G in the center of a tile with a M for Mine. Circle the M.  
Upgrade 1 row in the Group scoring (Max 3 upgrades per row).  
Additionally, place 1 Track following the Track placement rules in the Ranch action.

#### Church:

Fill C in the center of a tile. This tile is now a Ranch.

#### Saloon:

Fill S in the center of a tile. This tile is now a Saloon.  
Saloons cause duels and create Graves. Fill in a cross in the right section of this Saloon tile.  
For each adjacent Saloon, place that many graves in connected tiles extending from the tile you placed, if possible.

After placing a tile, if you did not place a Saloon you have the option of filling in the right of that tile with P for Park.

You can elect to leave the right of a tile blank to keep room for Graves from future Saloons.

#### Tumbleweed:

You can refuse all of the 3 action pairs and take a Tumbleweed action.

#### Game End:

When 1 player finishes a track, the game will play 1 more round. If another track is finished the next round, the game is extended by another round.

The game ends when a player has filled in all Gold Mine tiles – even if they are with other tiles.

The game ends when a player takes their third Tumbleweed action.

#### Scoring:

Next to each row is a park bonus for that row.

#### Park Scoring:

The lowest unmarked number is marked out when a Park is placed on that row.

0| indicates the first one you should mark off when you take a Park action.

|30, |34 indicates the last one visible if you take all Park on that row.

0| 4 10 14 18 22 26 |30

0| 0 4 10 14 18 22 26 30 |34

#### Track Scoring:

Next to each row is a track bonus for that row.

0| indicates the first one to be crossed off when you mark a # track in that row.

|25 and |32 indicate the best score for that row if you mark off every # in that row.

7 tile rows track bonus:

7: 0| 0 0 3 7 12 15 18 |25

8 tile rows track bonus:

8: 0| 0 0 1 2 4 8 16 24 |32

Groups:

Count all occurrences of a connected group of the same tile type.

Treat groups of Ranches as if they had 1 more in their group.

Treat Saloons as if they had 1 less.

For example, having 2 Ranches connected – treat them as if they were 3 Ranches.

With 1 upgrade on the 3 row:  $8 \times 2 = 16$  for the R entry on row 3.

		R	S	C
1	1 3 6 10	0	–	–
2	3 5 8 12	–	–	–
3	6 8 11 15	–	–	–
4	10 12 15 19	–	–	–
5	15 17 20 24	–	–	–
6	21 23 26 30	–	0	–
R, S, C totals		–	–	–

\_\_\_\_\_

Church:

For each Church, score points based on Graves on or adjacent to the Church.

multiplied by each occurrence of these quantities.

1 1  
2 3  
3 9  
4 16  
5 25  
6 30

Aces used:

0 -1 -5

Tumbleweed:

0 -1 -3 -6

Solo Mode:

Compete for your own highscore in Solo. You'll want to score all 3 tracks for the most points. Try to work in from both directions so you can leave the Gold Mines open. This lets you make better choices

about what to upgrade and avoids a the game ending early from all Gold Mines being taken.  
Use up to 2 Tumbleweeds as mulligans to get new options.

Quick Help:

Ranch: Add Ranch to your #. Add a track if available. Tracks must extend from edge of board to existing track. Must land on filled space. Add Park to /space optional

Church: Add Church to #. Add Park to /space optional

Saloon: Add Saloon to #. Add Park to /space optional Add 1 to Duel. Add N to Duels for each adjacent Saloon.

Duels create graveyards. Place graveyards in unused tiles /space or in used tiles with empty /space.

Gold Mine: in existing spots. Boost value of Ranch group significantly OR add track.

Ranch: Ranch Group + boosts from Gold Mine.

Tracks: Park bonus for extending track. Completed: Bonus

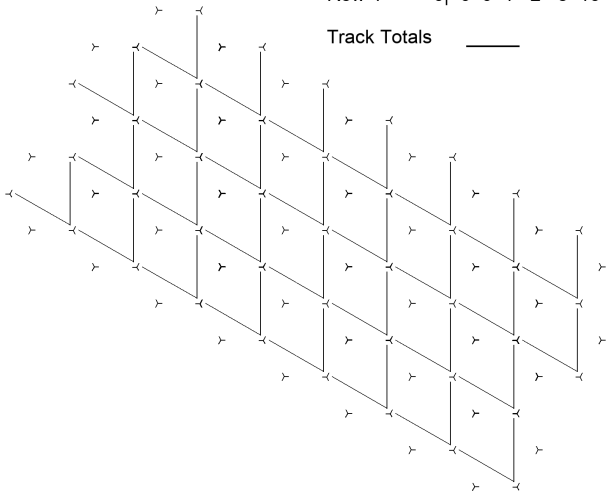
Church: Park style for adjacent graves

Saloon: – significantly for next to Church

Graves & Goldmines  
by quantumpotato

Tracks												
Row 1	0		0	3	7	12	15	18		25		
Row 2	0		0	0	1	2	8	16	24		32	
Row 3	0		0	3	7	12	15	18		25		
Row 4	0		0	0	1	2	8	16	24		32	

Track Totals \_\_\_\_\_



- ♥ Church
- ♦ Gold Mine
- ♣ Saloon
- ♠ Ranch

				R	S	G
Ranch group +1, Saloon group -1						
1	1	3	6		10	x 0 + ____ + ____
2	3	5	8		12	x ____ + ____ + ____
3	6	8	11		15	x ____ + ____ + ____
4	10	12	15		19	x ____ + ____ + ____
5	15	17	20		24	x ____ + ____ + ____
6	21	23	26		30	x ____ + 0 + ____
Group Totals				____	+ ____ + ____	= ____

Parks												
Row 1	0		0	1	4	10	18	22		26		
Row 2	0		0	1	4	10	18	22	26		30	
Row 3	0		0	1	4	10	18	22		26		
Row 4	0		0	1	4	10	18	22	26		30	
Park Totals _____												

Tumbleweeds	Aces
0	-1 -3 -6
Final Scoring	
Parks + Tracks + Groups + Churches	
- Tumbleweeds - Aces	
Final Score Total _____	

Graves	Points
1	1 x ____ = ____
2	3 x ____ = ____
3	9 x ____ = ____
4	16 x ____ = ____
5	25 x ____ = ____
6	30 x ____ = ____
7	35 x ____ = ____
Church Total _____	