



# DAKOTA 1877

A Western game by Eric Serra – EricSerra@verdantoutpost.com

## Rules Summary



1 - 4



13+



60-90'

*Dakota 1877 is a western themed boardgame where you are town founders at the base of a resource-rich mountain, building a town and developing a mining operation. The core of the game is a tension between mining and building. You have to send workers to dig mine shafts and mine resources to get money, but you also need to spend that money above ground to build up your engine (consisting of workers and buildings) faster than your opponents. The winner will be the player that will build the most prosperous town and best mining operation.*

### Components

The game components include: 4 player boards, 40 miners + 8 strong miners, 32 specialist meeples, 54 cards (events and actions), 48 building tiles, 112 mine tiles, 4 draw bags (3 for mine tiles and 1 for specialists), 11 mine carts (8 standard, 3 large), 40 resource tokens (8 of each type), money tokens, 4 safes, instruction booklet and player aids.

### Game Setup

Each Player starts with their player board representing their town, a house, a workshop, a minecart, 5\$ and 3 miners. Give each player a safe to hide their money and cards (resources are not hidden). The number of available resources and buildings varies depending on player count.

The Job notice board is filled with workers as indicated, 2 of each resource token per player are made available in the market area, and the mine tiles should be divided into the 3 bags representing the 3 depth layers of the mines.

### Round Structure

Each round in Dakota 1877 is structured like a day, with multiple phases each with particular actions, some of which can be performed concurrently, others require to follow player order, this can be found on the turn track board.

#### Morning phase

During the Morning players will perform the following actions:

Collect 1\$ per building (Tax income), Collect 1\$/specialist worker that slept in the saloon, pay 5\$ bailout for jailed workers if desired.

Then draw one card. If you have an event card drawn now or with a school on a previous turn, you must play it now. Then explore the mine (draw 2 tiles, choose one to keep) and might choose to do so 3 more times by using workers and paying a cost shown on the player board.

*No cards may be played during this phase unless players draw an event card, which must be played immediately.*

#### High Noon

Players take it in turns in player order to play one card at a time. Attack cards will require one or more workers to be committed to them in order to be played, place your chosen worker on the card when doing so to indicate it has been used for the day. Cards might be played also in player order in response to card played (e.g. Marshall, Got Lost?). Resolve the effects of the cards immediately

#### Afternoon phase

At the start of the afternoon phase players assign their workers to plan their actions on buildings or mine carts, this is simultaneous: place workers on mine carts to mine, send to the workshop to build, to the saloon for day drinking or gambling, to the school to draw a card or upskill a miner (teacher + miner = free specialist from the bag). Once all players are done planning, they will proceed resolving these actions in player order: pay miners and send carts down mine shafts of your choice, pay for buildings/carts and place them on your board.

Players must keep the money they spent during the afternoon phase in front of them. At the end of each afternoon, the player order will change, starting from the person that spent the least to the person who spent the most. In case of ties, the order of those players stays the same.

#### Evening Phase

The evening phase consists of multiple turns taken in the determined player order (sequential play). Each turn, players may take up to 3 actions choosing from any of the actions below. The turns keep repeating until all players have passed.

- Return one mine cart, collect the resources along the shaft up to the number of miners in the cart

(drop the miners on the resource tiles to help remember which ones have been harvested this round)

- Access the market to perform one sale (place one of the sold resources on the sale slot used)
- Hire a specialist: once, plus once per school you built; pay for a specialist from the job notice board
- Hire a miner (1\$) or strong miner (3\$) (max 4 total workers hired per day)
- Play an evening card (reaction cards can be played anytime and don't count as an action).

Once a player has passed (taken no action in their turn), they may not perform any more actions for this phase (other than play reaction cards). When all players have passed, everyone returns their workers to a house/hotel or saloon (horizontal windows) ensuring there is enough space for everyone overnight, anyone left without a space to sleep will immediately leave the town. Also, only one resource per building might be stored overnight (3 for the sheriff's office), everything else will have to be sold or discarded.

### Night phase

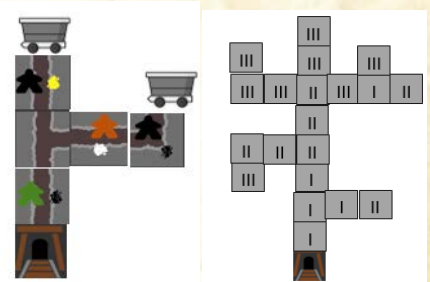
The boards are refreshed, players discard down to the maximum hand size of 3 (+ 1/school).

## End of the Game

The game continues with a succession of days, all structured the same, until a player builds a building that completes their mining town, filling the last space. That day will be the last day. Points are scored as follows: building points (as shown in the buildings section), 1 point every 3\$, 1 point per miner, 2 points per specialist worker, 5 points for a completed town (all buildings spaces full), 5 points for most populous town (most miners and workers), 3 points for deepest mine and 3 points for largest mine (most tiles).

## The Mine

Mine tiles are tunnels inside the mountain that you gradually reveal by daily exploration and by assigning up to 3 extra miners to *explore* it further each morning. Their depth (distance from the entrance) determines which level of tiles can be placed: level 1 up to distance 3, level 1-2 from distance 4-6, and level 1-3 from 7 onward. Mining resources does not deplete them: you can mine each resource tile once per day. One mine tile can only be mined by one worker at a time; if the tile has 2 resources, only a strong miner can harvest both. Fork tiles create multiple shafts, each minecart can follow just one shaft per turn but can collect all resources along that path. Card actions/events may destroy the tail ends of your mine. Every new tile must connect to the existing network with a clear path to the entrance, and you cannot form closed loops.



## The Buildings

Building Tile	Description	Cost	Points
	House: can host up to three people overnight.	5\$	1 point
	Hotel: can host up to five people overnight.	8\$	2 points
	Saloon: in the morning, provides an income of 1\$/specialist that slept in it. It can also host up to two workers during the day phase for day drinking (3\$) or gambling (1d6\$).	9\$	3 points
	School: When placing a worker here in the morning draw 1 card or place a teacher and miner to upskill the miner, replace it with a specialist from the job notice board for free. Each school you own allows you to hire one specialist each evening and increases your hand size by 1.	12\$	3 points
	Workshop: can host up to two workers per day, each worker can build either a cart or a new building paying the respective cost	5\$	1 point
	Sheriff's office: workers/miners can be placed here to work as vice sheriff to try stop an attack card. A sheriff placed here will have higher chance of success than a vice and can jail the attacker if successful (1 prisoner can be held overnight each day). The building has a safe that offers storage overnight for up to 3 resources instead of 1 and daytime protection for those resources.	10\$	5 points +1/sheriff
Small Cart	Carries up to 3 workers in the mines	4\$	-
Big Cart	Carries up to 5 workers in the mines	6\$ 3\$ if upgrading	-

## The Workers

Colour	Role	Effect	Supply
Dark Grey	Miner	Generic worker of the game	40
Red	Strong Miner	Miner that can mine 2 ore (on double resource tiles). Can also be used to explore the mine allowing to replace any existing tile in your mine.	10
Green	Engineer	Ensures stability of your structures, protects you from mine collapses and earthquakes up to once per turn. (lay flat on protected item once used, cannot be used for another action that day)	6
Orange	Craftsman	Gives discount of 1\$ on carts and 2\$ on buildings when working in a workshop, can upgrade houses to hotels for 3\$.	6
Yellow	Prospector	Can be used for an extra free mine exploration, for this exploration look at 3 tiles instead of 2. You might also pay the surveyor 2\$ to search a single mountain layer bag for a T or + junction (still pay even if not found).	6
White	Bartender	Gives income of 4\$ if assigned to a saloon for the day. If another worker goes in for day drinking, it will also earn the player 4\$ instead of 3\$. If gambling, you may reroll once.	6
Blue	Sheriff	Helps defend YOUR town against one attack card per day with better odds than a vice (sheriff's office needed to use them), it can arrest the opponent worker on a success (5\$ bail paid on the next morning, or you get to keep the worker)	6
Purple	Teacher	Can be used in the school with a miner to upskill them into a specialist worker of your choice for free from the worker bag	6



## The Player Board and Other Components

