

DAKOTA 1877



Rulebook

Dedicated to my wife: thank you for supporting me every day,
and to my newborn son: I look forward to playing this and many
other games with you when you grow up.

I love you both.

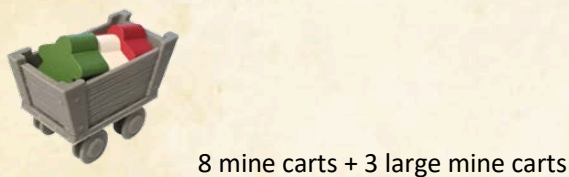
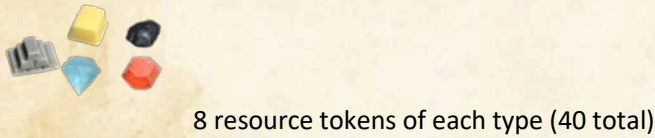
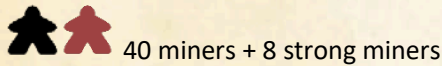
A game designed by Eric Serra

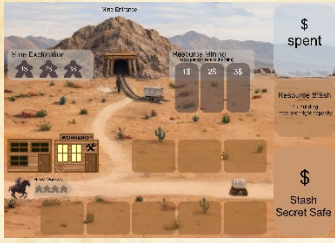
Welcome Settlers!

Welcome to the West! Make your fortune by starting your own mining town. Each one of you is setting up their own mine town at the base of a resource-rich mountain. Adventure underground and find precious resources and use the income to develop your town. Attract more people, hire more workers and why not, start a saloon! But beware: many dangers are out there and the competition is fierce.

The objective of the game is to have the most prosperous town in the end. Money will count towards winning as well as buildings and workers.

1. Game Components

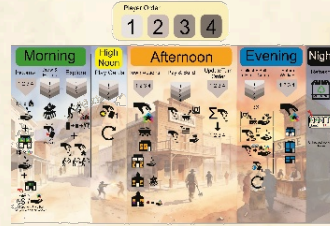




4 player boards



Job and Market board

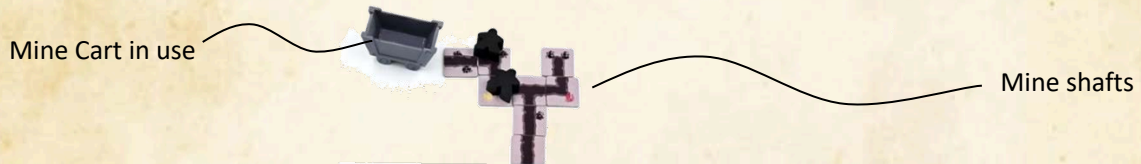


Turn Board



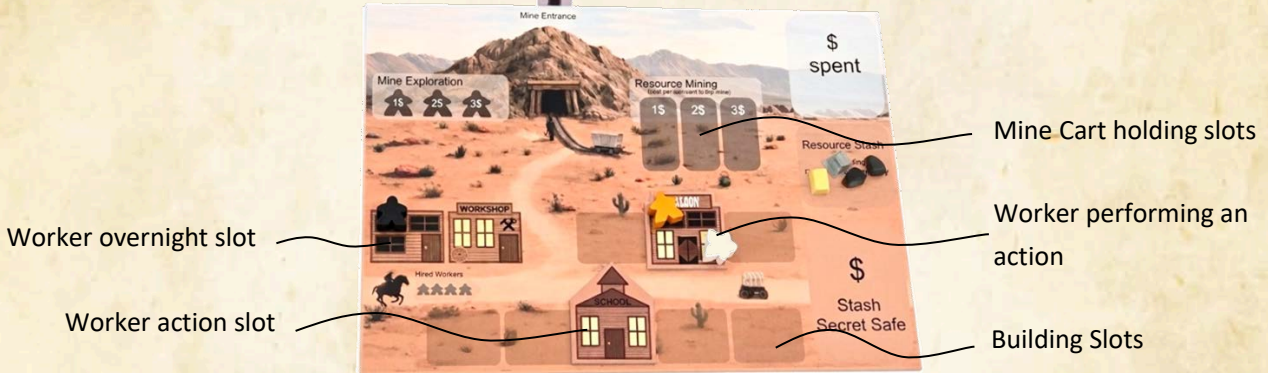
4 money-hiding safes

2. Game setup



Mine Cart in use

Mine shafts



Mine Cart holding slots

Worker performing an action

Worker overnight slot

Worker action slot

Building Slots

Player Board example during a game



Example of Job board and Market during a game

2.1. Players

Give each player a town board which already includes a starting house and workshop.

Players also start with three workers, a small mining cart and 5\$.

Give each player a safe where they can hide their money and cards (resources are not hidden).

2.2. Buildings

In the available buildings pool place the following amount of each, based on the number of players:

Players	Houses	Hotels	Workshops	Saloons	Sheriff's office	Schools
1	4	2	3	3	3	3
2	8	4	4	4	4	4
3	12	6	5	5	5	5
4	16	8	6	6	6	6

2.3. Mining tiles

Divide the mining tiles by mining layers, this is indicated on the back of each tile. Put them in the respective draw bags, one for each layers.

Put 2 resources of each type, per player, in the resource pool that can be mined (e.g. 4 players → 8 of each resource, for a total of 40 resources), with the exception of single player in which case use 3 resources of each type.

2.4. Job Notice Board

Fill in the job notice board with specialists drawing them at random from the dedicated bag. Fill it up to the indicated space, depending on the number of players. Also add one strong miner per player to the board and put the other strong miners in the bag with the other specialists. Place 7 miners per player near the notice board, this is a shared pool and they can be hired for 1\$ each.


Note: throughout this rulebook we will refer as miners and specialists together as workers, see the *workers* section for more detail.

3. Gameplay



Each turn is represented as a day, divided into phases corresponding to the various times of day:

3.1. Morning phase

During the Morning (including the first turn) players will perform the following actions, all at the same time, unless specified:

1. Collect 1\$ per building (Tax income) + 1\$/specialist worker that slept in the saloon.
2. You may pay 5\$ to bail one of your workers out of an opponent's jail (they keep it otherwise)
3. Draw one card (in player order), event  cards *must* be played immediately.
4. If you have an event card drawn with a school on a previous turn, you *must* play it now.
5. Free mine exploration: draw two mine tiles, pick one to place in your mine and put one back to the supply (in player order if multiple players are drawing from the same layer bag)
6. Send workers to further *explore* your mine (immediately pay wages as indicated on the player board, place worker on the slot, these miners might not be used for anything else this turn, max 3)

3.2. High Noon

Players take it in turns in player order to play one  card at a time. Attack cards  may 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 worked on this for the day. Cards might be played (also in player order) in response to cards played (e.g. Marshall, Got Lost?). Resolve the effects of the cards immediately.

3.3. Afternoon phase

At the start of the afternoon phase players assign their workers to plan their actions on buildings or mine carts, this is done all simultaneously:

- Place workers on mine carts if you plan to mine resources
- Send workers to the workshop to build buildings or carts
- Send workers to the Saloon to earn money by day drinking or gambling
- Send workers to the school to *learn* to gain one extra card (events drawn must be played on the next day)
- Send a teacher and a miner to school to upskill the miner into a specialist from the worker bag for free (in player order)

Once all players are done planning, they will proceed resolving the actions in player order


- Pay miners (cost indicated on the board is per cart, regardless of how full) and send cart down a mine shaft of your choice
(as you move your cart down the mine shaft, drop the workers on the resources you want them to collect)
- Pay for buildings/carts and place them on your board.

These actions can be also performed concurrently if there is no shortage of buildings.

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.

3.4. 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. 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). Players may:

- Return one mine cart, collect the resources along the shaft up to the number of miners in the cart (pick up the miners from the resource tiles to help remember that those resources have been collected this round)
- Access the market to perform one sale (place one of the sold resources on the sale slot used if limited)
- Hire a new specialist: this may only be performed once, plus once per school you built; pay for a specialist from the job notice board and place them on the street on your board (Max 4 workers hired /day, applies to both specialists and miners combined)
- Hire a miner (1\$) or strong miner (3\$) and place them on the street on your board (Max 4 /day)
- Play an evening card  (reaction cards can be played anytime and don't count as an action)

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, any worker left without a space to sleep will immediately leave the town. Remember also that only one resource per building might be stored overnight (3 for the sheriff's office), everything else will have to be sold or discarded.

3.5. Night phase

On the job notice board, the worker on the cheapest (leftmost) place is discarded if present, the other specialists are shuffled down to the cheaper positions, and the board is then refilled with specialists from the bag. If strong miners are drawn, they are placed in the dedicated section.

The market board is cleared of all resources. Money spent is cleared off the players' boards.

Players discard down to the **maximum hand size of 3** (+ 1/school).

3.6. End of the Game

The game continues with a succession of days, all structured the same way, until a player builds a building that completes their mining town, filling the last space. That day will be the last day. Points are then 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)

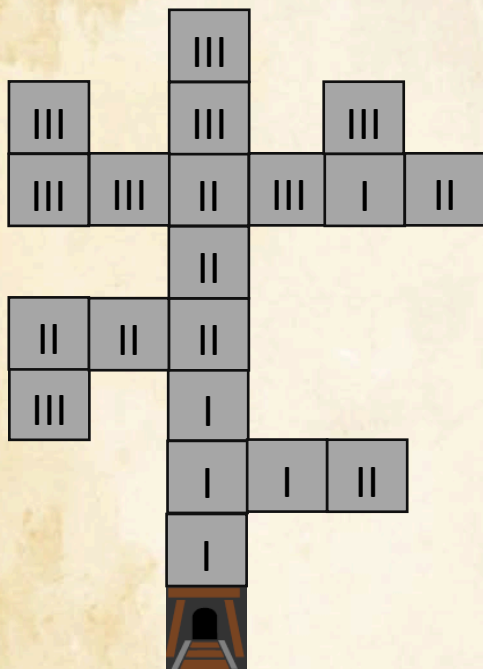
4. Components

4.1. Mine tiles

Mine tiles represent the inside of the mountain around which your settlements are located.

To get more Mine tiles you will have to *explore* the mine. You will automatically explore your mine once per turn in the morning but can also dedicate up to 3 other miners to do so.

Tiles are divided by three layers of depth: the first layer consist of any tile up to 3 tiles *distant* from the entrance, only layer one tiles can be placed here. From distance 4 to 6, layer 1 and 2 tiles can be placed, and from distance 7 onward layer 1,2 or 3 tiles might be placed. Below is an example:



Adding a mining tile with a fork creates new mine shafts, each minecart can only go down a *single* mine shaft per turn. Workers on a minecart will be able to mine any of the resources along the path of the selected shaft. The example to the left has 6 mine shafts for example. The mining shaft does not need a closed end to be suitable for extraction. T and cross junction tiles still count as a single shaft until more tiles are connected to them.

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, they can only be both harvested by a strong miner, any other worker will only mine one of the two.

Once a shaft is closed with an end tile with no exit it cannot be reopened or continued unless the tile is destroyed with a card or replaced by a strong miner.

Only the end tiles of each tunnel can be destroyed (no tile can be destroyed that would make other tiles disconnected or unreachable).

When mining tiles are placed, they shall connect properly to at least one other tile and have a direct path to the entrance of the mine. Also closed loops cannot be created (illegal move).

4.2. Mountain

The mountain is simply the centre of the table where the mining tiles will be stored divided in the three bags. Once a group is exhausted it can no longer be explored. As a rule of thumb, the deeper you go the better the resources you will find.

4.3. Mining Carts

A mining cart can be built in a workshop for the cost of \$4 and is capable of carrying 3 workers. A large mining cart can hold 5 workers and costs \$6.

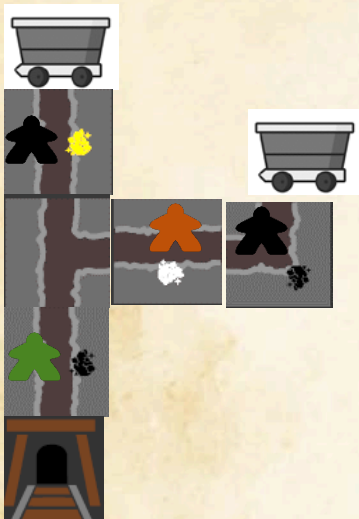
A single cart can be sent to a single mine shaft each turn by paying the respective cost, and each resource tile in such mine shaft can only be extracted once per day(round).

Shafts can share some part of tunnel and are considered separate as long as there are different tiles at the end where the cart can arrive and stop.

When returning the carts, pick up the respective mined resources along the way up to the number of miners in the cart, you may drop the workers on the resource to remember which ones have been collected (useful if multiple tunnels share part of the path to the entrance).








Remember that this evening phase is sequential so if resources run out then they cannot be collected. (resources sold to the market become available again, except the ones left on the board to keep record of sale).

Be mindful of how much you spend during the day if you wish to be the first to access the resources!



4.4. Buildings

During the day phase, if multiple people try to build the last building of a type, follow player order to determine who gets it.

	House: can host up to three workers overnight.	5\$	1 point
	Hotel: can host up to five workers overnight.	8\$	2 points
	Saloon: in the morning, provides an income of 1\$/ <i>specialist</i> that slept in it. It can also host up to two workers during the day phase for day drinking (3\$) or gambling (1d6\$). A bartender worker can be used to improve income.	10\$	3 points
	School: When placing any worker here you may draw 1 card. If you place a teacher and miner, you may upskill the miner, replacing it with a specialist of your choice from the <i>worker bag</i> for free. Each school you own allows you to hire one extra 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). This building offers storage overnight for up to 3 resources instead of 1	9\$	3 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\$	-

Horizontal windows and buildings represent sleeping places overnight that is the total worker capacity of the player effectively; vertical window instead represent action spaces during the afternoon.










Buildings can be replaced by assigning a worker to a workshop action (pay cost of new building).
Destroyed buildings are removed from the game, they do not go back in the supply.

Buildings allow you to store resources overnight (1 each, except sheriff's office 3), resources created and sold on the same evening do not count towards this limit. The card earthquake cannot destroy the two starting buildings.

4.5. Workers

All meeples are workers and are divided between specialists and miners. Miners can perform basic building actions and mine actions, specialists can do anything a miner can, but they also have a special effect when performing certain actions, as shown in the table below.

When assigning workers to jobs, place them on a window on the desired building, or on a cart to go mining, or at the entrance of the mine to explore the mine, or on an attack card to activate its effect. Workers might only be used (work) once per day and cannot perform any actions on the same evening they were acquired. A maximum of 4 workers can be acquired each day.

Colour of the meeple	Role	Effect	Supply
Black 	Miner	Generic worker of the game	40
Red 	Strong Miner (not specialist)	Miner that can mine 2 ore (only on double resource tiles). Can also be used to explore the mine allowing to replace any existing tile in your mine.	8 (2 / player)
Green 	Engineer	Ensures stability of your structures, protects your town 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)	4
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).	4
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	Defends 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), requires sheriff office to be used	6
Purple 	Teacher	Can be used in the school with a miner to <i>upskill</i> them into a specialist worker of your choice for free from the worker bag	6

Strong and normal miners are worth **1 point** at the end of the game and each other specialist worker is worth **2 points**.

4.6. Market

The market shows the value of each resource. Selling resources in combinations will increase their value, however some combinations can only be used a limited number of times per day (market saturation). Put one of the sold resources on the combination tile to indicate it has been used that day.

In the event of a mine collapse (card played) buyers at the market will fear shortages, place the mine tile by the market, the resource shown on the mine tile will increase its value by 1 for that day. (E.g. selling 3 silver would normally earn 10\$ if the combination tile is used, add +3\$ in this case for the shortage, for a total of 13\$). The collapsed mines are returned to their respective supply bag at the end of the day.

4.7. Job board

The job board shows the workers available to hire.

On the hiring board there are 8 available spaces for specialist workers. These represents people coming to town the area looking for a job. At the start of the game fill the available spaces by drafting them from the worker bag, in case of a two or three player game, leave empty four or two of those spaces respectively as indicated by the symbols.

During the evening phase players can hire workers for the cost indicated under the spot they currently occupy, as long as they have the required school

If the leftmost specialist slot is still full at the end of the evening, that specialist goes away. Then shuffle the remaining ones towards the left and refill the board at the end of the evening.

4.8. Cards

Cards come in a few types:


- Action cards require workers to be committed to them in order to be played. After the workers have been committed, declare the attack intent and other players may respond with their cards, or sheriffs/vice if allowed.
- Reaction cards can be played in response to an attack (cards like *Marshall* and *Got Lost?*).
- High Noon cards and Evening cards can be played in the respective times during each round.

5. Single Player Mode



The single player mode plays the same way as the regular game, except instead of competing against opponents, you are trying to be as efficient as possible to set up your town, in a race against time.

Before starting a few adjustments are needed:

- Remove all attack  cards and response cards (with no symbols) from the deck
- Consider all sell slots as single slots even if multiple are present for the same combination
- Remember to set up available buildings in the right amounts as indicated in the game setup section
- Remember that the specialist workers job board will only have a maximum of 3 workers available at any given time (first 3 slots)
- Have 3 of each resource in the resource pool.

While playing, use the board to keep track of how many days (rounds) you have played. Once you reach the end-game (town completed or reached the end of the 10th day) then score as follows:

Use the normal game scoring, excluding the population and mining achievements, then divide that result by the turn number you finished on (for example, if you scored 100 points and finished on day 7, your final score is 14.3).

You can compare yourself to your previous results, to your friends or to the table below:

Score	Rank
0-5	Rookie
5-10	Stable hand
10-15	Capable Cowboy
15-20	Town Founder
20+	Legend of the West (did you cheat?)

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
NOTES

QUICK REFERENCE

End Game points:

- Building points (as shown in the buildings table)
- 1 point every 3\$
- 1 point per miner/strong 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 + 3 points for largest mine (most tiles)

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