## EXCHANGE OFFICE ⬈₁₊

* Place a claim marker on this card.
* Your next Burro earns you a $5 bonus for each $10 value of the delivery.
* **You can visit here <u>once</u>. Mark your visit with a claim token.**

## BACKROOM GAMBLIN' ($10 required) 💰$10 ⬈₁₊

| | |
|---|---|
| Throw 1 die, double its result. Next, choose one: <br> **HIT:** Throw 1 die, add to your total. <br> **STAY:** Compare total to payout table. <br> (<u>You gotta</u> **STAY** if you have a total 22+) | ➡ **15 or less:** BUST OUT! Lose $10. <br> ➡ **16 – 17:** Break even. No change. <br> ➡ **18 – 19:** Collect $10. <br> ➡ **20:** Collect $25 + 1 Tin <br> ➡ **21:** Collect $50 + 1 Tin + 1 Coal <br> ➡ **22+:** CAUGHT CHEATIN'! Lose $10 + Add 1 Bandit |

## COW PUNCHIN' ⬈₁ ⛏

* If you visit here, add 3 claim tokens.
* Throw 1 die 4 times.
* If any result equals 4, remove a claim token.
* If you have no claim tokens left, move a die to the BUNKHOUSE immediately.
* After 4 throws, earn $40 plus $10 per claim token on this card. Remove all claim tokens once this card is resolved.

## DRANKIN' CONTEST ⬈₁ 🍾

* Choose a # from 1 to 6.
* Throw 2 dice that many times, and add the results.
* If the sum is 4 or 5, move your Town Die to the BUNKHOUSE.
* If the sum is NEVER 4 or 5, win $6 x the number of throws.

## ARM WRASSLIN' 💰$10 ⬈₁₊ 🍾

* Choose an opponent (in solo games, you're wrasslin' the House dude).
* Use **Workhorse Tonic** before throwin'.
* Each contestant throws 1 die. Re-throw tied results. The player with the highest number earns 1 point.
* Win 3 out of 5 bouts to win $40 from the House + $10 from your opponent.
* In solo games, collect $30 if you win, deduct $10 if you lose.

| WORK HORSE $10 | WORK HORSE $15 | WORK HORSE $20 |
|---|---|---|
| WORK HORSE $25 | WORK HORSE $30 | WORK HORSE $35 |
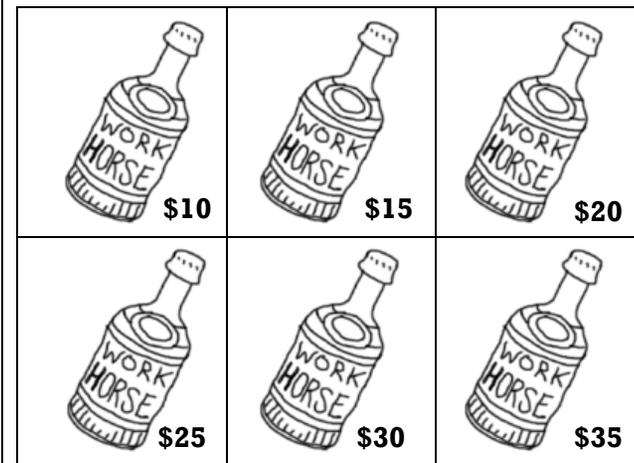
## ➤ WASH DAY ⬈₁₊

* Place a claim marker on this card.
* From now on, each time you make a delivery containing at least 5 Borax, you earn a bonus of $30.

## ➤ SHERIFF'S DEPUTY ⬈₁₊

* Add a claim marker to this card each time you visit.
* **When you add a third claim marker here,** reclaim all claim markers and collect $60.

## COAL BARON ⬈₂₊

* The first player to visit and announce they have 9 Coal in their Ore Stash earns a one-time $60 bonus.
* Tied players split the prize as evenly as possible.
* The winner(s) must add a claim token to this card once the bonus has been claimed to mark it as done.

| | | |
|---|---|---|
| **➢ AMMO SUPPLY** ↗1+ | **➢ TACK & HARNESS** ↗1+ | **MULE TEAM** ↗2+ |
| ✱ **Purchase 1 BOX OF AMMO for $10.**<br>✱ **Each BOX OF AMMO you purchase allows you one throw of 3 dice in an attempt to fend off Bandits when making your Deliveries.**<br><br>✱ Bandits not eliminated will steal <u>all</u> units of your most valuable mineral type from that delivery! | ✱ Pay $25 and add your claim marker to this card.<br>✱ For the rest of the game, your burros can carry 2 more minerals! You may use the dashed boxes on all future deliveries. | ✱ If no one's claim marker is on this card, pay $50 to hire on a Mule Team and add your claim marker to this card.<br>✱ All players may use Burro #7 to earn another turn.<br>✱ Add up the value of any three of your rivals' final shipments. At the end of the game, you earn a $5 bonus for each $10 of value of this total. |
| **BURRO #7: "SUGARFOOT"** ↗1 | **PONY EXPRESS** ↗2+ | **➢ WORKHORSE TONIC** ↗1+ |
| ✱ Purchase a 7th Burro for $35.<br>✱ You may use "Sugarfoot" to gain a final, 7th turn.<br><br>**Sugarfoot is in SOLO GAMES ONLY.**<br>For multiplayer games,<br>use the **Mule Team** card instead. | ✱ Add "M" to one space of a future delivery.<br>✱ At the end of the game, the player with the most "M" earns $50 + $10 for each.<br>✱ The second-place player earns $25 + $5 for each.<br>✱ Any tied players split a single bonus between them. | **Discard a Tonic token for a one-time +2 bonus to one of your dice results.**<br>✱ **Purchase bottles of tonic for the price listed on the token.**<br>✱ **You may purchase as many as you can afford in a single visit.**<br>✱ **Workhorse Tonic can be used in the Mine as well as in several locations in Boom Town. Look for this symbol ➡**<br>✱ **See APPENDIX for more details.** |

| | | |
|---|---|---|
| AMMO! AMMO! AMMO! **x 3**<br>AMMO! AMMO! AMMO! **x 3**<br>AMMO! AMMO! AMMO! **x 3**<br>AMMO! AMMO! AMMO! **x 3**<br>AMMO! AMMO! AMMO! **x 3** | **➢ ROCKHOUNDS** ↗1+ | **BIG LIZARD BONES** ↗1+ |

**➢ ROCKHOUNDS** ↗1+

Crack open a rock or geode you dug up, and you just might find yerself some fancy crystals. **No Workhorse Tonic allowed here!**

✱ Scratch off one "?" from your Ore Stash, throw a die, and consult the table below for the result. You may bust open as many rocks as you want in a single visit. Collect yer money immediately.

| Roll 1<br>Quartz: $2 | Roll 2<br>Amethyst: $3 | Roll 3<br>Agate: $4 |
|---|---|---|
| Roll 4<br>Red Jasper: $5 | Roll 5<br>Turquoise: $6 | Roll 6<br>Garnet: $7 |

**BIG LIZARD BONES** ↗1+

Some science feller from Back East showed up in Boom Town one day and wants to collect a whole bunch of bones people are diggin' up all over.

✱ **You can visit here <u>once</u>. Mark your visit with a claim token.**

**Scratch off all yer "?" in your Ore Stash for money, which you collect immediately:**

| 1x ? = $5 | 3x ? = $20 | 5x ? = $35 |
|---|---|---|
| 2x ? = $10 | 4x ? = $25 | 6x ? = $40 |