



# How to Play Teaching Guides: #37 Carson City

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #37 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

## 1 The Hook - What the Game is About

*"Howdy Pardner! In this game you are helping to build the wild western town of Carson City. Your goal is to be the most prestigious citizen of the town by earning victory points. The most common ways to earn victory points is to build buildings in the town and to try to get those buildings to earn you lots of money which you are able to cash in to convert into points.*

*The structure of the game is that we will start by taking turns selecting a role which will give us some special abilities and determine our turn order. Then using that established turn order, players will take turns placing one of their cowboys on the board in either in an action box on the action track or on a square in Carson City on a plot of land that they would like to purchase. This being the wild west and all if a player takes an action that you want to take you don't just say, "That's okay sir, I'll come back tomorrow." You are allowed to place that cowboy right in that same box, stare him in the eye and say, "I'll be your huckleberry..." thus indicating that you are willing to duel him, through a dice roll-off to see who gets to take that action and who goes crying home to their mama.*

*So players will take turns placing their cowboys in action boxes or in the city to purchase land until no one wants to play anymore cowboys. When the first player passes they move their disk on the turn order chart to the number one, indicating that they will get first pick of roles on the following turn. As more players drop they move their token on the turn order chart to indicate their turn position for the following turn.*

*When all players have passed you then resolve the actions, going down the road of the action track resolving them in order. If more than one cowboy is on a square than they duel to see who gets to do that action. The final actions on the road involve converting money into victory points. Then all the players get more cowboys and continue with the second turn by selecting roles, placing cowboys and resolving actions.*

*The game lasts four turns. Players earn points throughout the game by using action boxes, many of which convert money into points. But a large chunk of points also comes from players owning buildings, houses and mountains in the city, earning two points for each at the end of the game. After the four rounds are completed and players score those points for each square in the city they own, the player with the most points will be declared the most rootin' tootin' cowboy in the west and win the game.*

## 2

# The Meat - How to Play the Game

## Learning about the Board and Components

1. The Game Board
  - 1.1 Carson City a Square Grid
    - 1.1.1 Random city center and Mountains
    - 1.1.2 Will take turns choosing two plots to own (keep close)
  - 1.2 Action Track - 21 Actions to choose from
  - 1.3 Double Turn Order Track and Victory Point Track
2. Player Resources
  - 2.1 Money - used to buy buildings, land and convert into VP's
  - 2.2 Roads - most buildings need to connect, (diagonal is always adjacent)
  - 2.3 Guns - add guns to your roll in a duel
  - 2.4 Cowboys - take actions
    - 2.4.1 Get a set number each turn into "active supply"
    - 2.4.2 May carry over unused cowboys for following turns
    - 2.4.3 Unused cowboys count as guns in duels
  - 2.5 Property Tiles - used to claim ownership of squares in city
  - 2.6 Buildings - bought as an action for VP's and to earn money.
3. How they all work together - Use cowboys to buy land, get roads and buy a building, so that you can place your building on your land connected to roads so that you can earn money to buy more land and more buildings

## The Actions you can Take (Resolved in Road Order)

1. Get Resources - \$4, 3 Guns, 3 Roads, 1 Road - (No Duels on 2 Spaces)
2. Buy a Building - Place on land plot, road connection, may place later
3. Get Money - Property, Guns or Gamble
4. Score Points - Parcels, Guns, Buildings or Convert Money
5. Buy Parcel - Place on unowned Land Square: Go over Cost
6. Attack Building - Steal half of income
7. Orange Boxes: Resolving parcel buys and Earning Income

## 🕒 **The Buildings of Carson City**

1. Most buildings earn you money by being adjacent to certain things
2. Adjacent things must be unowned or owned by you to earn you \$\$
3. Urban Buildings - Require road connection and legal house placement
  - 3.1 Saloon - \$5 per adjacent house
  - 3.2 Hotel - \$6, counts as 2 houses
  - 3.3 Bank - \$3 per adjacent house & your mines
  - 3.4 Drugstore - \$3 per adjacent house & your ranches
  - 3.5 Church - Is a house, No attacking adjacent
  - 3.6 Prison - House, 2 guns
4. Rural Buildings - Do not require road connection and no house
  - 4.1 Ranch - Gun Token, Is a house, \$1 per adjacent empty space
  - 4.2 Mine - Gun Token, \$3 per public or owned adjacent mountain

## 🕒 **The Roles**

1. Roles chosen at beginning of turn
2. Roles determine three things
  - 2.1 Turn Order
  - 2.2 Special Ability
  - 2.3 Cash Limit - Convert \$10 to 1 Pt to get under cash limit
3. Overview of the 7 Roles

## 🕒 **Review Game Structure and End of Game**

1. Choose Personalities & Reset Turn Order
2. Place cowboys in action boxes, land plot or to attack building
3. Passing earlier gives some advantages - turn order, firepower, tiebreaker
4. Resolve actions down the Road - Resolve Duel
5. End of Turn - Turn Marker, Get Cowboys, Cash Limit, Fill Buildings
6. End of Game - Cash Limit Check, then 1 pt per \$6, 2 pts per owned building, house or mountain. Most points wins!

### 3

## The Hamster - How to Win the Game

1. Build Buildings that make lots of money!
  - 1.1 Buildings give you points and source of income
  - 1.2 Get parcels and get buildings on those plots
  - 1.3 Consider if you need roads and where the houses will go
2. Stake out your corner of the city
  - 2.1 Build an adjacent group in a section of the city
  - 2.2 Being adjacent will help you to increase your value
  - 2.3 Consider buying houses and mountains
3. Prioritize and Risk Analyze
  - 3.1 Carefully prioritize where you need to go first
  - 3.2 BUT consider whether a square will be contested and if you can win
  - 3.3 Go in boxes you think are less likely to be contested
  - 3.4 OR gun up and take down others for the best spots on the board
  - 3.5 The importance of the three gun spot “The Triple Guns of Death”
4. Score points throughout the WHOLE game
  - 4.1 Very limited ways to score points in the game
  - 4.2 Hard to win if you score no points in the first three turns
  - 4.3 Seek opportunities to score some points early
5. Good Luck and Have Fun!

#### Credits:

Game Design: Xavier Georges

Game Publisher: Quined White Goblin Games, Eagle Games

Outline Author: Ryan Sturm ©2012

Teaching outline based upon How to Play Podcast Episode #37

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Email: [howtoplaypodcast@msn.com](mailto:howtoplaypodcast@msn.com)

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