

# COAL N' WRITE – How to Play

~~VERSION 7 RULE SET. ~~

A “roll n’ write game” for 1 to several players.

Plays in 25-60 minutes, ages 12 and up.

**Saddle up, pardner!** Here in the hills of the Oklahoma Territory in the illustrious 1870’s, you’ve just come into possession of a land claim. To your surprise, there’s the beginnings of a mineral mine dug into the side of a hill. You and two of your friends plan to dig out as much of the minerals as you can, cart it off to Boom Town, and rake in the cash!

You have cleaned out your savings to buy a bunch of tools and hire six burros for your first foray into the mine. Your goal is to collect and sell as much of the valuable minerals from the mine that you can. The mining team with the most riches after cashing-in all your deliveries wins!

## HOW DO I WIN? (The Game Objective)

Compete to gain the most riches by digging minerals out of your mine and making high-value deliveries. **The player with the most cash at the end of the game wins.**

## HOW TO START PLAYIN’

You’ll need the following for a game:

At least 3 six-sided dice.	Each player should have somethin’ to write with.	Ten tokens per player. You can use coins, chips, pebbles, beans. I don’t care, long as you can tell the difference between players.
The deck of Boom Town Cards.	One copy of the player sheet for each player.	

## GAME FRAMEWORK

The game is composed of six **ROUNDS**. These are ended when you deal with the Bandits, and then complete a **Delivery**. Each Round is comprised of several **TURNS**: throws of the available dice.

Each turn, somebody throws the dice, and then all players call out how they’ll put them to use. Think of the dice as yer work team, and each die is one team member. All players use all available dice, but they don’t have to use them for the same thing. So somebody can call out, “I’m usin’ that six to Claim that Silver,” while another player can say, “I’m usin’ that six to go to Boom Town and buy a couple boxes of ammo.”

Speakin’ of Boom Town, you can only assign a die to visit there if the dice results have a pair or three of a kind. Use one of the matchin’ dice as the worker visiting Boom Town and take care a’ business: buy stuff, try your luck, hang out with the Sheriff, and whatnot. You’ll see details about Boom Town later.

If one or more dice have a result of 1, then at the end of that Turn the player throwing the dice drops one of ‘em off at the **BUNKHOUSE**. You get one less die to throw at the start of the next Turn. If there’s only one die left, then you start yer Lone Miner Bonus Round, and see if you get a bonus. After ya sort that out, move that last die to the **BUNKHOUSE** and plan out yer delivery.

Once the mining’s all done, load up a Burro with what ya dug up, and then send it to town and score that round by **Cashing In**. Write down the collected money on yer player Score Sheet, and yer ready for the next Round!

These rules got plenty of examples for ya, and then there’s a fancy Appendix at the end, along with Lone Range Rover rules for solo games, too. But first things first... You and yer pals wanna see who’s the best miner of ‘em all!

## ALL ABOUT SETTIN’ UP THE GAME

Give each player their own Score Sheet, their own set of matching tokens, and a pencil. Choose a player to start first, and give ‘em the dice. Set up the cards like you see mentioned down below, under **SETTIN’ UP THE GAME: BOOM TOWN**. Then yer ready to start yer game.




## SETTIN' UP THE GAME: ALL ABOUT YER SCORE SHEET

- ★ On the left side, ya got yer **Mine**. There's an arrow pointing in the entrance, down there at the bottom, with a long tunnel leadin' all the way to the back. When you dig minerals outta here, you start with those closest to the central tunnel and work your way out to the furthest away. There's also some space to store yer collection of **Horsepower Tonic** and **Ammo Boxes**, and then the **Bunkhouse**, where tired Miners (that is, a die whose result is a 1) are dropped off at the end of a Turn.
- ★ On the right side, ya got yerself a **Lone Miner Bonus Tracker**, yer **Ore Stash**, and yer **Mule Team** to make Deliveries.

When you read these rules for the first time, it'll help ta look at this Score Sheet so ya know what I'm pointin' out to ya.

## SETTIN' UP THE GAME: BOOM TOWN

This represents the town out West you moved into. It's a place you can spend yer cash or push yer luck to do better in the mine.

1. Lookit the cards. If it's a solo game, take out any cards labeled with a  or . If you have a minin' rival or two, take out any cards labeled . You ain't gonna use these cards this game, so put 'em away.
2. Set out the "starter" cards face-up where everyone can see 'em. For the current print n' play version, each of the starter cards has a little arrowhead pointin' at its title: **Ammo Supply, Rockhounds, Sheriff's Deputy, Exchange Office, Pony Express, Tack & Harness, Wash Day, and Horsepower Tonic**.
3. Shuffle the remainin' cards face-down, then deal out one more.

Keep in mind that **you need to already have some money in order to purchase upgrades and improvements**. Nobody's got time for yer tall tales about credit back East, dude...! Some cards call for using claim markers, so keep those handy. If you run out of player tokens, find more markers or use someways else to mark the card.

The town grows as the game continues. **At the start of every new Round, draw a face-down card and add it to Boom Town**. All these face-up cards are options for players to visit.

## THE GAME TURN (I CALL IT, "THROWIN' YER DICE")

Choose one player to throw the three dice. They throw the dice once, and all players call out loud what they're gonna do with the results. Although each player has their own team of miners and choose their own actions, all players use the same dice results. **You can do two different actions:**

- ★ **DIG** to collect Minerals.
- ★ **VISIT TOWN** (only if your results are a matching pair or trio) to invest in tools or special opportunities outside of your Mine. You'll add your player tokens to cards, or sometimes even collect tokens for things like an Ammo Box or bottle of Horsepower Tonic.

## DIGGIN' AT MINERALS

Each Chamber in the mine has a Dig Number listed on it. There are two ways to DIG the Minerals out of a Mine Chamber:

- ★ If one die or the sum of multiple dice MEET OR EXCEED that Dig Number, scratch off that Mine Chamber and write the letter of its contents in yer Ore Stash. The die or dice used to do this are set off to the side for the player that did it.
- ★ If none of the available dice results are high enough to help you MEET OR EXCEED the number on a mineral deposit, then use a die to scratch out an empty Dig Bubble of that Mine Chamber. If there are no available Dig Bubbles left, then you Dug it out! Scratch off that Mine Chamber and write the letter of its contents in yer Ore Stash, just like above.

## THIS HERE'S AN EXAMPLE OF HOW TO DIG IN THE MINE

Look at the following Figure 1 and Figure 2 for some visual details.

1. The player throws the dice, and the results are 2, 3, and 4. These ain't the best results! But here's what they choose to do. They look at the "Borax" section of the mine, just to the left of the main tunnel.

2. They assign the "4" to DIG the first Borax mineral deposit. They scratch it out in the mine, and fill in a "B" in the Ore Stash.

3. They then use the 2 and 3 to DIG the next Borax deposit. Both DIG boxes are scratched out above the mineral. Since both DIG boxes have been filled, then any future die result can be used to CLAIM that Borax on a future turn.

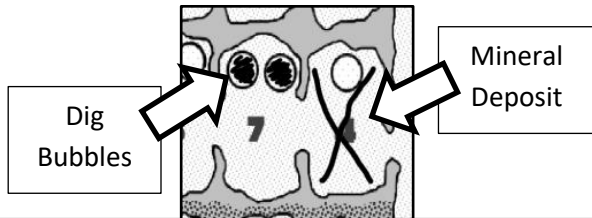


Figure 1: The miner assigns dice to either CLAIM or DIG.

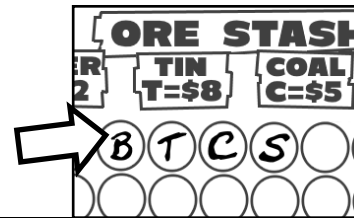


Figure 2: Claimed Minerals are recorded in the ORE STASH.

## HEADIN' TO TOWN

If you've rolled a matching pair or trio, then you are welcome to assign a mine worker to visit the nearby **BOOM TOWN**. This is a place where you can earn some cash, or – most importantly – spend your cash on improvements and investments that allow you to bring home more cash. To visit, simply set a die from that pair or trio aside, and choose one available option at the Boom Town. Brush yer hair, comb yer teeth, and see what's in Boom Town for ya.

## LONE MINER BONUS

So sometimes a turn's gonna start when there's only one miner left outside the BUNKHOUSE. **Stop what you're doin'** for a moment. You gotta figure out what this turn's Lone Miner Bonus is gonna be. Before throwin' that last die for the round, each player should pick one and write its letter in that Round's Lone Miner Bonus Track on their Score Sheet.

- ★ When a 1 results from a Lone Miner die throw, that's the last Turn for that miner and you don't get the Lone Miner Bonus.
- ★ If you complete these last three actions of the Lone Miner **without** throwin' a result of 1, you win the Lone Miner Bonus.

Each time you end a turn with the Lone Miner, add a mark to that Round's Lone Miner Bonus Track. If yer lucky enough to mark off all three spaces on the Lone Miner Bonus Track, you get the Bonus! Use it immediately and then move that miner to the BUNKHOUSE. They did enough already!

The options you can pick from for this Lone Miner Bonus are as follows:

- ☞ **C = 2 Coal.** Just add these two Coal Ores to your Ore Stash, just like if you dug 'em up.
- ☞ **D = Dynamite.** You have 3 free Digs to do whatever you want with. If you Dig out a mineral, add it to yer Ore Stash.
- ☞ **A = Box of Ammo.** Collect a Box of Ammo token.
- ☞ **V = Visit the Boom Town.** Use one card currently in Boom Town.
- ☞ **G = Gamblin' Credit.** If the "Backroom Gamblin'" card is available, you go there and don't have to pay nothin'. But if you git caught cheatin', you still gotta add a Bandit to a future delivery.
- ☞ **\$ = \$10.** Just add \$10 to your next delivery. ...Suit yerself.

After all that Lone Miner stuff is all done with, don't forget to move that Lone Miner die to the BUNKHOUSE.

## ENDING A ROUND

Once all miners are in the BUNKHOUSE, then this Round is over and you do not start another Turn until everyone's done Cashing In and dealin' with Bandits. These steps are listed below.

1. Choose the next Burro in line. Notice they're numbered from 1 to 7. Pick 'em in order, pardner.
2. Move minerals from your Ore Stash to the burro storage spots one at a time by scratching it out in yer Ore Stash, and writing that same letter in one of the burro storage spots: the solid-line squares. You start with six slots for

minerals, but if you've invested in TACK AND HARNESS, you may fill the two dashed-line boxes with minerals as well. Lookit the card for TACK AND HARNESS for details.

- \* Note that you can't use the 7<sup>th</sup> Burro unless you first bought it from Boom Town! You ain't no horse thief. Lookit the cards **MULE TEAM** and **SUGARFOOT** for more details.

3. Fend off any BANDITS that hassle yer delivery. See **BANDIT TROUBLE**, below, for details.

4. Count up the value of the remaining minerals you've sent out for this round, and add it to your total. In future rounds, you are welcome to use this cash to purchase improvements and investments from the Boom Town. The value of the different minerals you can mine is listed on the player sheet as follows:

<b>S = Silver, \$12 Each</b>
<b>T = Tin, \$8 Each</b>
<b>C = Coal, \$5 Each</b>
<b>B = Borax, \$3 Each</b>

### BANDIT TROUBLE

**After loadin' up a Burro for Delivery, but before cashing it in, you need to deal with any Bandits in the way:** shown with the little Hat and number icons in a Delivery area.

Discard a Box of Ammo token and then throw three dice (and yeah, you throw all three at the same time). **You want the number on at least one'a them dice to be BIGGER than the number on the Bandit's hat icon.** If you want, you can use one'a yer Horsepower Tonics to increase the die's number by 2.

- \* If any one of them dice shows a number bigger than a Bandit hat icon on the current delivery, scratch out that Bandit: he's now six feet under. One die can be used on one Bandit.
- \* If none of the dice you just threw are bigger than the Bandit number, you can either discard another Box of Ammo (if ya got one) and throw again, or give up the ghost and let the Bandit take some of your hard-earned minerals.

If you load up a burro that has at least one Bandit still active (by that, I mean not-scratched-out), then the most valuable mineral type (even multiples of that mineral) you load onto that burro is scratched off, and its value is not added to your cash total. Bandit's don't take "?" but they'll gladly make off with everything else. "M" are the least valuable.

Take a lookit Figure 3 and Figure 4 below for an example of how Bandits do their stealin':

**BURRO 2**

<del>X</del>	<del>X</del>	<del>X</del>	
<del>X</del>	T	T	

\$ 16.

**Figure 3:** When sending out this delivery, there's a Bandit remaining. The player collected a lot of Silver and some Tin that past Round, and decides to load it all onto their burro.

Unfortunately, the Bandit steals all the Silver from that delivery! It's the most valuable part of the burro's load, but now it's all gone.

After removing the Silver, the delivery is valued at \$16. Dag nabbit!

**BURRO 2**

<del>X</del>	T	T	
T	C	B	

\$ 32

**Figure 4:** When sending out this delivery, there's a Bandit remaining. The player had lots of Silver to delivery, but wisely held most of it back. Instead, they load one Silver onto the burro, and fill the rest of the slots with other Minerals.

The Bandit steals that player's Silver, but ignores the other Minerals. After the Bandit has done their dirty work, the player's delivery is valued at \$32.

A new Round begins by drawing a face-down card and adding it to Boom Town. Then reclaim all the dice from the BUNKHOUSE, and throw them to kick-off player actions. Play is the same as the first round, except that players will likely have a bit more appreciation for investing in the various improvements found in the Boom Town.

**If there are no burros remaining, then the game is over.** Add up each player's total remaining cash (but ignore any minerals left in the Ore Stash). The player with the most cash is the winner! Ties are won by the player with the highest value of minerals remaining in their Ore Stash.

#### ABOUT SOLO PLAY

"Coal N' Write" also supports a single-player game for y'all Lone Range Rovers out there. At the end of yer solo game, compare yerself to the following table to rank how ya done. Measure your cash reserves:

• <b>Less than \$200: Go Back East, City Slicker!</b>	• <b>\$301 to \$350: Gold Level</b>
• <b>\$200 to \$250: Bronze Level</b>	• <b>\$351 or More: Ho-lee Smokes!</b>
• <b>\$251 to \$300: Silver Level</b>	

That's it fer the game rules! Now go strike it rich, compadre!

#### THANKS N' PRAISE

- ★ Shout-outs go to the **Table Treasures** game design group, and especially to Josh Tempkin for continued inspiration, mentorship, and motivation.
- ★ Thanks to the fine ladies and gents of the **Board Game Designers Forum: bgdf.com**
- ★ Thank you to **AC Donovan**: my New York City connection.
- ★ Thank you to **Boson Au-Perkins**: his art is one in a million.
- ★ Major thanks go out to the one and only **Evan Shelline**, who assisted mightily in rulebook rewrites. You can polish a turd only so much, but he did what he could, and as far as I'm concerned, he moved mountains for me.

Game Design, Rulesheet Layout: Stephen B. Thomas

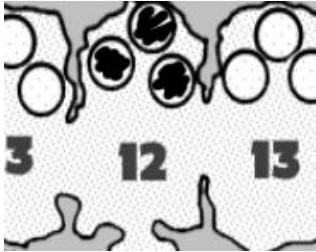
Artwork: Boson Au-Perkins

## APPENDIX ONE: LEMME SHOW YOU WUT I MEAN, COWPOKE!

This here is an example of a few turns. If you ain't sharp enough to figure out how the game works yet, this might help. Imagine you just started a brand spankin' new game. It's you an' one other feller, goes by the name of Alan. You got a player sheet of yer own. You got the dice in yer hand. Them "starter" Boom Town" cards are out, in-between y'all. Watch an' learn, compadre.

1. **Throw the dice.** The results are 2, 3, 4. Well, I seen worse.

You call out, "I'm diggin' at my Silver." You scratch out all three Dig bubbles above the Silver deposit, all the way at the back of the mine, in the center row (the one marked with the 12). Alan is slick. He says, "I'm claiming A Borax and a Tin." He scratches out one of the Borax deposits marked with a 3 next to that center tunnel, and one of the Coal marked 6 next to that center tunnel (the 2 and 4 dice added together equal 6, and are used to claim the Tin). He marks a "B" and a "T" in his Ore Stash.



Ya been busy all the way in the back of the mine, and you ain't claimed nothin' yet.

...Meanwhile, Alan's already loadin' up his Ore Stash with some minerals.



2. **Throw them dice again.** The results are 1, 5, 5.

Dang! One miner's headin' to the bunkhouse at the end of this turn, but'cha can still use 'em first. You call out, "I'm claimin' this here Silver, claiming a Coal, and goin' to Boom Town." You use the 1 to do the last Dig on that Silver deposit, scratch it out, and mark an "S" in your Ore Stash. You also scratch out one of the Coal deposits marked with a 5, then mark a "C" in your Ore Stash. Alan decides to claim another Tin (addin' together a 1 and a 5 to make 6), then go to Boom Town too.



Yer goin' to Boom Town, but yer first Silver stays in yer Ore Stash.

Alan's Ore Stash grows with a Tin mineral deposit, and he heads into Boom Town, too.



In Boom Town, you decide to play it safe and visit **SHERIFF'S DEPUTY**. You drop one of your Tokens on that card, and that wraps up yer turn. Meanwhile, **Alan pays a visit to the PONY EXPRESS**, and draws the letter "M" in one of the spaces for the Delivery he'll make with Burro #1.

Now, since all yer dice done been used, you drop off one of 'em in the **BUNKHOUSE**. You'll start yer next turn by throwin' two dice.

3. **You throw your two remaining dice**, and the results are: 1, 6.

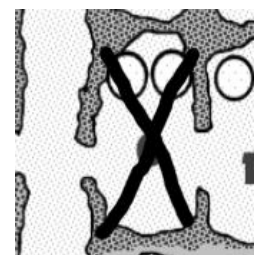
Looks like someone else is goin' to the **BUNKHOUSE** at the end of this turn... Dag-nabbit!

You're still hungry for silver, so you call out, "I'm diggin' at a Silver." You scratch out two Dig bubbles on one of them Silver deposits *next* to the Silver you already dug out (remember: you start at the central tunnel, and dig your way deeper in either direction). Alan turns a little skittish himself: "I'm diggin' at a Silver, and claimin' another Tin." He fills in a Dig bubble in the Silver deposit marked 12, and then scratches out a Tin deposit marked 6.



You expand your Silver mining operation by heading to the right, deeper in the Mine.

By using a result of 6, this Tin is easy pickin's fer Alan.



You drop off another die at the BUNKHOUSE. Since yer startin' a turn with only a single die, this is the **Lone Miner Phase**. You pick a Lone Miner Box, and write a "D" in there for Dynamite. That desert sun must be gettin' to Alan, cuz he writes "A" in his, hoping to take home a Box of Ammo.

	<p>You hope to gain this Last Miner Bonus and dig a little bit deeper into the Mine.</p>	<p>Alan opts to git a Box of Ammo, should his Lone Miner have what it takes to stick around.</p>	
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4. **Your next throw is a 5**, and ain't that nice.

You scratch off one space in the Lone Miner Box and then announce: "I'm claiming a Coal." You scratch off a Coal deposit marked with a 5, then add a "C" to your Ore Stash. Alan Digs again at his Silver deposit.

**Your next throw is a 4**, and you're still in it! You scratch off another space in the Lone Miner Box and say, "I'm diggin' at Silver a'gin." You now have all three Dig bubbles filled-in at another Silver. Alan does the same thing, and he now has all three Dig bubbles filled-in at the deposit marked with a 12.

**Your final throw is a... 2!** Normally, that ain't much to crow about, but you win your Lone Miner Bonus! You use the 2 by calling out, "I'm Claiming this Silver!" and then scratch it off yer mine, adding one "S" to yer Ore Stash. Alan's pleased too, scratching off his Silver deposit and adding a single "S" to his Ore Stash.

You use your three Digs from the Dynamite you won to Dig at another Silver deposit. Since Alan won a Box of Ammo, he takes a Box of Ammo token and adds it to his Strongbox (look next to the Mine Map to find this).

	<p>At the last minute, yer Dynamite is enough to blast out another deposit of Silver.</p>	<p>Alan stores this Box of Ammo in his Strongbox for later.</p>	
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**Now you plan a Delivery.** Ya take a look at yer Ore Stash, and you see you have two Coal and two Silver. This bein' yer first delivery, ya write all four of 'em into the spaces in Burro 1, makin' sure to scratch 'em out of your Ore Stash as you do so. Adding up the value of that delivery, you note in that same Delivery box that you earned \$34. Alan has a different assortment in his Ore Stash, adding a total of one Borax, three Tin, and a Silver for a total of \$39. That "M" won't mean nothin' until the end of the game.

**BURRO 1 (NO BANDITS)**

S	S	C	
C			

\$ 34

Your first Delivery.

**BURRO 1 (NO BANDITS)**

S	T	T	
T	B	M	

\$ 39

Alan's first Delivery.

...Looks like Alan is just a shade ahead a' you fer now. But this game's far from over...



## APPENDIX TWO: THE BOOM TOWN

The Boom Town is a special, useful place! By payin' up with a little of yer earnings, you can gain all manner of worthwhile investments that will help you earn more cash. Although the Boom Town Cards have explanations on them, below are some additional details that may help you deal with confusion and questions about them.

**ARM WRASSLIN':** You can't do this unless you already got \$10 in your pocket. Same goes for any opponent you choose. Even if somebody didn't bring a Miner to town, you can still wrassle 'em. It's anybody's game though, so don't say I didn't warn ya.

**BACKROOM GAMBLIN':** You can't do this unless you already got \$10 in yer pocket. To start gamblin' with the locals, throw one die, and double the result. Choose to **Hit** or **Stay**. If you wanna **Hit**, throw another die (but you don't double this result) and add it to yer current total. You can **Hit** so long as you ain't **Busted**. If you wanna **Stay** -or- yer total is 22 or more, consult the table below for results:

<b>Total = up to 15:</b> Pay up with \$10. No wins, amigo... Yer outta luck!	<b>Total = 20:</b> Collect \$25 and add a Tin to yer Ore Stash.
<b>Total = 16 or 17:</b> You break even, pardner (no winnings or losses)	<b>Total = 21:</b> Collect \$50 and add a Tin and a Coal to your Ore Stash.
<b>Total = 18 or 19:</b> Collect \$10: you double yer money!	<b>Total = 22 or more:</b> Busted, pal! Pay \$10 and add a #3 Bandit to any one remaining Burro

**BIG LIZARD BONES:** Wut's this all about? Some science feller is in town, buyin' up some of these big bones folks been diggin' out of their mines. If you have a complete set, it's gonna be worth more to ya. Thing is, you can only visit once, so if you want to take home a lotta loot, hold off yer visit as long as you can manage.

**BURRO # 7: SUGARFOOT (solo game only):** Solo players may purchase this upgrade to play a 7th Round of the game. Note that this Round has a Bandit that you gotta deal with if you hope to earn cash from all yer Ore in this delivery.

**COAL BARON:** The first player to report to the Coal Baron that they have at least 12 Coal in their Ore Stash earns an immediate \$60 bonus. They do not need to deliver the Coal, they just need to have it in their Stash, and then choose this option to "report in" about their Coal stash. If there's a tie, then all tied players split the bonus evenly among themselves. Once this bonus has been claimed and the winnins are resolved, remove the card from the current game.

**COW PUNCHIN' (solo game only):** No, you ain't really gonna punch a cow, greenhorn! Some rancher has hired you to brand some new steer in his herd. This is just what we normal folks call it. It ain't an easy job, neither. If you go to throw yer dice but'cha ain't got no claim tokens left on here, put a die straight into the BUNKHOUSE. You still get paid the regular fee, just no bonus cash.

**DRANKIN' CONTEST (solo game only):** You always throw two dice to drank. But you pick the number of times yer gonna throw 'em before you start throwin'. I know this is only fer solo games, but don't be a lowdown cheater.

**EXCHANGE OFFICE:** Make sure you take back yer claim marker when you resolve this round's delivery. Another thing: you don't do any of that fancy pro-rating or whatever you wanna call it. For example, a \$27 value delivery earns you a \$10 bonus that Round. A \$40 delivery earns you a \$20 bonus that round. Take back yer claim marker once you're done addin' this bonus to the Round total.

**MULE TEAM (multiplayer only):** Yeah, the cowpoke who buys this first is the one who gits the bonus, while **everybody** uses the Burro #7 delivery. You can hold off on a valuable delivery to reduce the buyer's bonus, but you still might be able to make out good on the deal without them gittin' away with a Great Train Robbery or somethin'.



**AMMO SUPPLY:** Just remember that a single Box of Ammo allows ya to throw three dice one time. You can buy as many Boxes of Ammo as you can afford.

**PONY EXPRESS (multiplayer only):** The Federales are runnin' a contest to help git the mail out West. If you're the only one smart enough to git in on this, then nobody earns the 2<sup>nd</sup> place reward. That's even if you only chose one mail delivery.

**ROCKHOUNDS:** Sometimes, all yer diggin' uncovers some big, hollow rocks called geodes. You can take 'em to the General Store, crack 'em open, and find out how much it's worth to ya. You can crack open as many as ya got in a single visit.

**SHERIFF'S DEPUTY:** If yer gonna be one of those upright citizen types, then this is yer cash cow. Spend a time keepin' Boom Town all civil like, and eventually you'll git paid.

**TACK AND HARNESS:** Once purchased, you may add inventory to the dotted-line boxes of each future Burro. It's helpful to draw in the full squares of these new inventory slots as a reminder that they're available. Load 'em up, cowpoke!

**WASH DAY:** Once you've placed a claim marker here, you and your deliveries are good for the rest of the game. You don't need to visit here again to collect the bonus each time.

**HORSEPOWER TONIC:** Yeah, there's a limited supply of these. And they git mighty expensive! But you can buy more than one at the same time. This is pretty strong stuff, so there are some special rules that go along with it:

- \* The +2 bonus is only good for one of your Miners. Discard the token once you use it so you don't "conveniently fer-git" ya used it.
- \* Yes, you can increase a single die result to a number bigger than 6. It don't make no difference to me.
- \* Yes, one worker can drink more than one Horsepower Tonic at once. Dang, you must be loco! ...But I ain't here to judge.
- \* No, other players don't add the +2 to their Miners when you use it. That just wouldn't make no sense.
- \* No, you don't make another set of doubles – and thus, another visit to Boom Town – with the Horsepower Tonic.
- \* No, you don't escape the BUNKHOUSE by using the Horsepower Tonic on a throw of 1. You can still add the bonus to make that result better than a 1, though.

**Still confused? Well *tar-nation!!!*** If ya think you can type up a full sentence, why not send an email to Stephen so he can answer yer questions? I ain't got the patience for this no more. Go hassle him with an email at: [editor@let-off.com](mailto:editor@let-off.com) .

# COAL N' WRITE: QUICK PLAYIN' PAGE

Need a quick reference for play? Here's yer chance.

1. **MORE THAN ONE DIE REMAINING? THEN THROW 'EM.** Set aside the dice used for the following:
  - a. GO TO BOOM TOWN if ya throw doubles or triples and ya wanna buy stuff. Choose 1 face-up card.
  - b. CLAIM A MINERAL DEPOSIT if one or more dice equal or are greater than the number on an available Mineral Deposit.
  - c. DIG AT A MINERAL DEPOSIT by filling in a Dig Bubble at any available Mineral Deposit, no matter what the required number is, or the result of yer die. If there's no more Dig Bubbles, CLAIM that Mineral instead.
  - d. Did one or more of them dice show a 1 when ya threw 'em? If so, then put any one of the dice in the BUNKHOUSE. You have one less to throw at the start of yer next turn.
  - e. Have two or more dice left in hand? Then go back to 1a, and THROW AGAIN.
2. **DOWN TO ONE LAST DIE? CHOOSE A LONE MINER BONUS, THEN THROW.**
  - a. Use the last die up to three times, marking off one of the spaces in the Lone Miner Bonus area each time ya do.
  - b. If ya manage to throw yer die three times in a row without goin' to that BUNKHOUSE, then you collect the Lone Miner Bonus. THEN send yer last die to the BUNKHOUSE.
3. **ALL MINERS IN THE BUNKHOUSE? THEN PLAN A DELIVERY.**
  - a. Add Minerals from your Ore Stash to your next Burro by scratchin' it out in the Ore Stash and writin' it in one of the spaces on that Burro.
    - i. If you ain't picked up "Tack & Harness" from Boom Town, your Burro can carry 6 Minerals.
    - ii. If ya bought "Tack & Harness" from Boom Town, load up to 8 Minerals on that Burro.
  - b. Lookout fer Bandits! If you see a Bandit Hat icon with a number below it, next to the Burro's name and number, ya gotta defend yerself.
    - i. If you have no Ammo Boxes left, the Bandit steals yer most valuable Mineral type from that Delivery. Scratch off all of the most valuable type, even if it's more than one.
    - ii. If ya got a Bandit or two to deal with, discard 1 Ammo Box token and throw three dice. If you have a die with a result HIGHER than a Bandit's number, set that die aside and scratch off that Bandit. He won't be botherin' nobody.
4. **BANDIT PROBLEMS RESOLVED? THEN CASH-IN YER DELIVERY.**
  - a. Add up the value of all yer Delivery contents and write it in some empty space in that Delivery spot.
  - b. Don't fergit any bonuses you might have earned: Exchange Office, Wash Day, etc. Add them in, too.
5. **DELIVERY DONE?**
  - a. If you have at least one Burro still available, you start the next Round. Draw one Boom Town card and place it face-up near the rest. Go back to 1, at the top of the page and git diggin'.
  - b. If you have no more Burros left, then this triggers the end of the game.
6. **WHEN THE GAME'S OVER...**
  - a. In a multiplayer game, the player with the most "M" in all their Deliveries wins the Pony Express Bonus. Refer to that card and the Appendix for details.
  - b. If ya have any " ? " left in yer Ore Stash, find out how much they're worth by throwin' one die and lookin' up that die result on the "ROCKHOUNDS" card. All yer " ? " will each be worth the same.
  - c. Hope ya made yer fortune, pardner...!