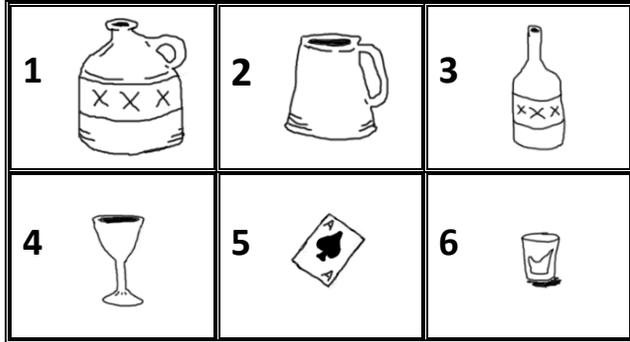


➤ **TRICK SHOOTIN'**

You have six shots (throws). Pick a target and throw one die. If the result meets or exceeds the target's #, claim 2x the target's # in cash.



DRANKIN' CONTEST (solo game only)

- ☞ 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.

➤ **WASH DAY**

- ☞ 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.

BACKROOM GAMBLIN' (\$10 required)

Throw 1 die, double its result.
Next, choose one:
HIT: Throw 1 die, add to your total.
STAY: Compare total to payout table.
(Must **STAY** if you have a total 22+)

- ☞ **15 or less:** BUST OUT! Lose \$10.
- ☞ **16 – 17:** Break even. No change.
- ☞ **18 – 19:** Collect \$10.
- ☞ **20:** Collect \$15 + 1 Tin
- ☞ **21:** Collect \$30 + 1 Tin + 1 Coal
- ☞ **22+:** CAUGHT CHEATIN'! Lose \$10 + Add 1 Bandit

ARM WRASSLIN' (\$10 required)

- ☞ Choose an opponent (in solo games, you're wrasslin' the House dude).
- ☞ 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 \$10 from the House + \$10 from your opponent.
- ☞ In solo games, collect \$30 if you win, deduct \$10 if you lose.

➤ **STRIKE GOLD!**

- ☞ Place a claim marker on this card.
- ☞ Your next Burro earns you a \$5 bonus for each \$10 value of the delivery.
- ☞ Once you collect this bonus, remove your claim marker.

COW PUNCHIN' (solo game only)

- ☞ Throw 1 die 4 times.
- ☞ If any result is a 4, move your Town Die to the BUNKHOUSE.
- ☞ If no throw results in a 4, collect \$40.

RODEO CONTEST (each player welcome)

- ☞ In turn, each bronco buster throws 1 die seven times.
- ☞ Earn a point when you DO NOT throw a 1 or a 6.
- ☞ If you throw a 1 or a 6 three times, you are OUT.
- ☞ After all players have had a turn, the player with the most points wins \$50.
- ☞ Players tied for the most points each earn \$40.
- ☞ If everyone is OUT, then the horses beat ya!
- ☞ In solo games, earn 5 points to collect \$50, or earn 4 points to collect \$20. 3 or less = earn \$0!

COAL BARON (multiplayer only)

- ☞ 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.
- ☞ Discard this card once the bonus has been claimed.

➤ GUNSMITH

- ☞ Each PISTOL you purchase removes 1 Bandit from a future delivery.
- ☞ Buying more than one at a time is pricey:

Buy 1: \$10	Buy 3: \$40	Buy 5: \$70
Buy 2: \$25	Buy 4: \$55	Buy 6: \$85

- ☞ Bandits not eliminated will steal all units of your most valuable mineral type from that delivery!

➤ TACK & HARNESS

- ☞ Pay \$25 and add your claim marker to this card.
- ☞ For the rest of the game, your burros can carry 2 more minerals! You may use the dashed boxes on all future deliveries.

MULE TEAM (multiplayer only)

- ☞ 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.
- ☞ All players may use "Sugarfoot" to earn another turn.
- ☞ 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"

(solo game only)

- ☞ Purchase a 7th Burro for \$20.
- ☞ You may use "Sugarfoot" to gain another turn.

PONY EXPRESS (multiplayer only)

- ☞ Add "M" to one space of a future delivery.
- ☞ At the end of the game, the player with the most "M" earns \$50 + \$10 for each.
- ☞ The second-place player earns \$25 + \$5 for each.
- ☞ Any tied players split a single bonus between them.

➤ WORKHORSE TONIC

Purchase bottles of tonic for the prices below, covering a tonic with a claim marker.

- ☞ Collect a Workhorse Tonic token with each purchase.
- ☞ Discard a Tonic token for a one-time +2 bonus to one of your dice results.

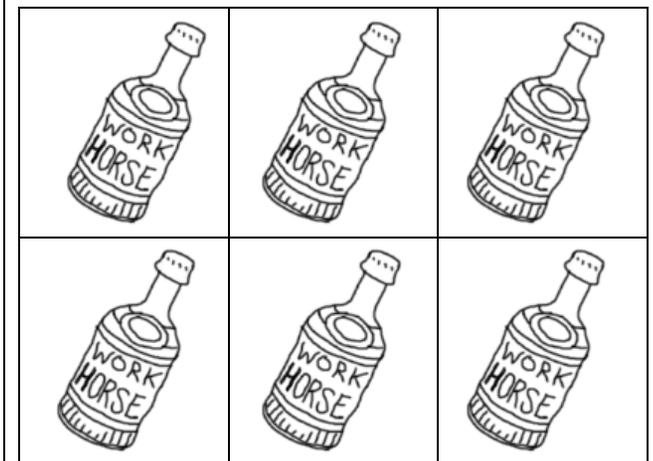
\$10	\$20	\$30	\$40	\$50	\$60
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WAGON WHEEL FIXIN'

- ☞ Throw 1 die five times.
- ☞ Each time your throw is DIFFERENT from 5, collect a \$5 reward.
- ☞ Add your claim marker to this card once you are done.
- ☞ The next time you visit the card, your reward is increased to \$10. Then remove your claim marker.

➤ SHERIFF'S DEPUTY

- ☞ Add a claim marker to this card each time you visit.
- ☞ For every 3 claim tokens you've added to this card, reclaim all claim tokens and collect \$60.



BIG LIZARD BONES

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 once. Mark your visit with a claim token.

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

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

➤ ROCKHOUNDS

Crack open a rock or geode you dug up, and you just might find yerself some fancy crystals.

- ☞ Scratch off a "?" 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 Quartz: \$2	Roll 2 Amethyst: \$3	Roll 3 Agate: \$4
Roll 4 Red Jasper: \$5	Roll 5 Turquoise: \$6	Roll 6 Garnet: \$7