

# DICE TOWN

LUDOVIC MAUBLANC - BRUNO CATHALA

## COWBOYS

### CONTENTS

- 1 Prairie Board
- 21 Cow Figurines
- 5 General Store Cards
- 12 Cowboy Cards
- 4 Rodeo Cards

This expansion brings new opportunities for players by introducing cattle and legendary cowboys to Dice Town!

### SETUP

- 1 Place the Prairie board on top of your base game board between the town hall and Doc Badluck. There is now only one space for the Property Deeds, below which is a corral for the cows.
- 2 Place 20 cows on the Prairie board.
- 3 Add the 5 new General Store cards to the General Store deck.
- 4 Shuffle the 12 Cowboy cards (3 Hearts, 3 Spades, 3 Diamonds, and 3 Clubs) and place them facedown in a deck near the Prairie board. Then, draw and place the top 2 cards of the deck faceup next to the deck.
- 5 Place the 4 Rodeo cards, each worth 10 Victory Points (VP), near the board.




# NEW LOCATION ACTIONS

## Town Hall

(modified town location)

The player with the best poker hand takes the faceup Property Deed..

**Aces**  no longer allow players to take additional Property Deeds.


**If you have the first expansion:**

The second action (draw a Property Deed) is unchanged.



## Prairie

(new location)


The player with the most Aces  goes to the Prairie and takes one of the following actions:

- 1) Steal cows
- 2) Recruit a cowboy

**If you have the first expansion:**

Like other locations, with 3 or more players, the player with the most Aces takes one of the two actions and the player with the second most Aces takes the remaining action.

## 1) STEAL COWS

Steal 1 cow for each Ace  in your poker hand. If there are cows in the prairie, you must steal cows from the prairie. If there are no cows in the prairie, you must steal them from one or more opponents' herds.

When you steal cows, place them in front of you; they make up your herd. You can immediately decide to place all or part of your herd on one or multiple of your Property Deeds. If so, place a Property Deed from your hand faceup on the table, and place a number of cows equal to the value of that Property Deed. (Note: The number of cows must be exactly equal to the Property Deed value.)

Placing cows on a Property Deed has three advantages:

- This Property Deed cannot be stolen from you.
- The cows on this Property Deed cannot be stolen from you.
- This Property Deed is now worth 1 additional VP.

Keeping cows in your herd is risky because they can be stolen from you, but the biggest herd is worth 10 VP at the end of the game.

**If you have the first expansion:** You cannot place a cow on a Ranch.

### Example

Bruno has 2 cows and gains 4 more with a poker hand of 4 Aces. He now has 6 cows in his herd.

Since he has a Property Deed with a value of 5, he decides to immediately place it on the table and places 5 of his cows on it.

One cow now remains in his herd.

This Property Deed cannot be stolen and is worth 6 VP at the end of the game.



## 2) RECRUIT A COWBOY

Take one of the two faceup Cowboy cards. Then, replace it with the top card of the Cowboy deck.

There are 4 suits of Cowboys; each suit has a different effect.

A Cowboy card effect is active until the Cowboy card is discarded for a Rodeo card (see below). Card effects of the same suit are cumulative.



### Cowboy of Spades

*Play this card when you exploit the gold mine.*

Gain one additional gold nugget for each Cowboy of Spades you own.



### Cowboy of Diamonds

*Play this card when you rob the bank.*

Each opponent must give you \$1 for each Cowboy of Diamonds you own.



### Cowboy of Hearts

*Play this card when an opponent steals from you at the saloon.*

For each Cowboy of Hearts you own, cancel one of your opponent's Q's. That player will therefore look at fewer cards in your hand and, if you cancel out all of their Q's, they are not able to steal from you.



### Cowboy of Clubs

*Play this card when you steal cows from the prairie.*

Steal one extra cow for each Cowboy of Clubs you own.

### Rodeo

When a player owns one cowboy in each suit, he **must** immediately discard them to take one Rodeo card worth 10 VP.



## END OF GAME

- At the end of the game, each Property Deed with a matching number of cows on it is worth 1 additional VP.
- Additionally, the player who owns the biggest herd (cows that are not on Property Deeds) gains 10 VP. If multiple players are tied for the biggest herd, they each gain 5 VP.
- Each Rodeo card is worth 10 VP.

# NEW GENERAL STORE CARDS



## Cattle Herder

*Play this card when an opponent steals cows from you.*

No one can steal cows from you this turn. That player must steal from another player. If there are no cows in the other herds, that player does not steal any cows.



## Lasso

*Play this card when you steal cows.*

Steal two cows for each Ace in your poker hand instead of one.



## Recruitment


*Play this card when you recruit a cowboy.*

Take two faceup Cowboy cards instead of one.



## Persuasion

*Play this card when the Mayor rewards you at the town hall.*

After taking Property Deeds, draw one Property Deed from the deck for each Ace  in your poker hand, keep one, and return the others to the box—they will not be used for the rest of the game



## Bribe

*Play this card when the Mayor rewards you at the town hall.*

Instead of taking the faceup Property Deed, take the top 2 cards from the Property Deed deck.

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