

PROVISIONS

1849

Game Rules

By the summer of 1849, the California Gold Rush was in full swing. Frenzied prospectors hoping to strike it rich were quickly moving into any town where gold was found. While many were lucky, many more were not. In fact, one group was making a lot more money than most of the prospectors – the General Store owners who provided the prospectors with the critical provisions they needed (at a marked-up price of course!). In this fast-moving game, you and your fellow players own competing General Stores in a boomtown where new gold was just discovered. You must battle it out selling specific supplies to each of the prospectors in need. But first you must either buy the goods from local suppliers or trade with a devious gang of vigilantes when supplies become too scarce. And of course, you must move quickly to make your fortune; because in just 6 months, the gold will run out in this town and the prospectors will move on to another!

Contents:

- 8 Supplier Boards
- 80 Goods (10 Cubes of 8 Colors)
- 18 Production Cards
- 1 Vigilantes Board
- 52 Prospector Cards
- 5 General Store Player Boards
- 16 Bonus Cards
- 1 Turn Tracker (6 Months)
- 1 Turn Tracker Token (Barrel)
- 1 Starting Player Token (Gold Nugget)



Object of the Game:

Win the game by collecting the most Provision Points from completed sales to the Prospectors, as well as Bonus Points from individual Bonus objectives achieved at the end of the game.

Game Setup:

1. Place the 8 Supplier Boards in the center of the playing area.
2. Place the Goods cubes of each color in each Supplier Card's Holding Area.
3. Place the Production Cards face down next to the Suppliers.
4. Place the Vigilantes Board in the middle of the playing area.
5. Shuffle the Prospector Cards and place them face down below the Supplier Cards to form a Prospectors Pile. Flip the first 6 cards face up in a row next to the Prospectors Pile to form the Customer Row. Place 1 card face down to the right of Customer Row to form a Discard Pile.
6. Place a General Store Player Board in front of each player.
7. Shuffle the Bonus Cards and deal 3 to each player. Players secretly look at their cards and select one to keep. Remove the unselected and remaining Bonus Cards to the game box without anyone seeing them.
8. Place the Turn Tracker in the middle of the playing area and place the Turn Tracker Token (Barrel) on the leftmost START position in July.
9. Place the Starting Player Token (Gold Nugget) in front of the youngest player.

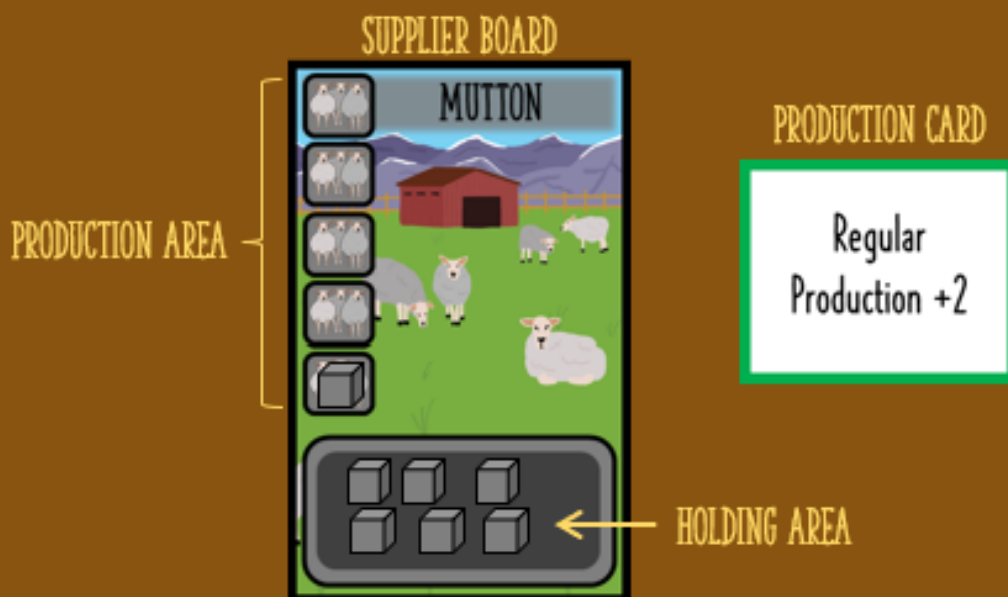


Game Play:

The game is played over 6 Rounds – one for each month from July through December. Each Round has 2 Phases: Production Phase and Buy/Sell/Trade Phase.

Production Phase:

1. At the beginning of the Production Phase, first ensure that each Supplier has at least 1 Goods cube placed in the Production Area on the left side of the Supplier Board. If any Supplier is currently empty, add 1 Goods cube of its color from its Holding Area to its Production Area. *Note: For 4-5 player games, each Supplier should have at least TWO Goods cubes in the Production Area to start the Production Phase.*



2. Shuffle the Production Cards and place one face up next to each Supplier.
3. Add or subtract the amount of Goods produced by or stolen from each Supplier based on its Production Card, following these rules:
 - Once a Supplier's Production Area is full, additional Goods cannot be added. Maximum is 5 Goods per Supplier.
 - If there aren't enough Goods remaining in the Holding Area to produce the full amount on the card, just add the amount remaining in the Holding Area to the Production Area.
 - Any Stolen Goods must be moved to the purple-outlined Holding Area of the Vigilantes Board.
 - If there aren't enough Goods remaining in the Supplier's Production Area to move to the Vigilantes, just give them everything left there.
4. Return the used Production Cards to their deck and set them aside.

Buy/Sell/Trade Phase:

Beginning with the player with the Gold Nugget and moving clockwise, each player takes one of the following actions: Buy Goods, Sell Goods, or Trade Goods.

Buy Goods:

- To buy Goods, a player takes Goods cubes from a Supplier's Production Area and moves them to the corresponding color of their General Store Player Board's Stock Area.
- When buying Goods, a player has two choices:
 - A player can buy 2 Goods from a single Supplier if that Supplier has MORE than 2 Goods in their Production Area.
 - OR...
 - A player can buy 1 Good from each of 2 different Suppliers.
- When buying Goods, a player cannot exceed the amount of available space in their General Store's Stock Area for that color.

Example:

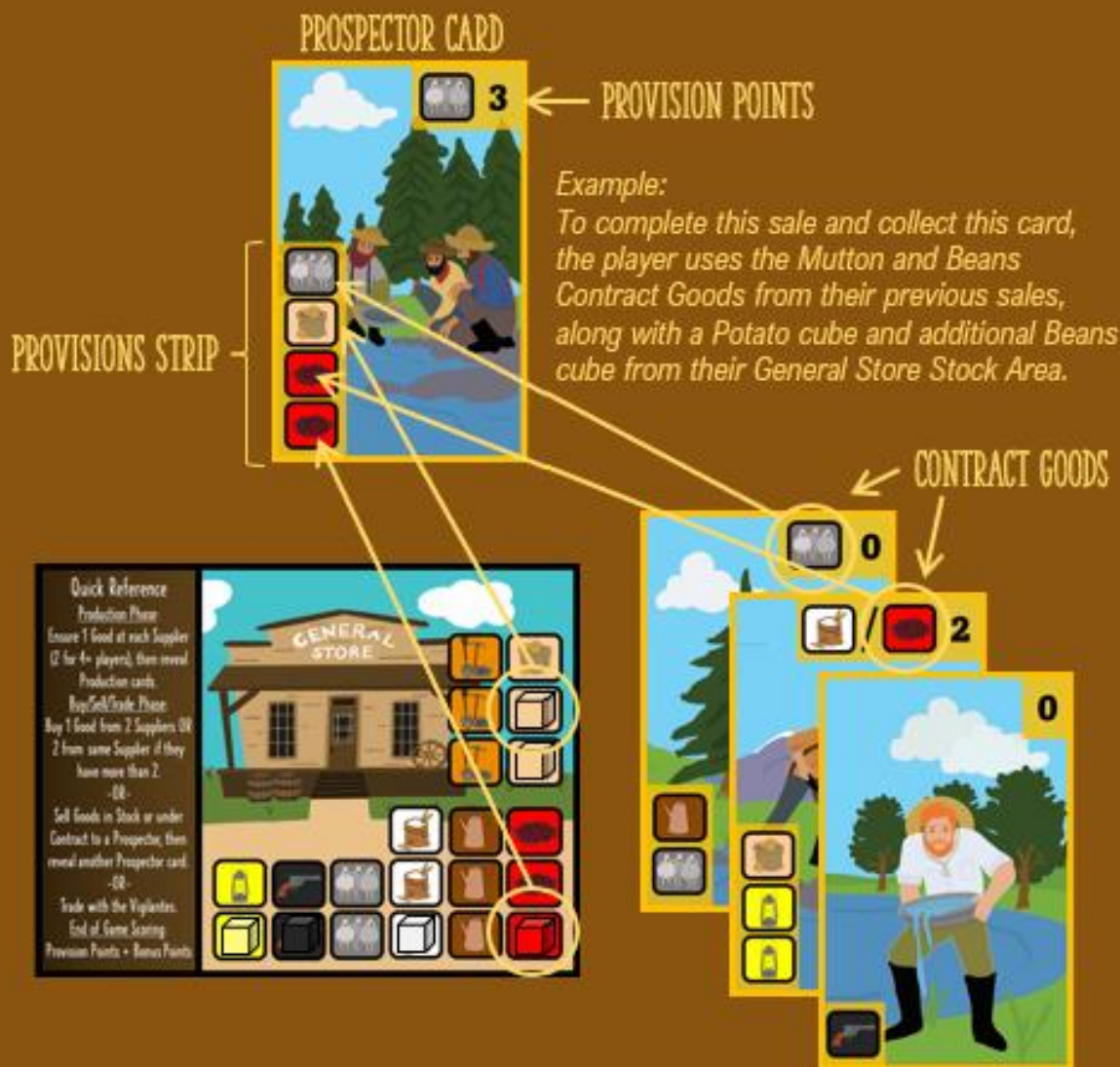
The current player can buy 2 Potato Goods because that supplier has more than 2. He cannot buy 2 Equipment Goods because that supplier only has 2. He decides, however, to buy one of each and moves them to his Stock Area.



STOCK AREA

Sell Goods:

- To sell Goods, a player must be able to completely provision a Prospector with all the items needed in the card's Provisions Strip (left side of the card).
- The player can use any combination of Goods from their General Store Stock Area along with any Contract Goods earned from previous Prospector sales (top right of the card). *Note: Only 1 Contract Goods per card can be used each sale.*
- Any Goods cubes used to provision a Prospector must be returned to the Goods Holding Area of the Supplier Board of the same color.
- Once a Prospector is provisioned, the player moves that Prospector card into their playing area next to their General Store.
- As Prospector cards are collected, they should be stacked face up and overlapping so all players can see the Provisions Strip and Contract Goods on each card.
- When a Prospector card is provisioned, move all remaining cards in Customer Row to the right and add another card to the left from the Prospectors Pile.



Trade Goods:

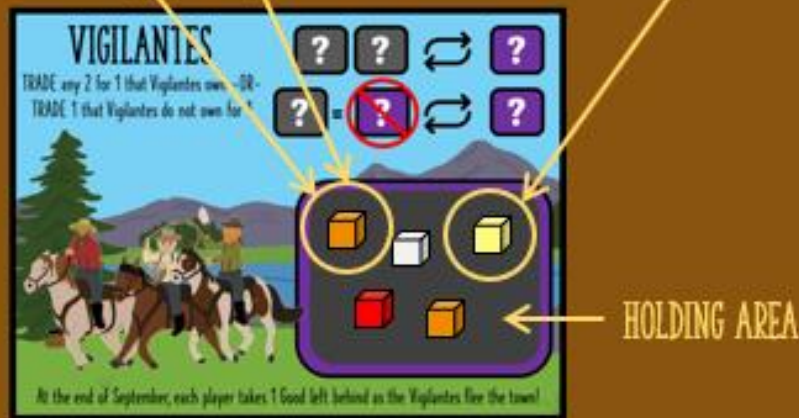
- To trade Goods, a player has two options:
 - Trade any 2 Goods from their General Store Stock Area to the Vigilantes Holding Area in return for a single Goods cube from the Vigilantes Holding Area. *The Vigilantes think 2 for 1 is fair for something they already have...*
 - Trade any single Goods cube of a color that they DON'T currently have for a single Goods cube that they have. *The Vigilantes are willing to trade 1 for 1 to get their hands on something they don't already have...*

Example:

This player can trade their Flour and Beans for the Vigilante's Equipment because the Vigilantes already have Flour and Beans.

Example:

This player can trade their Coffee for the Vigilante's Lantern because the Vigilantes don't have Coffee (and they love variety).



Note: If there are no more Goods available to buy or trade or no Prospectors that can be provisioned during a player's turn, the player must pass.

End of Turn:

Once all players have taken an action, the Time Tracker Token is moved one position to the right, and...

- If the token remains in the same month, each player takes another Buy/Sell/Trade Goods action.
- If the token moves to August, September, or November:
 - Remove the rightmost Prospector Card and place it face down on the Discard Pile, then move all remaining cards to the right.
 - Add another card to the left from the Prospectors Pile.
 - Move the Gold Nugget clockwise and start the next Round.
- If the token moves to October:
 - The Vigilantes have abruptly left town after hearing that the Law is after them. In their haste, they've left behind some of their stolen goods, and they're up for grabs!
 - In turn order, each player takes 1 Goods cube from the Vigilante's Holding Area and moves it to their General Store Stock Area. Move any remaining Goods to the corresponding Supplier Cards' Holding Areas.
 - Unfortunately, and right away, a new and stronger band of Vigilantes arrives and begins stealing goods once again in October! So, continue to move stolen goods during the next Production Phase to the Vigilantes Board Holding Area.
 - Move the Gold Nugget clockwise and start the next Round.
- If the token moves to December:
 - The gold has run out in this town! More and more of the remaining Prospectors are now looking for Goods so they can get what they need to make their journey to the next town, but others are just leaving after growing impatient waiting to be provisioned.
 - Therefore, during the final month of December, each time a player is about to take a Buy/Sell/Trade Goods action, the rightmost Prospector card is removed and placed face down on the Discard Pile, all remaining cards are moved to the right, and another card is added to Customer Row to the left from the Prospectors Pile. This happens before EVERY Buy/Sell/Trade Goods action in December UNLESS the previous player just provisioned a Prospector and a new one was already added to Customer Row.
 - Move the Gold Nugget clockwise and start the final Round.
- If the token moves off the Track, the game is over! Follow the End of Game Scoring section to determine the winner.



End of Game Scoring:

Each player's Final Score = Provision Points + Bonus Points.

Provision Points: Add up the total points from the upper-right corner of each Prospector card in the player's area.

Bonus Points: Add up the total points from the player's individual Bonus Card for each objective that was completed. Goods sold are based on the Provisions Strips.

The player with the highest Final Score wins. In the case of a tie, the player with the most Prospector Cards wins. If still a tie, the player with the most remaining Goods in their General Store Stock Area wins. If still a tie, share the victory!

PLAYER 1

PLAYER 2

PLAYER 3

PROVISION POINTS

GOODS SOLD

Sell the most by year end...
+5 +3 +2

Make the MOST combined sales of these by year end
+8 +2

Make the MOST sales by year end
+7

End of Game Scoring Example:

Player 1 Final Score = 10 Provision Points +5 Bonus Points for the most Pistols (Player 1 sold 4, while Player 2 sold only 3 and Player 3 sold only 1) +3 Bonus Points for the most Flour sales (Player 1 sold 5, while Player 2 only sold 2 and Player 3 sold only 1) = 18.

Note: Player 1 did not achieve the +2 bonus for Equipment because each player sold 2.

Player 2 Final Score = 13 Provision Points +8 Bonus Points for the most combined Lanterns and Pistols sold (Player 2 sold 9, while Player 1 sold only 4 and Player 3 sold only 3) = 21.

Player 3 Final Score = 11 Provision Points +7 Bonus Points for the most sales (Player 3 had 6 total sales while Players 1 and 2 only had 5 sales each) = 18.

Therefore, PLAYER 2 WINS!



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