



Rules Draft 1.8 • James Ernest 1/14/2024

Introduction: *Life can be hard for a prospector in the Klondike: frozen soil, bitter weather, and slim pickings in the ground. Sometimes the only respite is a trip to Dawson City, for hot soup, sharp tools, and top-grade hospitality. As a frontier hotelier, your goal is to provide your guests with everything they need at prices they can afford. So build your hotels, fire up the hearths, and dish out some comfort in the cold.*

Summary: Players are hoteliers in Dawson City, during the Yukon Gold Rush. You will attract a variety of customers as they pass through the city, scoring points while collecting their gold.

Players: 2 to 6

Playing Time: 60-90 Minutes

Components:

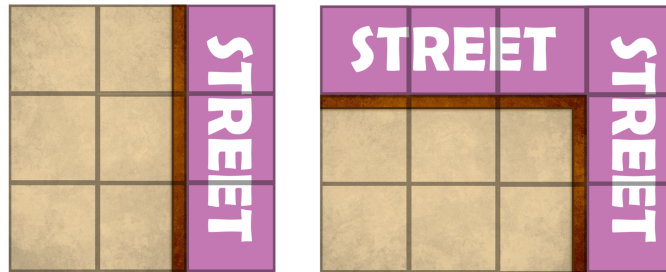
- Six character placards
- 12 building tiles (hotels) for each character
- City Deck of 24 tiles
- 24 population dice
- Money (Gold) in denominations of \$1, \$5, and \$10, roughly \$30 per player
- A way to keep score

Setup: Each player chooses one character and its associated building tiles. Shuffle the City Deck and build the Heart of the City as described below. Choose a random starting player, and give each player \$9 in Gold, plus an extra dollar for each player who starts before them. That is, \$9 for Player 1, \$10 for Player 2, \$11 for Player 3, and so on. Turns will proceed to the left.

About The Dice: Dice represent your customers: politicians, prospectors, and other visitors. The value of a die represents its *wealth*, which is the amount each visitor can spend on hospitality. The dice start in vacant lots, which are basically tent cities, where they are called “camps” until they move into hotels. The size of the pool depends on the number of players:

Players:	2	3	4	5	6	
Dice:	12	15	18	21	24	<i>Total dice in the game</i>
Grow at:	5	6	7	8	9	<i>Dice to trigger a scoring round</i>

About the City Deck: The tiles in this deck will become the map of Dawson City. Each tile has several lots labeled with values. When you add a new tile to the map, you may connect to the existing tiles, or you may place the new tile no more than one street away, still conforming to the same grid. A *street* is a one-square wide strip of open space between cards. Some tiles have street edges printed on them. This edge forces a street to exist in the neighboring space, as shown below. You cannot build over a street.



Each vacant lot is marked with a value between 1 and 6. These numbers indicate the value of campers that can start in that space, and what size hotel can be built there.

Public Buildings: Some tiles also include public buildings, which are worth bonus points. A public building is worth one point for each vacant lot that it replaces (size 1 or 2).

The Heart of the City: To set up the game, build the Heart of the City as follows:

Main Street: At the center of the table is Main Street: three spaces, running north-south. Start by placing two random tiles on each side of Main Street, orienting their long street edges towards Main Street if possible.



For each tile, roll six dice and place them into vacant lots, matching the values on the spaces. Any dice that cannot be placed return to the pool.



Tiles 3 and 4: After the first two tiles are placed, if there are still six or more dice in the pool, add a third tile, crossing Main Street at the north end, one street away, with its long road facing south if possible. After you fill this tile, if there are still six dice left in the pool, add a fourth tile at the south end, with its long road facing north if possible. After the fourth tile, you will stop building, even if there are still six dice in the pool.



On Each Turn: On your turn, you will collect money from your hotels, and then you may perform several management actions described below, such as building hotels, inviting guests, and so on. At the end of your turn, if there are sufficient dice in the dice pool (this is the number of players plus three), you will add a new tile to the city, and there will be a scoring round.

Step 1: Collect. This is automatic. If any of your hotels have customers, they check out and pay you. Return those dice to the pool, and collect gold equal to their value.

Step 2: Management Actions. Most of these actions can be taken in any order, although mining is a special that precludes all other actions.

Mine. If you do nothing else, you can *Mine*. You are helping a prospector work their gold claim, and this requires all of your attention. Choose any camper in the city, roll it, and return it to the dice pool. You gain gold equal to the roll.

Host: You may invite guests into your empty hotel rooms. Move a camper from any vacant lot into a room of the same size. You can do this for any or all of your hotels, except for one that you built on this turn.

Build: You may build a new hotel in a vacant lot, or you may upgrade or downgrade an existing hotel. You can do only one of these actions on your turn.

Build: Place a new hotel tile from your supply onto a vacant lot of matching value. The cost is twice the value of the hotel, for example \$4 to build a 2.

Option: You can build a hotel in an *occupied* lot, paying four times the value instead. In this case, the camper in that lot becomes a guest in your hotel.

Upgrade / Downgrade: Increase or decrease the value of a vacant hotel that you own, replacing the tile with another from your supply. The cost to upgrade is twice the difference in value. Downgrading is free.

Fire: You can set a fire in one of your empty hotels. It will burn that hotel down, and then spread as described below. You can do this only one, and you cannot set a fire in a hotel that you built this turn.

Empty Hotels: When an empty hotel burns, the tile returns to its owner's supply, and the building's owner passes the fire pawn into an adjacent building if possible. Fire cannot start in or pass into a hotel that was built on this turn. The owner of each burned hotel collects *insurance* equal to the value of the hotel.

Occupied Hotels: When an occupied hotel burns, the guest leaves (returns to the dice pool), and the fire is extinguished.

Public Buildings: If fire enters a public building, the fire is extinguished.

Step 3: Scoring. At the end of your turn, if there are sufficient dice in the pool, there will be a scoring round. The number of dice is 3 plus the number of players, as given in the chart above. A scoring round has three steps: first, you will grow the map by adding one new tile. Then you will roll the dice to populate that card, and possibly other spaces as well. Finally, players will score points for the neighborhoods they control.

Grow: At the start of a scoring round, the active player adds one tile to the map. As mentioned above, this new tile can connect to the existing map, or can be played one street away, conforming to the same grid. Cards cannot be played over streets.

Roll: After you play the new card, roll all the dice in the pool. Fill the card with these dice as much as possible, setting aside any extras. The extra dice will look for other spaces in town, preferring hotels over vacant lots, and choosing the closest spaces first. For example, an extra 4 will look for a 4-size hotel, and failing that, a 4-size vacant lot.

Ties between equivalent landing spots are broken by walking distance. This distance is measured from the *highest valued lot* on the new card, counting each square of the grid as one space, and not stepping diagonally. If the distance is tied, the next player in turn may break it. Any dice that can't find a space to land return to the dice pool.

Score: Each neighborhood scores points for its controller, as follows:

A *neighborhood* is a connected group of one or more tiles. Each neighborhood is worth one point per tile, plus points for any public buildings as described above.

You *control* a neighborhood with the highest *block* of dice. A block is one or more dice in adjacent spaces, or within a connected block of hotels owned by the same player. Campers can form blocks as well, called *street gangs*. Street gangs can win neighborhoods, in which case no one scores those points.

If two or more players are tied for highest block, they divide the available points, rounding down. Street gangs lose ties with live players.

Game End: The game ends after nine scoring rounds. Remaining money is also worth points, at a rate of 1 point for every 5 Gold.

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