Building Guide

Bank — When surrounded, gain 3 gold.

Hotel — Whenever you win a Tussle, score 2 additional points.

Barn — Whenever you wrangle cows, gain 1 gold.

Ranch House — At the Endgame, for each pasture with at least one square connected to the Ranch House, score 1 point for each cow in that pasture.

Cache — When placed, gain 2 bullets.

Sawmill — When drafted, place arrow side face up. One time on a future turn, instead of Drafting a Tile, you may flip the Sawmill over to take any tile from the tile trays (except another Sawmill) and place it on your settlement board. If it has a gold cost, you must still pay it.

Chapel — At the Endgame, score 1 additional point for each tombstone on your settlement board.

Sheriff's Office — When placed, take a bullet from the supply. Immediately use as many of your bullets as possible to shoot bandits anywhere on your settlement board (whether or not you have a sheriff on the board).

Fancy Saloon — When placed, choose an ace card from the supply and place it next to your settlement board. At the end of the game, the card counts like the aces on your settlement board.

Stables — At the Endgame, if you've covered all horseshoes on your settlement board, score 8 points.

General Store — When surrounded, choose: gain 2 bullets, 2 pickaxes (advancing your mining marker twice), or 2 alleys (placed immediately).

Town Hall — When surrounded, score 10 points.

Hideout — Cover up to two sheriffs on your settlement board with bullets from the supply. These are now tombstones. These sheriffs can no longer shoot bandits.

Wheelwright — When placed, choose one (depending on which side you place face up): immediately take two alleys from the supply and place them, OR for the rest of the game, whenever you would place a single alley, you may place two adjacent alleys instead.

WILD TILED WEST

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