

# Coloma

A game for 1-6 players by Jonny Pac. Condensed rules for 3-6 players by Eric Postpischil, <https://edp.org>. Rules for optional modules are in [blue](#).

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## Setup

Put the larger rotating tile (Barker) over Site 5 on the wagon wheel on the board.

Put the smaller rotating tile (Bust) over the Signpost part of the Barker tile.

Put the year marker on 1848 (bottom left of board).

Give the Sheriff badge (start player marker) to the player who most recently watched a Western movie.

Shuffle Barrels. Deal 4 face-up to Barrel spaces (top of board). Keep rest as facedown supply.

- Notionally the supply is one big stack left of the face-up Barrels, but they may be separated to avoid toppling.

Put the mine cart near the board.

Put the River tiles on the board (center right).

Randomly pick 6 unique Bridge types. For 2/3/4/5/6 players, put 1/2/2/3/3 per type on Bridge spaces (bottom right).

Randomly pick 2 Shootout chart tiles and stack them on the Shootout chart space on the board (bottom, near left).

[Hotel Module: Put 2 Hotels per player in the indicated space \(left side of board, below middle\).](#)

Fill table at top-right of board with Gold Nuggets, using columns up to and including the player count (left to right).

Give each player a reference sheet, a player board, 1 Gold Nugget, 2 Bucks, and 6 Horses.

- New players: Use side A (bottom right). Experienced: Use B side. Distribute randomly or draft, as desired.

Give each player the dial, scoring marker, Pioneer, Dudes, Tents, Wagon, and Town Building cards of 1 color.

For each player:

- Put your Wagon on Coloma (map in top left of main board) and your scoring marker on 0 (top left).
- Put 2 Dudes and 1 Tent on the Lodge on your player board and 1 Horse in front of the Lodge (below it on board).
- Put your remaining 10 Dudes, 7 Tents, and 5 Horses aside as a supply.
  - These are limited. If you would gain Dudes, Tents, or Horses but have none in your supply, you get nothing.
- Shuffle your cards and put them facedown on your card space (left on player board).
- Draw 6 cards and discard 2, each to the deck top or bottom. The deck is never shuffled after setup.
  - Whenever you discard a card in the game, you may put it on the top or the bottom of your deck.

[Pioneer Specialities Module: Give each player a Pioneer Specialities card. See Pioneer Specialities section below.](#)

(Leftover Gold Nuggets, Shootout chart tiles, and Bridge tiles not used in setup will not be used in the game.)

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## Introduction

### Player Board

Your player board has:

- 4 unexplored River Canyons along the top.
- Your draw deck on the left. (When you would draw but your deck is empty, gain 1 VP.)
- 6 graves for Dudes lost in Shootouts, who are out of play the rest of the game.
- Price charts for surveying Rivers and building Bridges with Common (hammer) actions and Boom (saw) actions.
- The Lodge where your ready Dudes hang out, and in front of the Lodge (below it on board), 1-6 Horses.
- Sutter's Mill, which gives 2 cards for a Common action (shovel) and 1 Gold for a Boom action (wheelbarrow).

### Gold and Bucks (money)

When you gain Gold, take it from the highest nonempty row of the Gold table. (If the table is empty, gain 1 Buck.)

When you pay Gold, put it into the mine cart.

Gold may be used to pay Buck costs at the value shown by the lowest nonfull table row. No change is given.

Bucks can never be used to pay Gold costs.

### Wagon Wheel and Town Building Cards

The wheel on the board has 5 Sites and a rotating Barker tile.

- Each Site and the Barker has a Common action (outer part) and a Boom action (inner), which trigger abilities. A second rotating tile, the Bust, suppresses a Boom. There are no initial abilities it triggers. (Some can be built.)

Each built card is a Town Building that adds abilities to a wheel Site or to the Barker tile.

- A Site number or Barker icon (rotating arrow) is shown in the middle left of the card.
- You may use a card **only** when your Pioneer is at the indicated Site or Barker tile.
  - Example: Your Pioneer is at Site 4. The Signpost is at Site 4 and points to 3. You may not use Site 3 cards.

Two rows at the bottom of each card show which abilities it adds to its wheel Site or to the Barker tile.

- An icon at left shows which Common, Boom, or Bust action triggers the ability, which is illustrated on the right.

Costs for some abilities are shown at the top left of the card. The top right shows game-end points.

**No Site 4 cards have a Boom (wagon with white canvas).** They have a Common (wagon with blue) and a Bust (X).

## Coloma

### Barrels

You may use a Barrel at any time on your turn, including the turn in which you gain it.

- Keep unused Barrels face-up and used Barrels facedown.

Barrels never trigger Town Building abilities.

Each Barrel benefit is one of:

- Gain 1 Horse. • Gain 2 Gold. • Gain 3 Bucks. • Draw 3 cards.
- Build 1 Town Building, paying the Saw cost.
- Gain 1 Tent and place Tents (by usual rules).
- Survey 1 River or build 1 Bridge, paying the Saw cost.
- Gain 2 Dudes and place Dudes (by usual rules).
- Move your Wagon (by usual rules). (Wagon actions on cards are not triggered.)
- Take the Boom action the Signpost points to, **even if it is covered by the Bust**. (No card actions are triggered.)

Erratum: When discarding a Barrel for some benefit, you may discard a used or unused Barrel.

### Map

Take a moment to trace the roads on the map and familiarize yourself with them, particularly where a hook in the road enters Auburn from the right and above. It is easy to overlook stops or misread some routes.

## Play

Play 3 years (1848-1850). In each year:

- In 1848/1849/1850, put 2/4/6 Outlaws on the oval Shootout space (top center of board).
- Play 5 rounds (“Play a Round” below), 1 each with the Barker at Sites 1, 2, 3, 4, and 5.
- Resolve the Shootout and Year End (below).

### Play a Round

Rotate the Barker 1 space clockwise (starting each year with Site 1). Rotate the Bust to cover the Signpost.

Trigger the Site event: 1–Get 2 Dudes, 2–Get 1 Gold, 3–Draw 2 cards, 4–Get 2 Bucks, 5–May buy 3 VP for 1 Gold.

- Each player gets the event benefit once. Players with a Tent on the Site’s event space get the benefit twice.

Each player selects a Site and sets their dial to it. Table talk and banter are suggested to spice up the game.

When all players are ready, they reveal their dials, and each player moves their Pioneer to their chosen Site.

- Choose some convention to indicate players are ready, such as putting their Pioneer on their facedown dial.
- If any Site has more Pioneers than each other, rotate the Bust to it. If there is a tie, leave the Bust over the Signpost. Resolve player turns at Site 1 in player order (clockwise from the Sheriff), then Site 2, 3, 4, and 5.

- On each player’s turn, they use all desired abilities of their Pioneer’s Site’s Common and Boom or Bust actions.
  - Each action has base abilities, described below, and may have more from built Town Buildings (cards).
  - Do the two actions in either order, but finish all abilities of one before starting the other.
- Players may play simultaneously provided their actions do not interfere with each other.

After all players have finished their turns, they take their Pioneers back. Then start the next round or the Shootout.

### Signpost

You may use the action the Signpost points to as if it were printed where the Signpost is.

- If the Signpost is copying the Bust, you may use the Bust abilities of cards for the Site your Pioneer is at.

### Bust

The Bust disables the usual Boom action of a Site.

However, you may use Town Building abilities triggered by a Bust for the Site your Pioneer is at.

### Barker Tile

Common (megaphone): Buy any number of Tents for 2 Bucks each and any number of Horses for 1 Gold each.

- Put the Horses on the spaces before your Lodge. You are limited to 8 total Tents and 6 total Horses.

Boom (barrel): Take a Barrel from the Stash (the Barrel supply: individual face-up Barrels or facedown stack).

- Immediately after taking a face-up barrel, refill its space and add the Outlaws shown to the Shootout.
- If Barrels run out, shuffle the discards (from certain effects that require spending Barrels).

### Site 1: Workday

Common (shovel): Draw 2 cards.

Boom (wheelbarrow): Get 1 Gold.

### Site 2: Survey a River or Build a Bridge

Common (hammer): Survey a River for 2 Dudes and 2 Bucks or build a Bridge for 3 Dudes and 4 Bucks.

Boom (saw): Survey a River for 2 Dudes and 1 Gold or build a Bridge for 3 Dudes and 2 Gold.

- River: Put a River tile (not token limited) above a vacant River Canyon space at the top of your board. Gain its benefits other than victory points, which are counted at game-end.
- Bridge: Take a Bridge tile (token limited) from the board and put it above one of your River tiles that does not yet have a bridge over it.
  - Bridges award points at game-end for meeting certain goals. You may not have two Bridges of the same type.

**Site 3: Build a Town Building (card)**

Common (hammer): Build a Town Building from your hand for the Hammer cost (2 Dudes and 2 Bucks).

- **Hotel Module:** You may instead build a Hotel from the board for 1 Horse and 4 Bucks.

Boom (saw): Build a Town Building from your hand for the Saw cost (2 Dudes and 1 Gold).

- **Hotel Module:** You may instead build a Hotel from the board for 1 Horse and 2 Gold.

Town Buildings are played face-up right of Sutter's Mill (or other table space as necessary). Hotels may overlap. You may not use a Town Building's abilities on the turn you build it.

**Site 4: Move Wagons on the Frontier Map**

Common (wagon with blue canvas): Move your wagon up to as many spaces as Horses you have before your Lodge.

Boom (wagon with white canvas): Move your wagon up to as many spaces as Horses you have before your Lodge.

- **There are no Town Buildings triggered by the Boom action at this site, just the Common and Bust actions.**
- Each Boomtown (named town), Settlement (circle with a bonus), or Horseshoe is a space.
- Gain each Settlement bonus you move over or stop on.
- When you move over a Boomtown, gain its left bonus. When you stop on it, gain either one of its bonuses.
- Skip Settlements and Horseshoes (not Boomtowns) with other players' Wagons as if those spaces did not exist.
- You may not reenter the same space during a Wagon move (but may with a separate move on the same turn).

**Site 5: Settle the Frontier and Defend Coloma**

Common (dudes and tents with placement arrows): Place Dudes and/or pitch any number of playable Tents.

- Dudes: Fill any one row at the Shootout with Dudes from your Lodge. You must completely fill one row.
  - **Hotel Module:** You may also place any number of Dudes in empty spaces in Hotels.
- Tents: Put Tents outside any wheel sectors (Sites) and/or on Frontier Lands connected by a red arrow to the Boomtown your Wagon is in. You may have only one Tent at each sector or on each Frontier Land.

Boom (tent with no arrow): Gain 1 Tent (token limited to 8).

**Shootout and Year End**

If the players' Gunmen outnumber Outlaws, give players the Shootout chart's left rewards. Otherwise, use the right.

- The player with the most Gunmen at the Shootout gains the 1<sup>st</sup> place reward, and similarly for 2<sup>nd</sup>.
  - Ties go to the tied player with Gunmen nearer the Outlaws.
  - The 1<sup>st</sup> place reward includes the Sheriff badge, making the player the new start player.
- Any other players with Gunmen gain the 3<sup>rd</sup> place reward/penalty. Players with no Gunmen gain the "0" penalty.
  - A pink meeple indicates a Dude goes to the player's graveyard, lowest graves first. Draw Dudes first from the player's supply, then their Lodge, then the player's choice. Dead Dudes may not be used again in the game.

Return all Gunmen and Outlaws from the Shootout to their supplies.

**Hotel Module:** Move Dudes from Hotel spaces to your supply (not Lodge).

In years 1848-1849, remove the current Shootout chart tile, to use the chart underneath it for the next year.

Move the year marker to the next year.

Refill the Gold table from mining cart, from bottom up, using only columns appropriate for the number of players.

**Game End**

To each player's in-game points, add:

- 6 points for each built Town Building and 8 points for each built Hotel.
- Points shown on the player board for each surveyed River Canyon.
- Points for each built Bridge, per the Bridge's criteria.
  - Erratum: The Bridge with the River bonus awards 4 points per River with a maximum of 16, as the tile shows, not the 3 and 12 stated in the *A Guide to Abilities & Effects* booklet.
- 3/7/12/18/25 points for 1/2/3/4/5 Tents on frontier lands.
- Negative points as shown on occupied graves.

Ties are broken first by Gold and then by total remaining Bucks, Dudes, Tents, and Horses combined.

**Pioneer Specialities Module**

You may use your Pioneer Speciality ability repeatedly without limit.

The cards are matched to player color and recommended player board:

Red	Barmaid	B6	Discard 1 used Barrel to gain 1 Dude and 1 Buck.
Orange	Brave	B5	Spend 1 Horse to gain 1 Tent or vice-versa.
Yellow	Frontiersman	B4	Discard 3 cards to gain 1 Tent and optionally place Tents (by usual rules).
Green	Prospector	B3	Spend 1 Gold to gain 3 Bucks.
Blue	Entertainer	B1	Forego 1 Wagon action to gain 1 Barrel (adding Outlaws as usual).
Purple	Madame	B2	Spend 1 Dude to gain 1 Buck.