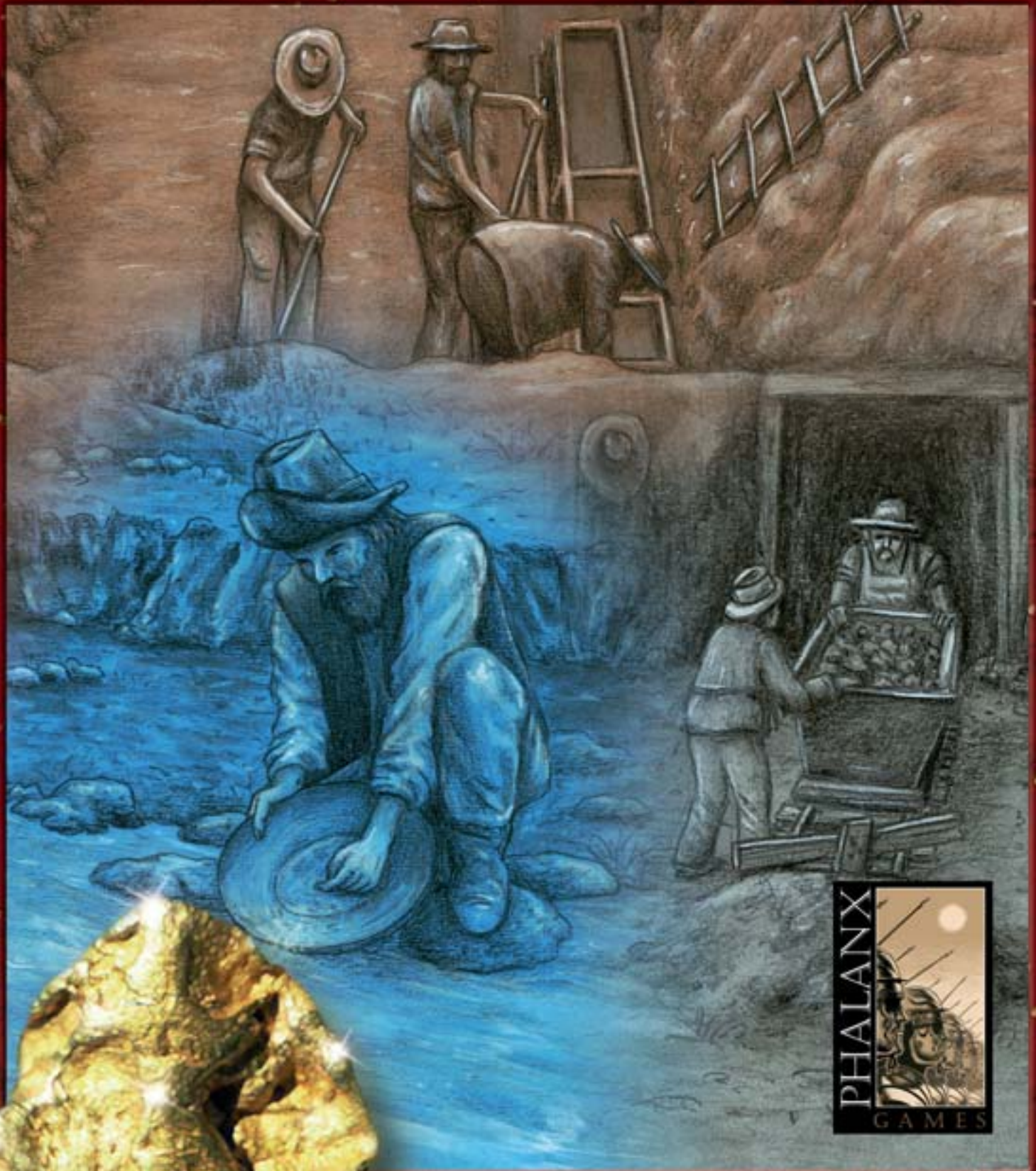


Sutter's Mill

California Gold Rush of 1849

A game by Marco Teubner ♦ For 2 – 4 players age 10+



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1.0 INTRODUCTION

In *Sutter's Mill*, you experience the sudden rise and decline of the California town of Coloma during the famous gold rush of 1849. You begin by building up the town, bringing in new citizens, and — last but not least — digging gold. However, when the gold vein is almost spent, you better take your belongings and get the heck out of Coloma!

Note: Miners first struck gold in California near Sutter's Mill at Coloma, initiating the gold rush.

2.0 COMPONENTS

Each copy of *Sutter's Mill* contains:

- ≈ 1 game board
- ≈ 20 prospector gaming pieces (five each in four colors)
- ≈ 52 influence cards (13 cards each in 4 colors)
- ≈ 8 "certificate" cards
- ≈ 1 "adventurer" card
- ≈ 84 gold counters (24 blue, 24 brown, 24 grey, 12 red)
- ≈ 4 overviews
- ≈ 1 rules booklet

If any of these parts are missing or damaged, we apologize for the inconvenience. Contact us if you need any replacement parts. Please send your correspondence to:

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2.1 The Game Board

The game board depicts the small city of Coloma, represented by 8 different buildings and 3 prospector camps. Next to each building there is a space to place influence cards and a symbol for the special action associated with the building.

The gold vein runs around the border of the game board; place gold counters here, for you'll mine gold in various ways during the game.

The three large spaces in the corners of the game board are prospector camps. The camp for digging (panning) gold counters (blue) out of the river is located in the bottom left corner. The camp for digging gold counters (brown) out of the hillsides is in the top left corner. The camp for digging gold counters (grey) out of the mines is in the top right corner.



2.2 The Prospectors

Each player receives 5 prospector playing pieces. Each of these prospectors can hunt for gold in the camps, and can also move to the different buildings of the city to attempt to influence them.



2.3 The Influence Cards



In 1840s California, "law and order" often belonged to the most influential people or to the fastest hand

(and best weapon...). The influence cards symbolize this power.

Each player receives 13 influence cards in his color with the following values: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack (B), Queen (D),

King (K), Ace. The jack, queen and king each have a value of 10; while an ace has a value of 11.

2.4 The Certificates and the Adventurer

The player with the most influence at a building always receives its certificate. As long as a player has the certificate in front of himself, he can use the special action of the building.



The player with the *fewest* certificates receives the *adventurer* card.

2.5 The Gold Counters



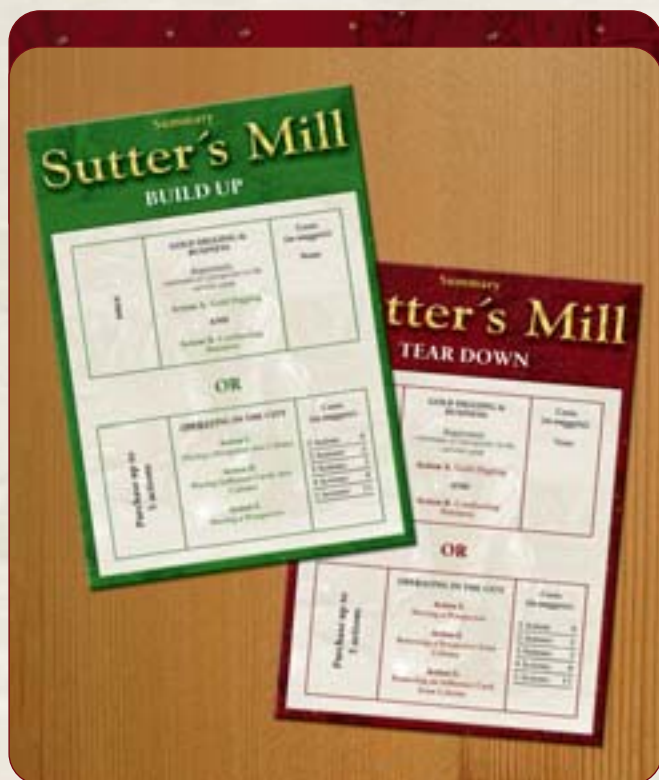
There is a difference between gold counters and gold nuggets. A gold counter is one of the cardboard

pieces; each gold counter shows 1-4 gold nuggets.

The blue and gray counters have values thereof 1-3 gold nuggets, the brown counters have values of 2-4. There are 8 copies of each individual value. The red gold counters are the players' starting stakes (money), and have values of 1-3.

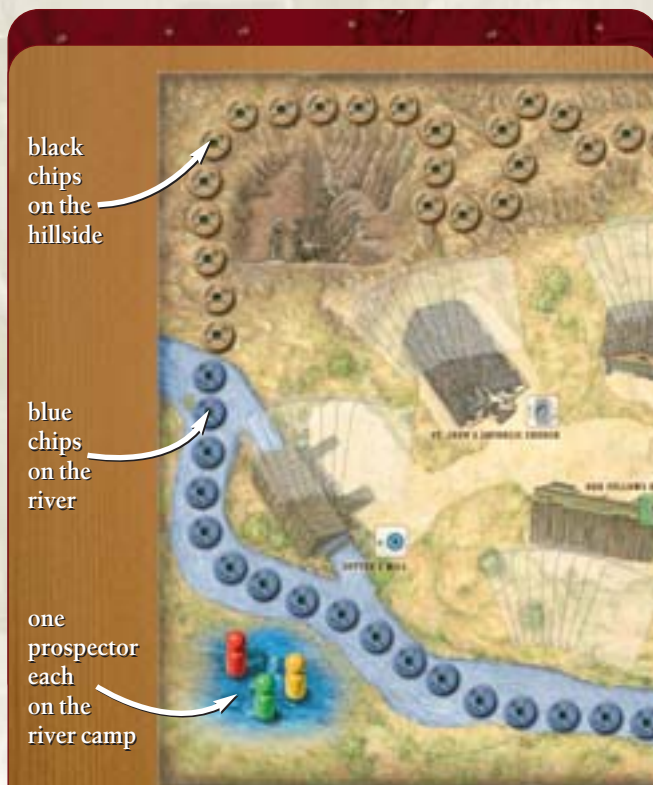
2.6 The Overviews

Each player receives a two-sided overview. One side lists all possible actions for the "Build Up" phase, and the other side lists all possible actions for the "Tear Down" phase.



3.0 STARTING PLAY

- Place the game board in the center of the table, within easy reach of all players.
- Separate the gold counters by color. Place the red counters aside for later use. Shuffle the gold counters with blue, brown, and grey backs separately and place them face down on the appropriate spaces of the gold vein (the line of small circles bordering the game board). Place the blue counters on blue spaces, brown counters on brown spaces, and grey counters on grey spaces.
- Place the *certificate* cards and the *adventurer* card face up next to the game board.
- Each player chooses a color, takes his five prospectors, and places one on the prospector camp next to the river (on the bottom left corner of the game board).



Game material of the *yellow* player



- In addition, each player takes the 13 influence cards of his chosen color, and takes an *overview* and places it in front of himself (with the "Build Up" side up).
- Each player receives three red gold counters (one each of value: 1, 2, 3). In games with fewer than four players, place the remaining counters face up next to the game board as change. During the game, all gold counters in front of the players are kept *face down* (only their owners may examine their values).
- Randomly determine the starting player.

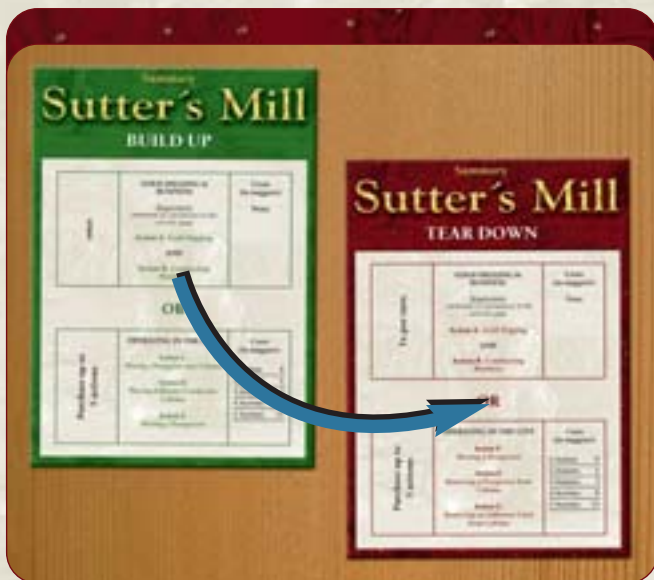


4.0 GENERAL COURSE OF PLAY

The starting player begins the game by taking his player turn. He performs all of his chosen actions before the next player in clockwise direction begins his player turn.

When a player changes from “Build Up” to “Tear Down,” he switches his overview to its red “Tear Down” side and places all of his influence cards and prospectors not already on the game board back into the game box. Afterwards he continues his current turn and chooses his actions. If a player does not

Important: The game consists of two phases: “Build Up” and “Tear Down.” All players start in “Build Up.” In this phase, they may send prospectors to the booming city of Coloma, play influence cards at the different buildings, and dig for gold in the camps. *At the start* of any one of his player turns, a player may decide to change to “Tear Down.” He may still dig for gold, but his main goal is now to move his prospectors out of the town while removing his influence cards before Coloma becomes a “ghost-town.”



change into the “Tear Down” phase, he keeps his overview on the green “Build Up” side and continues with his turn.

Note: Normally a player changes to “Tear Down” only after more than half of the gold vein is depleted. When a player has changed into “Tear Down” he *cannot* go back to “Build Up”!

Next a player chooses to take one of two types of turns, either:

“Gold Digging & Business” — dig gold and then go into town (see the top part of the overview)

or

“Operating in the City,” take up to five of the three different action types (see the bottom part of the overview).

Important: In his player turn, a player may choose to *either* conduct “Gold Digging & Business” *or* to conduct “Operating in the City,” — never both!

During “Build Up,” he sends prospectors to Coloma, moves them between the various camps and buildings, and/or tries to influence various buildings.

During “Tear Down,” he tries to remove his influence and to withdraw his prospectors from Coloma before the gold reserves are depleted.

If a player chooses to take a “Gold Digging & Business” turn, he conducts actions A and B once each in order. He receives gold counters from the game board.

If a player chooses to take an “Operating in the City” turn, he may choose between actions C, D and E in the “Build Up” phase, in any order. In the “Tear Down” phase, he may choose between actions E, F and G in any order.

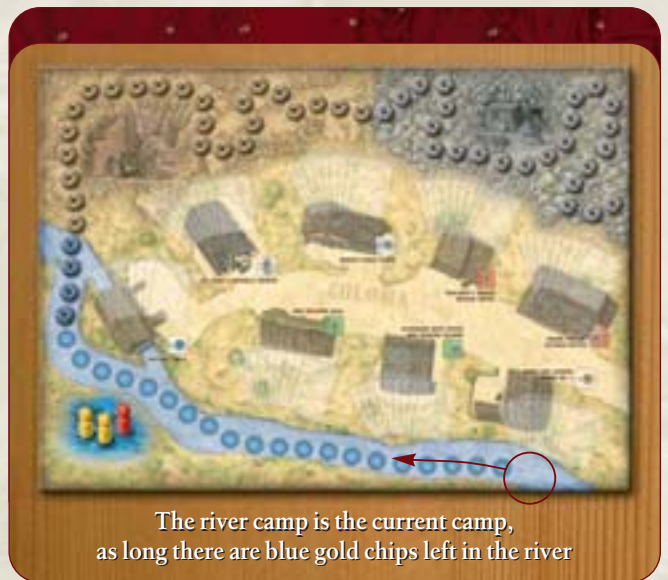
A player conducts all his chosen actions before the next player in clockwise order starts his turn.

4.1 The Actions in Detail

I. Gold Digging & Business

A player receives gold counters for his prospectors (action A) and for any buildings he *controls* (action B). To dig for gold and to conduct business, a player must have at least one prospector in the current camp.

Important: During gold digging, gold counters are removed one by one, starting with the first blue counter on the starting space of the gold vein. The gold vein is divided into three parts (see the different colored gold counters). Each part of the gold vein has its own camp. The *current* camp is the one where the next gold counter to be claimed (removed) is located.



Action A. Gold Digging (Build Up/Tear Down)

The player whose turn it is moves any number of his own prospectors (his choice) from the current camp onto the various buildings. He may move each prospector to any buildings of his choice, including placing several (or all) of them onto one building.

For each prospector moved out of the camp, the player receives one gold counter.

If the gold vein changes from one part to the next during a given turn (i.e., the current camp changes) and the player also has prospectors in the now current camp, he may move them onto buildings, too, to get even more gold counters.

During a Gold Digging & Business turn, a player may **not** move a prospector directly from one camp directly to a different camp!

Important: If a player has prospectors in a camp where the gold vein has dried up (or is just drying up), he cannot move these to buildings during Gold Digging and thus cannot get any gold counters for them. These prospectors must be moved by using action E in a later turn. For example, if a player has 3 prospectors in a camp, and there are only 2 counters left on the associated track, the last prospector must stay there (even if other prospectors from the next camp are also removed). That prospector can only move out during a later Operating in the City turn.

Example: The red player takes 2 prospectors from the river camp and moves them onto various buildings. He gets the last two blue gold chips from the river. If he has other prospectors in the hillside camp he can move them to buildings to get some more brown gold counters too. The third prospector in the river camp is unlucky and does not get a gold counter. The red player must move him on a *following turn* to another camp or onto a building.



Action B. Conducting Business (Build Up/Tear Down)

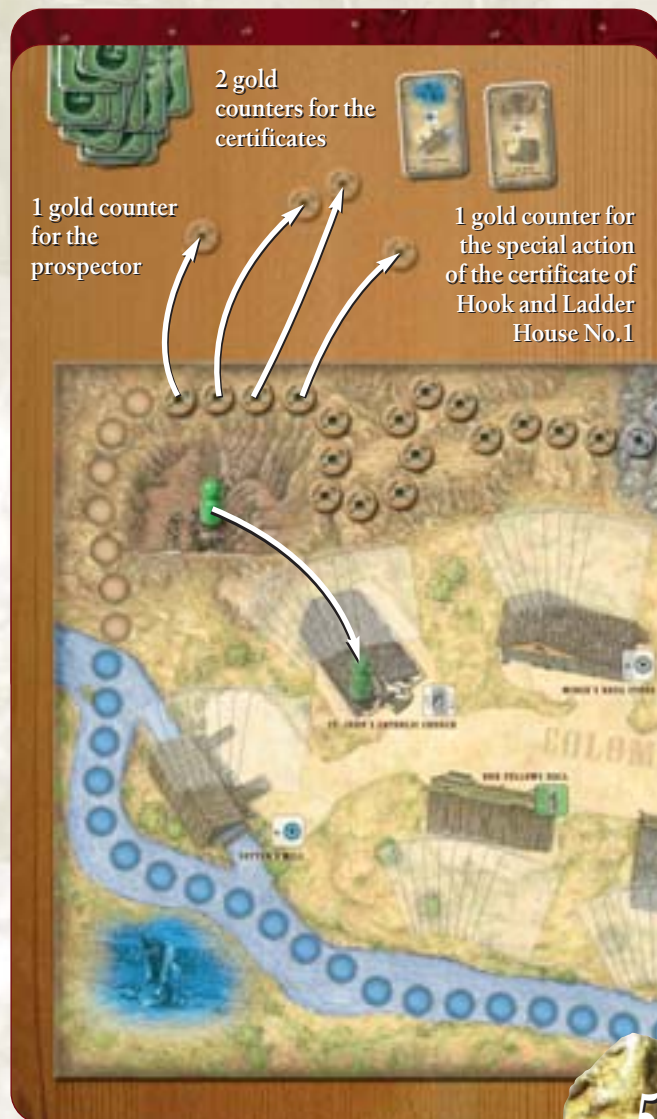
After finishing gold digging a player always conducts business. It is not possible to pass on gold digging or conducting business — at least one prospector must be moved from the current camp to the city to get a gold counter from the vein!

Each prospector that is returned to the city may be placed at any building, and more than one prospector may be placed at the same building. Remember, prospectors must be placed in a building — they cannot be placed into another camp!

A player receives one additional gold counter from the gold vein for each *certificate* card and/or *adventurer* card he has in front of himself. Finally, if applicable, a player takes additional gold counter(s) due to his certificates' *special actions* (see the special actions in section 6.0).

Important: The gold counters must be taken *in order* beginning with the blue gold counter on the starting space (pointed to by the arrow). Gold counter may not be skipped.

Example: The green player moves a prospector from the brown camp to a building and receives a brown gold counter. He owns the certificates for *Hook and Ladder House No.1* and *Sutter's Mill* and gets two additional brown gold counters. After finishing *gold digging & conducting business* the gold vein is still on the hillside (in the brown area), so the green player



receives a bonus gold counter due to the special action of the certificate of *Hook and Ladder House No.1*. Because the gold vein already dried up in the river, the green player does not get a bonus gold counter due to the special action of the certificate of *Sutter's Mill*.

II. Operating in the City

If a player operates in the city, he may conduct the following actions in *any order*. He may also conduct one or more actions several times as long as he does not conduct more than five purchased actions in total. The total amount of gold nuggets

Costs (in nuggets):	
1 Action:	0
2 Actions:	1
3 Actions:	3
4 Actions:	8
5 Actions:	15

**Achtung:
Übersetzung fehlt**

↓

Je mehr Aktionen,
desto höher die Kosten.

he has to pay to conduct these actions depends on the total number of purchased actions. The overview lists the action costs. If a player does not have the right mix of gold nuggets, he can take change at the bank.

Depending on the phase (either “Build Up” or “Tear Down,”) a player may choose between the following actions:

Action C. Placing a Prospector into Coloma (only during Build Up!)

A player may place one of his prospectors not yet on the board on any space of the game board, either onto any building or into any camp. If a player already has all of his prospectors in play, he cannot use this action.



Action D. Placing Influence Cards into Coloma (only during Build Up!)

A player may place influence cards next to a building.

To place his first influence card next to a building a player needs to have one of his prospectors located at that building. If he wants to place his second influence card, a player needs two prospectors currently at that building. For his third card, he needs three prospectors at the building, etc. (As each player only has five prospectors, a player may have a maximum of five cards played at the same building.)

After placing a card, an involved prospector may still be moved to a different location by using another action. The “number of prospectors” requirement only needs to be met at the moment of placement of the influence card.

Important: During a single player turn a prospector may place influence cards at several buildings, as long as the above rules are observed and the player pays for the appropriate number of actions.

Place influence cards so that they are slightly overlapping; i.e., all players must be able to see the color and value of all placed cards. The order of placement of cards cannot be changed (exception: see the *St. John's Catholic Church* building in section 6.0).

The player with the highest total value (of influence cards) at a given building receives the certificate of this building and places it face up in front of himself.

A player may take a certificate from another player if he subsequently obtains a higher total value by placing an additional influence card(s) (or due to the removal of an influence card(s) during “Tear Down”).

If he holds its certificate, a player may use that building's special action. Some special actions may be used immediately after receiving a certificate (see section 6.0).

Important: The single highest influence card breaks a tie. If all cards are the same and there is still a tie, the *first* card played by one of the tied players breaks the tie — independently of its value (*this player has had influence for a longer time*).

Example: Player A has played an 8 at a building. Player B plays his 10 and receives the certificate from A. If A responds by playing his 4 at this building, he receives the certificate back from B (A: $8+4 = 12$, B: 10).

Action E. Moving a Prospector (Build Up/ Tear Down)

A player may move one of his prospectors to any other space — building or camp. There is no limit on the number of prospectors that can occupy a given space.

Action F. Removing a Prospector from Coloma (only Tear Down!)

A player may remove one of his prospectors from the game. He places him back into the game box.

Action G. Removing an Influence Card from Coloma (only Tear Down!)

If he has a prospector at a building, a player may remove the

top influence card from that building — such a card can be his or another player's card!

Important: Each prospector may only remove one card per round at a building. If a player has more than one prospector at a building, he may remove as many influence cards as he has prospectors currently at the building (each removal is one action).

The cards must be removed from top to bottom (in reverse order of placement), starting with the topmost card at the building. Therefore a player may be forced to remove his opponents' influence cards.

Each removed card is placed face down in front of its owner. Removed influence cards score victory points at the end of the game equal to their value.

Reminder: As soon as a player switches to "Tear Down" at the beginning of one of his turns, he places all his own **unplayed** influence cards back into the game box. This will prevent him from mixing them with influence cards later removed from the game board (and scoring victory points at the end of the game).

Important: If you remove your opponents' cards, you give them victory points!

After the removal of cards at a building, check to see which player has the highest influence total. The building's certificate may change hands.

Example: The following cards are at a building (from bottom to top): blue 6, red 8, blue 10. Blue therefore holds the certificate. Two of his prospectors are next to the building. If blue only removes his own 10 from the game board, red will receive the certificate. If blue also removes the red 8 with a second action, he will keep the certificate, however, the red player scores 8 victory points.

Important: Similar to action D, a prospector may remove influence cards at several buildings, as long as the above rules are observed and the player pays for the appropriate number of actions.

Important: Each time the last influence card is removed from a building, the building's certificate and the *last* gold counter of the gold vein are removed from the game (put them into the game box)!

No gold counter is removed for a building that has never had a card played at it.

5.0 END OF THE GAME AND SCORING

The game ends as soon as there are no gold counters left in the gold vein.

Now each player counts his victory points:

- Each influence card that was played at a building and was later removed, earns its owner a number of victory points equal to its value (1 to 11). (**Reminder:** Influence cards that were not played during "Build Up" never earn victory points!)

- Each influence card that was played at a building and was *not* removed later (i.e., it is still on the board), earns its owner a number of *negative* points equal to its value (-1 to -11).

- Each gold counter is worth a number of victory points equal to its gold nuggets (1 to 4).

- All prospectors still on the game board count *negative* victory points. For each player: a single prospector counts -1 point, two prospectors together count -3 points, three prospectors together count -6 points, four prospectors together count -10 points, and all five prospectors together count -15 points. Prospectors removed from the board do not earn victory points.

The player with the most victory points wins the game.

In the rare case of a tie, the player with the fewest negative points wins the game.

6.0 THE SPECIAL BUILDING ACTIONS

In addition to giving its owner an extra gold counter during Gold Digging & Business, each building has a special "ability" that allows the player holding the building's certificate to take a special action.



Sutter's Mill: At the end of one of his "Gold Digging & Business" turns, the player takes an additional gold counter from the gold vein — as long as *after* conducting business at least one gold counter is left in the river (the blue part of the gold vein).

Attention: If the player takes an "Operating in the City" turn, he *cannot* use this building's special action.



Odd Fellows Hall: When a player is still in "Build Up" during one of his "Operating in the City" turns, he may place, *free of charge*, one of his own prospector or move one of his prospectors to any space on the gameboard (building or camp).

Attention: If the player takes an "Gold Digging & Business" turn, he *cannot* use this building's special action.



Eldorado Bath House and Shaving Saloon: When a player is still in "Build Up" during one of his "Operating in the City" turns, he may place any *one* of his own influence cards, *free of charge*. When doing this, he still has to comply requirement regarding the number of prospectors present (see the Action D description).

Important: A prospector may place a card at one building, move to another building and place another card using his special action at that location.

Attention: If the player takes a "Gold Digging & Business" turn, he *cannot* use this building's special action.





St. John's Catholic Church: During one of his "Operating in the City" turns (during "Build Up" or "Tear Down"), the player may, *free of charge*, change the position of one of his own influence cards in a building's stack of cards. The card may either be moved up one position or down one position in the stack. At least one of his own prospectors must be at the building.

Example: At *Odd Fellows Hall* there are the following cards in the stack: Blue 6, Red 4, Red 6, Blue 4. Because of its "longer" influence Blue owns the building's certificate. Red controls *St. John's* and may reposition one of his own cards. There are two attractive options. If Red places his 4 to the bottom, he takes over the building (now having the "longer" influence). Alternatively, he could put his 6 to the top so as to be able to remove it faster during "Tear Up" (thus scoring victory points more easily).

Attention: If the player takes a "Gold Digging & Business" turn, he *cannot* use this building's special action.



Hook and Ladder House No. 1: At the end of one of his "Gold Digging & Business" turns, the player takes an additional gold counter from the gold vein — as long as *after* conducting business at least one gold counter is left in the hillside (the brown part of the gold vein).

Attention: If the player takes an "Operating in the City" turn, he *cannot* use this building's special action.



Adams and Co. Express Office: When a player is in "Tear Down" during one of his "Operating in the City" turns, he may remove any *one* influence card, *free of charge*. At least one of his own prospectors must be at the building.

Important: A prospector cannot remove a regular card and remove a second card in addition as the special action *at the same building!* However, a prospector may remove a card at one building, move to another building and remove another card as his special action at that location.

Attention: If the player takes a "Gold Digging & Business" turn, he *cannot* use this building's special action.



Chalmer's Sierra Nevada Hotel: When a player is in "Tear Down" during one of his "Operating in the City" turns, he may remove, *free of charge*, one of his prospector from the game or he may move one of his prospector to any space on the gameboard (building or camp).

Attention: If the player takes a "Gold Digging & Business" turn, he *cannot* use this building's special action.



Miner's Drug Store: At the end of one of his "Gold Digging & Business" turns, the player takes an additional gold counter from the gold vein — as long as *after* conducting business at least one gold counter is left in the mine (the grey part of the gold vein).

Attention: If the player takes an "Operating in the City" turn, he *cannot* use this building's special action.

7.0 A BRIEF HISTORY OF COLOMA

Until 1848, California still belonged to Mexico. From the so-called "civilized" world in the east, California was nearly out of reach, isolated by 1,800 miles of desert and mountain ranges. The vast interior between the U.S. and California was the territory of native American tribes. Very few settlers were willing to be so cut off from "civilization", but Johann (John) Sutter (of Swiss origin, who had left his country when he came into conflict with Swiss laws) purchased a large chunk of land in the Sacramento Valley from Mexico. There he started to build a fort.

His fort was a combination resting house, shelter and staging post for adventurers who came to California to settle. In a short period of time, a small community arose. Because wood was in constant need, Sutter decided to build a sawmill. For its location, he chose a place on the American River adjacent to the small village of Coloma.

Here, on the morning of January 24, 1848, Sutter's carpenter James Marshall climbed down to the river to fix a mechanical problem with the mill, when he noticed a glittering object in the river. Very quickly he realized that he had found a gold nugget. In no time the Californian gold rush had begun. Everyone able to walk searched for gold. By the next winter, a quarter million dollars worth of gold had been found in California! During the following years more and more gold was found; more than 125 million ounces of gold were eventually mined.

One story tells of a prospector who erected his tent one night. When he removed the pegs of the tent next morning, he found several gold nuggets. Another story tells of an adventurer who filled his pot with water to cook a fish. When cleaning up he found gold nuggets in the water. Stories like these lured thousands of adventurers from all over the world to become known as the Californian Gold Rush. However, this barren wilderness could not supply all these people; even the most common goods were rare. Clever businessmen saw their chance and offered their goods at horrendous prices. Many items had to be bought with their weight in gold. The prospectors, digging from sunrise to dawn, were not the true winners of the gold rush, but the persons supplying them were. Moreover, as fast as the adventurers found the gold, they found ways to spend it.

By 1860, easily reachable sources of gold were depleted. Digging for gold started to become difficult. Only mining companies expending a large technical effort could continue. As fast as the gold rush had started, it ended for most of the adventurers. There was no reason for them to stay in the wilderness of California, so they went back to the large cities in the east. Sometimes blooming cities turned into ghost towns overnight. Even Coloma, inhabited by several thousand citizens for a short time, fell back into insignificance. Nowadays Coloma only has about 300 citizens.

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