

CALAMITYVILLE

The official rules to the Gold Rush Game of Boom and Bust

Welcome to Calamityville, partner! Join the rush for gold in this crazy chase for money and property. But beware of calamity, friend. It can strike at any time from a number of unlikely sources!

Contents:

- 1 gameboard
- 4 player markers
- 13 properties
- 13 plastic bases (to stand the properties up)
- money
- 1 Wild Donkey
- 5 gold nuggets
- 13 title deed cards
- 49 newspaper cards [29 Boom times (yellow) and 20 Bust times (Red)]
- 2 dice – 1 normal die and 1 newspaper die

Set-Up:

- Shuffle the red newspaper cards and place them on the gameboard in the spot labeled Calamityville News with the newspaper side facing up
- Shuffle the yellow newspapers and put them on top of the red newspapers, also newspaper side up
- Each player picks one marker to be their prospector game piece and places it at the train station
- Select one player to be the banker
- Every player starts with \$2000 (3 x \$500 + 5 x \$100)
- Shuffle and put the 5 gold nuggets face down in the river (so you cannot see the words)
- Place the Wild Donkey in the center of the corral on the board

Object:

- To be the player with the most money when the gold runs out!

Play:

- Everyone starts their prospector at the train station
- Play moves clockwise around the board
- On each turn, players roll both dice
- If a newspaper card is rolled, read the top newspaper card out loud, follow the instructions, then move your marker the correct number of spaces shown on the numeric die
- If you do not roll a newspaper card, just move the number

of spaces shown on the numeric die

- After a newspaper card is read, it is discarded and not used again

Dice Roll Examples



In this instance, the player reads the top newspaper card, follows the instructions, then moves six spaces clockwise

In this instance, the player reads no newspaper card and moves four spaces clockwise

Newspaper Cards:

- If you land on one of the Newspaper card spaces, read the top newspaper card aloud and follow the instructions, then discard the newspaper card
- There are 29 yellow newspaper cards while the town is booming, and 20 red cards when the town is about to go bust
- NOTE: If a newspaper card instructs a player to pay something other than another player (the train station safe for instance), the money is given directly to the bank
- Hint: Once the red cards are started, be careful what purchases are made – property values are zero when the “Gold Has Run Out!” card is read
- Special Instance: if a newspaper card instructs you to pass a property to another player, and that player has five properties, the property is passed to the next available player with less than five properties

Purchasing Property:

- To purchase property, you must land on a vacant space on the gameboard
- Each property costs \$200 to purchase
- Players may buy any available property and place the building on that vacant space
- Players receive the deed from the bank immediately upon purchase
- If a player can buy all three of one type of property (bank, store or hotel), they will get bonus rent (excludes mines)
- Players can never own more than five properties (including mines) at any one time

Rent:

- If you land on a spot owned by another player, you must pay them rent
- Amount of rent is equal to the value of the space on the board times the number of similar properties in the owner’s list of properties
- Rent example: \$300 bank space x 3 (owner has three banks) = \$900 in rent for visiting players
- Rent example 2: \$100 bank space x 1 (owner has one bank) = \$100 in rent

Mines:

Mines generate money differently than normal property and have special rules.

- To purchase a mine, land on any vacant mine space and

