



Game design: Rüdiger Dorn - Artwork: Klemens Franz



Halfway through the 19th century the first permanent settlements appear in Montana. After this many fortune seekers travel to this region with their caravans in search of work and building a better future for themselves. And there is an abundance of work, in the mountains precious metals are to be found and on the fields a lot of manpower is required. Meanwhile the number of settlements is growing and the demand for goods is rising. Recruit the right workers, deliver goods on time, and choose your settlements tactically. Only then you will have the biggest chance of winning the game.

### Sales arguments

- A fast worker-placement game for a wide audience.
- Recrute workers, use them to get goods en deliver these goods to build settlements.
- Be the first one to build all your settlements.
- Beautiful artwork and contains 200 wooden pieces.

### Contents

- 1 worker board
- 4 player boards
- 1 recruitment wheel
- 120 goods
- 72 workers
- 24 cows
- 4 contractors
- 48 settlements
- 12 landscape tiles
- 1 starting player tile
- 49 coins
- rulebook (NL – ENG –FR – DUI)



### Game information

- 2-4 players
- age 10 and up
- playing time: 45 minutes

### Sales information

- Product id WGG1722
- Ean code 8718026302375
- Box dimensions 31.7 x 22.6 x 7.3 cm
- Wholesale price € 24.48
- MSRP € 49.95



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