Base game rule change:
During the setup place the starting tile on a field with a cow. Put the cow box in the box.

This expansion consists of 4 modules. These modules can be added separately or in combination with each other to the Montana base game.
The rules of the base game remain the same with the following adjustments for each module:

Module 1: Special settlements

**Components**

12 special settlements (in 4 colours)

- **market**
- **gate**
- **watchtower**

**Setup**

Every player receives the 3 special settlements of their colour.

**Gameplay**

To win the game you must build all your settlements (2 players: 15 settlements; 3 players: 13 settlements; 4 players: 11 settlements).

When you choose the build action during your turn, you can choose to build a special settlement instead of a standard settlement. The special effect of this settlement is immediately in effect. If you place multiple settlement tiles on a field, the special effect will only apply if the special settlement tile is on top.

**Market (one-time, immediate effect)**

After building this settlement, you may immediately exchange one good for one other good from the supply for each adjacent settlement (regardless of the player the settlement belongs to). It is not possible to exchange large goods. If any goods you want are not available in the supply after you’ve build the market, then apply the base rules for limited workers and goods.

**Gate (one-time, immediate effect)**

Immediately receive 1 silver for each adjacent settlement from the opponent that settlement belongs to. If players have insufficient silver to pay, they must pay all the silver they have.

**Watchtower (permanent effect)**

When an opponent wants to build a settlement adjacent to the watchtower, they must pay 1 extra good. This good must be part of the goods cost depicted on that field. When multiple watchtowers are adjacent to a field then they all affect the building costs of the settlement to be built there.

*Example: If an opponent wants to build a settlement on the indicated field, he must pay 1 pumpkin or 1 small copper extra.*
Module 2: Special landscapes

**Components**
2 double-sided landscape tiles

**Setup**
Create the landscape board as described in the rules of the base game but replace the center tile (indicated with grey in the pictures on the right) with a special landscape tile of your choice. The side of the landscape tile that is visible adds new rules to the game:

**Overview landscape tiles**

**Bighorn Canyon**
*During gameplay:* The first player to build a settlement next to any of the river’s ends receives 5 silver from the bank.

*Note:* All three sides on each end of the river are considered to be adjacent to the river’s end. On each side of the river one player can get 5 silver.

**Granite Peak**
*Setup:* Place a canteen marker on each water field.

*During gameplay:* You can only take 1 canteen marker during your turn (from this or other landscape tiles).

When you build a settlement adjacent to multiple canteen markers you must choose which canteen marker to take.

You can only spend 1 canteen marker for an extra turn. After your extra turn play continues to the next player. During your next turn you can spend another canteen marker.

**Great Falls**
*During gameplay:* The first player to build a settlement adjacent to a lake field receives the depicted goods and places them on their player board. If any of the depicted goods are not available in the supply after you’ve build the settlement, then the base rules apply for limited workers and goods.

Thereafter the center field is available to build a settlement on. The player who builds the settlement in the center places two additional settlements on that field.

*Important:* You can never build a settlement on a lake field.

**Helena**
*During gameplay:* The first player to build a settlement adjacent to the lowland field with a road receives the two indicated workers and places these on their player board according to the rules. If any of the depicted workers are not available in the supply after you’ve build the settlement, then the base rules apply for limited workers and goods.

*Important:* The settlement must be built adjacent to at least one side of the lowland to get the workers (mountains block the passage).

Thereafter the center field is available to build a settlement on. The player who builds the settlement in the center places two additional settlements on that field.

*Important:* The costs for building a settlement in Helena are 5 large copper or large stone in any combination.

*Important:* You can never build a settlement on a lowland field surrounding the city of Helena.
Module 3: Events

COMPONENTS

- 30 event cards
- 1 event board

SETUP

Place the event board next to the playing area. Shuffle the event cards and place these in a face down pile on the left of the event board.

GAMEPLAY

At the beginning of the start player’s turn:
1. Remove the card on the right space of the event board.
2. Move the card on the left space to the right.
3. Draw the top card of the face down pile and place this on the left space.

The card on the right space is active during each player’s turn.

Note: At the start of the game there are no cards on the event board. At the start of the first round draw one card from the pile and place this on the left space. There is no active card the first round.

OVERVIEW EVENT CARDS

- **When choosing the recruit action, you can’t pay grain to recruit an extra worker.**

- **When choosing the work action, you can’t visit the area depicted on this card. You can’t place workers there and can’t perform an action there.**

- **You can’t perform the extra action cattle trade.**

- **When choosing the build action, you must pay the extra depicted good for each settlement you want to build (on top of the goods depicted on the field).**

- **If you have 0 cows at the start of your turn, receive 2 silver from the bank.**

- **If you have 0 workers at the start of your turn, receive 2 grain from the supply. If there is not enough grain in the supply for you to recieve, then apply the base rules for limited workers and goods.**

- **If you have 15 or more silver at the start of your turn, receive 1 worker of your choice from the supply. If you don’t have any room for this worker on your player board you must return another worker from your player board to the supply. If no workers of the chosen colour are in the supply the moment you want to perform this extra action, then apply the base rules for limited workers and goods.**

- **During your turn you may return any 1/2/3 workers (same or different colour) to the supply once to receive 4/6/10 silver.**

- **During your turn you may pay 1 silver once to recruit the depicted worker. If you don’t have any room for this worker on your player board you must return another worker from your player board to the supply. If no workers of the depicted colour are in the supply the moment you want to perform this extra action, then apply the base rules for limited workers and goods.**

- **During your turn you may return any 1/2/3 goods (same or different goederen) to the supply once to receive 1/2/4 silver.**

- **During your turn you may pay 2 silver once to receive the 1 depicted good or pay 4 silver for the 2 depicted goods. If there is not enough of the depicted goods in the supply the moment you want to perform this extra action, then apply the base rules for limited workers and goods.**
### Components

22 mountain tiles

### Setup

Shuffle all mountain tiles face down and place one face down on each mountain field on the landscape board. Return the remaining mountain tiles to the game box without looking at them.

### Gameplay

If a player builds a settlement adjacent to one or more mountain fields then they may look at all the adjacent mountain tiles at the end of their turn. They must take 1 of those mountain tiles. The other mountain tiles are returned to the fields they were taken from.

**Note:** If a mountain field does not contain a mountain tile then the player can only look at the other adjacent mountain tiles. If no mountain tiles are present then the player does not receive a mountain tile.

The mountain tile the player took can be used from the next turn on for its special effect. After a mountain tile is used it is removed from the game and returned to the game box.

It is allowed to use multiple mountain tiles in the same turn.

### Overview Mountain Tiles

<table>
<thead>
<tr>
<th>Mountain Tile</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Mountain Tile 1" /></td>
<td>Receive 3 silver from the supply.</td>
</tr>
<tr>
<td><img src="image2" alt="Mountain Tile 2" /></td>
<td>During your turn you may pay 2 cows once to upgrade the depicted good.</td>
</tr>
<tr>
<td><img src="image3" alt="Mountain Tile 3" /></td>
<td>Receive the depicted good from the supply. If the supply of the chosen good is empty the moment you want to use the mountain tile, then apply the base rules for limited workers and goods.</td>
</tr>
<tr>
<td><img src="image4" alt="Mountain Tile 4" /></td>
<td>Receive 1 worker of the depicted colour. If you don’t have any room for this worker on your player board, you must return another worker from your player board to the supply. If no workers of the chosen colour are in the supply the moment you want to perform this extra action, then apply the base rules for limited workers and goods.</td>
</tr>
</tbody>
</table>

### Combination with module 2: Special landscapes

When you combine this module with the module "special landscapes", then apply the following extra rules:

**Granite Peak:** No landscape tile is placed on the mountain field in the middle of this landscape tile.

**Great Falls:** The settlement built on the center field does not count for determining which mountain tiles you may look at the end of your turn. If during the same turn you build another settlement adjacent to a mountain field of this tile then you may look at the mountain tile on that field.

### Credits

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