

PLAYING

1-6 players

Contents:

- 1 Game Board
- 6 Game Pieces
- 40 Mission Cards
- 20 Stagecoach Story Cards
- 6 Legend Cards
- 126 Artifact Points
- 7 Destination Cards
- 20 Petroglyph Story Cards

Getting Started:

- Each player selects a game piece, and takes one mission card and one legend card.
- They get the number of artifact points indicated on the card.
- They place their game piece on their starting location. [Each mission has a starting location and an ending location.]
- The youngest player starts by reading their mission out loud and rolling one die. (Two dice are provided.)
- Each following player reads their mission card out loud before rolling.

Standard Game:

- Each circle on the board is one move.
- Circles with images can be positive artifact points, negative artifact points, or a story. [See below]
- The goal is to complete the mission. If you complete your mission, you receive a bonus equal to the amount of artifact points on your card. On your next turn, you start your next mission.
- If you run out of artifact points on your mission before you reach your ending location, you have failed your mission and you will start a new mission after skipping your next turn.
- The player that finishes their 3 mission attempts first earns an additional 3 artifact points.
- At the end of 3 missions, the person with the most artifact points wins the game.

It is okay to have more than one player on a space. Passing players is okay.

To remember how many missions you've attempted, keep your mission cards until the end of the game.



Lose 1 Artifact Point



Gain 1 Artifact Point



Read a Story Card



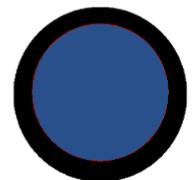
Roll the dice

1-3 lose 2 points

4-6 gain 2 points

Quick Game Tips:

- Only move on the large circles
- No mandatory stop on towns
- Complete less than 3 missions



Destination Town

Must **stop** at circle and read one fact from the destination card.



Toll Road

Must **stop** at circle
Lose 1 Artifact Point



YOU DIE!

Roll again. If you do not roll a **1** or **6**, you do not complete your mission and you lose 1 Artifact Point.

VARIATIONS & More Information

Quickest Version: Good for large groups with a small amount of time and/or younger children

- Each player attempts to complete 1 mission.
- Only play on the large circles.
- Do not play with Story Cards. Those circles become neutral (no loss or gain of Artifact Points).
- No mandatory stops at Destination Towns.
- If a player completes their mission without running out of artifact points, they are a winner!

Quick but Educational:

- Each player attempts to complete 1 mission.
- Only play on the large circles.
- Use the Story Cards.
- First player to stop at a Destination Town reads the entire Destination Card.
- If a player completes their mission without running out of artifact points, they are a winner!

Advanced:

- Follow the Standard Game directions except make the following changes:
- Each player attempts to complete 3 or more missions.
- Only one player may occupy a space at a time. If a player is on the space you want, you must go in another direction. If there are other players on all of your space options, you lose your turn.
- No mandatory stops at Destination Towns.
- You must roll the exact number to get to your Destination Town to complete your mission. You must move the number rolled. You can go past your Destination Town or move in the opposite direction.

For an online printable version of this game visit:

shpo.nv.gov/outreach

- This Game Board is based on a 1908 map of Lincoln County. It can be found online at UNLV Library Special Collections & Archives titled Map of Lincoln County (Nev.), 1908 <http://d.library.unlv.edu/digital/collection/snv/id/5905/rec/9>
- Mission and Stagecoach Story Cards are inspired from newspaper articles found at the Library of Congress, Chronicling America, from the The Pioche Weekly Record <https://chroniclingamerica.loc.gov/>
- Petroglyph Story Cards are inspired by local rock writing. To learn more, the Nevada Rock Art Foundation has published booklet that can be found at http://www.nvrockart.org/aan_pages/txt/LN_cultural_landscapes.pdf

To learn more about Lincoln County, Nevada visit:

<http://lincolncountynevada.com/>