

American West

-an educational card game-

American West is a quick educational card game that brings you back to XIX-Century USA; its multi-rule format allows to have fun in different ways (easy playing to cerebral) according to ability, time available, learning plan, etc. The eye-catching graphics bring artists and their work, art patrons and cities alive. Fun worksheets to boost learning are also available.

Setup

PLAYERS: 3-4, AGE: 8+, TIME: 15-20 minutes.

AIM: To collect six *American West Cards* and achieve the highest score possible.

Each player needs to bring together cards relevant to one of the **four West elements** of that period: **economy, law&order, territory, warfare**. He/she will collect cards (event, factor, character) that bear as many points as possible to the chosen **West element**.

The West collection (cards in hand) must contain the following suits: 1 "Character" card, 3 "Factor" cards and 1 "Event" card. Each single card displays a title, some information and *points per west element*. These can be 0 to 3, where 0 indicates that the card is not very relevant to the west element and 3 indicates that the card is very relevant or decisive. Points are found at the bottom of each card. Players should choose cards with the highest possible relevance to their chosen *west element*.

PREPARATION

Find the four **west elements** cards (see pictures below) in the deck and shuffle them.



Place them on the table face-down. Players in turn pick a card; this contains some trivia, the player's objective and, above all, the *west element* for which he/she has to collect points. For the rest of the game a player must collect cards portraying *events, characters* and *factors* that are relevant to his/her chosen west element (i.e. if the chosen element is *law & order*, he/she has to collect cards bearing the highest points possible in the same category and discard those bearing zero or low points). Players should not reveal their chosen west element card; this remains close to the player and is made known when the game end. If there are 3 players, one card remains "not chosen" and is removed from play.

Starting The Game

1-The youngest player shuffles the other 48 art cards, deals 5 each and places the remaining card deck, face-down, at the centre of the table; reveal the first top card and place it "face-up" next to the deck (see picture below).



2- Players have to arrange the cards so to have one "character" card, three "factor" cards and one "event" card. Cards in excess in certain categories should be discarded as soon as possible. All cards must bear at least one point for the player's west element (e.g. if you are collecting cards related to *law&order*, and you have the "Explorers" card, this should be discarded as soon as possible as it bears 0 points). Players should not reveal their cards.

3- Once cards are given out, in turn, clockwise, each player (the player on the left of the card dealer goes first) picks either the top card from the deck **or** the face-up card next to it. Then he/she has to discard one card; this will be placed face-up next to the deck. Once the card has been discarded, the next player can pick a card, either from the top of the deck or from the top of the discard pile, and so on.

Winning The Game

When a player has collected five appropriate (i.e. one "character" card, three "factor" cards and one "event" card bearing as many points as possible) cards, he/she might reveal them all at the end of his/her turn and, if the other players acknowledge the right order, he/she will collect the points displayed under the sign of the chosen west element. As this happens, the game ends. The other players reveal their compositions as well but they only score consolation points coming from the *artist* cards only.

However, it might be possible that one of the players has a complete collection in his hand as well, if his/her score is higher than the other player he/she is the winner. In fact, it would be possible for a player not to reveal a complete "west" collection as he/she might want to find better cards to score more points (however, maximum points is 15). The other player(s) with complete collections will score consolation points coming from one *character* and one *event* cards only.

For instance, the following sequence of 5 cards is an example of a possible winning hand for the "*Law&Order*" player. Notice that the score is given by the points below the *law&order* sign:



$$1 + 2 + 3 + 1 + 3 = 10 \text{ points}$$

If nobody reveals any complete *west collection* when all cards in the deck have gone, re-shuffle the face-up cards (discard pile) and continue as usual.

Alternate Rules and Worksheets

You can find alternate rules and free worksheets on our website www.educationalcards.net.

Credits

The following people made this game possible.

Game Concept: Giuseppe Turdo
Artwork: Giuseppe Turdo
Play Testers: Mauro Turdo
Martin Tabbone
Mike Topes
Vince Tapioca

Legal

Renaissance Men ©2010 EDUCATIONAL CARD GAMES. All rights reserved.

Please Note: all pictures are copyright-free. For more information on the websites (all from www.wikipedia.com) from which these are taken please see our website: www.educationalcards.net.

Check us out on the web at:

<http://www.thegamecrafter.com>
<http://www.educationalcards.net>