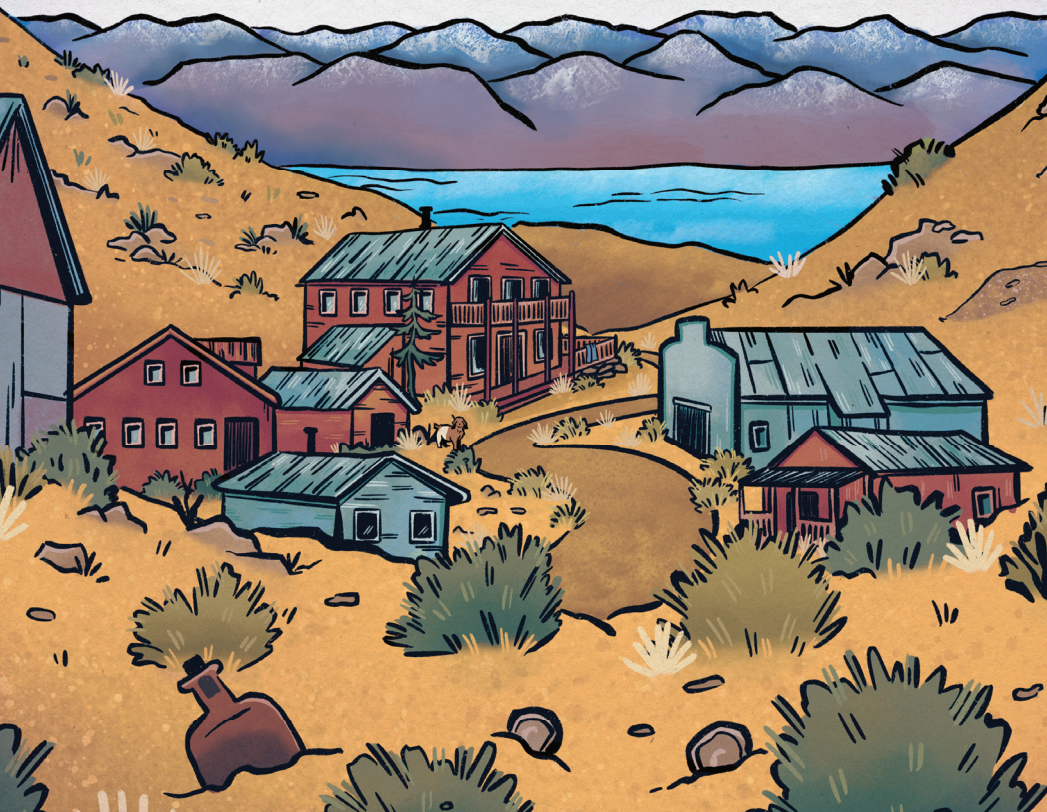


# CERRO GORDO

Silver Mines

Rulebook





# Cerro Gordo Silver Mines

Welcome to Cerro Gordo Silver Mines, where you'll travel back to the 1860s and help co-build a thriving Town on the rugged frontier around newly discovered silver mines.

Each Player takes on the role of a prominent historical figure with a unique Character power, placing Buildings, laying Roads, and Mining for Silver.

Watch out as catastrophic Events can set you back, and you may cross paths with other Characters who have their own agendas.


On your turn, you'll pursue Personal Objectives to gain points and Public Objectives to earn additional Silver while shaping the growing Town to your liking. The game ends once all Mines are depleted. Tally your Silver, completed Objectives, and Character bonuses to see who emerges as the winner of Cerro Gordo!

## Object of the Game


The goal is to gather the most points by completing Personal Objectives, Public Objectives and collecting Silver. All points are tallied at the end of the game, and the player with the most points wins.

## Components



10  Commercial




9  Industrial

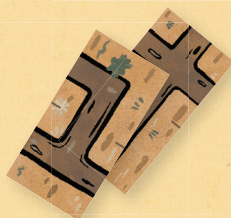


10  Residential

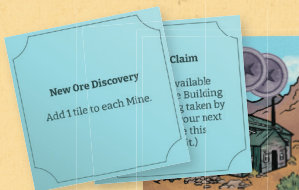


8  Entertainment

37 Buildings



45 Roads



34 Mine Tiles



44 Objective Cards



3 Public Objective Cards



3 Empty Mine Tiles



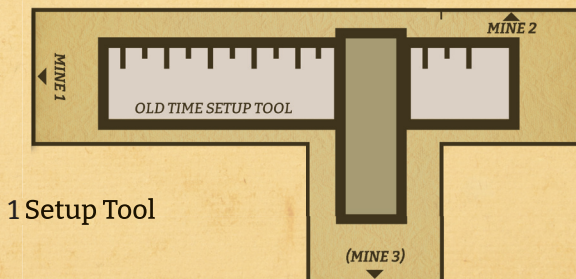
45 Silver Coins



6 Character Cards



6 Character Standees



1 Setup Tool



# Setup

Follow these steps to set up your game:

**1. Prepare the Mine Tiles:** Check the number of players and return any tiles not needed for your player count to the box. Some Mines are only for 3+ players. This is marked "3+" on the event portion of the Mine Tile.

**2. Stack the Mine Tiles:** Turn the Mine Tiles silver side up, shuffle, and create stacks using the table below to determine the number of stacks and tiles per stack based on player count: 2 stacks for 2-3 players and 3 stacks for 4-5 players. Place one stack near the center and the others using the Setup Tool (Mine 3 is only for 4-5 players!). Set aside any extra tiles and return the Setup Tool to the box.

Players	Number of Mines	Tiles per Mine
2	2	8
3	2	11
4	3	9
5	3	10





**3. Place Empty Mine Tiles:** Put one at the bottom of each stack.

**4. Shuffle the Road Tiles:** Form a face-down pile.

**5. Shuffle the Building Tiles:** Form a draw pile (face-down) and flip 5 face-up in a row to the left.



▲  
Free Building



▲  
Building Stack

**6. Distribute Silver Coins:** Each player starts with 2 Silver Coins. The rest form a supply pile to the side of the play area.

**7. Distribute Road Tiles:** Each player gets 1 Road Tile (kept face-up in front of them.)

**8. Distribute Character Cards:** Shuffle and deal 1 to each player (return any unused cards to the box.) Then everyone reveals and reads their Character Card. Each Character has a power (used during the game) and an additional way to score points (at the end of the game.)

**9. Distribute Objective Cards:** Shuffle and deal 2 cards to each player and place the rest face-down as a draw pile. Only the player they were dealt to may look at them.

**10. Place Public Objectives:** Display all 3 purple Public Objectives face-up.

**11. Take Your Character Standees:** Every player gets the Character Standee that matches their Character Card.

**12. Select the First Player:** The player born closest to Cerro Gordo goes first! ...or decide randomly.

# Gameplay

Beginning with the first player, turns proceed in a clockwise order adding Buildings and Roads to the Town, scoring Objectives, and Mining Silver. Continue taking turns until all Mines are depleted and the game ends.

## On your turn:

Place both a Building and a Road **in either order!** Then draw the top tile from the closest Mine. You may also pay Silver to take Silver Actions throughout your turn.

## Place a Building



Commercial



Residential



Industrial



Entertainment

**Select one from the face-up row.** The leftmost Building is free (furthest from the stack.) To select any Building further to the right, place 1 Silver Coin on each Building you pass over (even if the Building already has Silver on it-this may result in multiple Silver on one Building.)

(e.g. If you take the 3rd Building from the left, you will place 1 Coin on the Building furthest left, and 1 Coin on the Building second from the left, then take the 3rd.)

If the Building you select has Silver on it already, you collect that Silver.





**Place the Building.** Place the Building on the table so that it is connected to any open Road Connection.

*(If you're the first player of the game and it's your first turn, you must play your Road first since there are no Roads yet.)*

**Move Your Character Standee.** Put it on the Building you placed.



Buildings and  
Mines need to be  
connected by Roads



OR



## Place a Road

When you place your Road Tile it must connect to any tile already in the Town.

There are 3 ways to connect:

1. An open connection on the Road touches a Mine.
2. An open connection on the Road touches a Building already in play (this can be the Building you just played).
3. An open connection on the Road connects to an open connection on a Road already in play.

*Note: Road connections may also touch Road Segments in ways that do not connect as long as at least one connection is made.*

**Draw a New Road Tile.** You should always have 1 Road Tile face-up in front of you.





## Silver Actions

At any time during your turn, you can spend Silver (back to the supply pile) in the following ways. You can perform both of these actions once each on the same turn if you wish:



**Build a Bonus Road:** For 2 Silver, place another Road following the usual Road rules. You may do this before your regular Road placement.



**Refresh Personal Objectives:** For 5 Silver, you may discard one or both of your Personal Objectives and draw new ones to replace them.

## End of Turn

**Refill the Building Row:** Slide remaining Buildings left to fill the gap, then reveal a new one from the stack, placing it in the rightmost spot of the row (next to the Building Stack.)

Not Touching



Touching



OR



Touching  
but not Connected



Touching  
and Connected

# Objectives

## Personal Objectives

**Every player starts the game with 2 Personal Objective cards.** These are goals you are trying to achieve in the Town. Most Personal Objectives will be completed during your turn, but you may also be able to complete a Personal Objective due to an Event.

**Immediately after completing a Personal Objective,** announce that it's done and place it face-up in front of you then draw a new Personal Objective from the deck. You should always have 2 Personal Objectives in hand.

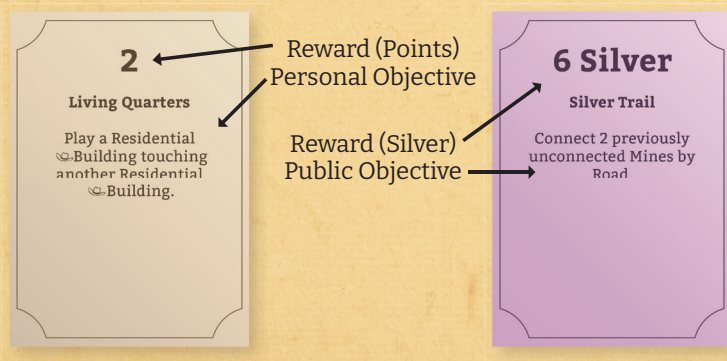
All points from Personal Objectives are scored at the end of the game but players are able to see what Personal Objectives have been completed by everyone throughout the game.

*Note: Personal Objectives are worth varying numbers of points based on the difficulty to complete them.*

## Public Objectives

There are always 3 purple Public Objectives face-up and available. Each one can be completed multiple times—by the same or different players—and provides an immediate Silver reward upon completion.

When you complete one, announce it and collect the Silver but leave the card where it is.





# Rule Terms & Clarifications

**Touching:** The term “touching” means the tiles are orthogonally adjacent. They must share an edge or a part of an edge—not just a diagonal.

**Ties:** If a card or tile ever refers to the closest player, or anything else that players may be tied for, ties are friendly and all tied players are equally affected and treated as if they are in first place!

**Resolution Order:** If an Event allows multiple players to all do something and the order of resolution is important, begin with the active player and take turns in clockwise order.

**Row/Column:** Although each Building and Mine are 2 “squares” wide, a row or column refers to only 1 square. **Two Buildings are considered to be in the same row or column even if they are offset by one square.**



## End of Game

The game ends when all Mines are empty. Finish resolving the last Tile drawn, then each player adds up their score:

**Personal Objectives:** Add up points from completed Personal Objectives.

**Character:** Check your Character Card for special or alternative scoring.

**Silver:** Add 1 point for every 3 Silver Coins.  
(Additional leftover Silver doesn't count: 5 Coins are still worth 1 point.)

The player with the most points wins! If there is a tie, the tied player with the most Silver wins.

# Credits

**Game Design:** Andrea Pincumbe & Matt Fantastic

**Game Graphic Design:** Blaise Sewell

**Illustration:** Ari Oliver

**Producer:** Alfred Megally, Supertrue

**Cerro Gordo/Ghost Town Living:** Brent Underwood and Friends

**Publisher:** Ghost Town Living Games LLC

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**Supertrue Team:** Laura Gaviria, Daniel Zapata and Santiago Ferrer  
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