

CALIFORNIA GOLD RUSH

BASE DIFFICULTY 0



Special Rule

Untold Wealth: At the end of the **3** Phase, if the number of **1** in lands with **1** is greater than (2 x # of boards), the Invaders win.

Escalation

Strike a Vein: Before Exploring, on each board, add **1** to the land without **1** with the fewest Invaders. If tied, add in the higher-numbered land.

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (2)	10 (3/4/3)	Forty-Niners: Setup: On each board, add 1 1 to the highest-numbered Mountain. In Setup and after the normal Explore, Explore each land with 1 . (A source is still required.)
2 (4)	11 (4/4/3)	Foreign Investor Fund Improved Surveying Tools: During Setup, add 1 1 to land #3. Remove the Stage II "Mountain" card before randomly choosing Stage II cards. Place the Stage I "Mountain" card after the first Stage II card, and place "Coastal Lands" as the last Stage II card. (11-2M2C-33333).
3 (6)	12 (4/4/4)	Boom Towns: After the normal Build, Build in each land with 1 and Invaders.
4 (7)	13 (4/5/4)	Transcontinental Railroad: When 1 is added by 1 , add 1 1 to the lowest-numbered adjacent land without 1 on the same board, then add 1 1 to the lowest-numbered land without 1 on the same board adjacent to that land.
5 (8)	14 (5/5/4)	National Bank: Ravages deal +1 damage per land with 1 + 1 within 1 . (This does not cause lands without Invaders to Ravage.)
6 (10)	15 (5/6/4)	Prospectors Stake a Claim: Setup: On each board, add 1 1 to a land with 1 .