Great Western Trail
Rails to the North

SETUP

1. Place the Extension Board above the base Game Board.
2. Randomly place 6 of the 10 Town Tiles on the spaces on the Extension Board.
3. Randomly place 7 of the 11 Station Master Tiles on the spaces on both Boards.
4. Randomly place the 7 Neutral Building Tiles on the Game Board.
5. Place the Job Market Token on the top dashed circle space on the 2nd row.
6. Draw 7 '1' Tiles and place them on their appropriate spaces on the Game Board.
7. Draw 1 '2' Tile and place it on the space directly beneath the player count sign in the top row of the Job Market, then continue doing this until this row is filled to the right. Repeat on the 2nd row, up to the space before the Job Market Token.
8. Fill the 6 Foresight spaces in Kansas City with the indicated numbered Tiles.
9. You may add either the Simmental or Brahman Cards to the Cattle Card deck. If so add the Orange Market Tile to the Game Board and the 🐂 Card to the starting Objective Card deck.
10. Shuffle the Cattle Cards into a facedown Market deck. Depending on your player count, draw the indicated number of Cattle Cards and display them underneath the Cattle Market.
11. Shuffle the 28 Objective Cards into a facedown deck. Draw 4 into a faceup display.
12. Each player chooses a colour and takes:

   1 Player Board - if playing with 2 or 3 players, place your Player Count Tile on the appropriate side for the player count on your Player Board.
   1 Auxiliary Add-on Board
   13 Buildings - 1 player randomly chooses side a or b for each, all other players match this.
   15 Discs - place on the spaces on your Player Board.
   15 Branchlets - place on the rows on your Auxiliary Add-on Board.
   1 Certificate Marker - place on the top space of your Certificate Track.
   1 Engine - place below the start of the Railroad Track in Kansas City.
   1 Starting Objective Card - place faceup in front of you.
   14 Player Cattle Cards - shuffled into a facedown deck.
   1 Exchange Token
   1 Herder

13. Randomly determine a first player, the other players follow in a clockwise order. Receive the following then discard down to 4 Cards:

   1st: $6 & 4 Cards | 2nd: $7 & 5 Cards | 3rd: $8 & 6 Cards | 4th: $9 & 7 Cards

14. In turn order place your Herder on any Neutral Building Tile (*multiple players may start on the same Tile*) then proceed to **PHASE B**.

GAME PLAY

On your turn, carry out the following 3 Phases in this order:

PHASE A

Move your Herder at least 1 step forward on the Trail, up to your Step Limit.
- Skip over any empty spaces.
- Multiple Herders can stop on the same space.
- If you pass over any green or black hands on Hazard or Outlaw Tiles, pay the amount indicated on your Player Board to the bank. If the hands are on another player's Building, instead pay that amount to that player. (*if you don't have enough $, pay what you can*).
- If you reach Kansas City, immediately end this Phase.

PHASE B

Use the Action(*s*) of your reached Location
(*Actions can be performed in any order and are always optional*):
⇨ On a Neutral Building or on your own Buildings you may either use any of the Tile's Action(*s*) (*and Risk Actions*) in any order, or 1 single Auxiliary Action.
⇨ On another player's Building or a Hazard/Outlaw Tile you may only use 1 single Auxiliary Action.
⇨ On Kansas City carry out the following 5 steps then return your Herder to the start of the Trail:

①②③ Choose 1 of the 2 Tiles in each column in the Foresight spaces and move it to its corresponding section.
Workers must always be placed on the row with the Job Market Token.
- If you place a Worker in the space with the Job Market Token, move it down a row.
- If the Job Market Token passes a yellow arrow, refill the Cattle Market as in **SETUP**.
- If the Job Market Token moves off the bottom of the Game Board this triggers the end of the game. You collect it, then each other player gets 1 final Turn, then perform **FINAL SCORING**.

④ Reveal your hand, sum the values of each **DIFFERENT TYPE** of Cattle Card. You may add to this Breeding Value with Permanent Certificates from Station Master Tiles and/or by spending temporary Certificates. Gain this amount in $.
If you revealed any Simmental Cards, now trash them from the game then gain a Simmental Card of the next highest value to your discard pile.
If you revealed any Brahman Cards, now gain $4 per Card, this does not increase your Breeding Value.
At the end of this step discard your entire hand.

⑤ Move 1 of your Discs from your Player Board onto an available City Crest (*1 either on the City Strip or 1 reached by a chain of your Branchlets*) with a value equal to or lower than your Breeding Value, then pay $1 for each cross 🚫 that is located between the nose of your Engine and the number on the Railroad Track matching the City Value of that Crest.
Gain any immediate bonuses; bonuses located between 2 green arrows require you to place on both Cities before they're triggered.
- Each player may only deliver to each City once, except for Kansas City and New York which can have multiple Discs from each player.
- White Discs can be placed on any colour City Crest/Train Station space.
- Black Discs can only be placed on Black City Crest/Train Station spaces, unless you've no White Discs left on your Player Board.
- Discs removed from your Hand Limit area spaces require you to first pay $5.
- The Disc removed from the leftmost space in your Step Limit Area gains you $3.
- If you need to place a Disc but can't, remove 1 of your Discs from a Train Station of your choice.

PHASE C

Draw up to your hand limit (*4, 5, or 6*) as indicated on your Player Board.

SINGLE AUXILIARY ACTIONS		DOUBLE AUXILIARY ACTIONS
Gain $1.		Gain $2.
Draw 1 of your Cards. Then discard 1 Card.		Draw 2 of your Cards. Then discard 2 Cards.
Pay $1 and move your Engine back 1 space, then move your Certificate Marker 1 space down.		Pay $2 and move your Engine back 2 spaces, then move your Certificate Marker up to 2 spaces down.
Pay $1, then move your Engine 1 space forward.		Pay $2, then move your Engine 2 spaces forward.
Gain $1, move your Engine back 1 space, then trash 1 Card in your hand from the game.		Gain $2, move your Engine back 2 spaces, then trash up to 2 Cards in your hand from the game.
Discard 1 value 2 Card, pay $1, then place 1 Branchlet.		Discard 2 value 2 Cards, pay $2, then place 2 Branchlets.

When you **PLACE A BRANCHLET**, take 1 from the leftmost occupied space of the topmost occupied row of your Auxiliary Add-on. Then place that Branchlet onto a free Branchlet space of any 1 Town Square that is accessible to you, gaining any immediate rewards.

A Town Square is considered accessible to you if at least 1 Rail Track connects it directly to at least 1 of the following (*each player may only place in each Town Square once*):
⇨ The Kansas City Office
⇨ A City Crest on the City strip that has 1 of your Discs.
⇨ Another Town Square that has 1 of your Branchlets.

OBJECTIVE CARDS are chosen from either the faceup display (*then reset it*) or the top of the deck, and are placed into your discard pile. Objective Cards in your hand may be played into your player area either before **PHASE A**, or before or after you perform an Action in **PHASE B**. When you do so you may perform the Immediate Action in its upper-left corner. During **FINAL SCORING** you may score an Objective Card regardless of whether or not you played it. However, Objective Cards that were played into your player area occur a penalty if they are not fulfilled.
• Each single fulfilled Task can only count towards 1 Task on each Objective Card.

Move up to 3 spaces, ignoring any green and black hands.
You are **NOT** allowed to use the Location on which you stop.
You are **NOT** allowed to move to Kansas City via this Action.

When moving your Engine, skip over any spaces containing other player's Engines.
If you stop in a Turnout space, or if you place a Branchlet next to a Train Station, you may immediately **UPGRADE THE TRAIN STATION** there by paying the cost and placing 1 of your Discs (*each player may upgrade each Train Station one time only*). You may then (*and only then*) remove 1 Worker Tile from any rightmost space on a row on your Player Board and put it in place of the Station Master Tile (*if it is still available*) to acquire it. Gain its immediate bonus depicted on the top of the Tile, and keep it to use the bottom of the Tile for **FINAL SCORING**.

On the last space of the Railroad Track your movement ends. You may then upgrade the Train Station as usual. Gain $3. You must then move your Engine backwards, at least 1 space, to any free space along the Track, even a Turnout space which you may upgrade.

EITHER trash 2 Cards in your hand from the game **OR** collect 1 Hazard Tile.	**EITHER** gain $5 **OR** (*if available*) claim any 1 value 3 Cattle Card from the Cattle Market for free.
Hire 1 Worker with a discount of $2.	Place 1 Building for free as if you had exactly 2 Builders.
Gain 1 Permanent Certificate. **FINAL SCORING**: Score 3 VP for every pair of Green and Orange Outlaws you've collected.	Collect 1 Hazard or 1 Outlaw Tile. **FINAL SCORING**: Score 3 VP for every 2 Objective Cards you have (*fulfilled or not*).
Gain 1 Permanent Certificate. **FINAL SCORING**: Score 3 VP for every 2 Train Stations on which you have a Disc.	Move your Certificate Marker up to 2 spaces down. **FINAL SCORING**: Score 2 VP for every Building Tile you've placed.
Gain 1 Permanent Certificate. **FINAL SCORING**: Score 3 VP for every 2 Hazard Tiles you've collected.	Gain $2. **FINAL SCORING**: Score 1 VP for every Worker you have (*including printed starter Workers*).
Gain 1 Permanent Certificate. **FINAL SCORING**: Score 3 VP for every 2 Certificates you have (*permanent or temporary*).	Gain $12. No additional scoring.
Gain 2 Permanent Certificates. No additional scoring.	Place 1 Building for free as if you had exactly 2 Builders. **FINAL SCORING**: Score 1 VP for every Cattle Card you have with a Breeding Value of 3, 4, or 5.
Place 1 Branchlet. **FINAL SCORING**: Score 2 VP for each Town Tile you've placed a Branchlet by.	Can be used at **ANY** point. Discard the Token to draw up to 2 Cards, then discard as many Cards as you drew.

FINAL SCORING

Gain 1 VP for every $5.	Gain VP from purchased Cattle Cards.
Gain VP for each of your placed Buildings.	Gain/lose VP for Objective Cards (*as described above*).
Gain VP from Train Stations.	Gain VP from Station Master Tiles.
Gain/lose VP from placed Discs on City Crests. If you've delivered to Oregon City, score 3 VP for every ⚠ icon you've revealed on your Auxiliary Add-on Board.	Gain 4 VP for each Worker placed in the 5th and 6th spaces on your Player Board.
Gain VP from collected Hazard Tiles.	Gain 3 VP if you've cleared this space on your Player Board.
	Gain 2 VP if you've collected the Job Market Token.

NEUTRAL BUILDINGS

A
1. Discard 1 White Cattle Card from your hand to gain $2.
2. Hire 1 Worker.
3. Hire a 2nd Worker with an additional cost of $2.

B
1. Discard 1 Green Cattle Card from your hand to gain $2.
2. Place 1 Building, pay $2 for each Builder used.

C
1. Move your Certificate Marker 1 space down.
   OR
   Add 1 Objective Card to your discard pile.
2. Move your Engine forward up to 1 space for each Engineer you have.

D
1. Collect 1 Outlaw Tile of your choice and gain the bonus.
   OR
   Pay $2 to move your Engine forward up to 2 spaces.
2. Perform 1 single or double Auxiliary Action.

E
1. Discard 1 Black Cattle Card from your hand to gain $2.
2. Use the Cattle Market.

F
1. Discard exactly 2 Cattle Cards of the same type from your hand to gain $4.
2. Collect any 1 Hazard Tile from the Trail for $7.

G
1. Move your Engine forward up to 1 space for each Engineer you have.
2. Perform 1 single or double Auxiliary Action.

PRIVATE BUILDINGS

1a
Gain $2 for each of **YOUR** Buildings that are placed in the Woods (*including this Building if it is placed in the Woods*).

1b
1. Discard 1 Objective Card from your hand to move your Certificate Marker up to 2 spaces down.
2. Move your Engine back 1 space to gain $3.

2a
1. Discard 1 White Cattle Card from your hand to gain $4.
2. Use the Cattle Market.

2b
1. Discard 1 Green Cattle Card from your hand to move your Engine forward up to 2 spaces.
2. Discard 1 Grey Cattle Card from your hand to gain $2.

3a
1. Discard exactly 2 Cattle Cards of the same type from your hand to gain $3.
2. Move 1 additional space and perform **PHASE B** again.

3b
1. Perform 1 single or double Auxiliary Action.
2. Move 1 additional space and perform **PHASE B** again.

4a
1. Collect any 1 Hazard Tile from the Trail for $5.
2. Move up to 2 additional spaces and perform the **PHASE B** again.

4b
1. Draw up to 1 Card for each Cowboy you have. Then discard the same number of Cards you drew from your hand.
2. Move up to 3 additional spaces and perform **PHASE B** again.

5a
1. Discard 1 value 3 Cattle Card from your hand to gain $7.
2. Perform 1 single or double Auxiliary Action.

5b
1. Discard 1 Black Cattle Card from your hand to move your Certificate Marker up to 2 spaces down.
2. Gain $1 for each Engineer you have.

6a
1. Hire 1 Worker with a discount of $1.
2. Move your Engine forward up to 1 space for each Engineer you have.

6b
Copy the printed Action(s) of 1 directly adjacent Building Tile. (*You may not use the Actions of the same Building twice in the same turn*).

7a
For each pair of 1 Orange and 1 Green Outlaw Tiles you own, move your Certificate Marker up to 2 spaces down and gain $2.

7b
For each of **YOUR** Buildings that are placed in the Woods (*including this Building if it is placed in the Woods*), move your Engine forward 1 space.

8a
1. Collect 1 Outlaw Tile of your choice and gain the bonus.
   OR
   Perform 1 single or double Auxiliary Action.
2. Move your Engine forward up to 2 spaces.

8b
Discard 1 Cattle Card of any type to gain $6, and add 1 faceup Objective Card **TO YOUR HAND**.

9a
1. Move your Engine forward up to 3 spaces.
2. Move your Engine back **x** number of spaces; then deliver 1 Disc to 1 available City Crest with a value equal to, or less than **x**. (*Turnout and occupied spaces do not count towards **x***). If you stop your Engine at an available Turnout space, you may also upgrade its Train Station following usual rules.

9b
Upgrade 1 available Train Station located behind your Engine. You may also acquire an available Station Master Tile from the space as per standard rules.

10a
1. Move your Certificate Marker down to its lowest available space.
2. Move up to 5 additional spaces and perform **PHASE B** again.

10b
1. Gain $4.
2. Move your Engine forward up to 4 spaces.
3. Move up to 4 additional spaces and perform **PHASE B** again.

11a
1. Collect any 1 Hazard Tile from the Trail for $2.
2. Collect any 1 Hazard Tile from the Trail for $2.

11b
Move your Engine forward up to 1 space for each Hazard Tile you've collected.

12a
1. Gain $1 for each Builder you have.
2. Move 1 additional space and perform **PHASE B** again.

12b
1. Gain $2 for each Disc you have on a Train Station.
2. Gain 1 Exchange Token.

13a
1. Perform 1 single Auxiliary Action.
2. Move your Certificate Marker 1 space down.
3. Place 1 Branchlet.

13b
1. For each Bell icon you've revealed move your Certificate Marker 1 space down.
2. Place 1 Branchlet.

You may perform 1 single Auxiliary Action on a Hazard, an opponent's Building, or instead of performing a Building's available Action(s).

PLACE A BUILDING
Choose 1 of your unplaced Buildings and either place it onto any empty Building space on the Game Board, or replace 1 of your already placed Buildings.

Each of your Buildings has a cost in minimum number of Builders required on your Player Board to place it. Pay the indicated $ amount on the Action icon for each Builder used.

When replacing an already placed Building, deduct the cost of the replaced Building from the newly placed 1 and pay only the difference. This allows you to place a Building using more Builders than you have available. Then trash the removed Building from the game.

Some Building spaces grant additional Actions to the owner of that Building:

Discard 1 Grey Cattle Card from your hand to move your Certificate Marker 1 space down and gain $2.

Discard any 1 Cattle Card from your hand to move your Certificate Marker 1 space down.

HIRE A WORKER
When performing this Action, choose 1 Worker Tile from the Job Market (*you cannot hire any Workers from the row with the Job Market Token*), pay that Worker's hiring cost, applying any modifications (*if applicable*) on the Action icon.

Then place the Tile on the left-most available space on your Player Board; if it covers an Action you may perform it immediately or forfeit it.

CATTLE MARKET
When performing this Action you acquire new available Cattle Cards by spending the indicated amount of $ depending on the number of Cowboys you have on your Player Board.

Newly acquired Cattle Cards are placed on your discard pile. Each Cowboy may only be used once during this Action. You may instead use 1 Cowboy to add 2 Cattle Cards to the Cattle Market display from the Market deck.