GREAT WESTERN TRAIL
Argentina

SETUP

1. Randomly place 5 of the 8 Station Master Tiles on the spaces on the Game Board.
2. Randomly place the 8 Neutral Building Tiles on the spaces on the Game Board.
3. Place the Job Market Token on the top dashed circle space on the 3rd row.
4. Draw 5 **A** Farmer Tiles and place them on their appropriate coloured spaces on the Game Board. For each colour of Farmer begin placing from the lowest numbered space upwards. If no empty coloured space is left because they're all occupied, return the Tile and redraw.
5. Draw 1 **B** 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 and 3rd rows, up to the space before the Job Market Token.
6. Fill the 6 Foresight spaces in Buenos Aires with the indicated lettered Tiles.
7. Shuffle the 36 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.
8. Place the 25 Exhaustion Cards in a faceup deck next to the Cattle Market.
9. Shuffle the 24 Objective Cards into a facedown deck. Draw 4 into a faceup display.
10. Lay out the 11 Ships with a ☀ icon to the right of the Game Board, from lowest to highest. Shuffle the rest into a facedown deck.
11. Place the 3 City Maps above the Game Board, each on a random side in the order Le Havre, Rotterdam, Liverpool.
    2 players: place 1 Cover Tile in the centre of each Map. **3 players**: place 1 only in Rotterdam.
12. Each player chooses a colour and takes:

    1 Player Board
    1 Player Count Tile - place on the appropriate side for the player count on your Player Board.
    10 Buildings - 1 player randomly chooses side **a** or **b** for each, all other players match this.
    18 Discs - place 17 on the spaces on your player Boards. Place 1 in Le Havre on Quay 1.
    1 Certificate Marker - place on the top space of your Certificate Track.
    1 Grain Marker - place on the "0" space of your Grain Track.
    1 Engine - place below the start of the Railroad Track.
    1 Exhaustion Card
    14 Player Cattle Cards - shuffle together with the Exhaustion Card into a facedown deck.
    1 Exchange Token
    1 Rancher

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

    1st: $7 & 4 Cards | **2nd:** $8 & 5 Cards | **3rd:** $9 & 6 Cards | **4th:** $10 & 7 Cards

14. In turn place your Rancher 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 hands on Farmer Tiles, pay the amount indicated on your Player Board to the space next to the Farmer Tile. 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*).
- You may use a shortcut along the Trail to go directly to Buenos Aires if your Engine has reached or moved beyond that corresponding space on the Railroad Track.
- If you reach Buenos Aires, 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 the Tile's Action(s) (*and Risk Actions*) in any order, or 1 single Auxiliary Action.
⇨ On another player's Building you may only use 1 single Auxiliary Action.
⇨ On a Farmer Tile you may either **HELP THAT FARMER**, or 1 single Auxiliary Action.
⇨ On Buenos Aires carry out the following 6 steps then return your Rancher to the start of the Trail:

① If you have at least 1 Disc on a Quay, you may choose to use it to carry out 1 extra delivery to an empty space in the City belonging to that Quay. Each of the 4 quarters in a City indicate the amount of Grain required to deliver there (*both Quay IIs provide a discount to that cost*). Pay the cost, move the Disc down to that empty space and gain any bonuses.

② 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 $, return any Exhaustion Cards from your hand to the Exhaustion deck, then discard the rest of your hand.

③ Move 1 of your Discs from your Player Board onto a Ship with a value equal to or lower than your Breeding Value, then pay the amount of Grain indicated (*reduce this amount with any permanent Grain from Station Master Tiles*). For each Grain you can't pay you must pay $2. Gain any immediate bonuses indicated on the Ship Tile.

- Each player may deliver to each Ship only once, with the exception of the '0' and '18' Ships which may be delivered to any number of times.
- White Discs can be placed on any colour Ship/Train Station/Quay space.
- Black Discs can only be placed on Black Ship/Train Station/Quay spaces, unless you've no White Discs left on your Player Board.
- Removing your black Disc from your Strength increase area gains you $3.
- The Disc removed from your lowest right Auxiliary space requires you to first pay $3.
- If you need to place a Disc but can't, remove 1 of your Discs from a Train Station of your choice.

④ ⑤ ⑥ LE HAVRE ROTTERDAM LIVERPOOL

Choose 1 of the 2 Tiles in each column in the Foresight spaces, and move it to its corresponding section.
Farmers must be placed on their coloured space on the Game Board as in **SETUP**.
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 passes a blue arrow, the corresponding coloured Ships depart. All player Discs on these Ships are placed in their respective Quays. Discard the Ships, then draw 2 new Ships and add them to the Loading Zone.
- If the Job Market Token moves off the bottom of the Game Board this triggers the end of the game. You collect it, each other player gets 1 final Turn, then perform **FINAL SCORING**.

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 into your player area during the game. However, Objective Cards that were played into your player area occur the depicted penalty if they are not fulfilled.
- Each single fulfilled Task can only count towards 1 Task on each Objective Card.

When moving your Engine, if you stop in a Turnout space, 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. You must then move your Engine back to the Train Depot.
- You may deliver Discs to the final space of the Railroad Track multiple times.
- An Engine in the Train Depot, cannot move backwards.

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.
If the Tile has a Strength icon then pay $1 more. 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.

Gain $5 and upgrade 1 Station behind your Engine.
(*If you are on the Train Depot, upgrade any Train Station behind space 24*).

HELP A FARMER

If you land on a Farmer you may choose to **HELP** that particular Farmer, otherwise this Action refers to any Farmer of your choice on the Game Board. Each Farmer has a required Strength indicated on the bottom-right of its Tile. Determine your Strength by adding the Strength icons on your Player Board (*you begin with a Strength of 0*).

Removing the White Disc from your Strength area adds 1 Strength, removing the black adds 2, and each Worker Tile you've hired with a Strength icon adds 1. You may also reveal up to 4 Cattle Cards from your hand and add the Strength to the total, but this also requires you to also gain the following number of Exhaustion Cards to your discard pile.

1/2 Cattle Cards: gain 1 Exhaustion Card | **3/4 Cattle Cards**: gain 2 Exhaustion Cards

If your total Strength is equal to or higher than the Farmer's. Gain its Tile, and receive any $ placed next to the Tile and any amount indicated below the Tile on the Game Board. You may **either**: place the Farmer next to your Player Board to count towards Objective Cards and score 2 VP during **FINAL SCORING**. Or add it to your Player Board as a Worker: you must pay the cost, then flip it to its brown side on the left-most available space on your Player Board; you may then immediately perform the covered Action or forfeit it.

Place 1 Disc on Quay I in Rotterdam.   Place 1 Disc on Quay I in Liverpool.

CATTLE MARKET

When performing this Action you acquire new available Cattle Cards by spending the indicated amount of $ depending on the number of Herders you have on your Player Board. Newly acquired Cattle Cards are placed on your discard pile. Each Herder may only be used once during this Action. **You may instead use 1 Herder to add 2 Cattle Cards to the Cattle Market display from the Market deck.**

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 Carpenters required on your Player Board to place it. Pay the indicated $ amount on the Action icon for each Carpenter 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 Carpenters than you have available. Then trash the removed Building from the game.

PHASE C

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

FINAL SCORING

- Gain 1 VP for every $5.
- Gain VP for each of your placed Buildings.
- Gain VP for Discs on Ships.
- Gain VP for Discs in Cities and Quays.
- Gain VP from Train Stations.
- Gain 2 VP for each Farmer Tile in your player area (*not on your Player Board*).

- Gain VP from purchased Cattle Cards. Lose 2 VP for each Exhaustion Card.
- Gain/lose VP for Objective Cards (*as described above*).
- Gain VP from Station Master Tiles.
- Gain 4 VP for each Worker placed in the 5th and 6th spaces on your Player Board.
- Gain 2 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 Carpenter used.

C
1. Add 1 Objective Card to your discard pile.
2. Perform 1 single Auxiliary Action.
3. Move your Engine forward 1 space.

D
1. Discard exactly 2 Cattle Cards of the same type from your hand to gain $2.
2. Move your Engine forward up to 1 space for each Machinist you have.

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

F
1. Move your Certificate Marker down 1 space.
2. Help up to 3 Farmers.

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

H
1. Gain 1 Grain for each Farmer you have on your Player Board.
2. Trash 1 Exhaustion Card from your hand back to the Exhaustion deck.
   OR
   Perform 1 single Auxiliary Action.

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

If you Land on a Farmer, after paying its fee to the space next to it, you may **HELP THAT FARMER**.

Private Buildings

1a
Gain 1 Grain for each of YOUR Buildings that are placed in Farmland (*including this Building if it is placed in Farmland*).

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

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

2b
1. Gain $1 for each Farmer you have on your Player Board.
2. Move 1 additional space and perform **PHASE B** again.

3a
1. Gain 1 Exchange Token.
2. Help up to 3 Farmers with your Strength increased by 3.

3b
Move your Certificate Marker up to 2 spaces down.
OR
Discard 1 Objective Card from your hand to move your Certificate Marker up to 3 spaces down.

4a
1. Draw up to 1 Card for each Herder you have. Then discard the same number of Cards you drew from your hand.
2. Move your Certificate Marker up to 2 spaces down.

4b
1. For each pair of Farmers you have next to your Player Board (*not on it*), move your Certificate Marker 1 space down.
2. Gain 2 Grain.

5a
1. Gain 2 Grain.
2. Place 1 of your player Discs from your Player Board onto Quay 1 in Rotterdam.

5b
1. Gain $6 for each set of 1 Herder, 1 Carpenter, 1 Machinist, and 1 Farmer on your Player Board.
2. Perform 1 single or double Auxiliary Action.

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

6b
1. Gain 3 Grain.
2. Gain $3.
3. Perform 1 extra delivery as in **PHASE B**.

7a
1. Lose 1 Grain, then gain $2 and move your Engine forward up to 2 spaces.
2. Move up to 3 additional spaces and perform **PHASE B** again.

7b
1. Each other player gains 1 Exhaustion Card to their discard piles.
2. Move up to 3 additional spaces and perform **PHASE B** again.

8a
1. Gain 1 Grain.
2. Place 1 of your player Discs from your Player Board onto Quay 1 in Liverpool.

8b
1. Move your Certificate Marker up to 2 spaces down.
2. Help up to 3 Farmers with your Strength increased by 6.

9a
1. Move your Certificate Marker up to 3 spaces down.
2. Move up to 3 additional spaces and perform **PHASE B** again.

9b
1. Hire 1 Worker with a discount of $4.
2. Move up to 5 additional spaces and perform **PHASE B** again.

10a
1. Gain 5 Grain.
2. Gain $5.
3. Move your Engine forward up to 3 spaces.

10b
1. Gain $3.
2. Discard 1 Cattle Card of any type, then choose any 1 Cattle Card in the Cattle Market and add it to your hand for free.

OBJECTIVE CARD TASKS

Have 1 Orange Farmer Tile in your player area (*not on your Player Board*).

Have 1 Disc on the Value 18 Ship.

Have 1 Disc on any City Map in the East Quarter.

Have 1 Disc on a Train Station. (*Each Disc on the last Station counts towards 1 Task*).

Each single fulfilled Task can only count towards 1 Task on each Objective Card.

Gain $3.
FINAL SCORING: Score 1 VP for every Cattle Card you have with a Breeding Value of 3, 4, or 5.

Gain 2 Grain.
FINAL SCORING: Score 4 VP for each set of 1 Herder, 1 Carpenter, 1 Machinist, and 1 Farmer on your Player Board.

Gain 1 Permanent Grain to use when loading Ships only.
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 Discs you've placed on the 8 Ships remaining at the end of the game.

Gain $2.
FINAL SCORING: Score 3 VP for every 2 Train Stations you've delivered a Disc to (*the last Station only counts as 1 Station*).

Gain 2 Grain.
FINAL SCORING: Score 1 VP for every Worker you have (*including printed starter Workers*).

Gain 1 Permanent Grain to use when loading Ships only.
FINAL SCORING: Score 3 VP for every 2 Building Tiles you've placed.

Gain 1 Permanent Certificate.
FINAL SCORING: Score 3 VP for every 2 Worker Tiles you have on your Player Board with a Strength icon.

2x Can be used at ANY point.
Discard the Token to draw up to 2 Cards, then discard as many Cards as you drew.

SINGLE AUXILIARY ACTIONS / DOUBLE AUXILIARY ACTIONS

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.
Lose 1 Grain, then move your Certificate Marker 1 space down, and gain $1.	Lose 2 Grain, then move your Certificate Marker 2 spaces down, and gain $2.
Pay $1, gain 1 Grain.	Pay $2, gain 2 Grain.
Pay $1, move your Engine forward 1 space.	Pay $2, move your Engine forward 2 spaces.
Move your Engine back 1 space, draw 1 Card, then trash 1 Card in your hand from the game.	Move your Engine back 2 spaces, draw 2 Card, then trash 2 Cards in your hand from the game.