ALEXANDER PFISTER

GREAT WESTERN TRAIL



A boardgame by **ALEXANDER PFISTER**

for 2 to 4 players, aged 12 and up

Development: **VIKTOR KOBILKE** Illustrations: **ANDREAS RESCH**



America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. Needless to say: Each time you arrive in Kansas City, you want to have your most valuable cattle in tow. This will not only require that you keep your herd in good shape, but also that you effectively utilize the various buildings along the trail. Success will require that you hire capable staff: Cowboys to improve your herd, craftsmen to build your very own buildings and engineers to manage the important railroad line.
If you cleverly manage your herd and navigate the opportunities and pitfalls of this great western trail, you surely will gain the most victory points and win the game.

COMPONENTS

1 game board



54 worker tiles

18 each of: • cowboy  • craftsman  • engineer 

18 hazard tiles

6 each of: • flood  • drought  • rockfall 

22 teepee tiles

11 each of: • blue teepee tile  • green teepee tile 



Note: *The backs of the tiles above are marked with either 1, 2 or 3.*
This is to ensure that the tiles enter the game in a reasonably balanced way.

4 player boards
1 per player



4 player count tiles
1 per player, double sided



front: 3 players



back: 4 players

4 cattlemen
1 per player 

56 player discs
14 per player 

4 engines
1 per player 

4 certificate markers
1 per player 

92 cattle cards

56 player cattle cards

14 per player:

- 5 Jersey (gray)
- 3 Dutch Belt (green)
- 3 Black Angus (black)
- 3 Guernsey (white)











back

36 market cattle cards

- 7 Holstein (yellow)
- 7 Brown Swiss (red)
- 7 Ayrshire (blue)
- 9 West Highland (brown)
- 6 Texas Longhorn (purple)













back

24 objective cards




front *back*

4 starting objective cards




front *back*

47 building tiles

7 neutral building tiles



Each neutral building tile is marked with a capital letter (A to G).

40 private building tiles

10 per player, double sided

a-side



Each private building tile is marked with a number (1 to 10) and letter a or b, depending on its side.

b-side



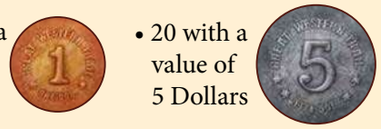
5 station master tiles



back

55 coins

- 35 with a value of 1 Dollar
- 20 with a value of 5 Dollars



1 job market token



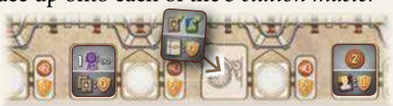
1 scoring note pad



SETUP

1.
Place the **game board** in the middle of the table.

2.
Shuffle the **5 station master tiles** and place one at random face up onto each of the *5 station master spaces*.



3.
Take the **7 neutral building tiles** and place one face up onto each of the *7 neutral spaces* on the game board:
If this is your first game, place each tile onto the space marked with its matching letter (A to G).
In subsequent games, shuffle the tiles and distribute them at random.

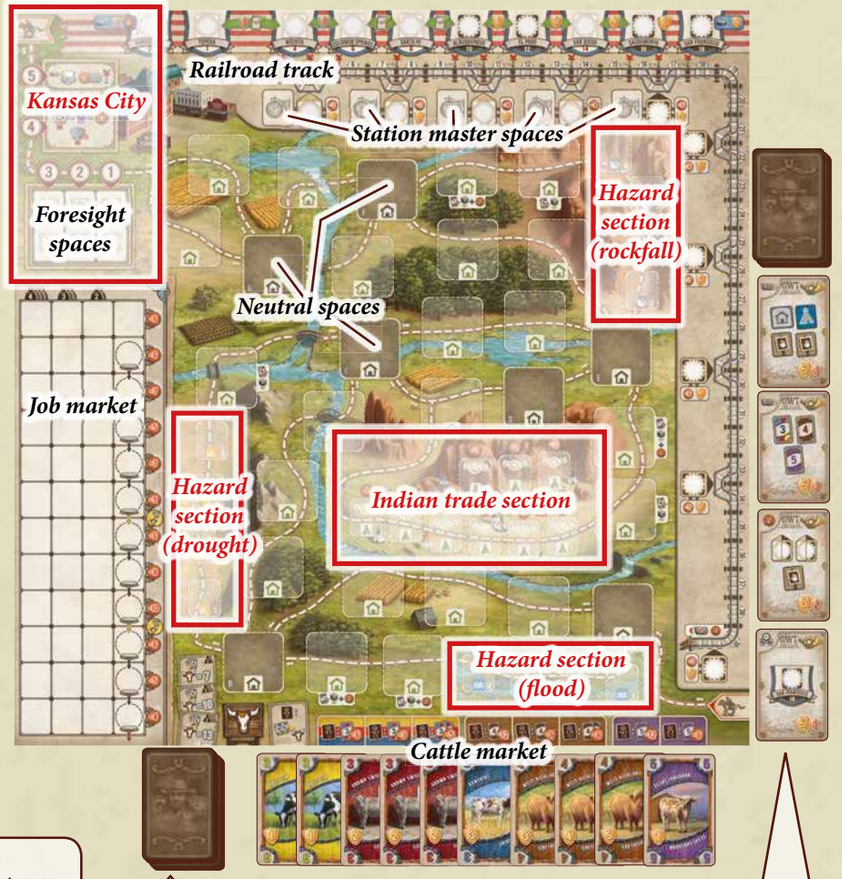


4.
Place the **job market token** onto the top dashed round space in the *job market*.



5.
Take the **54 worker tiles**, the **22 teepee tiles** and the **18 hazard tiles** and turn them face down. Sort them into piles according to the numbers on their back (1, 2 and 3). Then shuffle each of these piles separately and place them as three face-down piles by the upper left of the game board (next to Kansas City). These piles are called the *Kansas City supply*.





6.
From the Kansas City supply, start revealing tiles with a (1) on their back and place them one after the other onto the game board.
Where a revealed tile is placed depends on its type:

- If it is a ***teepee tile*** (green or blue), place it in the *Indian trade section* onto the empty space with the lowest money value above it (starting at -3).



- If it is a ***hazard tile***, place it in its corresponding *hazard section* (flood, drought or rockfall) onto the empty space with the lowest number (1 to 4).
If there is no empty space left, flip the tile face down and return it to the Kansas City supply.



Keep revealing tiles with a (1) until you have placed a total of **7 tiles** onto the game board.

7.
Start revealing tiles with a (2) on their back (which include only worker tiles). Put these worker tiles one after the other in the *job market* as follows:

3-player game example:



Start in the top row and place the first revealed tile onto the space directly beneath the ***player count sign*** of your actual player count.
Place the next tile onto the space to the right of that tile and continue like this rightwards.
After you have placed a tile onto the rightmost space of the top row, continue along the second row, where you place the next tile yet again onto the space in line with your player count sign.
Then continue like this rightwards until you place a tile onto the space to the left of the job market token. This is the last tile. So depending on your player count, there now are between 3 and 7 worker tiles in the job market.

8.
Now fill the *6 foresight spaces* in Kansas City with tiles from the Kansas City supply:

- Draw 2 tiles with a (1) on their back and place them face up onto the two foresight spaces marked 1.
- Draw 2 tiles with a (2) on their back and place them face up onto the two foresight spaces marked 2.
- Draw 2 tiles with a (3) on their back and place them face up onto the two foresight spaces marked 3.



9.
Shuffle the **36 market cattle cards** and place them as a face-down *market cattle stack* beneath the lower left of the game board.
Depending on your player count, draw a number of cattle cards from this stack:
- ***In a 2-player game***: Draw 7 cards.
- ***In a 3-player game***: Draw 10 cards.
- ***In a 4-player game***: Draw 13 cards.

Sort the drawn cards by color and place them face up beneath the game board in the *cattle market*, forming an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the following order from left to right: yellow, red, blue, brown, purple (not all colors may be present though).

10.
Shuffle the **24 objective cards** and place them as a face-down stack to the right of the game board. Then reveal 4 cards from this stack and display them face up in a column below the stack.
This display is called the *general objective display*.

11.
Place the **coins** within reach of all players as a general supply. This supply is called the *bank*.



12.



Each player chooses a player color.
She receives the **player board** of that color (identifiable by the 14 round colored spaces) and places it in front of her.

If you are playing with 3 or 4 players, each player also receives the **player count tile** of her color. She turns it to the side of the appropriate player count and uses it to cover up *Phase A* of her player board.





13.

Then each player receives the **10 private building tiles** of her color.
These building tiles are double sided and each is marked with a number (between 1 and 10) and with the letter 'a' on one side and the letter 'b' on the other.



In your first couple of games, each player turns her private building tiles to their ***a-side*** and displays them in an ascending order above her player board.

If you know the game a little better, you may try the following: Choose a player who determines the side of each of her building tiles at random (for example by tossing them in the air) and then displays them in ascending order above her player board. Afterwards all other players copy her display by turning their tiles to the same sides.

Thus, for the remainder of the game, the side of each building tile is identical for all players. No one may deliberately flip a building tile to its other side.



Room for the ***personal discard pile***

Personal draw stack



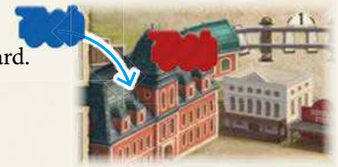
Personal objective area

14.

Then each player receives the following items of her color:

14 player discs - which she places onto her player board to cover up each of the colored disc spaces. (Only the 2 gray spaces in the upper left remain empty.)

1 engine - which she places onto the starting space (the red building) of the *railroad track* on the game board.



1 certificate marker - which she places onto the top space of her certificate track (next to the 0).

1 cattleman - which she places next to her player board for now.

15.

Then each player receives the **14 player cattle cards** that are marked with a star of her color.
These 14 cards make up her *herd deck*.
She shuffles her herd deck and places it as her face-down *personal draw stack* to the left of her player board.



Then she draws ***4 cards*** from this personal draw stack and adds them ***to her hand***.

16.

Shuffle the **4 starting objective cards** and deal each player one random card, which she places face up below her player board. This is the first card of her *personal objective area*. Return any spare starting objective cards to the box.



17.

Finally, determine a **starting player**. This player receives 6 dollars from the bank as ***starting capital***, which she places in front of her. The next player in clockwise direction receives 7 dollars, the third player (if any) receives 8 dollars and the fourth player (if any) receives 9 dollars as starting capital.

OBJECT OF THE GAME

On your turn, you move your cattleman along a trail that winds and forks from the lower right corner of the game board to Kansas City in the upper left. Along your path, you perform actions that provide you with various ways to earn victory points, for example: Placing private building tiles, buying cattle from the cattle market, upgrading train stations and removing hazards.
Each time your cattleman reaches Kansas City, you must send cattle off by train to another city, which may also be worth victory points. Afterwards, your cattleman continues its movement again in the lower right corner of the game board and throughout the game your cattleman will reach Kansas City about 5 to 7 times.
All victory points are awarded at the end of the game. Then you add up the victory point symbols on the various components in front of you as well as the ones marked with your color on the game board. The player with the most victory points wins the game.

What is your *herd deck*?
Your *herd deck* represents your herd, which you lead along the trail. Each cattle card of that herd represents one animal of a specific cattle type, clearly denoted by the card's color and *breeding value*.
Each player starts with an identical herd deck of rather low breeding values. However, during the game, you can improve your deck by adding market cattle cards with higher breeding values as well as objective cards to it.



Breeding values

Your *herd deck* is made up of the following parts:

- Your face-down personal draw stack to the left of your player board.
- Your hand cards that you draw from that draw stack according to your hand limit (you start with a hand limit of 4 cards).
- Your face-up personal discard pile, onto which you place any cards that you discard from your hand as well as any cards you acquire during the game.

Important: When you must draw a card from your personal draw stack but have no cards left in that stack, then (and only then) pick up your personal discard pile, shuffle it thoroughly and place it as your new face-down personal draw stack to the left of your player board. Then continue to draw cards from it as usual.

What is the purpose of the cattle cards?
On the locations of the trail, there are several actions that require specific cattle cards to be discarded from your hand in order to gain rewards.
Also, each time you reach Kansas City, you want to have many different types of cattle with high breeding values in your hand: The more varied and valuable they are, the more money and victory points are in store for you. (*For details see pages 8 and 9.*)

PLAYING THE GAME

Beginning with the starting player (the one with a starting capital of only 6 Dollars), players consecutively take turns in a clockwise direction.

On your turn, you must carry out all of the following phases in this order:

Phase A) Move your cattleman to another location along the trail

Phase B) Use the action(s) of your reached location

Phase C) Draw up to your hand limit

Then it is the next player's turn.



Note: *The 3 boxes at the top of each player board give an overview of the 3 phases.*

Phase A) Move your cattleman to another location along the trail

What is considered a location?
The main location of the trail is Kansas City. Furthermore, any **tile** that is placed on a space of the trail is considered a location (building tiles, hazard tiles and teepee tiles).
Spaces without any tile are considered an unimpeded part of the trail and are NOT locations!

On your very first turn of the game, place your cattleman onto **any** neutral building tile and continue directly with phase B.
You may start on the same building tile as other players.

In this phase, you must move your cattleman from its current location along the trail to another location.

For this, bear the following rules in mind:

- The movement of your cattleman is measured in *steps*: **Each location** along your path takes **1 step** (remember, empty spaces along the trail are not considered locations).

Example: *To move to this neutral building tile, Mary's blue cattleman could either move 2 steps by passing over the red private building tile or 3 steps by passing over the 2 flood hazard tiles.*



- You must move your cattleman **at least** 1 step and are not allowed to move it more steps than the current ***step limit*** your player board indicates. (Depending on your player count, you start with a step limit of 3 or 4, which later in the game can be increased.)



*In this case, BLUE has a step limit of **3**, while RED has a step limit of **5**.*



(How to clear these spaces of their discs will be explained later.)

- You must always move your cattleman **forward** along the intended direction of the trail (as indicated by the arrows).
- If the trail forks, choose one of the available paths to continue along.
- The location on which your cattleman ends its movement (either because you want it to or because your step limit is exhausted), is the location you use in phase B.
- You are not allowed to pass over Kansas City. So when your cattleman reaches Kansas City, it must end its movement there.
- The cattlemen of the other players do not interfere in any way with your own cattleman. Several cattleman can be on the same location.

Attention: Several locations show a green or black hand (or both). If your cattleman moves to or passes over such a location, you must **immediately** pay a fee:



If it is a hazard or teepee tile, you must pay the fee **to the bank**.

If it is a private building tile of another player, you must pay the fee **to that player**.

The fee depends on the player count and the color of the hand(s):

In a 2-player game:
- each green hand costs 2 Dollars
- each black hand costs 2 Dollars



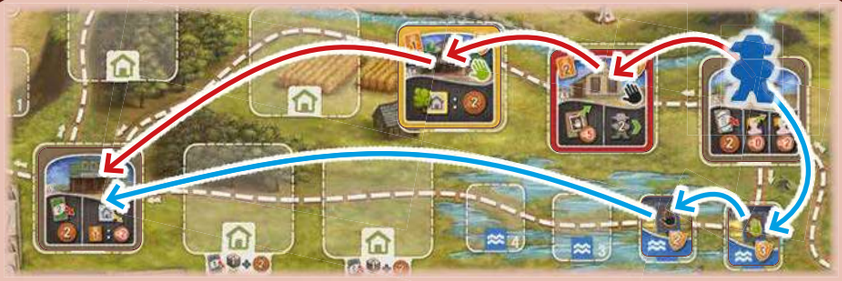
In a 3-player game:
- each green hand costs 2 Dollars
- each black hand costs 1 Dollar



In a 4-player game:
- each green hand costs 1 Dollar
- each black hand costs 2 Dollars



Very important: If you cannot pay for some or all of the hands along your path, you are still allowed to move. This means that if your cattleman moves to or passes over a location whose fee you cannot pay, pay as much as you can and continue as usual.
You never have to pay fees retroactively, even if you receive money while still at a location whose fee you could not pay before.
This only applies to fees levied by hands. All other costs and requirements in the game must always be paid/met in full.



Example: *In a 4-player game, Mary has 2 Dollars left. If she moved her cattleman along the upper path (red arrows), she would need to pay those 2 Dollars to Mike, since his private building tile would be the first location on Mary's way and has a black hand. Then, when moving on to Peter's private building tile with the green hand, Mary would not have any money left to pay. This would be no problem for her, as she just could move on anyway. However, Mary instead opts for the lower path (blue arrows): There she must pay 1 Dollar to the bank for the first flood hazard tile with the green hand and her last Dollar for the second flood hazard tile with the black hand. Afterwards she just keeps moving on as usual. She opted for the lower path because she would have lost her 2 Dollars either way. But on the lower path at least she avoided paying those directly to an opponent.*

Phase B) Use the action(s) of your reached location

After moving your cattleman, use the location on which it ended its movement.
However, your options on the location differ depending on whether it is:

a) A neutral building tile *or* a private building tile of your own color

b) A private building tile of another player, a hazard tile *or* a teepee tile

c) Kansas City

a) On a neutral building tile or a private building tile of your own color, you have two options:

Either use the *local action(s)* of that tile ***or*** use one *single auxiliary action*

Use the local action(s)

Most building tiles show two different *local actions* on their bottom half. These actions are separated from one another by full-length dividers.
(Only a few building tiles show just one or more than two local actions.)



- You may now perform **each** of that tile's local actions **once**.
- You may perform these local actions in **any order**.
- You do not have to perform all of the available local actions. But if an action shows a cost or requirement, you have to pay/meet it completely in order to gain that action's reward.
- A few tiles show two actions (separated by a white slash) within the **same** local action. You are only allowed to perform one of those actions.



- Some spaces of the trail have *risk actions* attached. If a building tile is placed on such a space, the risk action becomes part of that tile's local actions and thus can be performed by its owner each time she reaches that location.



The individual local actions are explained in detail on pages 11 to 14.

Use one single auxiliary action

If you do not perform **any** of the local actions of the reached tile, then and only then may you perform **one *single auxiliary action*** instead.
Your auxiliary actions can be found on the left side of your player board in the *auxiliary action section*. At the beginning of the game, only 2 of them are available. Each of the other auxiliary actions becomes available after you have cleared at least one of its two disc spaces (again, you will learn soon enough how to do that). *The individual auxiliary actions are explained in detail on page 13.*



Example: *Mary has ended her movement on a private building tile of her color. She may now perform each of that tile's local actions once (in any order):*

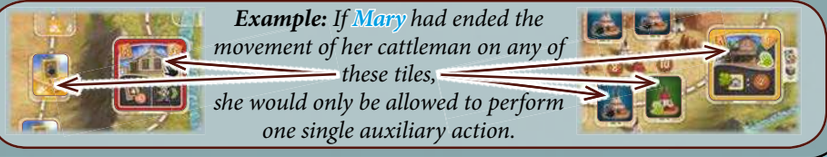


1. *She may discard one "Guernsey" cattle card from her hand to her personal discard pile to gain 4 Dollars from the bank.*
2. *She may buy cattle from the cattle market.*
3. *She may use the attached risk action to discard one cattle card from her hand to her personal discard pile and move her certificate marker one space forward on her certificate track.*

If she cannot or does not want to perform one or more of those actions, she simply forfeits them. But only if she forfeits all of them is she allowed to perform one single auxiliary action instead.

b) On a building tile of another player, a hazard tile or a teepee tile, you have only one option:

Perform **one *single auxiliary action*** (*see above*).
Note: This means, of course, that you usually will try to reach a neutral building tile or a building tile of your own color, because only there can you perform local actions.



Example: *If Mary had ended the movement of her cattleman on any of these tiles, she would only be allowed to perform one single auxiliary action.*

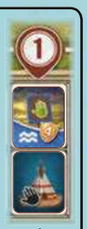
c) When you reach Kansas City, you **must** carry out all of the 5 *Kansas City subphases* in succession.



To make sure that you do not forget any subphase, move your cattleman along the numbered spots and perform the corresponding subphase before moving on to the next spot.

The 5 Kansas City subphases are:

1. **Foresight 1:** Choose one of the 2 tiles in the foresight spaces below spot 1 and move it to its corresponding section.



2. **Foresight 2:** Choose one of the 2 tiles in the foresight spaces below spot 2 and move it to its corresponding section.



3. **Foresight 3:** Choose one of the 2 tiles in the foresight spaces below spot 3 and move it to its corresponding section.



4. **Income:** Reveal your entire hand, calculate your income and gain that amount from the bank. Then discard your hand to your personal discard pile.



5. **Delivery:** Move one of your player discs from your player board onto a city crest and pay any transport costs arising.



Each of the 3 tiles that you choose in subphases ①, ② and ③ must immediately be moved to its corresponding section:

If it is a ***teepee tile*** (green or blue), place it in the *Indian trade section* onto the **empty** space with the lowest money value above it. If no empty space is left there, take the teepee tile out of the game by returning it to the box.



If it is a ***hazard tile***, place it in the corresponding *hazard section* (flood, drought or rockfall) onto the empty space with the lowest number (1 to 4). If no empty space is left there, take the hazard tile out of the game by returning it to the box.



If it is a ***worker tile***, place it onto the next free space of the job market. To determine that next free space, apply the following rules:

- The tile must always be placed in the **row** where the **job market token** is located.
- The spaces of that row must always be filled from **left to right**.
- If you are playing with fewer than 4 players, also consider the following:
  In a 3-player game, each row only comprises 3 spaces (starting beneath the 3-player count sign) and the entire left column is left empty.
  In a 2-player game, each row only comprises 2 spaces (starting beneath the 2-player count sign) and both left columns are left empty.
- The last space to be filled in each row is always the one with the job market token. And as you place a worker tile onto that space, move the job market token along the arrow to the dashed round space of the next row.

3-player game example:



Usually, when the job market token is moved to the next row, nothing in particular happens. However, the job market token triggers a special situation when it is moved along a **colored** arrow:



If the job market token is moved along a **yellow arrow**, you must immediately fill up the ***cattle market***. When this happens, draw from the market cattle stack as many cards as it takes to bring the cards in the cattle market up to their initial number:

In a 2-player game: Fill the cattle market up to its total of 7 cards.

In a 3-player game: Fill the cattle market up to its total of 10 cards.

In a 4-player game: Fill the cattle market up to its total of 13 cards.



As in the setup, sort all cattle cards by color and place them face up in an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the usual order from left to right: yellow, red, blue, brown, purple.

- If you must fill up the cattle market but the number of cattle cards in the market is already equal to (or higher than) the total for your player count, don't add any cards to it.
- If the market cattle stack is empty, no more cards are added to the cattle market.



If the job market token is moved from the bottom row along the **red arrow**, the game end is triggered (*see page 15*).

④ Income:

Reveal your **entire** hand to the other players and calculate its *total breeding value*: To do this, sum the breeding values of each **different type** of cattle that you have in hand. This means each type is counted only once, no matter how many cards of that type you have.
(Ignore any victory points on your cattle cards and any objective cards for now.)

Then, if possible and if you like, you can increase that total breeding value by adding certificates to it. There are 2 types of certificate in the game: Temporary certificates and permanent certificates.

Temporary certificates are those on your certificate track: The number next to the current position of your certificate marker tells you how many temporary certificates you have available. Of those, you can use as many now as you want by moving your certificate marker backwards accordingly.

Permanent certificates are those on the upper half of any station master tiles in front of you: Each of those increases your total breeding value automatically by 1 for the rest of the game. (*On how to receive station master tiles see section "Upgrading train stations" on page 12*).



Once your total breeding value is set (including any certificates), take that many Dollars from the bank. Place this amount a little set off from the rest of your money so that you are able to track that total breeding value in subphase 5.

Then discard **all** cards from your hand to your personal discard pile.

Example:
Mary has 4 cards in her hand.



Because of her 2 "Dutch Belt" cards, she only has 3 different types of cattle:
- *"Dutch Belt" (breeding value: 2)*
- *"Brown Swiss" (breeding value: 3)*
- *"Holstein" (breeding value: 3)*

Her total breeding value is therefore 8.



Example continued:
Mary's certificate marker indicates that she has 3 temporary certificates available. She decides to use 2 of those temporary certificates by moving her certificate marker backwards accordingly. She adds these 2 certificates to her current total breeding value of 8 and thus increases it to a total of 10.

If she owned one station master tile with a permanent certificate, her initial total breeding value would have been 9 instead of 8.



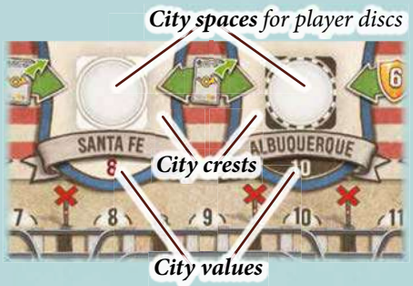
Example continued:
As Mary has settled on a total breeding value of 10, she takes 10 Dollars from the bank and places them in front of her.

Then she discards all of her four hand cards to her personal discard pile.

5 Delivery:



The cattle for which you just received your income must now be delivered to a city along the railroad. The crest of each city shows a *city value* that corresponds to that cattle's total breeding value: The higher the total breeding value, the farther up the railroad you can deliver.



To do this, decide on a city whose city value is **equal to** or **lower than** your cattle's total breeding value. Bear in mind, however, that you are **not** allowed to choose any city to which you have delivered before (that already has one of your discs on its *city space*). The only exceptions to this rule are:



- the local town, Kansas City and
- the terminal town, San Francisco.

You may deliver to either of these cities even if you already have one or more of your discs there.

Once you have decided on a city, place one of your player discs onto its city space (if other discs are already there, put it on top of those). Take that player disc from any of the *disc spaces* of your player board but keep in mind that there are 2 types of disc space: Those with white corners and those with dark corners.

A disc from a disc space with ***white corners*** can be placed onto **any** city space.

A disc from a disc space with ***dark corners***, however, can only be placed onto a city space that **also has dark corners**.



By clearing a disc space of its disc this way, you unlock its ability. Note, that some of the disc spaces with dark corners have additional requirements or give rewards for clearing them. For details, see the box on the right.



By clearing any of the disc spaces in the auxiliary action section, you broaden your options when performing ***auxiliary actions*** (*see page 13*).



By clearing either of these spaces, you increase your ***step limit***. If you take the disc from this space, immediately gain 3 Dollars from the bank. The 3 victory points for clearing this space are awarded at the end of the game.

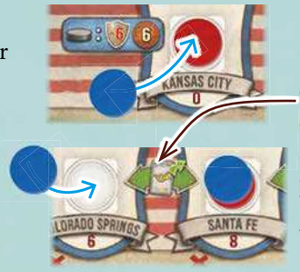


By clearing either of these spaces, you increase your ***hand limit***. However, if you take a disc from either one of these spaces, you must immediately pay 5 Dollars to the bank. If you can't, you must choose another space to clear.



By clearing these spaces, you increase your ***temporary certificate limit*** (you start with a limit of 3). However, if you clear the 6-certificate space before the 4-certificate space, your temporary certificate limit remains 3 until you also have cleared the 4-certificate space.

By placing your disc onto a city space, you may gain or lose victory points at the end of the game and may trigger delivery actions which you **must** perform immediately. **Attention:** The action in any of the green arrows is not triggered until **both adjacent** crests have one of your discs on them. The same is true for victory points in green arrows: Only if both adjacent crests have one of your discs on them, have you unlocked the victory points between them.



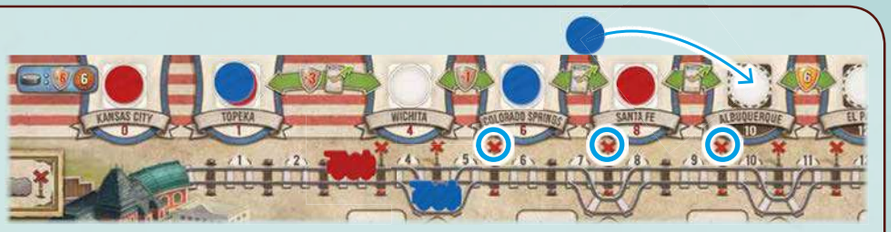
If you place your disc in the Kansas City crest, immediately gain 6 Dollars from the bank. At the end of the game, you lose 6 victory points for that disc.

This delivery action is triggered when you place your disc onto one of its adjacent city crests while the other adjacent crest already has one of your discs on it. Now you **must** immediately choose one **objective card** from the general objective display, place it face up onto your personal discard pile and replenish the display if necessary. (*For details see the section "Action: Gain one objective card from the general objective display" on page 12).* If the placing of your disc triggers this action in both adjacent green arrows, you must perform the action twice. (The general objective display is replenished before the second.)



Finally, check whether you need to pay any *transport costs* for your delivery. This depends on the position of your **engine** on the railroad track:
If the nose of your engine is beneath or farther up the railroad track than the city crest onto which you just placed your disc, you have **no transport costs**.
If your engine is farther down the track than that city crest, you must pay transport costs as follows: Pay **1 Dollar** to the bank **for each cross** that is located between the nose of your engine and the city value of that crest.
Note: Since you gain your income beforehand, you are always able to pay any transport costs arising.
(*On how engines are moved, see page 12.*)

Example continued:
With her total breeding value of 10, Mary could deliver up to Albuquerque. If she chooses to do so, she places one of her discs from her player board onto Albuquerque's city space. She does not trigger an action or unlock victory points with this, as none of the adjacent cities has her discs on it yet. Finally, she has to pay transport costs of 3 Dollars, as there are 3 crosses between the nose of her engine and Albuquerque.
Instead of Albuquerque, she could have chosen Santa Fe, Wichita or Kansas City for her delivery (not Colorado Springs or Topeka as she had delivered to them before). However, onto any of these city spaces she could have only placed a disc from a disc space with white corners. While Wichita and Kansas City would not have raised any transport costs, the transport cost for delivering to Santa Fe would have been 2 Dollars.



After finishing the Delivery subphase, carry out these 2 final steps:

1) Move your cattleman to the start of the trail, by placing it onto the *horseman space* in the lower right corner of the game board. The next time it is your turn, the movement of your cattleman starts from there.



2) Refill each of the 3 empty foresight spaces in Kansas City with tiles drawn from the Kansas City supply. Make sure that on each space you place a face-up tile whose number on the back matches the number of that space.



Phase C) Draw up to your hand limit

Each player starts with a *hand limit* of 4 and can increase it up to 6. If you have fewer cards in your hand now than the current hand limit your player board indicates, bring their number up to that limit by drawing as many cards from your personal draw stack as you lack. (If necessary, shuffle your personal discard pile and use it to replace your run-out draw stack as described at the bottom of page 5).

Note: If you just went through the subphases of Kansas City, you must replenish your entire hand, of course.

Then it is the next player's turn.



Example: *Mary has a hand limit of 5 cards (because she already cleared one of the relevant disc spaces on her player board). In phase B she discarded 2 cards from her hand in order to perform a local action. As that left her with 3 cards in her hand, she must now draw 2 cards to bring her hand back up to 5. As she has 2 cards left in her personal draw stack, she draws these 2 cards. Note, that even though her personal draw stack is empty now, she does not yet create a new one from her personal discard pile. She will do that right before she has to draw the next card.*

THE ACTIONS

The main source of actions in the game are the ***local actions*** of the neutral building tiles and of your private building tiles, though there are a few other situations in which actions might be triggered (delivery actions, single auxiliary actions, etc).
However, irrespective of the situation in which actions are performed, the actions themselves are always represented by the same icons. So wherever the same icon appears, it refers to the same action.
We start with a few general notes and explanations. Right after that, the local actions of the neutral building tiles will be explained in detail (in alphabetical order of the tiles). These explanations will then serve as a frame of reference for the local actions of the private building tiles and for the objective cards.

General notes

Quite a few actions consist of a specific *requirement* and a specific *reward*. Only if you meet the requirement are you allowed to gain the reward. Requirements are usually associated with red (red arrows or red numbers), while rewards are usually associated with green and white (green arrows and/or white numbers).
Important: You are allowed to forfeit a reward completely or in part even though you meet the requirement. However, if you receive an amount of Dollars as a reward, you **must** take that entire amount.



The most frequent requirement is discarding cards. Wherever an action shows one or more cards with a **red arrow**, you must discard the **exact** depicted card(s) **from your hand** to your face-up **personal discard pile** in order to gain the reward shown next to it. (As mentioned before, you can perform the action only once, no matter how often you can meet the requirement.)

Attention: If a specific cattle card is meant, it is represented by its ***color*** and ***breeding value***.



Here are a few examples of discarding actions:

Requirement:	***Reward:***
Discard exactly **one** black cattle card ("Black Angus").	Gain 2 Dollars.
Discard exactly **two** cattle cards of the **same type.**	Gain 4 Dollars.
Discard exactly **one** cattle card of **any type**.	Move your certificate marker one space forward.
Discard exactly **one** gray cattle card ("Jersey").	Move your certificate marker one space forward AND gain 2 Dollars.
Discard exactly **one** gray cattle card ("Jersey").	Move your engine one space forward.

For the remainder of this rules explanation keep the following terminology in mind:

- Whenever we speak of **DISCARDING A CARD**, it always implies that you must place the card **from your hand** face up onto your **personal discard pile**.
- Whenever we speak of **GAINING A SPECIFIC AMOUNT OF DOLLARS**, it always implies that you must take that exact amount **from the bank**.
- Whenever we speak of **PAYING A SPECIFIC AMOUNT OF DOLLARS**, it always implies that you must return that exact amount **to the bank**.
- Whenever we speak of **MOVING YOUR CERTIFICATE MARKER FORWARD**, it always implies that your certificate marker is moved forward on your **certificate track**. You can move it as many spaces forward as the particular action icon indicates. However, you can never move your certificate marker beyond your temporary certificate limit (which is 3 at the beginning of the game).

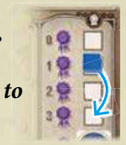


*With this action icon, you can move your certificate marker **one** space forward.*



*With this action icon, you can move your certificate marker **up to 2** spaces forward.*





- Whenever we speak of **MOVING YOUR ENGINE A NUMBER OF SPACES**, it always implies that your engine is moved along the spaces of the **railroad track** (*see page 12 for details*).

The local actions of the neutral building tiles



Discard exactly one "Guernsey" cattle card and gain 2 Dollars.

Perform the action "Hire one worker".

Perform the action "Hire one worker" once more.

***Action:* Hire one worker**

When you perform this action, choose exactly **one** worker tile from the job market, pay that worker's *hiring cost* and place him in the worker section of your player board.

Bear the following rules in mind:

- You are **not** allowed to hire a worker from the **row** where the **job market token** is currently located. Those workers are unavailable until the job market token has moved on.
- The **hiring cost** of any of the other workers in the job market is the cost depicted on the right side of his row. However, this hiring cost is modified by the value shown on the action icon itself:

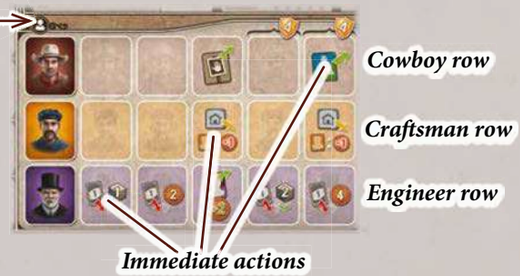


-0 = The hiring cost is not modified. -2 = Costs 2 Dollars more. +1 = Costs 1 Dollar less.

After you have paid the hiring cost, place the worker in your *worker section*, onto the **leftmost free space** in the **row** of his worker type. Note that each player already starts the game with one worker of each of the 3 types (cowboy, craftsman, engineer) which means that the first space of each row is already occupied.

If the space on which you place the hired worker depicts an *immediate action*, you must choose to either perform that action immediately or forfeit it. (*The icons of these actions should be self-explanatory once you have read the rules.*)

- If a row is already full, you are not allowed to hire another worker of that type.
- At the end of the game, each worker that is placed on the fifth or sixth space of any row is worth 4 victory points.



Example: *In phase B, Mary uses the neutral building tile "A".*

1 -0 *With the first hiring action, she hires an engineer. Since she is not allowed to hire the engineer from the row with the job market token, she pays 7 Dollars for the engineer in the previous row. She then places him onto the leftmost space of her engineer row, triggering an immediate action. She decides to use that immediate action and discards a "Jersey" cattle card to gain 2 Dollars accordingly.*

2 -2 *With the second hiring action of neutral building tile "A", she hires a cowboy from the row that depicts a hiring cost of 6 Dollars. Since the icon of the second hiring action increases the cost by 2 Dollars, she must pay a total of 8 Dollars to the bank. Then she places the cowboy onto the leftmost space of her cowboy row.*

Unfortunately, she has no "Guernsey" cattle card in her hand and must therefore forfeit this building's discarding action.





Discard exactly one "Dutch Belt" cattle card and gain 2 Dollars.

Place one of your private building tiles onto a building space on the trail.

***Action:* Place one of your private building tiles onto a building space on the trail**

When you perform this action, choose **one** of the private building tiles above your player board and either:

- place it onto any **empty** *building space* on the trail OR
- use it to **replace** one of **your** private building tiles that is already placed on a building space on the trail.



Remember: The side of each building tile is identical for all players. You are not allowed to flip it to its other side.

Before choosing a building tile for this action, you must make sure: a) that you have enough craftsman for it AND b) that you can pay that building tile's cost.

In its upper left corner, each private building tile shows how many craftsman you need for it. If the number of craftsman in the craftsman row of your worker section equals or exceeds that number, you can place the tile onto any empty building space on the trail, provided you immediately pay its cost:

For **each** craftsman needed for that building tile, you must pay **2 Dollars**.

Alternatively, you can use this action to **replace** one of **your** private building tiles on the trail with a **higher-valued** private building tile from above your player board. For this, you only need to have the **difference** of craftsman between the 2 building tiles and also only must pay the difference. Then put the new building tile in place of the old one and **remove** that old building tile **entirely** from the game by returning it to the box.

Example:

To place this building tile onto an empty space on the trail, Mary needs to have at least 2 craftsmen in her craftsman row and must pay 4 Dollars.

If she replaces this building tile on the trail with this one, she needs to have at least 3 craftsman in her craftsman row and must pay 6 Dollars.



Note: The neutral building tile "B" is the only one that allows you to place your own building tiles on the game board. The only other way to do it are the immediate actions of your craftsman row. Those have the additional advantage that you must only pay 1 Dollar per craftsman rather than 2.



EITHER move your certificate marker one space forward OR gain one objective card from the general objective display.

Move your engine up to as many spaces forward as you have engineers.

***Action:* Gain one objective card from the general objective display**

When you perform this action, either choose **one objective card** from the ***general objective display*** to the right of the game board or draw the top card of the objective stack. Place this card face up onto your **personal discard pile**. If you take a card from the objective display, fill its vacant place immediately with a new face-up card drawn from the objective stack. (*See page 15 for the purpose of objective cards.*)

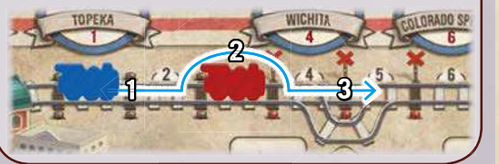
***Action:* Move your engine forward on the railroad track**

If you move your engine via this action icon, you can move it up to as many spaces forward as you have **engineers** in your engineer row.
When moving your engine, bear the following rules in mind:



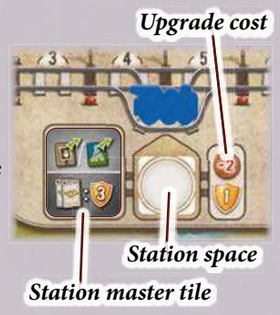
- Except for the starting space, no space of the railroad track can accommodate more than one engine at a time. This means that when moving your engine, you must ignore any space entirely that is occupied by another engine (as if that space was not there).
- Along the track, there are several *turnout spaces*, each of which belongs to a *train station*. Each turnout space counts as one additional space between the two spaces it emerges from. So coming from a space with a switch, you can either move your engine to the next numbered space or move it to the train station's turnout space (if it is not blocked by another engine).
- You may always choose to move your engine fewer spaces forward than allowed. However, once you decide to stop on a space, you instantly forfeit any excess movement you might have left from that action. So if you move to a turnout space to upgrade its train station (*see below*), that action is concluded, even if you moved fewer spaces to get there than you could have.

Example: *Since Mary has 3 engineers in her engineer row, she may move her engine now up to 3 spaces forward. Thus, she moves her engine from space 1 to space 5 (because space 3 is occupied by the red engine and is therefore ignored entirely).*
Instead of space 5, she could just as well have moved her engine to the turnout space branching off space 4.



Upgrading train stations

If you stop the movement of your engine on a turnout space of a train station, you must immediately decide whether or not you want to **upgrade** that train station.
Attention: You can only upgrade a train station if you have not upgraded that train station before (which you'll recognize because you'll already have one of your discs on it). It does not matter if any of your opponents already have a disc on it.
To upgrade the train station, pay the *upgrade cost* depicted right next to it. Then place one of your player discs onto its *station space* (if other discs are already there, put it on top of those). Take that player disc from any of the disc spaces of your player board but bear in mind that the station spaces also either have white corners or black corners. As with the city spaces during delivery, a disc from a disc space with ***white corners*** can be placed onto **any** station space. A disc from a disc space with ***dark corners*** can only be placed onto a station space that **also has dark corners**. (*For further details on clearing your disc spaces see the golden box on page 9.*)



After you have placed your disc onto the train station, check whether there is a ***station master tile*** placed right next to it. If so, you may now acquire that station master tile by appointing one of your hired workers as the station master. To do this, choose from your worker section any of your hired workers that is placed on the **rightmost** space of its respective row. Remove that worker tile from your player board, put it in place of the station master tile and finally place that station master tile face up next to your player board.



- Only at the moment in which you upgrade a train station do you get the chance to acquire its station master tile. If you forfeit that chance, you have no way of getting it later.
- If you remove a worker from your worker section and thus uncover its immediate action again, you can perform that action the next time you place another hired worker onto that space.
- Once a worker tile is placed on a station master space, it remains there for the rest of the game.

Each station master tile comprises two parts:



The **upper half** either depicts an **immediate action** or a **permanent certificate**. If you receive a tile with an immediate action, either perform that action right away or forfeit it. For the use of permanent certificates see page 8.
The **lower half** depicts a unique way of gaining additional victory points at the end of the game (*see page 16*).



Immediate actions on station master tiles:
Perform either the action "Remove a hazard" free of charge (see next page) OR the action "Trade with the Indians" (see below).
Gain 2 Dollars.



The last space of the railroad track (space 39) is special. If your engine reaches this space, its movement ends there (and you may upgrade the train station as usual). Then you must move your engine **backwards**. You must move your engine at least one space backwards and may move it to **any free** space along the track (even a turnout space). After you have done so, immediately gain 3 Dollars. If you did move it to a turnout space, you can immediately upgrade its train station as usual (and even use the money which you just received).



EITHER perform the action "Trade with the Indians" OR pay 2 Dollars to move your engine up to 2 spaces forward.

Perform one single or one double auxiliary action.

***Action:* Trade with the Indians**

When you perform this action, remove **one** teepee tile of your choice from the Indian trade section and place it face up in front of you. Depending on the money value shown above the teepee tile, you immediately either gain money or must pay money.
- If the Indian trade section is empty, you cannot get a teepee tile.

For example, if you take this tile, you must pay 2 Dollars.



If you take this tile, you gain 6 Dollars.



***Action:* Perform one single or one double auxiliary action**

The auxiliary action section of your player board shows 5 different auxiliary actions.



Each auxiliary action has 2 disc spaces next to it. As long as both disc spaces of an auxiliary action are occupied by a disc, the particular action is locked and cannot be used. Only if at least one of its disc spaces has been cleared is the action unlocked and available.



Whenever you use this action icon, choose **one** of your available auxiliary actions and perform it. If only one of that action's disc spaces is cleared, you can use the particular action once (single auxiliary action). If both disc spaces of that action are cleared, you may use it as a **double auxiliary action**. This means that its requirement (if it has one) and its reward are both doubled.



If you use this icon to perform one single auxiliary action on a location (instead of its local actions), you can never double it (even if both disc spaces of the particular action are cleared).

Single auxiliary action		Double auxiliary action
Gain 1 Dollar.		Gain 2 Dollars.
Draw 1 card from your personal draw stack. **Then** discard 1 card.		Draw 2 cards from your personal draw stack. **Then** discard 2 cards.
Pay 1 Dollar and move your engine one space backwards. Then move your certificate marker one space forward.		Pay 2 Dollars and move your engine 2 spaces backwards. Then move your certificate marker up to 2 spaces forward.
Pay 1 Dollar and move your engine one space forward.		Pay 2 Dollars and move your engine 2 spaces forward.
Move your engine one space backwards. Then remove one of your **hand cards** entirely from the game (and thus your deck) by returning it to the box.		Move your engine 2 spaces backwards. Then remove 2 of your **hand cards** entirely from the game (and thus your deck) by returning them to the box.



When you are required to move your engine backwards, this is done similarly to forward movement: If a space is occupied by another engine, you ignore that space (thus moving farther backwards). You can move backwards to a turnout space and if you stop there, may upgrade its train station as usual.

- However, as this is a requirement, you can never deliberately move fewer spaces backwards than required.
- If your engine is on the starting space of the railroad track, you cannot use an action that requires you to move your engine backwards.
- Note that the engine is never turned around. While moving backwards, its nose must still keep facing forward.



Discard exactly one "Black Angus" cattle card and gain 2 Dollars.

Perform the action "Buy cattle from the cattle market".



***Action:* Buy cattle from the cattle market**

When you perform this action, you can acquire new cattle cards from the cattle market and place them face up onto your personal discard pile. However, the number and types of cattle cards that you may acquire in the course of this action is not fixed. Instead, your options depend on **how many cowboys** you have in your cowboy row as well as how much money you spend.



If you have just **one cowboy** in your cowboy row, you only have the option of:

EITHER buying one cattle card with a **breeding value of 3** for 6 Dollars 

OR buying one **"West Highland" cattle card** for 12 Dollars. 

If you have **2 cowboys**, you have more options:

You could, for example, buy **2 cattle cards**: For instance, 2 cattle cards with a breeding value of 3 for 6 Dollars each. 

OR you could buy one cattle card with a **breeding value of 3** for 3 Dollars 

OR one **"Texas Longhorn" cattle card** for 12 Dollars. 

This means that the more cowboys you have, the better are your options. How you split your cowboys among these options is up to you, as long as you make sure that each of your cowboys is only **put to use once** during this action.



- Any of the cowboys that you do not put to use buying a cattle card during this action **may** instead be used to draw 2 cards from the market cattle stack and add them face up to the cattle market.



- This option means: If you put 3 Cowboys to use and pay 5 Dollars, you get exactly 2 cattle cards with a breeding value of 3 each.
- This option means: If you put 5 Cowboys to use and pay 8 Dollars, you get exactly 2 "West Highland" cattle cards.
- You can only buy cattle cards that are currently available in the cattle market.
- You can always choose to buy fewer cattle cards than you are allowed.
- Any cattle card that you acquire during this action must be placed face up onto your **personal discard pile**.



Perform the action "Remove a hazard".

Discard exactly 2 cattle cards of the same type and gain 4 Dollars.

***Action:* Remove a hazard**

When you perform this action, remove **one** hazard tile of your choice from any hazard section and place it face up in front of you.



If the icon shows a cost, you must immediately pay that many Dollars (otherwise you are not allowed to take a hazard tile).

If the icon shows no cost, take the hazard tile free of charge. 

- Each hazard tile has either 2, 3 or 4 victory points printed on it. As usual, you gain those at the end of the game.
- If all 3 hazard sections are empty, you cannot get a hazard tile.

Move your engine up to as many spaces forward as you have engineers.



Perform one single or one double auxiliary action.

The local actions of your private building tiles

*Gain 2 Dollars for **each** of **your** private building tiles that is located **in the woods**.*



A building tile is in the woods if at least one of its edges touches **any** of the woods on the game board. (If private building tile "1a" is located in the woods itself, it counts in like manner.)

For example, these 3 blue building tiles are in the woods.

This one is not.



Discard exactly one "Guernsey" cattle card and gain 4 Dollars.



Perform the action "Buy cattle from the cattle market".



Discard exactly 2 cattle cards of the same type and gain 3 Dollars.

Move your cattleman 1 step forward along the trail. On the newly reached location, perform phase B again.



Move your cattleman up to 2 steps forward along the trail. On the newly reached location, perform phase B again.

Perform the action "Remove a hazard".



Move your engine up to as many spaces forward as you have engineers.

Perform the action "Hire one worker". (His hiring cost is reduced by 1.)



Perform one single or one double auxiliary action.

Discard exactly one "Holstein" cattle card and gain 10 Dollars.



*For **each pair** consisting of **1 green and 1 blue teepee** tile that you have collected, move your certificate marker up to 2 spaces forward AND gain 2 Dollars. (You do not dispose of your teepee tiles.)*

EITHER perform the action "Trade with the Indians" OR perform one single or one double auxiliary action.



Move your engine up to 2 spaces forward.



Move your engine up to 3 spaces forward.

Perform an extraordinary delivery: First, move your engine one or more spaces backwards. Then choose a city crest whose city value is equal to or lower than the number of spaces that you just moved your engine backwards (occupied spaces and turnout spaces, however, do not count towards this number). As usual, you may not choose any city crest that already has one of your discs on it (except Kansas City or San Francisco). Then, following the usual rules, place one of your player discs from your player board onto the chosen city crest. If this triggers any delivery actions, perform these as usual. You do not have to pay any transport costs, however. If your engine has landed on a turnout space, you may now upgrade its train station following the usual rules. Then this local action ends.

Move your certificate marker as far forward as possible (i.e. until you reach your temporary certificate limit).



Move your cattleman up to 5 steps forward along the trail. On the newly reached location, perform phase B again.



***Action:* Move your cattleman forward along the trail**

This action allows you to move your cattleman forward to another location along the trail.

If you do, you must move it at least 1 step and may not move it more steps than the number in the icon states.



On the location where you stop, you must then perform once more all of phase B.

Note that you do not replenish your hand cards before performing phase B again. This is only done at the end of your turn.

***Discard** exactly one objective card and move your certificate marker up to 2 spaces forward.*



Move your engine one space backwards and gain 3 Dollars.

Discard exactly one "Jersey" cattle card and move your engine one space forward.



Discard exactly one "Dutch Belt" cattle card and gain 3 Dollars.

Perform one single or one double auxiliary action.



Move your cattleman 1 step forward along the trail. On the newly reached location, perform phase B again.

Draw up to as many cards from your personal draw stack as you have cowboys in your cowboy row. Then discard as many cards as you drew.



Move your cattleman up to 3 steps forward along the trail. On the newly reached location, perform phase B again.



Gain as many Dollars as you have engineers in your engineer row.

Discard exactly one "Black Angus" cattle card and move your certificate marker up to 2 spaces forward.

*Discard one cattle card of any type, gain 3 Dollars AND gain one objective card from the general objective display. Add this objective card directly **to your hand**.*





*Move your engine up to as many spaces forward as you have building tiles **in the woods**.*



*Copy the local actions of **one** adjacent building tile. It does not matter if that building tile is neutral or if it belongs to you or even another player. Adjacent means in this context that there may not be any other location nor any empty space in between.*



*According to the usual rules, upgrade one train station anywhere on the railroad track **behind** your engine.*

Gain 4 Dollars.

Move your engine up to 4 spaces forward.



Move your cattleman up to 4 steps forward along the trail. On the newly reached location, perform phase B again.

The objective cards



During the game, you can gain objective cards via certain actions. They are then usually put onto your personal discard pile and thus enter your hand at some point later.



During your own turn, if you happen to have one or more objective cards in your hand, you can play any of them, either:
- before performing phase A or
- **before or after** performing any one action in phase B.

This means that you are neither allowed to play objective cards in the middle of an action nor after you have started to carry out phase C.

When you play an objective card, place it face up in your ***personal objective area*** (beneath your player board). Then perform the *immediate action* depicted in the upper left corner of the card or forfeit it.
The following immediate actions can be found on objective cards:



Move your cattleman up to 3 steps forward along the trail, ignoring any green and black hands. However, you are not allowed to use the location on which you stop. So if you move your cattleman before phase A, you then start the usual movement of phase A from that location. If you move your cattleman after using a location in phase B, you directly carry out phase C once your cattleman reaches the new location. You are not allowed to move to Kansas City via this immediate action.



Draw up to 3 cards from your personal draw stack. Then discard as many cards as you drew.



Move your engine up to 2 or 3 spaces forward.



Gain 2 Dollars.



Perform one single or one double auxiliary action.

Each objective card depicts a combination of *tasks* to be fulfilled **at the end of the game**. If all of the tasks of an objective card are fulfilled by then, you gain the victory points printed on it.
If its tasks are not fulfilled completely, you lose the negative victory point value printed on it. (Only your starting objective card has no negative victory point value).
Important: Each single fulfilled task can only count towards one objective card. So if several objective cards show the same tasks, each of these tasks must be fulfilled individually.
The following tasks can be found on objective cards:




- Have 1 building tile on the game board.


- Have 1 green teepee tile in front of you.


- Have 1 blue teepee tile in front of you.


- Have 1 hazard tile in front of you (of any kind).


- Have 1 of your discs on a train station.


- Have 1 cattle card with a breeding value of 3 in your deck.


- Have 1 "West Highland" cattle card in your deck.


- Have 1 "Texas Longhorn" cattle card in your deck.


- Have 1 of your discs on the city space of San Francisco.

Example: *To have all tasks of these cards fulfilled at the end, Mary needs to have by then:*
- *at least 3 of her private building tiles on the game board,*
- *at least 3 hazard tiles in front of her,*
- *at least 1 blue teepee tile in front of her and*
- *at least 2 discs on San Francisco's city space.*



If she manages to have all of these things, she will gain 18 victory points. If, for example, she was one disc short on San Francisco's city space, she would only gain 10 victory points (because one of the objective cards with the San Francisco task would count as minus 3 victory points).

Note: You are not compelled to play your objective cards. If you want, you can keep some or all of them in your deck by the usual means (for example, by discarding them via this icon). For each objective card that is still in your deck at the end of the game, you may then decide if you want to score it or not. For the cards placed in your personal objective area, you do not have that choice. Those must be scored.

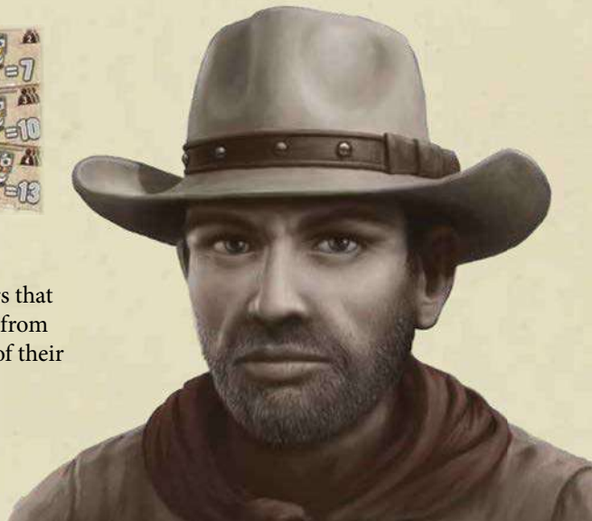
END OF THE GAME

The game end is triggered when a player places a worker tile onto the **last space of the job market** while carrying out subphase 2 or 3 **in Kansas City**. As this makes the job market token move along the **red arrow** out of the job market, the active player immediately takes the job market token and places it in front of her. If this happens during subphase 2, she then carries out subphase 3 but may not choose another worker tile (as there is no space left in the job market). If there are only worker tiles left, she skips phase 3 entirely. Afterwards, she carries out subphases 4 and 5 as usual and also refills any empty foresight spaces at the end of her turn. This was her **last turn**.



Then, **each of the other** players has **one final turn**, in which she moves her cattleman as usual and uses the reached location. Players that move to Kansas City during their final turn also carry out the 5 subphases as usual. However, they may not choose any worker tiles from the foresight spaces when performing subphases 2 and 3 (skipping those entirely if there are only worker tiles left). Still, at the end of their turn, they must refill any empty foresight spaces.

After the last player has finished her final turn, the game ends. Now, attend to the final scoring.



THE FINAL SCORING

Take the ***scoring note pad*** and go through its 11 categories.
In each category, write down the victory points for each player as follows:

1 The player gains 1 victory point for every 5 Dollars that she owns.

2 The player gains the sum of the victory points printed on each of her private building tiles which is placed on the game board.



3 The player gains the sum of the victory points that she has unlocked with her discs on the city crests. Any negative victory points must be subtracted of course. (Thus even negative sums are possible.)
See page 9 for details.



Example: *Mary has unlocked the 6 victory points of Sacramento and the 4 victory points between Sacramento and San Diego. Since she has no disc on El Paso's city space, she has not unlocked the 8 victory points.*

4 The player gains the sum of the victory points printed right next to each train station that has her disc on it.



5 The player gains the sum of the victory points printed on each of the collected hazard tiles in front of her.



6 From her deck (personal draw stack, hand cards and personal discard pile), the player seeks out all cattle cards that have victory points on them. Then she gains the sum of those victory points.



7 The player must seek out all objective cards that she still has in her deck. For each of those, she must decide whether she wants to remove it from the game or add it to her personal objective area now (without using its immediate action). Afterwards, she checks each objective card in her personal objective area to see if she has fulfilled each of its tasks individually. For all cards that are entirely fulfilled, she sums the positive victory points printed on them. For all cards that she has not fulfilled completely, she subtracts the negative points printed on them. Then she gains the result as her victory points (this can also be a negative result). *See page 15 for details.*

8 The player gains the sum of victory points generated by the *individual tasks* of the station master tiles that she has in front of her. (These individual tasks are totally independent of the tasks on objective cards.)

The individual tasks of the station master tiles

- Gain 1 victory point for each worker in your worker section (including the ones printed on the player board).
- Gain 3 victory points for every 2 objective cards in your objective area (whether you fulfilled them or not).
- Gain 3 victory points for every 2 hazard tiles in front of you (of any kind).
- Gain 3 victory points for each pair consisting of 1 green teepee tile and 1 blue teepee tile in front of you.
- Gain 3 victory points for every 2 certificates you have (no matter if they are permanent or temporary).

9 The player gains 4 victory points for each worker that is placed on the fifth or sixth space of any row in her worker section.



10 The player gains 3 victory points if she managed to clear this disc space during the game.



11 The player gains 2 victory points if she has the job market token in front of her.

Whoever has the most victory points in total wins the game.
In the case of a tie, the victory is shared.

General notes and special cases:

- Money is considered unlimited. If the bank should run out, use something else as a substitute.
- If the objective stack should run out, the vacant spaces in the general objective display are not refilled anymore. If the general objective display is empty, no new objective cards can be gained.
- You are allowed to look through the cards of your personal discard pile at any time. You are not allowed to look at the cards of your personal draw stack.
- As you can remove cards from the game via an auxiliary action, you are able to slim your deck down. There is no limit to how small your deck can become. If you should reach the point when you don't have enough cards in your deck to replenish your hand to its limit, you simply have to get by on fewer cards (which is not advisable).
- If you must place a disc onto a city space during delivery or onto a train station while upgrading it, some special cases can occur: If you are supposed to place a disc onto a space with white corners but only happen to have discs on disc spaces with dark corners left, you are allowed to place a disc from a disc space with dark corners onto a space with white corners. If you are supposed to place a disc but are unable to (because you have none left or cannot pay for them), remove one of your discs from a train station of your choice and place that one instead.

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