

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 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 optional):

- ⇒ On a Neutral or on your own Buildings you may either use the Tile's Action(s), or 1 single Auxiliary Action.
- ⇒ On another player's Building or a Hazard/Outlaw Tile you may use 1 single Auxiliary Action.
- ⇒ On Kansas City carry out the following 5 steps:



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. Each other player gets 1 final turn, then perform FINAL SCORING.



Reveal your hand, sum the values of each different TYPE of cattle. You may add to this total with Permanent Certificates from Station Master Tiles and/or by spending temporary Certificates. Gain this amount of \$. If you reveal any Simmental Cards, trash them from the game then gain a Card of the next highest level to your discard pile. Then discard your entire hand.



Move 1 of your Discs from your Player Board onto a City Crest with a value equal or lower than the total Income you gained in step 4, and pay \$1 for each cross that is located between the nose of your Train and 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.
- White Discs can be placed on any colour City Crest/Turnout space.
- Black Discs can only be placed on Black City Crest/Turnout 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.
- Your first Disc removed from 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.



FINAL SCORING

- | | | |
|---|--|--|
| <p>Gain 1 VP for every \$5.</p> | <p>Gain VP from purchased Cattle Cards.</p> | <p>Gain 2 VP if you've collected the Job Market Token.</p> |
| <p>Gain VP for each of your placed Buildings.</p> | <p>Gain/lose VP for Objective Cards.</p> | |
| <p>Gain/lose VP from placed Discs on City Crests.</p> | <p>Gain VP from Station Master Tiles.</p> | |
| <p>Gain VP from Turnout spaces.</p> | <p>Gain 4 VP for each Worker placed in the 5th and 6th space on your Player Board.</p> | |
| <p>Gain VP from collected Hazard Tiles.</p> | <p>Gain 3 VP if you've cleared this space on your Player Board.</p> | |

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 Train back 1 space, then move your Certificate Marker 1 space down.



Pay \$2 and move your Train back 2 spaces, then move your Certificate Marker up to 2 spaces down.

Pay \$1, then move your Train 1 space forward.



Pay \$2, then move your Train 2 spaces forward.

Gain \$1, move your Train back 1 space, then trash 1 Card in your hand from the game.



Gain \$2, move your Train back 2 spaces, then trash up to 2 Cards in your hand from the game.

Objective Cards in your hand can be played into your area either before Phase A, or before or after you perform an Action in Phase B. When you do so 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 played into your area occur a penalty if they are not fulfilled.



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 Train, if you stop in a Turnout space, you may immediately upgrade it by paying the cost and placing one of your Discs there (each player may upgrade each Turnout space once). You may then remove 1 Worker from 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, and keep it 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 Train backwards, at least 1 space, to any free space along the Track, even an turnout space which you may upgrade.



• 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).



• 1 Permanent Certificate.
• **FINAL SCORING:** Score 3 VP for every 2 Train Stations in which you have a Disc.



• Move your Certificate Marker up to 2 spaces down.
• **FINAL SCORING:** Score 2 for every Building Tile you've placed.



• 1 Permanent Certificate.
• **FINAL SCORING:** Score 3 VP for every 2 Hazard Tiles you've collected.



• Gain \$12
• No additional scoring.



• 1 Permanent Certificate.
• **FINAL SCORING:** Score 3 VP for every 2 Certificates you have (permanent or temporary).



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



• 2 Permanent Certificates.
• No additional scoring.



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

NEUTRAL BUILDINGS



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



1. Discard 1 Green Card from your hand to gain \$2.
2. Place 1 Building, pay \$2 for each Craftsman used.



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



1. Gain 1 Outlaw Tile of your choice and gain the bonus. **OR** Pay \$2 to move your Train forward up to 2 spaces.
2. Perform 1 single or double Auxiliary Action.



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



1. Discard exactly 2 Cards of the same type from your hand to gain \$4.
2. Gain 1 Hazard Tile for \$7.



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



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

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 Train back 1 space to gain \$3.



- 2A**
1. Discard 1 White Card from your hand to gain \$4.
2. Use the Cattle Market.



- 2B**
1. Discard 1 Green Card from your hand to move your Train forward up to 2 spaces.
2. Discard 1 Grey Card from your hand to gain \$2.



- 3A**
1. Discard exactly 2 Cards of the same type from your hand to gain \$3.
2. Move 1 additional space and perform the Location's Action(s).



- 3B**
1. Perform 1 single or double Auxiliary Action.
2. Move 1 additional space and perform the Location's Action(s).



- 4A**
1. Gain 1 Hazard Tile for \$5.
2. Move up to 2 additional spaces and perform the Location's Action(s).



- 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 the Location's Action(s).



- 5A**
1. Discard 1 value 3 Card from your hand to gain \$7.
2. Perform 1 single or double Auxiliary Action.



- 5B**
1. Discard 1 Black 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 a Worker at an discount of \$1.
2. Move your Train forward up to 1 space for each Engineer you have.



- 6B**
Copy the local Action(s) of 1 **directly** adjacent Building Tile. (You may not use the Action of the same building twice in the same turn).



- 7A**
For each pair of 1 Orange and 1 Green Outlaw Tile 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 Train forward 1 space.



- 8A**
1. Gain 1 Outlaw Tile of your choice and gain the bonus. **OR** Perform 1 single or double Auxiliary Action.
2. Move your Train forward up to 2 spaces.



- 8B**
Discard 1 Card of any type to gain \$6, and add 1 faceup Objective Card to your hand.



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



- 9B**
Upgrade 1 available Train Station located behind your Train.



- 10A**
1. Move your Certificate Marker down up to its lowest available space.
2. Move up to 5 additional spaces and perform the Location's Action(s).



- 10B**
1. Gain \$4.
2. Move your Train forward up to 4 spaces.
3. Move up to 4 additional spaces and perform the Location's Action(s).



- 11A**
1. Gain 1 Hazard Tile for \$2.
2. Gain 1 Hazard Tile for \$2.



- 11B**
Move your Train forward up to 1 space for each Hazard Tile you've collected.



- 12A**
1. Gain \$1 for each Craftsman you have.
2. Move 1 additional space and perform the Location's Action(s).



- 12B**
1. Gain \$2 for each Disc you have on a Train Station
2. Gain 1 Exchange Token.