

GREAT WESTERN TRAIL

BUILDING TILES



1a

- Gain \$2 for each of YOUR buildings that are placed in the woods



5b

- Discard 1 black card from your hand and move your Certificate Marker up to 2 spaces down
- Gain \$1 for each Engineer you have



10a

- Move your Certificate Marker down up to its lowest available space
- Move up to 5 additional spaces and perform the location's action(s)



1b

- Discard 1 Objective card from your hand to move your Certificate Marker up to 2 spaces down
- Move your train back 1 space to gain \$3.



6a

- Discard 1 yellow card from your hand to gain \$10
- Perform 1 single or double auxiliary action



10b

- Gain \$4
- Move your train forward up to 4 spaces
- Move up to 4 additional spaces and perform the location's action(s)



- Discard 1 white card from your hand to gain \$2
- Hire 1 worker
- Hire a 2nd worker at an additional cost of \$2



2a

- Discard 1 white card from your hand to gain \$4
- Use the Cattle Market



6b

- Discard 1 Cattle card to gain \$3, AND add 1 faceup Objective card to your hand



11a

- Collect 1 Hazard tile for \$2



- Discard 1 green card from your hand to gain \$2
- Place 1 building, pay \$2 for each Craftsman used



2b

- Discard 1 grey card from your hand to move your train forward 1 space
- Discard 1 green card from your hand to gain \$3



7a

- Move your Certificate Marker up to 2 spaces down, AND gain \$2 for every pair of blue and green Teepee tiles you've collected



11b

- Move your train forward up to 1 space for each Hazard tile you've collected



- Move your Certificate Marker 1 space down or Add 1 Objective card to your discard pile
- Move your train forward up to 1 space for each Engineer you have



3a

- Discard 2 identical cards from your hand to gain \$3
- Move 1 additional space and perform the location's action(s)



7b

- Move your train forward up to 1 space for each of YOUR buildings that are placed in the woods



12a

- Move your Certificate Marker up to 1 space down, AND gain \$1 for each bell you've uncovered



- Collect 1 Teepee tile or Pay \$2 to move your train forward up to 2 spaces
- Perform 1 single or double auxiliary action



3b

- Perform 1 single or double auxiliary action
- Move 1 additional space and perform the location's action(s)



8a

- Collect 1 Teepee tile or Perform 1 single or double auxiliary action
- Move your train forward up to 2 spaces



12b

- Gain \$1 for each Craftsman you have
- Place 1 branchlet



- Discard 1 black card from your hand to gain \$2
- Use the Cattle Market



4a

- Collect 1 Hazard tile for \$5
- Move up to 2 additional spaces and perform the location's action(s)



8b

- Copy the local action(s) of 1 directly adjacent building tile



13a

- Discard 1 grey card from your hand to perform 1 single auxiliary action
- Place 1 building, pay \$1 for each Craftsman used



- Discard 2 identical cards from your hand to gain \$4
- Collect 1 Hazard tile for \$7



4b

- Draw 1 card for each Cowboy you have. Then discard the same number of cards from your hand
- Move up to 3 additional spaces and perform the location's action(s)



9a

- Move your train forward up to 3 spaces
- 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



13b

- Gain \$2 for each disc you have on a train station
- Perform 1 single or double auxiliary action



- Move your train forward up to 1 space for each Engineer you have
- Perform 1 single or double auxiliary action



5a

- Hire 1 worker at a reduced cost of \$1
- Move your train forward up to 1 space for each Engineer you have



9b

- Upgrade 1 available train station located behind your train



You may perform 1 single auxiliary action on a hazard, an opponent's building, or instead of performing a building's available action(s).

GREAT WESTERN TRAIL

STATION MASTER TILES

- Now:**
1 permanent certificate
- At the end of the game:**
Score 3 for every 2 Hazard tiles you've collected



- Now:**
1 permanent certificate
- At the end of the game:**
Score 3 for every 2 certificates you have (permanent or temporary)



- Now:**
1 permanent certificate
- At the end of the game:**
Score 3 for every pair of blue and green Teepee tiles you've collected



- Now:**
Gain \$2
- At the end of the game:**
Score 1 for every worker you have, including printed starter workers



- Now:**
Collect 1 Hazard tile
or
Collect 1 Teepee tile
- At the end of the game:**
Score 3 for every 2 Objective cards you have



- Now:**
2 permanent certificates
- At the end of the game:**
No additional scoring



- Now:**
Gain \$12
- At the end of the game:**
No additional scoring



- Now:**
Gain 1 Exchange token
- At the end of the game:**
Score 2 for each different coloured areas in which you have at least 1 branchlet



- Now:**
1 permanent certificate
- At the end of the game:**
Score 3 for every 2 train stations in which you have a disc



- Now:**
Move your Certificate Marker up to 2 spaces down
- At the end of the game:**
Score 2 for every Building tile you've placed
- Now:**
Place 1 branchlet
- At the end of the game:**
Score 5 for every 2 exchange tokens you still have



GREAT WESTERN TRAIL

TOWN TILES

- Gain \$5
or
Gain 1 value 3 Cattle card from the Cattle Market to your discard pile



Move your train up to 3 spaces

- Hire 1 worker at an reduced cost of \$2



Place 1 building, pay \$0 for each Craftsman used

- Remove up to 2 cards from your hand from the game



EXCHANGE TOKEN
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 ACTION

- Gain \$1



- Gain \$2



Draw 2 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

- Move your train back 1 space, then remove 1 card from your hand from the game



- Move your train back 2 spaces, then remove 2 cards from your hand from the game

- Discard 1 value 2 Cattle card from your hand, then place 1 branchlet



- Discard 2 value 2 Cattle cards from your hand, then place 2 branchlets

DOUBLE AUXILIARY ACTION