

# GREAT WESTERN TRAIL

## BUILDING TILES



- 1a**
- Gain \$2 for each of YOUR buildings that are placed in the woods



- 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.



- 2a**
- Discard 1 white card from your hand to gain \$4
  - Use the Cattle Market



- 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



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



- 3b**
- Perform 1 single or double auxiliary action
  - Move 1 additional space and perform the location's action(s)



- 4a**
- Collect 1 Hazard tile for \$5
  - Move up to 2 additional spaces and perform the location's action(s)



- 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)



- 5a**
- Hire 1 worker at a reduced cost of \$1
  - Move your train forward up to 1 space for each Engineer you have



- 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



- 6a**
- Discard 1 yellow card from your hand to gain \$10
  - Perform 1 single or double auxiliary action



- 6b**
- Discard 1 Cattle card to gain \$3, AND add 1 faceup Objective card to your hand



- 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



- 7b**
- Move your train forward up to 1 space for each of YOUR buildings that are placed in the woods



- 8a**
- Collect 1 Teepee tile or Perform 1 single or double auxiliary action
  - Move your train forward up to 2 spaces



- 8b**
- Copy the local action(s) of 1 directly adjacent building tile



- 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



- 9b**
- Upgrade 1 available train station located behind your train



- 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)



- 10b**
- Gain \$4
  - Move your train forward up to 4 spaces
  - Move up to 4 additional spaces and perform the location's action(s)



- 11a**
- Collect 1 Hazard tile for \$2



- 11b**
- Move your train forward up to 1 space for each Hazard tile you've collected



- 12a**
- Move your Certificate Marker up to 1 space down, AND gain \$1 for each bell you've uncovered



- 12b**
- Gain \$1 for each Craftsman you have
  - Place 1 branchlet



- 13a**
- Discard 1 grey card from your hand to perform 1 single auxiliary action
  - Place 1 building, pay \$1 for each Craftsman used



- 13b**
- Gain \$2 for each disc you have on a train station
  - 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).**



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



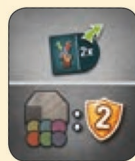
- Now:**  
1 permanent certificate
- At the end of the game:**  
Score 3 for every 2 certificates you have (permanent or temporary)



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



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



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



- 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:**  
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

Draw 1 card, then discard 1 card

Pay \$1 and move your train back 1 space, then move your Certificate Marker 1 space down

Pay \$1, then move your train 1 space forward

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

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

### DOUBLE AUXILIARY ACTION

Gain \$2

Draw 2 cards, then discard 2 cards

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

Pay \$2, then move your train 2 spaces forward

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

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