

APPENDIX

In this document, find each of the 7 neutral buildings and the 12 private buildings (side a and side b) and all of their actions.

The last page offers a brief description of auxiliary actions as well as actions of the objective cards.

NEUTRAL BUILDINGS



1. Discard exactly one “Galloway” cattle card and gain 2 Dollars.
 2. Hire one worker for that worker’s hiring cost.
 3. Hire another worker. The hiring cost is increased by 2.
- See page 13 for details.



1. Discard exactly one “Santa Gertrudis” cattle card and gain 2 Dollars.
 2. Place one of your private buildings. Pay 2 Dollars for each builder needed.
- See page 16 for details.



1. EITHER remove one outlaw tile and gain the bonus OR pay 2 Dollars and move your engine up to 2 spaces forward.
- See pages 14 OR 17 for details.
2. Perform one single or one double auxiliary action.
- See page 16 for details.



1. Discard exactly 2 cattle cards of the **same type** and gain 4 Dollars.
 2. Remove a hazard tile for 7 Dollars.
- See page 17 for details.



1. EITHER move your certificate marker one space forward OR gain one objective card.
- See pages 12 OR 15 for details.
2. Move your engine up to as many spaces forward as you have engineers.
- See page 14 for details.



1. Discard exactly one “Pineywoods” cattle card and gain 2 Dollars.
 2. Buy cattle from the cattle market.
- See page 13 for details.



1. Move your engine up to as many spaces forward as you have engineers.
- See page 14 for details.
2. Perform one single or one double auxiliary action.
- See page 16 for details.

PRIVATE BUILDINGS A



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

A building tile is *in the woods* if it was placed on a building space with a tree icon.

If your private building tile "1a" is located in the woods itself, it counts in like manner.



1. Discard exactly one "Galloway" cattle card and gain 4 Dollars.
2. Buy cattle from the cattle market. *See page 13 for details.*



1. Discard exactly 2 cattle cards of the **same type** and gain 3 Dollars.
2. Move your herder 1 step forward along the trail. On the newly reached location, perform phase B again.



1. Remove a hazard tile for 5 Dollars.
2. Move your herder up to 2 steps forward along the trail. On the newly reached location, perform phase B again.



1. Discard exactly one cattle card with a **breeding value of 3** and gain 7 Dollars.
2. Perform one single or one double auxiliary action.



1. Hire one worker. The hiring cost is reduced by 1. *See page 13 for details.*
2. Move your engine up to as many spaces forward as you have engineers.



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



1. EITHER remove one outlaw tile and gain the bonus OR perform one single or one double auxiliary action.
2. Move your engine up to 2 spaces forward.



1. Move your engine up to 3 spaces forward.
2. 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 its city space (except Kansas City and New York). Then, following the usual rules, place one of your player discs from your player board onto the chosen city space. 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 also upgrade its train station following the usual rules (*see page 14 for details*). Then this local action ends.



1. Move your certificate marker as far forward as possible.
2. Move your herder up to 5 steps forward along the trail. On the newly reached location, perform phase B again.



1. Remove a hazard tile for 2 Dollars.
2. Remove another hazard tile for 2 Dollars.



1. Gain as many Dollars as you have builders in your builder row.
2. Move your herder 1 step forward along the trail. On the newly reached location, perform phase B again.

PRIVATE BUILDINGS B



1. Discard exactly one objective card and move your certificate marker up to 2 spaces forward.
2. Move your engine 1 space backwards and gain 3 Dollars.



1. Discard exactly one "Santa Gertrudis" cattle card and move your engine up to 2 spaces forward.
2. Discard exactly one "Criollo" cattle card and gain 2 Dollars.



1. Perform one single or one double auxiliary action.
2. Move your herder 1 step forward along the trail. On the newly reached location, perform phase B again.



1. 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.
2. Move your herder up to 3 steps forward along the trail. On the newly reached location, perform phase B again.



1. Discard exactly one "Pineywoods" cattle card and move your certificate marker up to 2 spaces forward.
2. Gain as many Dollars as you have engineers in your engineer row.



- Copy the local actions of one **adjacent** building tile. That building tile may be neutral or may belong to you or another player. Adjacent means in this context that there may not be any other location nor any empty space in between.

By using this building, you may **not** perform the **same actions** of the same building (same number and letter) during the **same turn**. (This may apply if you copy a building with the action "Move your herder forward".)

Example: You use your building 6b to copy a 10b building. Among its local actions, you perform a "Move your herder 4 step forward" action to stop on your 10b building, you may not perform the same local actions this turn.

Example: You use your 4a building, allowing you to move to your 6b building. Then, if you use it to copy a 4a building, you may not perform the same local actions this turn.



- Move your engine up to as many spaces forward as you have private building tiles located **in the woods**.
- A building tile is *in the woods* if it was placed on a building space with a tree icon.
- If your private building tile "7b" is located in the woods itself, it counts in like manner.



- Discard one cattle card **of any type**, gain 6 Dollars AND gain one objective card, but add this objective card **directly to your hand**.



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



1. Gain 4 Dollars.
2. Move your engine up to 4 spaces forward.
3. Move your herder up to 4 steps forward along the trail. On the newly reached location, perform phase B again.



- Move your engine up to as many spaces forward as you have hazard tiles collected.



1. Gain 2 Dollars for every station space that has **your disc** on it.
2. Gain 1 exchange token.



OTHER ACTIONS

Auxiliary Actions

Single auxiliary action

Gain 1 Dollar.



Draw 1 card from your personal draw stack.
Then discard 1 card.



Pay 1 Dollar and move your engine 1 space backwards.
Then move your certificate marker 1 space forward.



Pay 1 Dollar and move your engine 1 space forward.



Move your engine 1 space backwards. Then gain 1 Dollar and remove 1 of your **hand cards** entirely from the game (and thus your deck) by returning it to the box.



Double auxiliary action

Gain 2 Dollars.

Draw 2 cards from your personal draw stack.
Then discard 2 cards.

Pay 2 Dollars and move your engine 2 spaces backwards.
Then move your certificate marker up to 2 spaces forward.

Pay 2 Dollars and move your engine up to 2 spaces forward.

Move your engine 2 spaces backwards. Then gain 2 Dollars and remove 2 of your **hand cards** entirely from the game (and thus your deck) by returning them to the box.

Objective cards: Immediate Actions

Symbol

Action



Move your herder 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 herder before phase A, you then start the usual movement of phase A from that location. If you move your herder after using a location in phase B, you directly carry out phase C once your herder 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 immediately 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.

