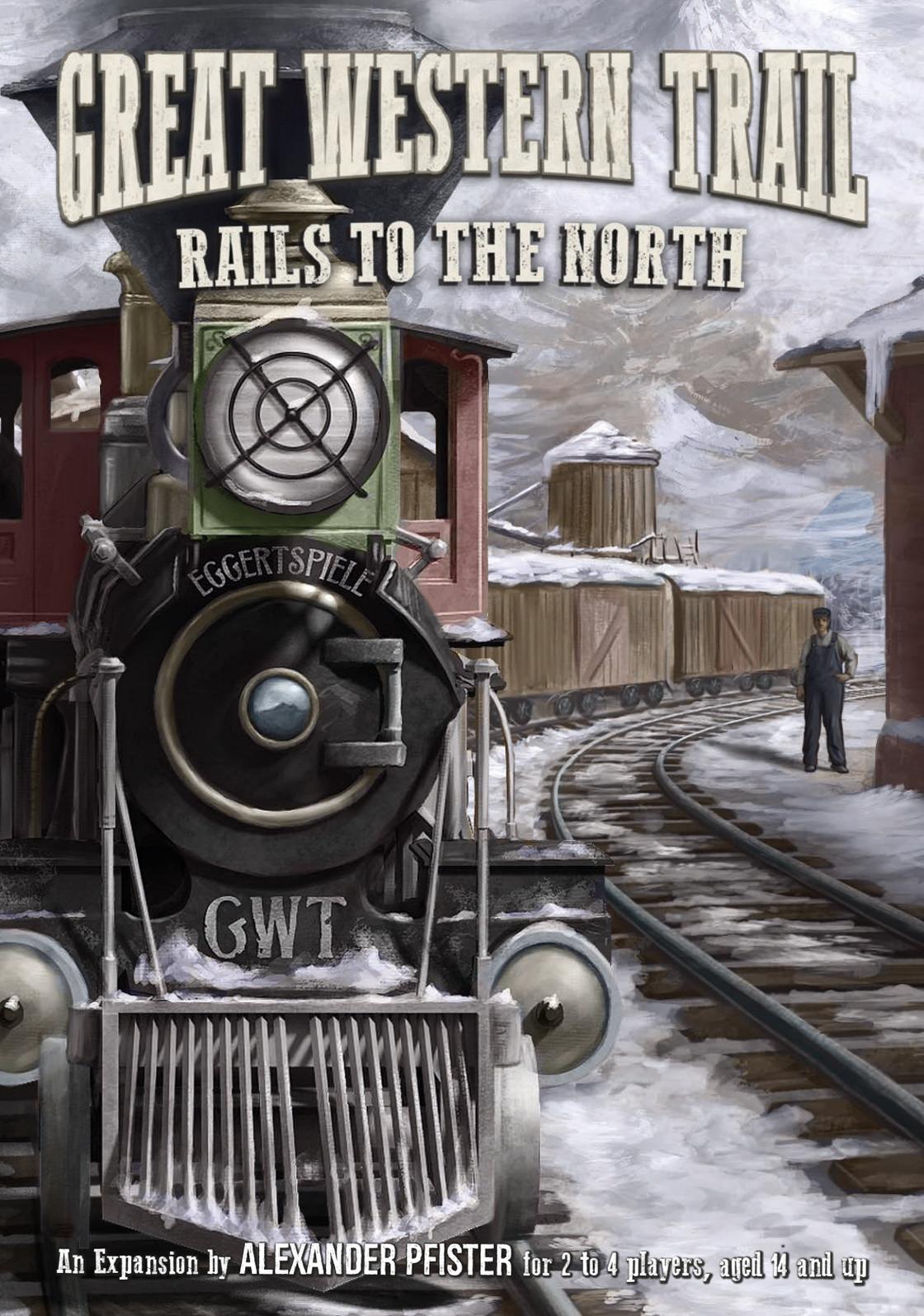


# GREAT WESTERN TRAIL

## RAILS TO THE NORTH



An Expansion by **ALEXANDER PFISTER** for 2 to 4 players, aged 14 and up

In “Great Western Trail - Rails to the North”, you carry on leading your familiar rancher life by herding cattle from Texas to Kansas City. As the industrialization of the nation has progressed, however, your focus of delivery has changed to the cities in the North and in the East - such as Chicago and New York City. But business in that direction is much tougher. So you would be well-advised to expand your operations even farther North by establishing branchlets in several towns along the new and shiny rail system and thus gain access to many new and helpful options.

## COMPONENTS

### 1 extension board



### 8 private building tiles

2 per player, double sided



a-side

b-side

a-side

b-side

### 6 new station master tiles



back

### 60 branchlets

15 per player



### 10 medium town tiles

2 each of



back

### 4 auxiliary add-ons

1 per player



### 20 exchange tokens



### 4 player discs

1 per player



# SETUP

Start setting up the base game by following the usual rules of the **base game setup**, with only one exception: Skip **step 2** entirely for now (so do not place the station master tiles). Also make sure that you leave some room above the game board.

When you are done with the base game setup, continue with the expansion setup:

**18.**

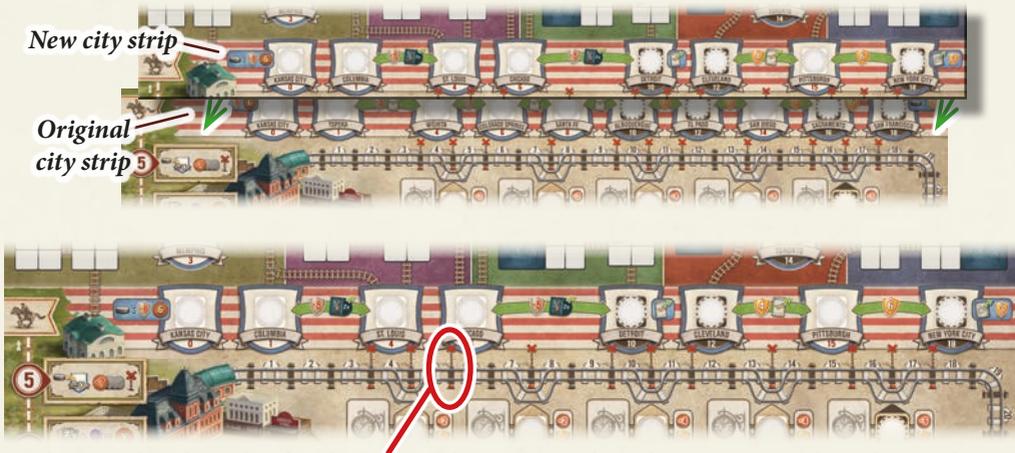
Fold the extension board like this:



Then place the extension board above the base game board and slide it over the top edge, covering the *original city strip* with the *new city strip*.

*New city strip*

*Original city strip*



Make sure that the pole of each cross on the extension board merges properly with its pole on the base game board.

**19.**

Shuffle the 10 **medium town tiles** face down. Then draw 6 of these tiles and place one at random face up onto each of the 6 *medium town spaces* on the extension board. Return the 4 spare tiles to the box.



## 20.

Add the 6 **new station master tiles** to the ones from the base game and shuffle these 11 tiles.

Then place one at random face up onto each of the 5 *station master spaces* of the base game board.



Then place one at random face up onto each of the 2 *station master spaces* of the extension board.



Finally, place the remaining 4 tiles face up to the right of New York City.



## 21.

Place all **exchange tokens** as a general supply to the left of the extension board.



## 22.

Now each player receives the following items of her color:

The **new private building tiles**, which she adds to her other building tiles. (As always, all players must have the same sides of their building tiles face up. Which sides are face up is up to you.)



The **auxiliary add-on**, which she places below the left of her player board.

The additional **player disc**, which she places onto the colored disc space of her auxiliary add-on.

The 15 **branchlets**, which she places in groups of 3 onto each of the 5 *bell spaces* of her auxiliary add-on.



*Bell space*

She also gains one **exchange token** from the general supply and places it in front of her.



# PLAYING THE GAME

For the most part, the game is played as described in the base game rules.

The main addition of this expansion to the gameplay is the action “Place one branchlet”.

This action is usually performed as part of a single or double auxiliary action (because your auxiliary add-on provides it as a sixth possible auxiliary action).

The left disc space of this new auxiliary action is unlocked from the start.

The right disc space can be cleared via the usual means but requires you to pay 2 Dollars when you clear it.

## Single auxiliary action

Discard **one** cattle card with a breeding value of 2 and perform the action “Place one branchlet” once (see below).



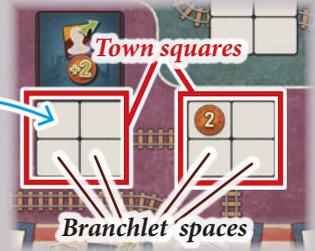
## Double auxiliary action

Discard **two** cattle cards, each of which has a breeding value of 2, and perform the action “Place one branchlet” twice (see below).



### Action: Place one branchlet

When you perform this action, take one branchlet from the **leftmost** occupied *bell space* of your auxiliary add-on. Then place that branchlet onto a **free** *branchlet space* of any one *town square* that is **accessible** to you.



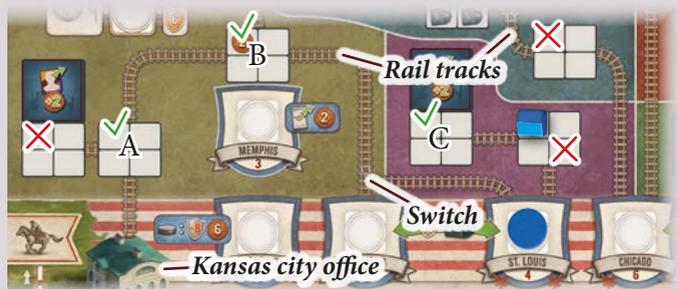
A town square is considered accessible to you if at least one *rail track* connects it directly to at least one of the following:

- the *Kansas city office* **or**
- a city crest that has one of your discs **or**
- another town square that has one of your branchlets.

Note that a connection is considered direct even if it runs through any *switches*.

**Attention:** You are not allowed to place a branchlet onto any town square where you already have one (so each player can place a maximum of one branchlet per town square).

**Example:** When placing her next branchlet, *Mary* has 3 options:



- *town square A* - because it is directly connected via a rail track to the *Kansas City office*,
- *town square B* - because it is directly connected via a rail track to her disc on the city crest of *St. Louis*,
- *town square C* - because it is directly connected via a rail track to another town square with one of her branchlets on it.

All other town squares are not accessible to her.



If your chosen branchlet space shows a cost, you must pay that cost immediately to the bank in order to place your branchlet there.



If it shows a Dollar bonus, gain that many Dollars immediately.



If it shows an **immediate action**, either perform that action immediately or forfeit it.

### Immediate actions on branchlet spaces



Take one exchange token from the general supply and place it in front of you. (See section "The exchange tokens" on page 9 on how to use them.)



Gain one objective card from the general objective display.



Move your certificate marker 1 space forward.

After you have placed your branchlet, check what **type of town** this town square belongs to. Depending on its type, an additional action may be triggered now:

- If you have placed your branchlet onto the town square of a *small town*, no additional action is triggered.
- If you have placed it onto the town square of a *station town*, you may **now** upgrade the attached train station as described in "Upgrading a train station" in the base game rules (with the only difference being that the upgrade is triggered by the placement of your branchlet and not your engine). If you do not perform the upgrade now, you cannot do it later.
- If you have placed it onto the town square of a *medium town*, the immediate action of the attached medium town tile is triggered (see next page for an overview of these immediate actions). You must either perform that action immediately or forfeit it (without the option of performing it later).
- If you have placed your branchlet on the town square of a *big town*, no additional action is triggered. However, each big town has a city crest attached. Having a branchlet on the town square of a big town lets you deliver your cattle to it later. (See section "Changes to subphase 5 'Delivery' when reaching Kansas City" on the next page.)

Small town



Station town



Medium town

Big town



### Immediate actions of the medium town tiles



Perform the action “Hire one worker” at a 2 Dollar discount.



Remove up to 2 of your hand cards from the game (and thus your deck) by returning them to the box.



Move your engine up to 3 spaces forward.



Either gain 5 Dollars *OR* take one cattle card with a breeding value of 3 from the cattle market and put it on your personal discard pile free of charge. If there is no such cattle card in the cattle market, you cannot choose this option.



Perform the action “Place one of your private building tiles onto a building space on the trail”. As always, you need the proper number of craftsmen for the building but you do not have to pay any Dollars.

### Additional notes:

- Once a branchlet is placed on a branchlet space it remains there for the rest of the game.
- If you have no branchlets left on your auxiliary add-on, you cannot perform the action “Place one branchlet” any more.

### Changes to subphase 5 “Delivery” when reaching Kansas City

When your cattleman reaches Kansas City, you carry out the 5 *Kansas City* subphases as usual, including delivering to one city crest in subphase 5. However, this city crest does not necessarily have to be a city on the *city strip*. It can be the city crest of any big town at whose corresponding town square you have one of your branchlets.

The rules for delivering to one of these city crests are basically the same as for the city crests on the city strip:

- You must meet or exceed the city value with your total breeding value.
- You must pay attention to whether the corners of the city space are white or dark.
- If a delivery action is triggered, you must perform it immediately (see the gray box on the next page).



Also, as usual, the *transport costs* that you may have to pay depend on the position of your engine. To calculate them for delivering to the city crest of a big town, do the following: Find the space of the railroad track whose printed number equals the city value of the city crest you just delivered to. If your engine is on this space or farther up the railroad track, you have no transport costs. If your engine is farther down the track, you must pay transport costs as usual: Pay 1 Dollar to the bank for each cross that is located between the nose of your engine and the space on the railroad track whose printed number equals the city value.

**Example:** *Mary* delivers to Minneapolis which has a city value of 13. Her engine is on space 9 of the railroad track.

She must pay transport costs of 3 Dollars since there are 3 crosses between the nose of her engine and space 13 of the railroad track.



Keep in mind that you still cannot deliver to the same city more than once. The only exceptions are still Kansas City and San Francisco. However, note that **San Francisco** is now located in the **upper left part** of the extension board. The last city on the city strip is now New York City, to which you can also only deliver once.

*New delivery actions and game end victory point bonuses*

If you deliver to Memphis, gain one objective card from the general objective display AND 2 Dollars.



If you deliver to Milwaukee, gain one objective card from the general objective display AND 3 Dollars.



As soon as you have one disc on Columbia and one on St. Louis, take one exchange token from the general supply and place it in front of you. At the end of the game, you lose 5 victory points.



The same applies once you have one disc on Chicago and one on Detroit.



When you deliver to New York City, take **one** of the station master tiles displayed next to it and place it in front of you free of charge. If it shows an immediate action, perform it as usual.



Each time you deliver to Kansas City, you still gain 6 Dollars. However, at the end of the game, for each of your discs on the city space of Kansas City, you now lose 8 victory points.



At the end of the game, San Francisco still gives you victory points for each disc you have placed on it. However, the number of points depends on how many bell spaces of your auxiliary add-on you have cleared by then (see the next page for details).



# END OF THE GAME

The end of the game and the final scoring are carried out exactly as in the base game.

However, in step 3 of the final scoring, pay attention to the following: If you have delivered to San Francisco during the game, you must check how many victory points each of your discs on the San Francisco city crest is worth. This is determined by the number of bell spaces on your auxiliary add-on that you have **completely cleared**: Each of your discs on the San Francisco city crest gives you 2 points per completely cleared bell space.

**Example:** *Mary* has 4 branchlets left on her auxiliary add-on and has therefore cleared 3 bell spaces, thus each of her 2 discs on the San Francisco city space is worth 6 victory points (3 cleared bell spaces x 2 victory points).



## OVERVIEW OF THE NEW COMPONENTS

### THE EXCHANGE TOKENS

Each player starts the game with one exchange token and may gain new ones on different occasions:

-  as a delivery bonus
- as an immediate bonus when placing a branchlet
- as an immediate bonus from one of the station master tiles

Also, you may immediately take one exchange token when you:

- clear the second *bell space* of your auxiliary add-on (because you have already placed a total of 6 branchlets on the extension board)
- clear the fifth *bell space* of your auxiliary add-on (because you have already placed all 15 branchlets on the extension board)



### How to use your exchange tokens

The exchange tokens are special because you can use one or more of them at **any point** in the game - even, in the middle of an action or when it is not your turn.

To use an exchange token, place it back into the general supply next to the extension board. Then draw up to 2 cards from your personal draw stack and discard as many cards as you drew.

# THE NEW BUILDING TILES

**Note:** The following building tile (11) has previously been released as part of the “DSP-goodie box 2017” by Frosted Games. If you already own it, please use only one building 11 per player.



Perform the action “Remove a hazard”.



Move your engine up to as many spaces forward as you have **hazard** tiles in front of you.



For **each** bell space on your auxiliary add-on that you have completely cleared, move your certificate marker 1 space forward AND gain 1 Dollar.



Gain as many Dollars as you have craftsmen in your craftsmen row.

Perform the action “Place one branchlet”.

# THE NEW STATION MASTER TILES



1 permanent certificate.

**Individual task at game end:**

Gain 3 victory points for every 2 train stations that have one of your discs.



**Immediate action:** Move your certificate marker up to 2 spaces forward.

**Individual task at game end:**

Gain 2 victory points for each of your building tiles on the game board.



**Immediate action:** Perform the action “Place one branchlet”.

**Individual task at game end:**

Gain 5 victory points for every 2 exchange tokens that you still have in front of you.



**Immediate action:**

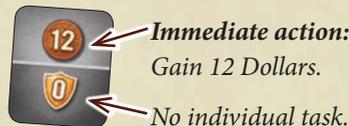
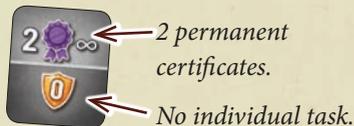
Take one exchange token from the general supply and place it in front of you.

**Individual task at game end:**

Gain 2 victory points for each area of the extension game board in which you have placed at least one of your branchlets. In total, there are 6 separate areas on the extension board (distinguishable by color).



**Note:** The following 2 station master tiles have previously been released as a small promo. If you already own them, please use only one copy of each tile when playing.



## CREDITS

<b>Game Design:</b>	Alexander Pfister
<b>Producer:</b>	Sophie Gravel
<b>Development:</b>	Viktor Kobilke
<b>Illustrations:</b>	Andreas Resch
<b>Editing/Layout:</b>	Viktor Kobilke
<b>Revision:</b>	Neil Crowley
<b>Communications:</b>	Mike Young
<b>Foreign Affairs:</b>	Andrea Ahlers, Katja Wienicke
<b>Marketing:</b>	Martin Bouchard

Development by:



[info@eggertspiele.com](mailto:info@eggertspiele.com)  
[www.eggertspiele.com](http://www.eggertspiele.com)

© 2018 Plan B Games Europe GmbH  
Sinstorfer Weg 70, 21077  
Hamburg, Germany

Eggertspiele is a brand of Plan B Games Europe GmbH.

No part of this product may be reproduced without specific permission.

Retain this information for your records.

Made in Germany.

