

## PLAYER TURN

### Phase A: Move your cattleman to another location

Move your cattleman up to the allowed number of locations. Spaces without a tile *are not* locations (i.e. not counted). You must follow the direction of the arrows. Any green or black hands passed or moved to requires a fee if you have any money. You may move even if you can't pay fees. More than one cattleman may occupy the same location.

### Phase B: Use action(s) of your reached location

If the location is yours or neutral, you may use the local action(s) of that tile, or use one single auxiliary action. You may perform each printed action once. The actions may be performed in any order. Risk actions are added to the location's local action(s). Some actions are explained on the right. A division line (/) between two actions means that you may perform either the one or the other of the two actions. A colon (:) means that for each on the left side, perform one on the right side.

If the location belongs to another player or is a non-building tile you may only perform one single auxiliary action.

Kansas City has special actions that must be carried out in order. (Rulebook p. 7-9)

### Phase C: Draw up to your hand limit

If you have fewer cards in hand than your hand limit, draw new cards from your draw pile.



Perform auxiliary action. In the first case up to two times (if uncovered), the second only once.



Move your cattleman up to the number of spaces printed on the figure. Then perform phase B.



Move your cattleman up to 3 spaces, ignore fees. *Do not* perform phase B.



Move your engine forward up to the indicated number of spaces. Ignore occupied spaces.



Move your engine backward up to the indicated number of spaces. Ignore occupied spaces.



Gain indicated number of certificates by moving your cube down. (Move up when used)



Perform the *Hire one worker* action modified by the amount printed on the coin. (Rulebook p. 11)



Buy cattle from the cattle market. The number of cowboys restrict your options. (Rulebook p. 13)



Building 8b: You may use the local action of one adjacent building, neutral or another player's.



Building 9a: Move your engine 3 spaces. Move backwards X and claim city X. (Rulebook p. 14)



Building 9b: Upgrade one station, following standard rules, anywhere **behind** your engine.

## ICON REFERENCE



Gain money (positive value) or pay money (negative value) equal to the number printed on the coin.



Gain something (e. g. card or tile). The green arrow may have any direction.



Discard a card to your personal discard pile. The red arrow may have any direction.



Place something on the board (e. g. building or disc). The yellow arrow may have any direction.



Gain a card *into hand* and then discard from hand to your personal discard pile.



Remove a card permanently from game.



Cattle card with specific breeding value and specific color or any color respectively.



Any Cattle card



Two Cattle cards exactly alike, both color and breeding value must match.



Contract. When gaining a contract, you may choose from the four face up or the top card of the pile.



Black and Green hands demand a fee (depending on # players) to the bank or the location owner.



Single and Pair of Hazards respectively. Hazards may be of any type: flood, drought or rockfall.



Blue Teepee and Green Teepee respectively



A Blue or Green Teepee



Pair of exactly one Blue Teepee *and* one Green Teepee.



Permanent Certificate



Cowboy, Craftsman and Engineer respectively. The number indicates how many that's required.



Building tile, both neutral and private. Private buildings may have border in player color.























Woods. Gain the effect for each of your buildings placed in wooded areas. (Rulebook p. 14)



Station, white or black bordered. As a goal it means to have one of your discs on a station.

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	Gain money (positive value) or pay money (negative value) equal to the number printed on the coin.		Black and Green hands demand a fee (depending on # players) to the bank or the location owner.
	Gain something (e. g. card or tile). The green arrow may have any direction.		Single and Pair of Hazards respectively. Hazards may be of any type: flood, drought or rockfall.
	Discard a card to your personal discard pile. The red arrow may have any direction.		Blue Teepee and Green Teepee respectively
	Place something on the board (e. g. building or disc). The yellow arrow may have any direction.		A Blue or Green Teepee
	Gain a card <i>into hand</i> and then discard from hand to your personal discard pile.		Blue Teepee and Green Teepee respectively
	Remove a card permanently from game.		Permanent Certificate
	Cattle card with specific breeding value and specific color or any color respectively.		Cowboy, Craftsman and Engineer respectively. The number indicates how many that's required.
	Any Cattle card		Building tile, both neutral and private. Private buildings may have border in player color.
	Two Cattle cards exactly alike, both color and breeding value must match.		Woods. Gain the effect for each of your buildings placed in wooded areas. (Rulebook p. 14)
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