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GREAT WESTERN TRAIL



Argentina

Rulebook



Argentina at the end of the 19th century. As the owner of a huge estancia (cattle farm) in the endless plains of the Pampas, you regularly deliver your cattle to the nearest loading ramp, transporting them by train to Buenos Aires to be shipped abroad.

To earn money along the way, maintain your herds well and use the buildings along the path wisely. Hire skilled workers like: gauchos to expand your herds, carpinteros to construct your private buildings and maquinistas for improving and repairing your engine.

Those who take good care of their herd and master the challenges and stumbling blocks of the pampas will score the most points and win the game.

COMPONENTS

1 game board



4 player boards 1 per player



5 player count tiles

double sided



1 scoring pad



57 worker tiles

19 each of:
(of which 8 with strength icon each)

gaucho
(herder)



carpintero
(carpenter)



maquinista
(machinist)



51 farmer tiles

12 each of:

green
granjero
(farmer)



blue
granjero
(farmer)



orange
granjero
(farmer)



15 each of:

yellow
granjero
(farmer)



back of all
farmer tiles



3 bags:



Note: The backs of the tiles above are marked with either A, B or C. This is to ensure that the tiles enter the game in a reasonably balanced way.

4 estancieros (rancher)

1 per player
(not in player colors)



4 hats

1 per player



4 engines

1 per player



72 player discs

18 per player



82 coins

57 silver coins with a value of 1 peso



1 job market token



8 markers for grain and certificates

2 per player



25 gold coins with a value of 5 pesos



12 exchange tokens



Solo mode components:

1 specialization tile



12 loading cards



15 Pedro's cards



1 Pedro's cattle market tile



1 Pedro's board



92 cattle cards

56 player cattle cards 14 per player:

5 Niata 3 Patagonico 3 Fronterizo 3 Holando Argentino



36 market cattle cards

6 Caracu 5 Chaqueño 5 Serrano



5 Blanco Orejinegro 9 Franqueiro 6 Aberdeen-Angus



back

3 city maps

double sided

a-side



b-side



3 cover tiles

for a 2- or 3-player game



front



back

18 ship tiles



back

8 station master tiles



back

8 neutral building tiles



Each neutral building tile is marked with a capital letter (A to H).

40 private building tiles 10 per player, double sided



Each private building tile is marked with a number (1 to 10) and a lowercase letter (a or b), depending on its side.

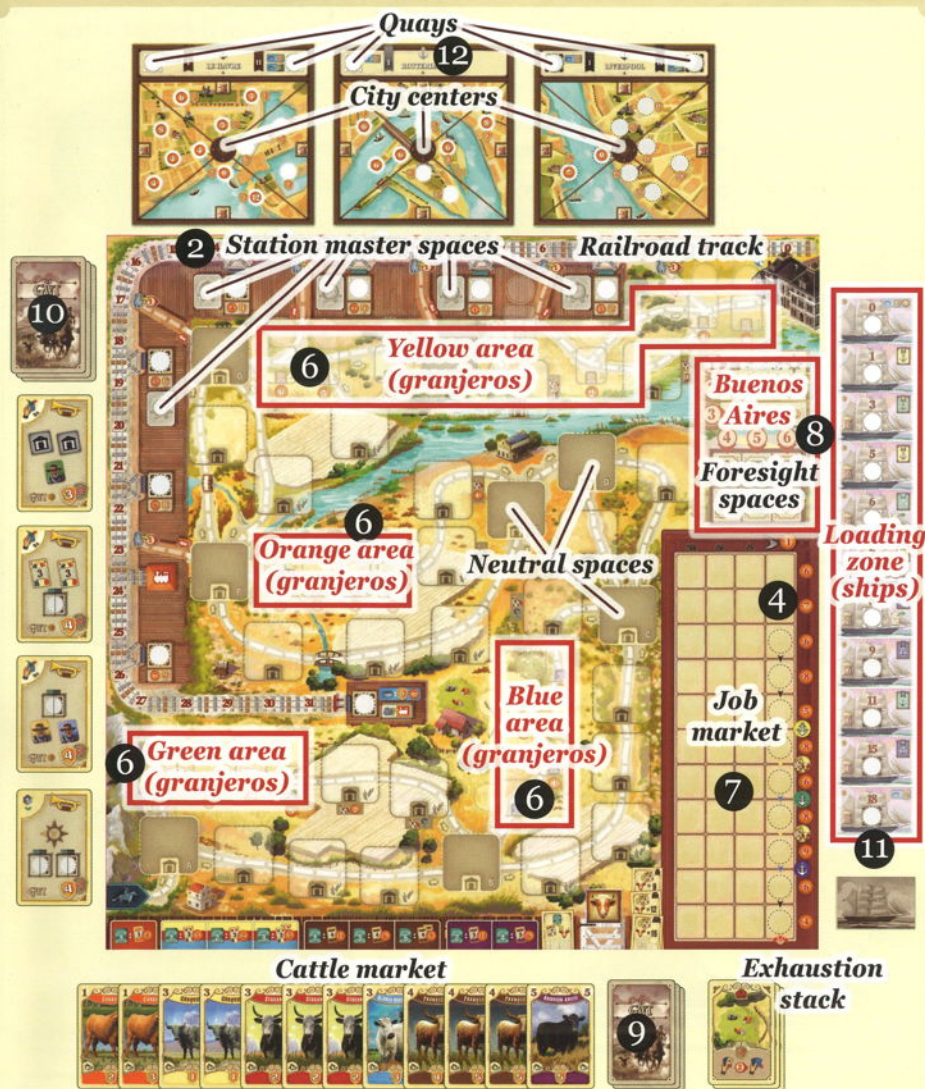
25 exhaustion cards



24 objective cards



GAME BOARD SETUP



1. Place the **game board** in the middle of the table.

2. Shuffle the **8 station master tiles** and place one at random face-up onto each of the **5 station master spaces**. Return the remaining 3 tiles to the box.



3. Take the **8 neutral building tiles** and place one face-up onto each of the **8 neutral spaces** on the game board:

- If this is your first game, place each tile onto the space marked with its matching letter (A to H).

In subsequent games, you may shuffle the tiles and distribute them at random.



4. Place the **job market token** onto the top dashed round space in the **job market**.



5. Take the **57 worker tiles** and the **51 farmer tiles** and turn them face-down. Sort them by the letters on their back (A, B and C) and put them into their corresponding **bags**.

Place the bags next to the game board (close to Buenos Aires).

These bags are called the **Buenos Aires supply**.



6. From the Buenos Aires supply, draw **5 farmer tiles** with an **A** on their back and place them one after the other face-up onto the game board. Where a tile is placed depends on its type:

- If it is green farmer tile, place it in the **green area** onto the empty space with the lowest number (1 is the lowest and 4 the highest).



- Follow the same procedure for the blue and orange area. A drawn tile is placed on the empty space with the lowest number (of the corresponding area).

If no empty space is left because all 4 spaces in this area are already occupied, return it to the bag and draw a new tile.



7. Start drawing tiles with a **B** on their back (which include only worker tiles) from the Buenos Aires supply. Put these worker tiles one after the other in the **job market** as follows:

Start at the top row and place the first drawn tile onto the space directly beneath the **player count sign** of your actual player count. Place the next tile onto the space to the right of that tile and continue like this rightwards.

After you have placed a tile onto the rightmost space of the top row, continue along the second row, where you place the next tile yet again onto the space in line with your player count sign. Then continue like this rightwards until you have placed a tile onto the rightmost space of the second row.

Afterwards continue with placing tiles in the third row (starting with the space in line with your player count sign) until you place a tile onto the space to the left of the job market token. This is the last tile. So depending on your player count, there are now 5, 8 or 11 worker tiles in the job market.

3-player game example:



8. Now fill the **6 foresight spaces** in Buenos Aires with tiles from the Buenos Aires supply:

- Draw 2 tiles with an **A** on their back and place them face-up onto the two foresight spaces marked A.
- Draw 2 tiles with a **B** on their back and place them face-up onto the two foresight spaces marked B.
- Draw 2 tiles with a **C** on their back and place them face-up onto the two foresight spaces marked C.



9. Shuffle the **36 market cattle cards** and place them as a face-down **market stack** beneath the lower right of the game board. Depending on your player count, draw a number of cattle cards from this stack:

- **In a 2-player game:** Draw 9 cards.
- **In a 3-player game:** Draw 12 cards.
- **In a 4-player game:** Draw 15 cards.

Sort the drawn cards by color and place them face-up beneath the game board in the **cattle market**, forming an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the following order from left to right: orange, yellow, red, blue, brown, purple (not all colors may be present though).

Furthermore place the **25 exhaustion cards** as a face-up **exhaustion stack** to the right of the market stack.

10. Shuffle the **24 objective cards** and place them as a face-down stack to the left of the game board. Then reveal 4 cards from this stack and display them face-up in a column below the stack.

This display is called the **general objective display**.

11. Of the 18 ship tiles, lay out the **11 ships with the sun icon** on the right side of the board. First place the ship showing a 0 next to Buenos Aires and then the 10 other ships in ascending order below it. Thus, the ship with the 18 is placed furthest down.

This display is called *loading zone*.

The **remaining 7 ships** (without a sun icon) are shuffled and placed as a face-down *ship pile* underneath.

12. Place the **3 city maps** above the game board, with Le Havre to the left, Rotterdam in the middle, and Liverpool to the right. For your first game, turn all 3 maps to the a-side.

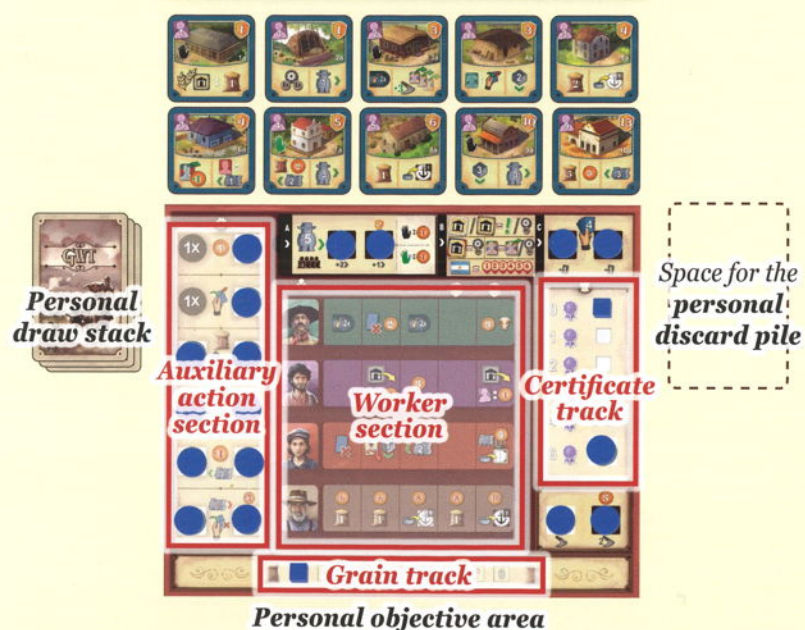
As you know the game better, you can choose the side of each city map randomly or intentionally.

Then, depending on your player count, cover a certain number of *city centers* with the **cover tiles**:

- **In a 2-player game:** Place 1 cover tile fitting on each of the 3 city maps.
- **In a 3-player game:** Place 1 cover tile fitting on Rotterdam. Return the two leftover to the box.
- **In a 4-player game:** Return all cover tiles to the box.

13. Place the **coins** and **exchange tokens** within reach of all players as a general supply. This supply is called the *bank*.

PLAYER SETUP



14. Each player chooses a player color.

You receive the **player board** of that color (identifiable by the 17 round colored spaces) and place it in front of you.

In addition, you also receive a **player count tile** that shows the appropriate player count and place it in the *Phase A* box of your player board.



15. You receive the **10 private building tiles** of your color.

These building tiles are double sided and each is marked with a number (between 1 and 10) and with the lowercase letter 'a' on one side and the lowercase letter 'b' on the other.

• In your first couple of games, turn your private building tiles to the **a-side** and display them in an ascending order of *required carpinteros* above your player board.

• As you know the game better, you may try the following: Choose a player who determines the side of each of the building tiles at random (for example by tossing them in the air) and then displays them in ascending order of required carpinteros above their player board. Afterwards all other players copy the display by turning their tiles to the same sides.

Thus, for the remainder of the game, the side of each building tile is identical for all players. No one may deliberately flip a building tile to its other side.



16. You receive the following items of your color:

18 discs—which you place onto your player board to cover up each of the 17 colored disc spaces. (Only the 2 gray spaces in the upper left remain empty.) Place your 1 remaining player marker on the *Le Havre* city map, on quay I.

1 engine—which you place onto the starting space (the gray building) of the *railroad track* on the game board.

1 certificate marker—which you place onto the top space of your certificate track (next to the 0).

1 grain marker—which you place onto the left space of your grain track (onto the 0).

1 estanciero—which you place next to your player board for now.



17. Then you receive the **14 player cattle cards** that are marked with a sun of your color.

In addition, add **1 exhaustion card** to this deck. These 15 cards make up your *herd deck*.

Shuffle your herd deck and place it as your face-down *personal draw stack* to the left of your player board.



18. Finally, determine a **starting player**, the other players will follow in clockwise order. Receive your **starting capital** and **1 exchange token** from the bank and draw cards from your personal draw stack to add them to your hand according to this chart:

- **1st player:** 7 pesos, 4 cards and 1 exchange token
- **2nd player:** 8 pesos, 5 cards and 1 exchange token
- **3rd player:** 9 pesos, 6 cards and 1 exchange token
- **4th player:** 10 pesos, 7 cards and 1 exchange token

You are now ready to start the game.

Important: At the beginning of your very first turn of the game, discard cards from your hand until you have only 4 remaining. Discarded cards go to your *personal discard pile*.

Then place your estanciero onto **any neutral building tile** and continue directly with *phase B*. You may start on the same building tile as other players.

OBJECT OF THE GAME

In *Great Western Trail Argentina* you move your estanciero along a trail that winds and forks from the lower left corner of the game board to Buenos Aires in the upper right. Along your path, you perform actions that provide you with various ways to earn victory points. For example: placing private building tiles, buying cattle from the cattle market, upgrading train stations and helping granjeros.

Each time your estanciero reaches Buenos Aires, you must send cattle and grain off by ship to Europe, which may also be worth victory points. Afterwards, your estanciero continues its movement again in the lower left corner of the game board. Throughout the average game, your estanciero will reach Buenos Aires about 5 to 6 times.

All victory points are awarded at the end of the game. Then, you add up the victory point icons on the various components in front of you as well as the ones marked with your color on the game board and the city maps. The player with the most victory points wins the game.

Herd deck

What is your herd deck?

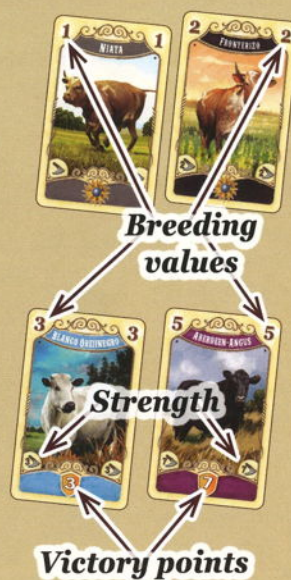
Your *herd deck* represents your herd, which you lead along the trail. Each cattle card of that herd represents one animal of a specific cattle type, clearly denoted by the card's color and *breeding value*.

Each player starts with an identical herd deck of rather low breeding values and an exhaustion card.

However, during the game, you can improve your herd deck by adding market cattle cards with higher breeding values as well as objective cards to it.

Your herd deck is made up of the following parts:

- Your face-down personal draw stack to the left of your player board.
- Your hand cards that you draw from that draw stack according to your hand limit (you start with a hand limit of 4 cards).
- Your face-up personal discard pile, onto which you place any cards that you discard from your hand as well as any cards you acquire during the game.



Important: When you must draw a card from your personal draw stack but have no cards left in that stack, then (and only then) pick up your personal discard pile, shuffle it thoroughly and place it as your new face-down personal draw stack to the left of your player board. Then continue to draw cards from it as usual.

What is the purpose of the cattle cards?

On the locations of the trail, there are several actions that require specific cattle cards to be discarded from your hand in order to gain rewards.

Also, each time you reach Buenos Aires, you want to have many different types of cattle with high breeding values in your hand: The more varied and valuable they are, the more money and victory points are in store for you. (For details see pages 9 to 11.)

And finally, on each cattle card, there is a certain strength of the particular cattle depicted, with which you may help granjeros. (For details see page 17.)

What is the purpose of the exhaustion cards?

Each time you help a granjero with the *strength* of your cattle, you will receive one or two exhaustion cards. Try to get rid of these cards, as they weaken your deck and give you minus points at the end of the game.

GAMEPLAY

Beginning with the starting player (the one with a starting capital of only 7 pesos), players consecutively take turns in a clockwise order. On your turn, you must carry out all of the following phases in this order:

PHASE A

Move your estanciero to another location along the trail.

PHASE B

Use the action(s) of your reached location.

PHASE C

Draw up to your hand limit.

Then it is the next player's turn.

Note: The 3 boxes at the top of each player board give an overview of the 3 phases.



PHASE A

Move your estanciero to another location along the trail.

What is considered a location?

The main location of the trail is Buenos Aires. Furthermore, any **tile** that is placed on a space of the trail is considered a location (so every building tile as well as every farmer tile). **Spaces without any tile are considered an unimpeded part of the trail and are NOT locations!**

In this phase, you must move your estanciero from its current location along the trail to another location.

For this, bear the following rules in mind:

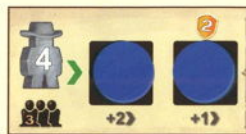
- The movement of your estanciero is measured in **steps**. Each **location** along your path takes **1 step** (remember, empty spaces along the trail are not considered locations).

Example: To move to this neutral building tile, **Mary's** estanciero could either move 2 steps by passing over the red private building tile or 3 steps by passing over the 2 green farmer tiles.



- You must always move your estanciero **forward** along the intended direction of the trail (as indicated by the arrows).
- If the trail forks, choose one of the available paths to continue along. You are not allowed to pass over Buenos Aires. So when your estanciero reaches Buenos Aires, it must end its movement there.
- The estancieros of the other players do not interfere in any way with your own estanciero. Several estancieros can be on the same location.
- You must move your estanciero **at least 1 step** and are not allowed to move it more steps than the current **step limit** your player board indicates. (Depending on your player count, you start with a step limit of 3, 4 or 5, which later in the game can be increased.)
- The location on which your estanciero ends its movement (either because you want it to or because your step limit is exhausted) is the location you use in phase B.

Example:



In this case, **BLUE** has a step limit of 4,



while **RED** has a step limit of 6.

(How to clear these spaces of their discs will be explained later.)

Hop on your engine!

Along the trail that runs close to the railroad track, you will find a total of 6 shortcuts marked with red arrows. They lead along a loading ramp to a "location", by which you can reach Buenos Aires mostly faster than usual. In order to be allowed to use such a shortcut, **your** engine must have reached or moved beyond at least the corresponding space of the railroad track (3, 6, 9, 12, 17 or 23). (On how engines are moved, see page 15.)

If you reach such a location (via a loading ramp) with your estanciero, it is immediately transferred to Buenos Aires and you follow the usual rules for Buenos Aires.

The Buenos Aires rules will be explained later on page 9.

Example: **Mary** may not use the shortcut that leads to space 9 of the railroad track, since her engine has only reached space 8.

Dave and **John** are both allowed to use the shortcut at space 9 (as well as the two shortcuts behind it at spaces 6 and 3). Since it is **Mary's** turn, she moves her estanciero two steps from the neutral building tile H across the yellow farmer tile (on which she pays 1 peso) to space 6 of the railroad track. Immediately after passing the loading ramp, her estanciero is transferred to Buenos Aires, where she then performs her phase B.



Attention: Several locations show a green or black hand. If your estanciero moves to or passes over such a location, you must **immediately** pay a fee:

- If it is a farmer tile, you must pay the fee onto its **coin space**.
- If it is a private building tile of another player, you must pay the fee **to that player**.



The fee depends on the player count and the color of the hand:

In a 2-player game:

- each black hand costs 1 peso
- each green hand costs 2 pesos



In a 3-player game:

- each black hand costs 1 peso
- each green hand costs 2 pesos

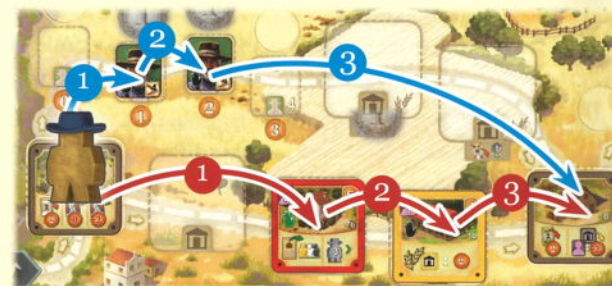


In a 4-player game:

- each black hand costs 1 peso
- each green hand costs 1 peso



Example: In a 3-player game, **Mary** has 2 pesos left. If she moved her estanciero along the lower path (red arrows), she would need to pay those 2 pesos to **Dave**, since his private building tile would be the first location on **Mary's** way and has a green hand. Then, when moving on to **John's** private building tile with the black hand, **Mary** would not have any money left to pay. This would be no problem for her, as she just could move on anyway.



However, **Mary** instead opts for the upper path (blue arrows): There she must put 1 peso onto the coin space of the first farmer tile with the black hand and her last peso for the second farmer tile with another black hand. Afterwards she just keeps moving on as usual. She opted for the upper path because she would have lost her 2 pesos either way. But on the upper path at least she avoided paying those directly to an opponent.

Important: If you cannot pay for some or all of the hands along your path, you are still allowed to move. This means that if your estanciero moves to or passes over a location whose fee you cannot pay, pay as much as you can and continue as usual.

You never have to pay fees retroactively, even if you receive money while still at a location whose fee you could not pay before.

This **only** applies to fees levied by hands. All other costs and requirements in the game must always be paid/met in full.

PHASE B

Use the action(s) of your reached location.

After moving your estanciero, use the location on which it ended its movement. However, your options on the location differ depending on whether it is:

- 1) A neutral building tile or a private building tile of your own color
- 2) A private building tile of another player
- 3) A farmer tile
- 4) Buenos Aires

1 On a neutral building tile or a private building tile of your own color, you have two options:

EITHER use the local action(s) of that tile **OR** use one single auxiliary action

Use the local action(s)

Most building tiles show two different *local actions* on their bottom half. These actions are separated from one another by full-length dividers. (Only a few building tiles show just one or more than two local actions.)



1 local action



2 local actions



3 local actions

- You may now perform **each** of that tile's local actions **once**.
- You may perform these local actions in **any order**.
- You do not have to perform all of the available local actions. But if an action shows a cost or requirement, you have to pay/meet it completely in order to gain that action's reward.
- A few tiles show two actions (separated by a white slash) within the **same** local action. You are only allowed to perform one of those actions.
- Some spaces of the trail have *risk actions* attached. If a building tile is placed on such a space, the risk action becomes part of that tile's local actions and thus can be performed by its owner each time that player reaches the location.



risk action

The individual local actions are explained in detail on pages 12 to 18.



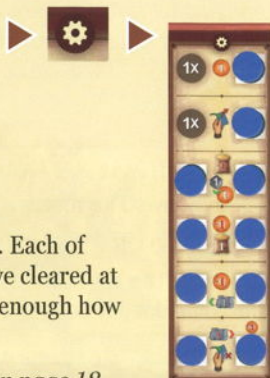
Use one single auxiliary action

If you do not perform **any** of the local actions of the reached tile, then and only then may you perform **one single auxiliary action** instead.

Your auxiliary actions can be found on the left side of your player board in the *auxiliary action section*.

At the beginning of the game, only 2 of them are available. Each of the other auxiliary actions becomes available after you have cleared at least one of its two disc spaces (again, you will learn soon enough how to do that).

The individual auxiliary actions are explained in detail on page 18.



Example: *Mary* has ended her estanciero's movement on a private building tile of her color. She may now perform each of that tile's local actions once (in any order):

1. She may hire one worker (with hiring cost reduced by 1).

2. She may move her engine up to as many spaces forward as she has maquinistas.

3. She may use the attached risk action to discard one cattle card of any type from her hand to her personal discard pile and move her certificate marker one space forward on her certificate track.

If she cannot or does not want to perform one or more of those actions, she simply forfeits them. But only if she forfeits all of them is she allowed to perform one single auxiliary action instead.



2 On a building tile of another player (meaning a different player color than yours) you have only one option:

Perform **one single auxiliary action** (see left).



Note: This means, of course, that you will usually try to reach a neutral building tile or a building tile of your own color, because only there can you perform local actions.

3 On a farmer tile you can again choose from two options:

EITHER use one single auxiliary action (see left)

OR perform the action "Help one granjero", but only with the granjero your estanciero is currently on.

(How you help granjeros is explained in detail on page 17.)

Example: If *Mary* had ended the movement of her estanciero on this farmer tile, she would have to immediately place 2 pesos on the coin space and could then either perform a single auxiliary action or help this (and only this) granjero.

4 When you reach Buenos Aires, you **must** carry out all of the 6 Buenos Aires subphases in succession.

To make sure that you do not forget any subphase, move your estanciero along the numbered spots and perform the corresponding subphase before moving on to the next spot.



The 6 Buenos Aires subphases are:

1 Extra delivery: Move one of your player discs from a quay to an empty space on the same city map. Immediately deliver the requested grain to gain the covered bonus.



2 Income: Reveal your entire hand, calculate your income and gain that amount from the bank. Then discard your hand to your personal discard pile.



3 Loading: Move one of your player discs from your player board onto a ship tile and load the required amount of grain.



4 Foresight A: Choose one of the 2 tiles in the foresight spaces below spot 4 and move it to its corresponding section.



5 Foresight B: Choose one of the 2 tiles in the foresight spaces below spot 5 and move it to its corresponding section.



6 Foresight C: Choose one of the 2 tiles in the foresight spaces below spot 6 and move it to its corresponding section.



1 Extra delivery:

Even before you receive income and load cattle in Buenos Aires, you may carry out an *extra delivery* in one of the three European port cities (Le Havre, Rotterdam or Liverpool) with your grain.

To do this, **at least** one of your player discs must be on one of the five quays of the three *city maps*. If you have multiple discs there, you must choose one, since you may use **no more than one** of your player discs for an extra delivery per subphase **1**.

Each of the four *city quarters* shows a certain amount of grain that you must deliver if you want to place your chosen player disc (from the associated quay) on a free bonus space in that quarter of the city. Note that the two “quay II” provide a reduction of the amount of grain required for delivery.



The bonus depicted inside a circle space in a quarter is always awarded immediately when placing your player disc on it; the victory points related to some spaces are awarded only after the end of the game, during the final scoring (see page 19).

A player disc placed in this way **remains** on the chosen bonus space until the end of the game. Each bonus space can only be occupied by a **single** player disc. (So if another player has claimed a bonus space, you cannot use it.)

Example: *Mary* has two player discs in Rotterdam and 3 grain. She takes one of them, delivers 1 grain and places it in the west quarter of Rotterdam. She immediately receives 6 pesos and will gain 1 victory point at the final scoring. (Although she still has 2 grain left, she may not perform another extra delivery now.)



Instead, she could have spent 2 grain and claimed the 4 victory points bonus space in the north quarter. Otherwise, she could not deliver to the east or south quarters of Rotterdam, since she only had 3 grain.

2 Income:

Reveal your **entire** hand to the other players and calculate its *total breeding value*. To do this, sum the breeding values of each **different type** of cattle that you have in hand. This means each type is counted only once, no matter how many cards of that type you have. (Ignore any victory points or strength on your cattle cards and any objective as well as exhaustion cards for now.)

Example: *Mary* has 4 cards in her hand. Because of her 2 “Patagonico” cards, she only has 3 different types of cattle:

- “Patagonico” (breeding value: 2)
- “Chaqueño” (breeding value: 3)
- “Serrano” (breeding value: 3)

Her total breeding value is therefore 8.



Then, if possible and if you like, you can increase that total breeding value by adding certificates to it. There are 2 types of certificates in the game: temporary certificates and permanent certificates.

Temporary certificates are those on your certificate track: The number next to the current position of your certificate marker tells you how many temporary certificates you have available. Of those, you can use as many now as you want by moving your certificate marker backwards accordingly.

Permanent certificates are those on the upper half of any station master tiles in front of you: Each of those increases your total breeding value by the number indicated on the tile for the rest of the game. (On how to receive station master tiles see section “Upgrading train stations” on page 15.)



Example continued: *Mary*’s certificate marker indicates that she has 3 temporary certificates available. She decides to use 2 of those temporary certificates by moving her certificate marker backwards accordingly. She adds these 2 certificates to her current total breeding value of 8 and thus increases it to a total of 10.

If she owned one station master tile with a permanent certificate, her initial total breeding value would have been 9 instead of 8.



Once your total breeding value is set (including any certificates), take that many pesos from the bank. Place this amount a little set off from the rest of your money so that you are able to track that total breeding value in subphase **3**.

Then discard **all** cards from your hand to your personal discard pile.

Note: In case you have one or more exhaustion cards **in your hand** during subphase **2**, you do not discard them to your personal discard pile, but remove them immediately from your hand instead by returning them onto the exhaustion stack. Only after this, discard the remaining cards from your hand to your discard pile.

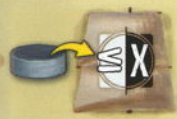
Example continued: As *Mary* has settled on a total breeding value of 10, she takes 10 pesos from the bank and places them in front of her.

Then she discards all of her four hand cards to her personal discard pile.

PHASE B

Use the action(s) of your reached location (continued).

③ Loading:



The cattle for which you just received your income must now be loaded onto a ship. The sails of each ship show a *loading value* that corresponds to that cattle's total breeding value: the higher your total breeding value, the better you can load.

To do this, decide on a ship whose loading value is **equal to or lower than** your cattle's total breeding value. Bear in mind, however, that you are **not** allowed to choose any ship to which you loaded before (that already has one of your discs on its *ship space*). The only exceptions to this rule are:

- the less valuable ship (with loading value 0) and
- the most valuable ship (with loading value 18).

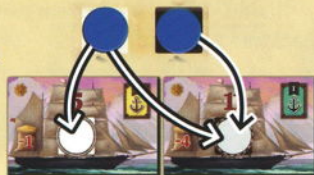


You may load either of these ships even if you already have one or more of your discs there.

Once you have decided on a ship, place one of your player discs onto its ship space (if other discs are already there, put it on top of those). Take that player disc from any of the *disc spaces* of your player board but keep in mind that there are 2 types of disc spaces: Those with white corners and those with dark corners.

1. A disc from a disc space with **white corners** can be placed onto **any** ship space.

2. A disc from a disc space with **dark corners**, however, can only be placed onto a ship space that **also has dark corners**.



By clearing a disc space of its disc this way, you unlock its ability.

Note that some of the disc spaces have additional requirements or give rewards for clearing them:

By clearing either of these spaces, you increase your **step limit**. The 2 victory points for clearing the space on the right ① are awarded at the end of the game.



By clearing either of these spaces, you increase your **hand limit**.



By clearing any of the disc spaces in the auxiliary action section, you broaden your options when performing **auxiliary actions** (see page 18).



By clearing this space, you increase your **temporary certificate limit** (you start with a limit of 4).



By clearing either of these spaces, you increase your **strength** (see page 17). If you take the disc from the space on the right ②, immediately gain 3 pesos from the bank.



By placing your player disc onto a ship space, you may gain or lose victory points at the end of the game and may trigger *loading actions* which you **must** perform immediately.

If you place your player disc on the less valuable ship (with loading value 0), immediately gain 2 pesos from the bank. At the end of the game, you will lose 2 victory points for that disc.



Loading values

City banner with departure time



Ship space for player discs

If you place your player disc onto one of the Rotterdam ships, this loading action ① is triggered. You now **must** immediately choose one **objective card** from the general objective display, place it face-up onto your personal discard pile and replenish the display if necessary. (For details see "Gain one objective card" on page 16).

City banner of Rotterdam



Finally, check how much grain must be loaded to supply your cattle and the European cities. The amount depends on which ship you have loaded.



• If you are able to load the entire required amount of grain, you **must** do so and nothing further happens.

• However, if you have less grain than required ②, you must load all your available grain and pay a *default fee* of 2 pesos to the bank **for each grain missing** in excess of that amount.

Permanent grain for loading can be found on two station master tiles which provide a reduction of the amount of grain required for *loading*. (This does not apply to an *extra delivery* of grain to European cities.) As with **all** reductions, you will not gain grain if the reduction exceeds the amount of grain to be loaded.



Note: Since you gain your income beforehand, you are always able to pay any default fees arising.

Example continued: With her total breeding value of 10, **Mary** could load the ship with loading value 9. If she chooses to do so, she places one of her discs from any disc space of her player board onto that ship. Since she has only 2 grain, she loads it and must pay a default fee of 4 pesos (which is 2 pesos per missing grain) to the bank.

Instead, she could have loaded the ship with loading value 8. However, she could have only placed a disc from a disc space with white corners and would then have taken an objective card (because of the loading action). Moreover, she would have had to load only 1 grain, would not have had to pay any default fees, and would still have had 1 grain left.

Even if she would have reached a total breeding value of 11, she would not be allowed to load the ship with loading value 11, as she had already done so once before.



④ ⑤ ⑥ Foresights (A, B & C):

Each of the 3 tiles that you choose in subphases ④, ⑤ and ⑥ must immediately be moved to its corresponding section:

Farmer tiles

If it is an **farmer tile** (green, blue, orange or yellow), place it in the area matching the color onto the **empty** space with the lowest number. If no empty space is left there, take the farmer tile out of the game by returning it to the box.

If one or more estancieros are on that space, just place the tile underneath them.



Worker Tiles

If it is a **worker tile**, place it onto the next free space of the **job market**. To determine that next free space, apply the following rules:

- The tile must always be placed in the row where the job market token is located.
- The spaces of that row must always be filled from **left to right**.
- If you are playing with fewer than 4 players, also consider the following:
In a 3-player game, each row only comprises 3 spaces (starting beneath the 3-player count sign) and the entire left column is left empty.
In a 2-player game, each row only comprises 2 spaces (starting beneath the 2-player count sign) and both left columns are left empty.
- The last space to be filled in each row is always the one with the job market token. And as you place a worker tile onto that space, move the job market token along the arrow to the dashed round space of the next row.



Usually, when the job market token is moved to the next row, nothing in particular happens. However, when the job market token is moved along a **yellow or blue arrow**, you must **immediately** (but only after you have completed the subphases) either fill up the cattle market or let the corresponding 3 ships depart.

Refill cattle market

Draw from the market stack as many cards as it takes to bring the cards in the cattle market up to their initial number:

- **In a 2-player game:** Fill the cattle market up to its total of 9 cards.
- **In a 3-player game:** Fill the cattle market up to its total of 12 cards.
- **In a 4-player game:** Fill the cattle market up to its total of 15 cards.

As in the setup, sort all cattle cards by color and place them face-up in an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the usual order from left to right: orange, yellow, red, blue, brown, purple.

- If you must fill up the cattle market but the number of cattle cards in the market is already equal to (or higher than) the total for your player count, don't add any cards to it.
- If the market stack is empty, no more cards are added to the cattle market.

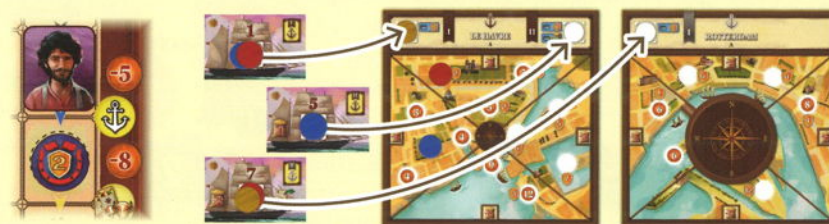


Let ships depart

Depending on the color of the icon associated with the blue arrow, the corresponding 3 ships depart and **all player discs on those are placed on the respective quays** of the city maps. Return these 3 ships that have just been departed to the box and **draw 2 ships** from the ship pile to add to the loading zone.



Example: *Mary* placed one of her player discs on the ship with loading value 5 during Buenos Aires subphase 3 and triggered the departure of the ships with the yellow banner by placing a worker tile in subphase 5. She places all player discs from the 3 ships with yellow banner on the corresponding spaces on the quays in Le Havre and Rotterdam. Then she removes these 3 ships from the game, draws 2 new ones from the ship pile and places them in the loading zone.



After finishing the Foresight subphases, carry out these two final steps:

- 1) Move your estanciero to the start of the trail, by placing it onto the *horseman space* in the lower left corner of the game board. The next time it is your turn, the movement of your estanciero starts from there.
- 2) Refill each of the 3 empty foresight spaces in Buenos Aires with tiles drawn from the Buenos Aires supply. Make sure that onto each space you place a face-up tile whose letter on the back matches the letter of that space.



End of Game

If the job market token is moved from the bottom row along the **red arrow**, the end of the game is triggered (see page 19).



PHASE C Draw up to your hand limit.

Each player starts with a *hand limit* of 4 and can increase it up to 6. If you have fewer cards in your hand now than the current hand limit your player board indicates, bring their number up to that limit by drawing as many cards from your personal draw stack as you lack. (If necessary, shuffle your personal discard pile and use it to replace your run-out draw stack as described on page 6.)

Note: If you just went through the subphases of Buenos Aires, you must replenish your entire hand.

Then it is the next player's turn.



Example: *Mary* has a hand limit of 5 cards (because she already cleared one of the relevant disc spaces on her player board). In phase B, she discarded 2 cards from her hand in order to perform a local action. As that left her with 3 cards in her hand, she must now draw 2 cards to bring her hand back up to 5. As she has 2 cards left in her personal draw stack, she draws these 2 cards. Note that even though her personal draw stack is empty now, she does not yet create a new one from her personal discard pile. She will do that right before she has to draw the next card.

ACTIONS

The Actions

The main source of actions in the game is the **local actions** of the neutral building tiles and of your private building tiles, though there are a few other situations in which actions might be triggered (loading actions, auxiliary actions, etc.).

However, irrespective of the situation in which actions are performed, the actions themselves are always represented by the same icons. So wherever the same icon appears, it refers to the same action.

This section starts with a few general notes and explanations. Right after that, the local actions of the tiles will be explained in detail.

General notes: Quite a few actions consist of a specific requirement and a specific reward. Only if you meet the requirement are you allowed to gain the reward. Requirements are usually associated with red (red arrows or red numbers), while rewards are usually associated with green and white (green arrows and/or white numbers).

① Requirement

② Reward



Important: You are allowed to forfeit a reward completely or in part even though you meet the requirement. However, if you receive an amount of pesos as a reward, you **must** take that entire amount.

The most frequent requirement is discarding cards. Wherever an action shows one or more cards with a **red arrow**, you must discard the **exact** depicted card(s) **from your hand** to your face-up **personal discard pile** in order to gain the reward shown next to it. (As mentioned on page 8, you can perform the action only once, no matter how often you would be able to meet the requirement.)

Attention: If a specific card is meant, it is represented by its color and breeding value (see image on the right).



Examples of discarding actions:

Requirement

Reward

Discard exactly **one** black cattle card "Fronterizo".



Gain 2 pesos.

Discard exactly **two** cattle cards of the **same type**.



Gain 2 pesos.

Discard exactly **one** cattle card of **any type**.



Move your grain marker 1 space forward.

Discard exactly **one** cattle card of **any type**.



Move your certificate marker 1 space forward.

Discard exactly **one** green cattle card "Patagonico".



Move your engine up to 2 spaces forward.

For the remainder of this rules explanation, keep the following terminology in mind:

- Whenever we speak of **DISCARDING A CARD**, you must place the card **from your hand** face-up onto your **personal discard pile**.
- Whenever we speak of **GAINING A SPECIFIC AMOUNT OF PESOS**, you must take that exact amount **from the bank**.
- Whenever we speak of **PAYING A SPECIFIC AMOUNT OF PESOS**, you must return that exact amount **to the bank**.
- Whenever we speak of **MOVING YOUR CERTIFICATE MARKER FORWARD**, your certificate marker is moved forward on your **certificate track**. You can move it as many spaces forward as the particular action icon indicates. However, you can never move your certificate marker beyond your temporary certificate limit (which is 4 at the beginning of the game).
- Regarding **MOVING YOUR GRAIN MARKER FORWARD**, the rules are mostly the same as for your certificate marker. However, the icon is different to avoid confusion. The limit is 8.
- Whenever we speak of **MOVING YOUR ENGINE A NUMBER OF SPACES**, your engine is moved along the spaces of the **railroad track** (see page 15 for details).

With this action icon, you can move your certificate marker 1 space forward.



With this action icon, you can move your certificate marker up to 2 spaces forward.





Hire one worker

When you perform this action, choose exactly **one** worker tile from the job market, pay that worker's *hiring cost* and place that tile in the worker section of your player board.

Bear the following rules in mind:

- You are **not** allowed to hire a worker from the **row** where the **job market token** is currently located **1**. Those workers are unavailable until the job market token has moved.
- The **hiring cost** of any of the other workers in the job market is the cost depicted on the right side of their row **2**. However, this hiring cost is modified by the value shown on the action icon itself:



= The hiring cost is not modified.



= Costs 2 pesos more.



= Costs 1 peso less.



Important: Some workers show a strength icon. Their hiring cost is **always** 1 peso more.

After you have paid the hiring cost, place the worker tile in your *worker section*, onto the **leftmost free space** in the **row** of its worker type. Note that each player already starts the game with one worker of each of the 4 types: gaucho, carpintero, maquinista and granjero. Which means that the first space of each row is already occupied. (How to get more granjeros and which function they have is explained on page 17.)



Gain 2 pesos and remove 1 of your hand cards.

Gain 3 pesos and buy cattle from the cattle market.

Build once and pay 1 peso for each carpintero needed.

Gain 5 pesos and upgrade a station behind your engine.

Pay 10 pesos to be allowed to add a granjero and place 1 disc on quay I in Liverpool.

Pay 6 pesos to be allowed to add a granjero and gain 1 grain.

Pay 8 pesos to be allowed to add a granjero and place 1 disc on quay I in Rotterdam.

Example: In phase B, **Mary** uses the neutral building tile "A".



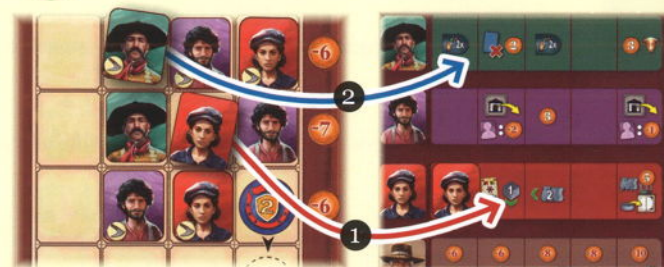
With the first hiring action, she hires a maquinista. Since she is not allowed to hire the maquinista from the row with the job market token, she pays 7 pesos for the maquinista in the previous row. She then places her onto the leftmost free space of her maquinista row, triggering an immediate action. She decides to use that immediate action and discards a cattle card of any type to move her certificate marker 1 space forward accordingly.



With the second hiring action of neutral building tile "A", she hires a gaucho with strength icon from the row that depicts a hiring cost of 6 pesos. Since the icon of the second hiring action increases the cost by 2 pesos and workers with strength always cost 1 peso more, she must pay a total of 9 pesos to the bank. She places the gaucho onto the leftmost space of her gaucho row and gains immediately an exchange token.



Unfortunately, she has no "Holando Argentino" cattle card in her hand and must therefore forfeit this building's discarding action.



If the space on which you place the hired worker depicts an *immediate action*, you must choose to either perform that action immediately or forfeit it.

- If a row is already full, you are not allowed to hire another worker of that type.
- At the end of the game, each worker that is placed on the fifth or sixth space of any row is worth 4 victory points.



Place one of your private buildings

When you perform this action, choose **one** of the private building tiles above your player board:

EITHER place it onto any **empty building space** on the trail **OR** use it to **replace** one of **your** private building tiles that is already placed on a building space on the trail.

Remember: The side of each building tile is identical for all players. You are not allowed to flip it to its other side.

Before choosing a building tile for this action, you must make sure:

- that you have enough carpinteros for it **AND**
- that you can pay that building tile's cost.

building spaces



In its upper left corner, each private building tile shows how many carpinteros you need for it. If the number of carpinteros in the carpintero row of your worker section equals or exceeds that number, you can place the tile onto any **empty** building space on the trail, provided you immediately pay its cost:



For **each carpintero** needed for that building tile, you must pay **2 pesos**.

Alternatively, you can use this action to **replace** one of **your** private building tiles on the trail with a **higher-valued** private building tile from above your player board. For this, you only need to have the **difference** of carpinteros between the 2 building tiles and also only must pay the difference. Then put the new building tile in place of the old one and **remove** that old building tile **entirely** from the game by returning it to the box. This is the only way to place buildings that require more than 6 carpinteros.

Examples:



To place this building tile onto an empty space on the trail, **Mary** needs to have at least 2 carpinteros in her carpintero row and must pay 4 pesos.

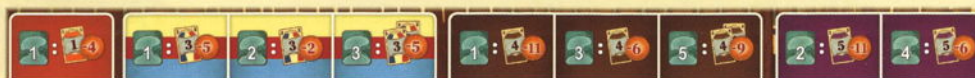


If she replaces this building tile on the trail with the other one, she needs to have at least 3 carpinteros in her carpintero row and must pay 6 pesos.

Note: The neutral building tile "B" is the only one that allows you to place your own building tiles on the game board. The only other way to do it are the immediate actions of your carpintero row. The right one of them has the advantage that you must only pay 1 peso per carpintero needed rather than 2.



Buy cattle from the cattle market



When you perform this action, you can acquire cattle cards from the cattle market and place them face-up onto your **personal discard pile**. However, the number and types of cattle cards that you may acquire in the course of this action is not fixed. Instead, your options depend on **how many gauchos** you have in your gaucho row as well as how much money you spend.

If you have just **one gaucho** in your gaucho row, you have one of these three options:



EITHER buying 1 "Caracu" cattle card for 4 pesos



OR 1 cattle card with a **breeding value of 3** for 5 pesos



OR buying 1 "Franqueiro" cattle card for 11 pesos.

If you have **2 gauchos**, you have the following options:



You could, for example, buy **2 cattle cards**: For instance, 2 cattle cards with a **breeding value of 3** for 5 pesos each



OR you could buy 1 cattle card with a **breeding value of 3** for 2 pesos



OR 1 "Aberdeen-Angus" cattle card for 11 pesos.

This means that the more gauchos you have, the better are your options. How you split your gauchos among these options is up to you, as long as you make sure that each of your gauchos is only **put to use once** during this action.



If you put 3 gauchos to use and pay 5 pesos, you get exactly 2 cattle cards with a **breeding value of 3** each.



If you put 5 gauchos to use and pay 9 pesos, you get exactly 2 "Franqueiro" cattle cards.

Any gaucho that you **do not** put to use to buy cattle cards you **may** instead use in the following way: Draw 2 cards from the market cattle stack and add them face-up to the cattle market. You may do this at any given moment while performing this action (so even before you buy cattle cards).

As mentioned (on page 11) the number of cattle cards can be higher than the total for your player count.



Important:

- You can only buy cattle cards that are currently available in the cattle market.
- You can always choose to buy fewer cattle cards than you are allowed.
- Any cattle card that you acquire during this action must be placed face-up onto your **personal discard pile**.



Move your engine forward

If you move your engine via this action icon, you can move it up to as many spaces forward on the railroad track as you have **maquinistas** in your maquinista row.

When moving your engine, bear the following rules in mind:

- Except for the starting space (space 0), no *space of the railroad track* can accommodate more than one engine at a time. This means that when moving your engine, you must ignore any space entirely that is occupied by another engine (as if that space was not there).
- Along the track, there are several *turnout spaces*, each of which belongs to a *train station*. Each turnout space counts as one additional space between the two spaces it emerges from. So coming from a space with a switch, you can either move your engine to the next numbered space or move it to the train station's turnout space (if it is not blocked by another engine).
- When choosing to move your engine via an action, you may move it fewer spaces than allowed. However, once you decide to stop on a space, you instantly forfeit any excess movement you might have left from that action. So if you move to a turnout space to upgrade its train station (see below), that engine move action is concluded, even if you moved fewer spaces to get there than you could have.



Example: Since *Mary* has 3 maquinistas in her maquinista row, she may move her engine now up to 3 spaces forward. Thus, she moves her engine from space 1 to space 5 (because space 3 is occupied by the red engine and is therefore ignored entirely).

Instead of space 5, she could as well have moved her engine to the turnout space branching off space 4.



Note: Other actions let you move your engine forward regardless of the number of maquinistas. In this case the same rules apply.

Upgrading train stations

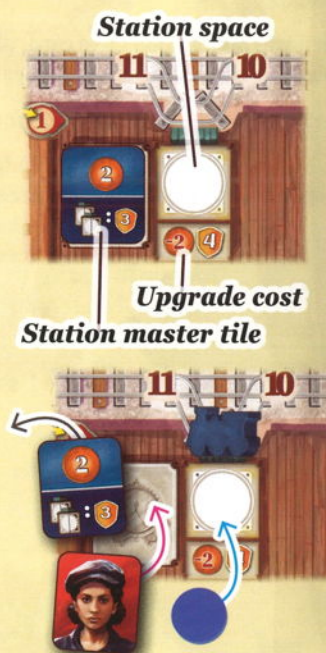
If you stop the movement of your engine on a turnout space of a train station, you must immediately decide whether or not you want to **upgrade** that train station.

Attention: You can only upgrade a train station if you can pay the *upgrade cost* and if you have not upgraded that train station before (which you'll recognize because you'll already have one of your discs on it). It does not matter if any of your opponents already have a disc on it.

To upgrade the train station, pay the *upgrade cost* depicted next to it. Then place one of your player discs onto its *station space* (if other discs are already there, put it on top of those). Take that player disc from any of the disc spaces of your player board but bear in mind that the station spaces also either have white corners or black corners. As with the ships during loading, a disc from a disc space with **white corners** can be placed onto **any** station space. A disc from a disc space with **dark corners** can only be placed onto a station space that **also has dark corners**. (For further details on clearing your disc spaces see the red box on page 10.)

After you have placed your disc onto the station space, check whether there is a **station master tile** still placed next to it. If so, you may now acquire that station master tile by appointing one of your hired workers (gaucho, carpintero, maquinista, or granjero) as the station master. To do this, choose from your worker section **any of your hired workers** currently placed on the **rightmost** space of its respective row. Remove that worker tile from your player board, put it in place of the station master tile and finally place that station master tile face-up next to your player board (see image on the right).

- Only at the moment in which you upgrade a train station do you get the chance to acquire its station master tile. If you forfeit that chance, you have no way of getting it later.
- If you remove a worker from your worker section and thus uncover its immediate action again, you can perform that action the next time you place another hired worker onto that space.
- Once a worker tile is placed on a station master space, it remains there for the rest of the game.



Each station master tile comprises two parts:

1 The **upper half** **1** either depicts an **immediate action**, a **permanent certificate** or a **permanent grain for loading**. If you receive a tile with an immediate action, either perform that action right away or forfeit it. (For the use of permanent certificates, see page 9, and of permanent grain for loading, see page 10.)

2 The **lower half** **2** depicts a unique way of gaining additional victory points at the end of the game (see page 19).

Immediate actions on station master tiles:



Gain 2 pesos.

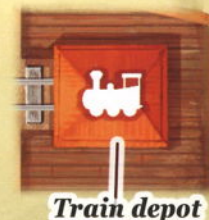


Move your grain marker up to 2 spaces forward.

The last space of the railroad track (space 31) is special. If your engine reaches this space, its movement **ends** there and you may upgrade the train station as usual. Unlike all other stations, this final station on the railroad track may be upgraded multiple times, **once each time** you reach it. Then you must **place** your engine onto the **train depot** (even if you did not upgrade the final station) and this action ends.

In case your engine is in the train depot and while you perform the immediate action of the rightmost space of your maquinista row, gain 5 pesos and upgrade any train station behind space 24 (that you did not upgrade before).

When your engine is in the train depot, you may **not** move it backwards from there (for example, to perform an auxiliary action). So you have to move it forward at least one step (to space 24) to be able to move it backwards again afterwards (if required). Besides, there is no other way of getting into the train depot with the engine than the one just described (since the train depot is not considered a space of the railroad track). Thus, you cannot move the engine backwards into the train depot.



Train depot



Gain one objective card

When you perform this action, either choose **one objective card** from the **general objective display** to the right of the game board or draw the top card of the objective stack. Place this card face-up onto your **personal discard pile**. If you take a card from the objective display, fill its vacant place immediately with a new face-up card drawn from the objective stack.

At some point later, the objective cards you acquired will enter your hand.

During your own turn, if you happen to have one or more objective cards in your hand, you can play any of them, either:

- before performing phase A
- or **before or after** performing any single action in phase B.

This means that you are neither allowed to play objective cards in the middle of an action nor after you have started to carry out phase C.

When you play an objective card, place it face-up in your **personal objective area** (beneath your player board).

Then perform the *immediate action* depicted in the upper left corner of the card or forfeit it.

The following immediate actions can be found on objective cards:



Draw up to 3 cards from your personal draw stack. Then immediately discard as many cards as you draw.



Move your engine 1 space forward.



Move your certificate marker 1 space forward.



Gain 3 pesos.



Move your grain marker 1 space forward.

Immediate action



Tasks

Each objective card depicts a combination of *tasks* to be fulfilled **at the end of the game**. If all of the tasks of an objective card are fulfilled by then, you gain the victory points printed on it.

If its tasks are not fulfilled completely, you lose the negative victory point value printed on it.



Important: Each single fulfilled task can only count towards **one** objective card. So if several objective cards show the same tasks, each of these tasks must be fulfilled **individually**.

The following tasks can be found on objective cards:



• Have 1 of your private building tiles on the game board.



• Have 1 orange farmer tile in front of you.



• Have 1 of your discs on any city map in the quarter East.



• Have 1 of your discs on a train station (the last station counts several times if several of your player discs are placed on it).



• Have 1 cattle card with a breeding value of 3 in your deck.



• Have 1 “Franqueiro” cattle card in your deck.



• Have 1 “Aberdeen-Angus” cattle card in your deck.




• Have 1 of your discs on the ship with loading value 18.

Example: To have all tasks of these cards fulfilled at the end, **Mary** needs to have by then:

- at least 3 of her private building tiles on the game board,
- at least 1 farmer tile each in yellow, blue and green in front of her,
- at least 1 orange “Caracu” cattle card in front of her and
- at least 2 of her discs in city quarters West.



If she manages to have all of these things, she will gain 9 victory points. If, for example, she was one disc short in a West city quarter, she would only gain 4 victory points (because one of the objective cards with the city quarter West task would count as minus 2 victory points).

Note: You are not compelled to play your objective cards. If you want, you can keep some or all of them in your deck by the usual means (for example, by discarding them via this icon ). For each objective card that is still in your deck at the end of the game, you may then decide if you want to score it or not. For the cards placed in your personal objective area, you do not have that choice. Those must be scored.





Help one or more granjeros

Along some paths through the Pampa, you will meet granjeros who need help with their work.

You can help the granjeros if:

a) your estanciero ended its movement on a farmer tile. In this case you may only choose **exactly that granjero**.

Note: You still have to pay a fee if your estanciero moves onto or passes a farmer tile (see blue box on page 7).

b) you perform the local action “Help one or more granjeros”. In this case you may choose **up to 3 granjeros** on the board.

The same general rules apply for both of the options mentioned above. In order to help one or more granjeros, your **total strength** must at least match the **combined required strength**. This **required strength** is indicated on the bottom right of all farmer tiles, and each granjero has an individual value from 3 to 8, showing how much strength is needed to help him.

You determine your **total strength** by adding the strength icons > that are on your player board. At the start of the game, there are none but during the game you can add them by adding worker tiles and clearing disc spaces. Some worker tiles as well as the bottom right disc space with white corners provide exactly 1 strength > (if there is no number next to the >, it's 1 strength), the bottom right disc space with dark corners provides 2 strength.

Additionally you may reveal **up to 4 cattle cards** from your hand to add their strength to your **total strength**. The strength > is indicated at the bottom of the cattle cards. If you reveal **1 or 2 cattle cards**, you immediately take **1 exhaustion card** from the exhaustion stack and place it face-up on your personal discard pile. If you reveal **3 or 4 cattle cards**, you immediately take **2 exhaustion cards** from the exhaustion stack and place them face-up on your personal discard pile. Then discard all cattle cards that you just revealed.

Private buildings “3a” and “8b” **temporarily** increase your total strength. Especially in this case, it is even possible to perform this action without revealing any cattle cards and therefore not taking any exhaustion cards.

Important: If you cannot match the required strength to help at least one granjero, you may not perform the action “Help one or more granjeros”.

If your **total strength** is **higher or at least matches** the combined **required strength** of the chosen granjeros, you may take the corresponding tiles. You also immediately receive the **money**, both from the corresponding **coin spaces** of the granjeros and the amount indicated below the corresponding spaces on the board.

Now you have the option to invest in the farm of the granjeros by adding any number of the tiles you just received to your **granjero row**. For each granjero you place on your player board, you must pay the amount of pesos as indicated on the **leftmost** free space of your granjero row then perform the immediate action or forfeit it. Add them one at a time. Place all other tiles next to your player board.

- Only at the moment in which you help a granjero you get the chance to place it in your granjero row.
- Flip the farmer tiles to their **light brown back** (without a hand) when placing them in your granjero row.
- Granjeros in your granjero row are treated as workers for all purposes. (Therefore you may appoint them as station masters when upgrading a train station.)
- Once a granjero is placed next to your player board, it remains there for the rest of the game.
- At the end of the game, you gain 2 victory points for each granjero that is placed **next to** your player board (and not in your granjero row).
- When scoring objective cards, you only take into account granjeros of the corresponding color that are placed **next to** your player board (and not those in your granjero row).



required strength



strength icon



Example: *Mary* has 3 strength icons on her player board because she already cleared the disc space with white corners and hired 2 workers with a strength icon.

She chooses to help the blue granjero (requires strength 6) as well as the green granjero (requires strength 4). To reach a total strength of 10, *Mary* reveals one “Caracu” cattle card with strength of 7 from her hand. Even though that's already matching the required strength, she decides to reveal her “Niata” cattle card as well. Since she revealed 2 cattle cards, she now has to take 1 exhaustion card and places it and the 2 cattle cards on her personal discard pile.



Then *Mary* takes both tiles and receives 5 pesos (2 + 1 from the coin spaces and 0 + 2 as indicated on the board).

Mary chooses to place the blue granjero in her granjero row. For this, she has to pay 6 pesos and, as an immediate action, she moves her grain marker 1 space forward. She flips this granjero to its back and places it on the leftmost free space in her granjero row.

Finally, she places the green granjero next to her player board.



Exhaustion cards:

You may discard **1** or remove **2** exhaustion cards from your hand as you do with any other card from your hand (however they are **not** cattle cards). In Buenos Aires subphase **2**, you remove all exhaustion cards from **your hand** (see page 9).





Perform one single or one double auxiliary action



The auxiliary action section of your player board shows 6 different auxiliary actions.

Each auxiliary action has 2 disc spaces next to it. As long as both disc spaces of an auxiliary action are occupied by a disc, the particular action is locked and cannot be used. Only if at least one of its disc spaces has been cleared is the action unlocked and available to you.



If you use this icon to perform **one single auxiliary action** on a location (see page 8), you can never double it (even if both disc spaces of the particular action are cleared).



Whenever you use this action icon, choose **one** of your available auxiliary actions and perform it. If only one of that action's two disc spaces is cleared, you can use the particular action once (single auxiliary action). If both disc spaces of that action are cleared, you may use it as a **double auxiliary action**. This means that its requirement (if it has one) and its reward are both doubled.



When you are required to move your engine backwards, this is done similarly to forward movement. If a space is occupied by another engine, you ignore that space (thus moving farther backwards). You can move backwards to a turnout space and if you stop there, you may upgrade its train station as usual (see page 15).

- However, as this is a requirement, you can never deliberately move fewer spaces backwards than required.
- If your engine is on the starting space of the railroad track or in the train depot, you cannot use an action that requires you to move your engine backwards.
- Note that the engine is never turned around. While moving backwards, its front must still keep facing forward.



Gain an exchange token

When you perform this action, gain **one** exchange token from the bank and place it in front of you.

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 bank. Then draw up to 2 cards from your personal draw stack and immediately discard as many cards as you drew.

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



- as a local action on the private building "3a"



- as an immediate action in your gaucho row



Remove an exhaustion card

With this local action, you can remove an exhaustion card from your hand cards (and thus from your herd deck).

Instead of returning it to the box, you place it on the exhaustion stack.

Important: Also, if you remove one or more exhaustion cards from your hand cards (and thus from your herd deck) with an auxiliary action or immediate action (which are shown on your player board), you do **not** return them to the box either, but to the exhaustion stack.



Move your estanciero forward

This local action allows you to move your estanciero forward to another location along the trail. If you do, you must move it at least 1 step and may not move it more steps than the number in the icon states.

On the location where you stop, you must then perform **once more** all of phase B.

Note that you do **not** replenish your hand cards before performing phase B again. This is only done at the end of your turn in phase C.

Single auxiliary action

Gain 1 peso.



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



Move your grain marker 1 space backwards. Then move your certificate marker 1 space forward and gain 1 peso.



Pay 1 peso and move your grain marker 1 space forward.



Pay 1 peso and move your engine 1 space forward.



Move your engine 1 space backwards. Draw 1 card from your personal draw stack and then 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 pesos.

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

Move your grain marker 2 spaces backwards. Then move your certificate marker up to 2 spaces forward and gain 2 pesos.

Pay 2 pesos and move your grain marker up to 2 spaces forward.

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

Move your engine 2 spaces backwards. Draw 2 cards from your personal draw stack and then remove 2 of your **hand cards** entirely from the game (and thus your deck) by returning them to the box.

END OF THE GAME

The end of the game is triggered when you place a worker tile onto the **last space of the job market** while carrying out subphase 5 or 6 in **Buenos Aires**. As this makes the job market token move along the **red arrow** out of the job market, immediately take the job market token and place it in front of you. If this happens during subphase 5, carry out subphase 6 but you may not choose another worker tile. If there are only worker tiles left, skip subphase 6 entirely. Afterwards, refill any empty foresight spaces at the end of your turn. This was your **last turn**.

Then, **each of the other players has one final turn**, in which they move their estanciero as usual and use the reached location. Players that move to Buenos Aires during their final turn also carry out the 6 subphases as usual. However, they may **not** choose any worker tiles from the foresight spaces when performing subphases 5 and 6 (skipping those entirely if there are only worker tiles left). Still, at the end of their turn, they must refill any empty foresight spaces.

After the last player has finished their final turn, the game ends.



The final scoring

Take the **scoring pad** and go through its 12 categories. In each category, write down the victory points for each player as follows:

- Gain 1 victory point for every 5 pesos that you own.
- Gain the sum of the victory points printed on each of your private building tiles that is placed on the game board.
- Gain the sum of the victory points that you have unlocked with your discs on the ships. Any negative victory points must be subtracted of course. (Thus even negative sums are possible.)
See page 10 for details.
- Gain the sum of the victory points that you have unlocked with your discs on the city maps. Note that most quays also score you points per disc on them.
See page 9 for details.
- Gain the sum of the victory points printed right next to each train station that has your disc on it. (If you have more than one marker on the final station, you will receive its points multiple times accordingly.)
- Gain 2 victory points for each of the collected farmer tiles in front of you (but not for those on your player board).
- From your deck (personal draw stack, hand cards and personal discard pile), seek out all exhaustion cards and cattle cards that have victory points on them. Then gain the sum of those victory points. Any negative victory points must be subtracted (thus even negative sums are also possible).
- You must seek out all objective cards that you still have in your deck. For each of those, you must decide whether you want to remove it from the game or add it to your personal objective area now (without using its immediate action). Afterwards, check each objective card in your personal objective area to see if you have fulfilled each of its tasks individually. For all cards that are entirely fulfilled, sum the positive victory points printed on them. For all cards that you have not fulfilled completely, subtract the negative points printed on them. Then gain the result as your victory points (this can also be a negative result). *See page 16 for details.*
- Gain the sum of victory points generated by the *individual tasks* of the station master tiles that you have in front of you. These individual tasks (see chart below) are **totally independent** of the tasks on objective cards.
- Gain 4 victory points for each worker that is placed on the fifth or sixth space of any row in your worker section.
- Gain 2 victory points if you managed to clear this disc space on your player board.
- Gain 2 victory points if you have the job market token in front of you.

After totaling all the categories, the player with the most victory points wins the game! In the case of a tie, the victory is shared.

The individual tasks of the station master tiles:

- | | |
|---|---|
| Gain 3 victory points for every 2 of your player discs placed on the 8 ships remaining at the end of the game. (If you have more than one disc on the ships with loading value 0 and 18, each of these does count). | Gain 3 victory points for every 2 station spaces that have your disc on them. (Exception: The last station only counts once for this, even if you have multiple discs on it.) |
| Gain 3 victory points for every 2 objective cards in your objective area (whether you fulfilled them or not). | Gain 3 victory points for every 2 worker tiles in your worker section that have a strength icon printed on them. |
| Gain 4 victory points for each group of 1 gaucho, 1 carpintero, 1 maquinista and 1 granjero in your worker section (including the ones printed on your player board). | Gain 1 victory point for each farmer tile (yellow, orange, blue, and green) in front of you (but not for those on your player board). |
| Gain 1 victory point per cattle card with a breeding value of 3, 4 or 5 in your herd deck. | Gain 3 victory points for every 2 of your private building tiles that are placed on the game board. |

General notes and special cases:

- Money and exchange tokens are considered **unlimited**. If the bank should run out, use something else as a substitute.
- If the objective stack should run out, the vacant spaces in the general objective display are not refilled anymore. If the general objective display is empty, no new objective cards can be gained.
- You are allowed to look through the cards of your **personal discard pile** at any time. You are **not** allowed to look at the cards of your **personal draw stack**.
- As you can remove cards from the game via an auxiliary action, you are able to slim your deck down. There is no limit to how small your deck can become. If you should reach the point when you don't have enough cards in your deck to replenish your hand to its limit, you simply have to get by on fewer cards (which is not advisable).
- If you must place a disc onto a ship during loading or onto a station space while upgrading it, some special cases can occur: If you are supposed to place a disc onto a space with white corners but only happen to have discs on disc spaces with dark corners left, you are allowed to place a disc from a disc space with dark corners onto a space with white corners. If you are supposed to place a disc but are unable to (because you have none left or cannot pay for their removal), remove one of your discs from a train station of your choice and place that one instead.
- If you replace a building while your estanciero is on that building, you are **not** allowed to immediately use the new building's local actions.
- If you remove a farmer tile on which there are any estancieros, leave those estancieros on the empty space. They continue their movement from there as usual.
- When you reveal your hand to the other players (during subphase ② in Buenos Aires or the "Help one or more granjeros" action) and calculate your strength or total breeding value, this is only a snapshot of that moment in time at which you cannot use an exchange token.

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A special thanks to the creators of the Garth Automa variant Steve Schleppehorst, Wil Gerken and David Lavoie for their inspiration.

Thanks to Duane Wulf, Mailson Kreidlow and Brian Petro for their help.

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