



## *GREAT WESTERN TRAIL Procedures*

Before play begins, all players should confirm that only base game components are included, and that they are complete. All players should specifically confirm:

- 1) Correct number of cards in each deck (36 cows, 24 objectives)
- 2) 14 cows in each personal deck
- 3) Correct number of tiles in each bag (35-1s, 33-2s, 26-3s)

The following two steps need to be taken to begin and complete setup in all games of Great Western Trail at the World Series of Board Gaming.

- 1) To begin setup, the player in Seat Two will coin flip each of their building tiles onto the table one at a time, and all players will use that same face up side during the game.
- 2) To complete setup, the starting Objective cards will be drafted face-up in reverse turn order.

Before completing setup, all players should confirm that the following actions have been taken.

- 1) The Cattle Deck has been shuffled, cut, and displayed according to player count.
- 2) The Objective Deck has been shuffled, cut, and the first four cards displayed.
- 3) Five station master tiles have been randomly selected and placed in the order they are drawn.
- 4) The starting seven neutral locations were randomized.
- 5) The board is properly seeded with the first seven "1" tiles drawn, and any other required tiles have likewise been drawn randomly and placed properly.

After all players have confirmed a proper setup, each player may take money and draw cards corresponding to their place in the turn order. Accuracy of this action should be confirmed by a neighbor.

Gameplay will proceed normally and according to the printed rules, but will also observe the following additions:

- 1) Played cards should be added to a player's discard pile in the order they are played, and this order must be preserved until a shuffle is needed. Played cards are public knowledge and may be examined at any time by any player.
- 2) A player may examine the contents of their OWN draw deck, provided that after doing so they hand the deck to a neighbor for a shuffle.

- 3) Anytime during the game that a player shuffles their own deck, they must conclude that action by handing their deck to a neighbor for an optional shuffle-and-cut.
- 4) At the end of each turn in which a player makes a delivery to Kansas City, that player must record their current money total on the provided sheet and have it confirmed and initialed by a neighbor.
- 5) If the final score is tied, the tying player who played later on Turn 1 will advance.


GM Note:

*During a turn, a player should be both deliberate and transparent in their actions. Take actions one at a time, and explain to the table exactly what is taking place. Pay for each action separately. Small accounting mistakes are common, so it is important to be careful, and work together to avoid them. Recording dollar amounts after a KC delivery, and keeping played cards in order, will help players and officials recover from a misplay.*

All games of Great Western Trail at the WSBG will utilize an Active Player Card to keep the game moving in an accurate state. This card will begin the game with the player in Seat One and will be passed on to other players at the beginning of their turn.

\*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.

### GWT Money Tracker

				
	Seat One	Seat Two	Seat Three	Seat Four
	Color:	Color:	Color:	Color:
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				
\$\$\$ after KC				

\* Totals should always be confirmed and initialed by the player next to act.