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A Great Train Robbery

That dad-blam Sheriff has gone too far this time! He's ridin' the rails with his corrupt and wealthy friends, while the good folks of this territory are stuck in poverty. Nosir, that just ain't right! We aim to bring justice to the West, and the only way to do that is to rob that there train and see that the good folks of this county get the spoils!

In *Train Heist*, up to 4 players work together to board the train, loot the passengers and cargo, and vamoose with the goods before the Sheriff catches you! Bring enough finery back to each town before the train arrives to keep the Sheriff at bay. If you can pull this off, everybody wins, but be careful! If enough perilous events occur, or a hangman noose is tied up, it's game over for all.

Components

- 1 x Quad-fold Board
- 35 x Poker Cards
- 21 x Event Cards
- 12 x Wanted Cards
- 21 x Loot Tiles
- 3 x Cherokee Tokens
- 3 x Bullet Tokens
- 2 x Railroad Switch Tokens
- 1 x Large Train Heist Arrow
- 1 x Small Train Speed Arrow
- 1 x Hangman Marker
- 1 x Train Heist Goal Marker
- 1 x Drawstring Loot Sack
- 5 x Train Car Minis
- 4 x Cowboy Minis
- 2 x Horse Minis
- 1 x Sheriff Mini
- 40 x Loot Counters

Setting Up the Game

1. Lay out the game board within reach of all players. In these instructions, "Train Map" refers to the upper part of the game board with a side view of the train, while "Main Map" refers to the lower part of the game board featuring the rails and canyon.
2. Each player chooses a colored Cowboy Mini and places it in the area marked Crackpot Canyon in the center of the board. Then, if there are two players, place one Horse Mini in Crackpot Canyon, but if there are more than 2 players, put two Horse Minis in Crackpot Canyon. (During the game, a Horse can carry one or two Cowboys.) *Put any remaining Cowboy and Horse Minis back in the box.*







3. Next, you must build the Event Deck. Follow these steps:
 - a) Remove the two "Train Speed Up" cards and set them aside for now.
 - b) Shuffle the remaining Event Cards, then if there are 2 players, remove three cards; if there are 3 players, remove six cards; and if there are 4 players, remove nine cards. *Place all removed cards back in the box without looking at them.*
 - c) Randomly insert one "Train Speed Up" card face down into roughly the middle of the upper half of the deck, and the other card roughly into the middle of the lower half. The exact placement isn't important, only that they're not on the top, bottom, or next to each other.
 - d) Place your newly formed Event Deck on its designated space on the game board.
4. Randomly draw 12 Loot Tiles, and place them in stacks of two on the square spaces, marked with an "L" in the top left on the passenger cars of the Train Map (at the top of the game board).

Return all remaining Loot Tiles to the Drawstring Loot Sack.

5. Place a Train Car Mini on the railroad space with a gold star adjacent to Town A on the Main Map, facing counter-clockwise. Place the remaining four Train Car Minis in a trailing line behind the first, one car per railroad space. Adjust all Train Car Minis so that the white arrows all face the same direction as the first Train Car Mini; this is the direction the train will move along the track.



6. Place the white Sheriff Mini on Passenger Car B on the Train Map. 
7. Place both Railroad Switch Tokens on the Main Map, covering the green and red arrows. Place the red arrow side facing up on the top track switch and the green arrow side facing up on the lower track switch (closest to Town C).
8. Place the Hangman Marker on the top knot (next to the sheriff star symbol) on the noose on the right side of the board. 
9. Place the Small Train Speed Arrow centered in the circle of the Train Speed Meter on the board. If there are 2 or 3 players, set the arrow pointing at the number 2. If there are 4 players, set the arrow pointing at the number 1.
10. Place the Large Train Heist Arrow in the same manner on the Train Heist Meter on the board, but pointing just below the number 0. 
11. All players must now agree on a target score to achieve in order to win the game. This score can be anywhere from 10 to 20. Place the Train Heist Goal Marker pointing to the number chosen on the Train Heist Meter on the colored outer rim. The Train Heist Meter's dial is color-coded and labeled to indicate the level of difficulty for each goal.
12. Set the three Cherokee Tokens to the side near the board; you'll need them later. If you are playing a 3 or 4-player game, place all three Bullet Tokens in the designated spaces on the board. If you are playing a 2-player game, give each player one Bullet Token and place the last one in the designated area on the board. 

13. Shuffle the Wanted Cards and randomly place five in a row alongside the game board, "Wanted" side up. Put the remaining cards back in the box.
14. Shuffle the Poker Cards and randomly deal out five to each player. (These cards are not a secret; any player may look at any other player's Poker Cards at any time during the game.) Place the rest of the Poker Cards face down next to the game board; this is the Poker Deck. Take the top card and flip it over next to the deck to create a discard pile. When the Poker Deck depletes, reshuffle the discard pile and place the deck face down in its original location, then form a new discard pile.
15. The player who last rode a train goes first. Player turn order proceeds clockwise.

Playing the Game

NOTE: If this is your first time playing, we recommended playing a mock 2-player game using the Solo Tokens before your first time playing with others (refer to "Playing Solitaire" on page 11).

Once the game board is setup, each player's turn consists of performing the following steps in order:

1. Perform up to four Heist Actions and/or any number of Free Actions in any order. You may perform the same action multiple times in a turn. Each of the following counts as an action:

Heist Actions:

- Move
- Move a Horse (play a Poker Card, move that many spaces)
- Loot the Train (if you're in a train car with Loot Tiles)
- Drop off Loot at a Town (if you have loot, and you're on a Town space)
- Flip a Railroad Switch Tokens (if you're on a Railroad Junction space)
- Trade or Give cards to a player in the same space you occupy
- Take a Bullet Token (reserve a Heist Action for later)
- Escape from Jail (draw a Poker Card, need 3 Keyholes)

Free Actions:

- Use a Card Ability by trading in Poker Cards from your hand
 - Mount or Dismount a Horse
2. Move the Train Car Minis forward the number of spaces listed on the Train Speed Meter.
 3. Discard any number of cards in your hand (optional).
 4. If you have less than five Poker Cards, draw from the Poker Deck until you have five.



Heist Actions

Each player has *four* Heist Actions to use on their turn. Heist Actions may be taken in any order, and each action may be performed multiple times.

Move

Move a Cowboy Mini to one adjacent space on the Main Map or Train Map:

Whether a player's Cowboy Mini is on the Main Map or the Train Map, moving to an adjacent space uses one Heist Action. On the Main Map, each space is indicated by a white outline; on the Train Map, each space is indicated by a faded white oval. On the Main Map, players may move to any adjacent space, but cannot move directly through canyon walls (the spaces within the tunnel being the exception), or occupy the same space as a Train Car Mini. On the Train Map, the connecting white lines indicate which spaces are adjacent to each other. Two or more players may occupy the same space on the Main Map or Train Map.

Move/board the Train Map from the Main Map:

If a player's Cowboy Mini is on a space adjacent to a train piece on the Main Map (from the side or rear, but not from the front), they may spend one Heist Action to board the train. The player moves their Cowboy Mini from the Main Map to the space between the train cars (featuring the "ENTER/EXIT" arrows) via the train piece they are next to. Each train car has a number over it to indicate which section of the train you are entering, and dotted-lines to separate each car. The train engine is the first section of the train on the map (marked with a "1"); the caboose, or the "C" car, is the last section (marked with a "5").

Leave the Train Map:

If a player wants to leave the Train Map and get back to the Main Map, they may do so in one of two ways: the roof or between two train cars. This also uses a Heist Action.

If a player wants to jump from the roof of the train (a very daring thing, indeed), there must be Horse Mini on the Main Map adjacent to the train section the player is attempting to jump from (on the side or rear of the train, but not in front).

If a player's Cowboy Mini is in a space between two train cars (at the "ENTER/EXIT" arrows), they may jump from the train and roll to a stop in an adjacent space next to the section of the train they left (again, only on the side or rear of the train, but not in front).

Move a Horse

Discard a Poker Card from your hand to move a Horse:

Move the Horse Mini a number of spaces up to the number on the discarded Poker Card. Horses cannot board the train, and you may only move a horse that you are currently riding, or one that has no rider at all (you can call it to you).

A horse can carry up to two cowboys at once:

If you are riding a horse along with a second player, they ride along with you where you choose to move the horse. Mounting or dismounting a Horse is a Free Action, but you may only do either on your own turn.



Heist Actions (continued)

Loot the Train

A player must be in a passenger car with Loot Tiles in order to loot them. Each train car has two spaces for Loot Tile stacks. These tiles feature either suits (a Revolver, Bag, or Keyhole), or number sets (e.g., 3 of a Kind, 2 Pairs, 3 Card Straight). In order to take the loot, you must play Poker Cards from your hand that match the required suits or number sets on the Loot Tile (the Poker Cards are discarded). The Poker Cards you play may fulfill the requirements of the top tile in one or both stacks (a single Poker Card may even be used to meet the requirements for two different tiles), allowing you to take one or both from the train car you occupy (if there are two stacks). Only the top Loot Tile from a stack may be taken. For Loot Tokens with '#/#/#' you need all listed numbers to acquire it.

Once you have looted, you cannot loot again until you have returned all loot in your possession to a town, whether one tile or two.

EXAMPLE:

The two Loot Tiles in a train car that you occupy state that you need a Keyhole, Bag, and Revolver on one tile, and the other tile requires a 3 Card Straight; if the 3 Card Straight in your hand also features a Keyhole, Bag, and Revolver on it, these three cards would fulfill both tiles, allowing you to loot both.

EXAMPLE:

One Loot Tile features two Keyholes and a Revolver; the other features three Keyholes. You may play three Keyholes and a Revolver to take both tiles.

Wild Cards and the Sheriff:

A Wild Card may be played as any one number or one suit of your choice. For every Wild Card you play to fulfill a looting requirement, *the Sheriff will immediately move one space closer to you on the train, so beware!*

Drop Off Loot at a Town

If a player's Cowboy Mini is on the town space on the Main Map and the player has loot in their possession, they may place their loot aside, draw one new Loot Tile from the Drawstring Loot Sack for each Loot Tile being returned, and place the new Loot Tiles on the square by the town, face up. Then the player puts their returned Loot Tiles back into the Drawstring Loot Sack. When dropping Loot off at a town, ALL Loot Tokens must be dropped off that the player holds.

IMPORTANT: When a player returns loot back to a town, they get points added to the Train Heist Meter towards their goal. Players gain one point per Loot Tile returned.

Flip a Railroad Switch Token

If your Cowboy Mini is in a space with a Railroad Junction, you may turn over the Railroad Switch Token to the other side. When the train hits a junction it will go in the direction marked on the revealed side of the Railroad Switch Token.



Give or Trade Poker Cards

If your Cowboy Mini is occupying the same space as another player's Cowboy Mini, you may use a Heist Action to give that player any number of your Poker Cards. That player may also trade any number of their Poker Cards back to you. A player may only hold five cards max at any time.

Take a Bullet Token

If there are any available Bullet Tokens (there are 3 for all players to share), a player may take one into their possession. Holding a Bullet Token allows a player to reserve a Heist Action for later use. On any later turn, that player may use their Bullet Token (return to the table beside the board), gaining an additional Heist Action. That Bullet Token may then be taken again by the same or another player on another turn.

Heist Actions (continued)

Escaping from Jail

Regardless of whose turn it is, if any player encounters the Sheriff, they are immediately placed in the Jail Coal Car, located just behind the train engine. (Place the jailed Cowboy Mini on one of the three keyhole symbols on the train car marked 2). As soon as they are put in the Jail Coal Car, that player must place any Loot Tiles they have in their possession back into the Drawstring Loot Sack. They must also discard all their Poker Cards, and return any Bullet Tokens in their possession. While locked up in jail, players are forced by the Sheriff's engineer to shovel coal into the engine. This means that for each player jailed in the Jail Coal Car, the Train Speed Meter increases by 1, causing the train to move further at the end of each player's turn.

EXAMPLE:

The Green player and Yellow player are in spaces adjacent to one another on the Train Map. An Event Card is drawn causing the Sheriff piece to move into Yellow's space, then Green's, causing both players to disperse their Loot Tiles back into the train and move their Cowboy pieces into the Jail Coal Car. They then increase the Train Speed Meter by 2. Each player will then lower it by 1 when they escape.

Players in jail have only one option during their turn: to use their Heist Actions to draw Poker Cards, with each card drawn costing one Heist Action. If players draw a Keyhole or Wild Card, they keep it in their possession; all other cards are immediately discarded. To escape from jail, the player must play three Keyhole Cards (Wild Cards can be substituted), and they are then discarded. Upon escape, they immediately place their Cowboy Mini in the space to the left of the Jail Coal Car (the "ENTER/EXIT" space on Train Car 1). This movement is free, and does not cost a Heist Action. The player then draws back up to five Poker Cards, and continues their turn with any remaining Heist Actions. Other players can assist a captured player by exchanging cards with them to help them gain Keyhole (or Wild) Cards faster, however they may only exchange cards with them if they are in the space to the left of the Jail Coal Car (the "ENTER/EXIT" space on Train Car 1).

IMPORTANT: Remember to decrease the Train Speed Meter by 1 upon your escape, unless it was already at 5 before you went to jail.

Free Actions

On a player's turn, they may take any amount of Free Actions they are able. Mounting or dismounting a horse is a Free Action; all other Free Actions are Card Abilities. To use a Card Ability, a player must play cards from their Poker Hand to match certain suit or number sets. The cards are discarded, and the player immediately gains a special ability. Use the following list to determine the effect of different suit or number sets.

Pair: Two cards of the same number.

Action: You gain one extra Heist Action this turn.

3 of a Kind: Three cards of the same number.

Action: You gain two extra Heist Actions this turn.

4 of a Kind: Four cards of the same number.

Action: You gain three extra Heist Actions this turn.

4 Card Straight: Four cards numbered sequentially (*EXAMPLE: 2,3,4,5, or 6,7,8,9*).

Action: You may flip a Switch Token from anywhere on the board.

Wild Card: Any Wild Card. (Playing a Wild Card in this fashion does not cause the Sheriff Mini to move.)

Action: You may move the Sheriff one space from his current location on the Train Map.

Moving the Train

The last thing a player does on their turn is move the train forward along the train track. You can either move all pieces forward, or take the last train pieces and place them in line in front of the first car along the track, one car per space. (This is a matter of preference.)

The amount of spaces the train moves forward is determined by the Train Speed Meter (refer to Figure B). Be sure to move the train in the direction which the arrows on the Train Car Minis are pointing, and keep them aligned in the same direction.

Once the train has been moved forward, check to see if it has moved onto any new star spaces, in front of any towns, through any tunnels, onto any railroad junctions, or through anything that was on the track. If so, one or more of the following may occur:

Star Spaces (Events)

If one of the Train Car Minis lands on a space on the track with a star on it, then an Event happens. Draw an Event Card from the Event Deck, do what it says, and then place the Event Card face up into the Played Event pile on the board.

IMPORTANT: As with towns, star spaces are triggered once per length of train, not per each car of the train as it passes.

Town Spaces (Loot)

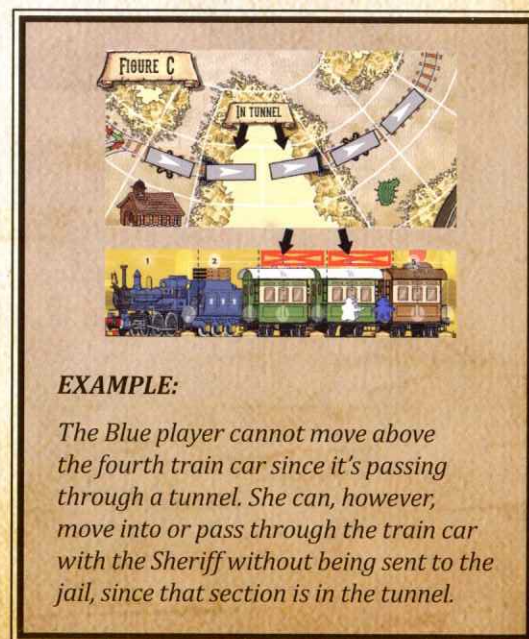
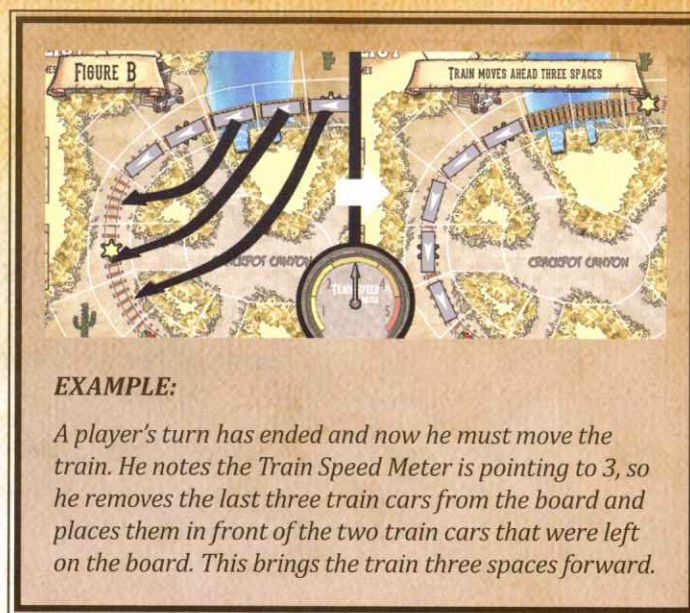
If the starred space that a Train Car Mini lands on is also in front of a town on the board, then after the Event Card is played, all Loot Tiles on that town are immediately placed on the train. Each town has a letter on it (A, B, or C). When you move Loot Tiles from a town to the train, always place them in the train car with the matching letter. Loot Tiles are always placed on the train face up. They must also first be placed in any available empty space in that car, then to any available smaller stack, and, if there are no smaller stacks, then to a stack of your choice.

If no Loot Tiles are located next to that town, move the Hangman Token down one space (to the next knot) towards the skull and crossbones (noose). When the train arrives at a town, whether there are Loot Tiles next to a town or not, it fills any empty seats. If any loot spaces are left empty in any lettered train car (after Loot Tiles next to the town have been placed in their lettered car), randomly draw more Loot Tiles from the Drawstring Loot Bag to fill any empty spaces, one tile per empty space (drawn and placed one at a time, with the player choosing where).

Tunnels

On the Main Map there is a tunnel that the train can move through, and there are a few rules to follow:

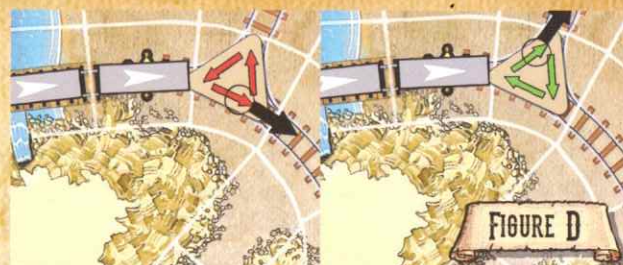
- The only way to move into a tunnel is from the railroad track spaces at the tunnel openings.
- If a player's Cowboy Mini is on top of a train car when that car goes into the tunnel, place them flat on their back in the middle of Crackpot Canyon; that player loses their next turn. On the turn they lose, the player may stand the Cowboy Mini back up to signify that they will go again on the next turn. **IMPORTANT:** The train still moves on every player's turn, even if that player doesn't get to do anything else.
- While a train car is in a tunnel, the rooftop of that car may not be accessed by players.
- While a player's Cowboy Mini is in a train car that's inside the tunnel, they are immune to the effects of the Sheriff. That player cannot be sent to jail, and may even loot a car while the Sheriff is present. Just be sure to leave the Sheriff's car before the train leaves the tunnel!



Moving the Train (continued)

Railroad Junctions

When the train encounters a Railroad Junction it can follow one of two different paths, depending on which Railroad Switch Token is showing (refer to Figure D). The train follows the colored arrow on the Railroad Switch Token assigned to that junction, in the same direction the train is heading.



Standing on the Track

Train tracks are made for trains. This means that the train has the right of way and will have an effect on anything on the track as follows:

- If a player's Cowboy Mini is on a track space that a Train Car Mini has moved into, place it flat on its back in the middle of Crackpot Canyon; that player loses their next turn. On the turn they lose, the player may stand the Cowboy Mini back up to signify that they will go again on the next turn.

IMPORTANT: The train still moves on every player's turn, even if that player doesn't get to do anything else.

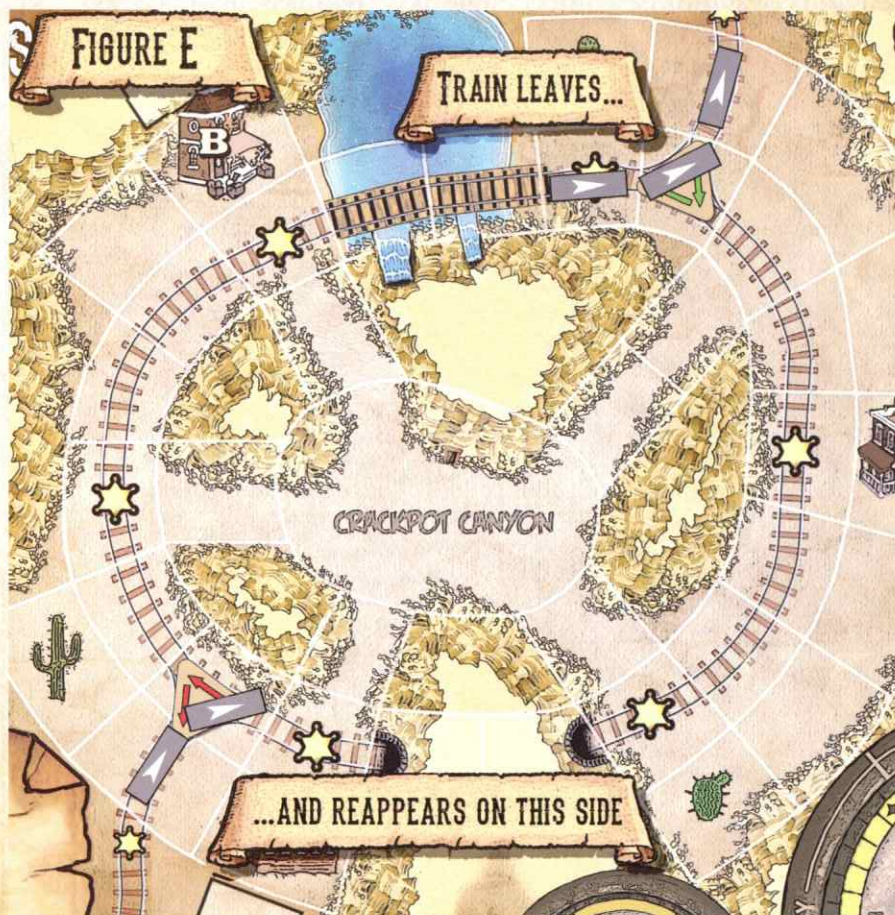
- If a Horse Mini is on a track space that a Train Car Mini has moved onto, remove it from the board for the remainder of the game, and hold your hats to your hearts.

Moving off the Edge of the Map

Often, the train will be required to follow the track off the board. When this happens, it will simply reappear on the opposite side of the board, re-entering from the other track that leads off the Main Map (refer to Figure E). The train may partially be on both sides of the board at once.

IMPORTANT: When the train moves off the map, the player whose turn it is must draw and play one Event Card from the Event Deck.

NOTE: Cowboy pieces cannot do this type of movement.



Event Cards

When a train piece lands on a starred space, players draw an Event Card from the Event Deck and place it face up on the “Played Events” space located just below the deck. They then immediately fulfill the Event. It is possible for more than one Event Card to be drawn in one train movement. Four different Events can occur, including the following:

Move Sheriff

Simply move the Sheriff Mini in the direction stated along the Train Map (one arrow meaning one space, two arrows meaning two spaces), in the indicated direction. Note: If the Sheriff occupies the farthest forward or farthest rear spaces possible on the train, and an Event Card indicates he should keep moving in that direction, the Sheriff “bounces” back in the opposite direction the required number of spaces.

Add Cherokee Token

Add the Cherokee Token (featuring a teepee) to the area stated on the card (one of the three cacti on the Main Map), with the small arrow pointing to the center of the board. Once a Cherokee Token is placed, the assigned space that it occupies and the adjacent railroad space in front of it that the arrow points towards cannot be entered or passed through, whether on foot or riding a horse (unless you hold the “Cherokee” Wanted Card). This is now Cherokee Territory. You can safely pass while riding the train, however. A lone horse without rider cannot move through Cherokee territory either.

If placing a Cherokee Token puts a Cowboy Mini or Horse Mini in Cherokee Territory, those minis are permitted to move out when they have the chance, but cannot move back in.

Flip Railroad Switch Token

The next Railroad Switch Token that the train is heading for is flipped to the other side. If the train is on both junctions at the same time as a “Flip Railroad Switch Token” Event is drawn (refer back to Figure E), neither of the Railroad Switch Tokens are flipped.

Train Speed Up

The Train Speed Meter is increased by 1. Once the train increases speed in this manner, there is no slowing it down.

The Sheriff

Ever present on the train is the corrupt Sheriff. His job is to put the courageous train robbers in jail. When the Sheriff Mini is moved, it moves just like the players’ Cowboy Minis, from one space to the other, left or right along the Train Map. Unlike players, he never leaves the train, nor goes on the roofs of the cars. Whenever he moves, look to see if any Cowboy Minis are encountered along the way. Each one unlucky enough to get caught in the Sheriff’s path is placed in the Jail Coal Car.

The Sheriff is incited to move along the train by any of the following methods:

- If an Event Card tells the Sheriff to move somewhere, he moves there.
- As mentioned before, if a Wild Card is used while looting a train car, the Sheriff moves towards the car being looted, one space for each Wild Card used.
- Refer to “Escape from Jail” under Heist Actions for more info about the Sheriff, and what happens when he catches you.

Wanted Cards

During the game, players may earn reputations that will stick with them for the remainder of the game. These reputations come in the form of Wanted Cards. To gain a Wanted Card, players must fulfill the mission stated on the “Wanted” side of the cards. Once fulfilled, players gain the card, flip it over, and unlock a new ability, which is exclusive to them and can be used for the rest of the game, *starting on their next turn*. They also now take on the title on the top of the card for the remainder of the game, and all players must refer to them as such. Players may only gain one Wanted Card each per game.



EXAMPLE:

Derek uses two Wild Cards to loot a train car. Having fulfilled the mission on a Wanted Card, he places it in front of himself and flips it over, exposing the "Wild" title and the corresponding special ability. He gains that ability on his next turn and has it for all subsequent turns, and all players must refer to him as "Wild Derek" for the remainder of the game.

Game Over

In *Train Heist*, all players win or lose together. To win the game, players must drop off their stolen loot at the three towns until the Train Heist Meter reaches the goal set at the start of the game. All players lose the game when any of the following happens:

- Whenever the train moves adjacent to a town with no loot in it, the Hangman Marker moves down one knot. If the marker lands on the skull and crossbones, everyone loses the game.
- When the last Event Card is played, both Railroad Switch Tokens are immediately removed from the board. If the train reaches one of the two junctions before the Train Heist Meter reaches the goal set at the start of the game, everyone loses.

Playing Solo

To play *Train Heist* with a single player, the game is simply played as a mock 2-4 player game. Taking up to four of the included Solo Tokens, each matching a colored cowboy piece, you may use these tokens to keep track of which player's turn it is (flip to signify a taken turn), the order of turns (from left to right, however you arrange the tokens), and their Poker Cards and Loot/Bullet Tokens.

It is recommended you play a mock 2 player game if you're playing solo, especially when trying to learn the game.

Playing Versus

To play *Train Heist* as a versus game rather than cooperatively, play with the standard rules, but with the following changes:

- During Setup, take the 40 colored cubes and sort them by their color. Then, take the colors that match the same colored cowboys in play, and place them on the "Train Heist" title on the top left of the board. These are Loot Counters.
- Remove the "Crazy" and "Tombstone" Wanted Cards.
- Your Poker Cards are kept hidden from other players.
- At the start of the game all players, except the player going first, get a Bullet Token. Also, players may only have a max of one Bullet on them at any time during the game.
- Whenever a player returns one or two Loot Tokens to a town, they also place a Loot Counter of their color next to the town the loot was returned to, one Loot Counter per Loot Token. When the train reaches the town, the player then gains points for their returned loot (as opposed to gaining the points as soon as the loot is returned to a town, as it is when playing co-op). They then collect these Loot Counters into their possession as "points" towards winning.
- A player may only use Wild Cards to move the Sheriff when they are on the train.
- A player only requires two Keyhole cards to escape from the Jail Coal Car.
- The first player to possess seven Loot Counters in a 2- or 3-player game or five Loot Counters in a 4-player game is the winner. If no one reaches that number of Loot Counters, the player with the highest amount of points before the game ends wins. The game ends by the same means as co-operative mode. If there is a tie, whoever has the most combined loot in all three towns wins. If there is still a tie, whoever currently has loot on their person wins.

Variants

Score Challenge

Rather than aiming for a target score, try playing towards a high score! Keep track of your final score, and with whom you played, and try to beat it with the same team of players! Or try to beat another team's high score!

Shorter or Harder Game

To play a shorter game, randomly remove additional Event Cards from the Event Deck during section 3-b of 'Setting up the Game'. It is recommended you also lower your target goal accordingly (about 1 point per two cards removed). You can increase the difficulty by keeping your target goal the same.

Frequently Asked Questions

Q: If I have the "6-Shooter" Wanted Card, do I draw six Poker Cards at the end of my turn rather than the usual five?

A: Yes. Players may also trade or give you Poker Cards, with six cards being the maximum you can have in your hand.

Q: Are Events from star spaces triggered once per length of the train, or each time a new car is placed on it?

A: Once per length of the train.

Q: When flipping a switch, do you have to be on the railroad junction, or just adjacent?

A: You must be on the junction to flip the switch on that space.

Q: What happens when you are on a space when a teepee is placed on it?

A: The player or horse is freely allowed to leave the area if that should occur. Naturally, they may not re-enter afterwards (unless they have the "Cherokee" Wanted Card).

Q: In regards to the "Track Switched" Event Card being drawn, do players choose which Railroad Switch Token is flipped?

A: No, the Railroad Switch Token that is flipped during this Event is determined by the next junction the train is heading toward.

Q: What happens when you flip a Railroad Switch Token and the engine of the train is on the junction?

A: A Railroad Switch Token can never be switched when any part of the train is on the junction the switch is assigned to, whether via an Event Card or a Card Ability. The other switch should be flipped via an Event Card, if possible.

Q: Does the Ace have a numerical value as it does in games like Black Jack (in which an Ace can be a 1 or 11)?

A: The Ace has a numerical value of just 1, as in the rules of Poker.

Q: When you dismount/mount a horse, do you have to share a space with the horse?

A: Yes.

Q: Can a Wild Card be any number when moving the horse?

A: Yes, up to a value of 10 (the cards only go up to 10).

Q: If the Sheriff is in between two cars and you jump over him via the roof, does he capture you?

A: No, he does not see you or capture you.

Q: When hit by the train, you lose a turn. Do you also disregard the train movement for that turn?

A: No, the train still moves as per usual during a player's lost turn.

Q: What happens if I run out of Loot Tiles from the Drawstring Loot Sack?

A: If you run out of Loot Tiles while drawing to place them next to a town, place the returned Loot Tiles instead. If you run out of Loot Tiles when loading the train with Loot Tiles to fill any empty spaces, then some spaces are simply left empty.

Q: Can you move into the five large mesas that are either lining or in the middle of Crackpot Canyon?

A: No, the only canyon walls a player can move through are the openings of the tunnel. They may pass through the tunnel to the other side.

Q: Can players view both Loot Tokens in a stack next to a town?

A: Yes, even if they're stacked one over the other, players may look at both Loot Tokens next to a town.