

## APPENDIX

In this document, find each of the 12 common buildings (sides a and b) and the 7 neutral buildings and all of their actions plus the immediate worker actions. Also included are explanations of all train cards, an overview of the objective and bonus tiles as well as the auxiliary actions.

Unfortunately, an important rule has not made it into the printed rule book.



### Getting Rid of Cattle

Each player may remove **at most 5 cattle** from their deck over the course of the game. For this purpose, each player should keep a personal discard pile for the cattle they remove from their deck—to keep track.

Also, many players have reached out to us claiming that the 2a building might be too strong. If you are one of those players, either use the b-side of that building at all times or apply the following change:



### Building 2a

Consider the dividing line between the actions to be a slash, i.e., when you use that building, you must choose between one of the two options:

- Either buy a bonus tile for \$2 and end your turn
- or move your herder to the next location and carry out its actions.

You may not carry out both effects.

## COMMON (a)



1. Discard one gray Criollo cattle card to gain 3 Dollars.
2. Use one auxiliary action.



1. Pay 2 Dollars to gain one bonus tile from the train (or draw one from the stack).
2. Move your herder 1 step forward along the trail. Take the action of the newly reached location.

See rule book, page 7.



1. Hire one worker; if it is wild, you must pay 4 Dollars as normal.  
*See rule book, page 9.*
2. Discard one cattle card of any type to gain 2 Dollars.



1. Use one or two different auxiliary actions.
2. Gain 1 exchange token.
3. Move your herder 1 or 2 steps forward along the trail. Take the action of the newly reached location.

See rule book, page 7.



1. Take one blue Corriente cattle card from the market and place it in your discard pile.
2. Move your certificate marker up to 3 spaces down.



1. Take one objective or bonus tile from the train (or draw one from the stack).
2. Gain 1 exchange token.
3. Move your herder 1 to 3 steps forward along the trail. Take the action of the newly reached location.

See rule book, page 7.

## COMMON (b)



1. Discard one cattle card of any type to gain an amount of money equal to double its breeding value.
2. Use one auxiliary action.



1. Discard one cattle card of any type with a breeding value of 2 to gain 5 Dollars.
2. Either use one auxiliary action or buy one cattle card at the cattle market.

*See rule book, page 10.*



1. Remove one orange Simmental cattle card in your hand from play.
2. Use one auxiliary action.
3. Move your herder 1 or 2 steps forward along the trail. Take the action of the newly reached location.

*See rule book, page 7.*



1. Pay 2 Dollars to gain one Shorthorn cattle card from the market and place it in your discard pile. (*No cowboys required.*)
2. Gain 2 exchange tokens.



1. Move your certificate marker up to 3 spaces down.
2. Gain 5 Dollars.
3. Move your herder 1 to 3 steps forward along the trail. Take the action of the newly reached location.

*See rule book, page 7.*



1. Take one objective tile from the train (*or draw one from the stack*).
2. Take one bonus tile from the train (*or draw one from the stack*).
3. Hire one worker; if it is wild, you must pay 4 Dollars as normal.

*See rule book, page 9.*

## NEUTRAL BUILDINGS



**Must STOP here.**

1. Gain 5 Dollars.
2. Take one orange Simmental cattle card from the pile and place it in your discard pile.
3. Reveal your hand, calculate its total breeding value and move a player disc to a trading post. Then discard your hand.  
*See rule book, page 12.*



1. Discard one white Galloway cattle card to gain 2 Dollars.
2. Hire one worker for 5 Dollars.
3. Hire a **different** worker for 8 Dollars.

*If either of these workers is wild, you must pay an additional 4 Dollars.*



1. Gain 2 Dollars.
2. Move your certificate marker 1 space down.



1. Discard one black Pineywoods cattle card to gain 2 Dollars.
2. Pay 1 Dollar to gain 1 exchange token.
3. Buy one cattle card at the cattle market.

*See rule book, page 10.*



1. Discard one green Santa Gertrudis cattle card to gain 2 Dollars.
2. Place one common building on an empty building space on the trail **or** replace one of yours.

*See rule book, page 10.*



1. Use one auxiliary action.
2. Use the train.

*See rule book, page 10.*



1. Gain 1 exchange token.
2. Use one auxiliary action.

# TRAIN CARDS

1. Take one objective tile from the train (or draw one from the stack).
2. Gain 1 exchange token.



1. Take one objective tile from the train (or draw one from the stack).
2. Move your certificate marker 1 space down.



1. Take one bonus tile from the train (or draw one from the stack).
2. Use one auxiliary action.



1. Take one bonus tile from the train (or draw one from the stack).
2. Gain 1 exchange token.



1. Take one objective tile from the train (or draw one from the stack).
2. Take one bonus tile from the train (or draw one from the stack).



1. Take one yellow Black Angus cattle card from the market and place it in your discard pile.
2. Take one objective or bonus tile from the train (or draw one from the stack).



1. Move your certificate marker up to 3 spaces down.
2. Take one objective or bonus tile from the train (or draw one from the stack).
3. Move your herder 1 or 2 steps forward along the trail. Take the action of the newly reached location. See rule book, page 7.



1. Take one objective or bonus tile from the train (or draw one from the stack).
2. Take one bonus tile from the train (or draw one from the stack).
3. Hire one worker; if it is wild, you must pay 4 Dollars as normal. See rule book, page 9.



## IMMEDIATE WORKER ACTIONS



### Cowboy:

Discard when you move your herder to move it 1 additional step. You may discard multiple cowboys to move your herder even further, but not past El Paso.



### Builder:

Discard and pay 2 Dollars to move your certificate marker 1 space down.



### Engineer:

Discard to gain 1 Dollar.



### Wild worker:

Discard to gain 2 Dollars.

## PLAYER BOARD: AUXILIARY ACTIONS

1

Gain 1 Dollar.

1 + 2

Gain 3 Dollars.



Draw 1 card from your personal draw stack; then immediately discard 1 card.



Carry out this action twice, one after the other. You may not combine the actions.



Move your certificate marker 1 space down.



-3

Remove one cattle card in your hand (of any type) from play. Note: To clear this disc, you must pay 3 Dollars.

# TILES

## Objective Tiles

The depicted victory points are scored at the end of the game if you meet the condition printed to the left of the colon. Each item in the game can only contribute to one objective tile.



Have the depicted cattle card(s) in your deck, e.g., one blue Corriente and one yellow Black Angus cattle card.



You must meet both depicted conditions, e.g.: own a bonus tile and buildings with a total worker cost of at least 3.



Own buildings with a total worker cost of at least the indicated number (e.g., 4).



Have a disc on a trading post with at least the indicated minimum breeding value (e.g., 14).

## Bonus Tiles

Some provide an immediate effect that you carry out only once you gain the tile; others provide a permanent benefit throughout the game. Multiple tiles with the same permanent effect stack (*i.e.*, you gain the effect that many times). The depicted victory points are scored at the end of the game.



Carry out three exchange actions, one after the other: draw 1 card from your personal draw stack; then immediately discard 1 card. You may not combine these actions.



Grants a permanent certificate, increasing your total breeding value (at El Paso) by one.



Immediately remove 1 cattle card in your hand from play.



When delivering to El Paso, you may add exactly one duplicate to your total. Additional copies of this bonus tile allow you to add more than one duplicate.



Immediately remove 1 cattle card in your hand from play and gain the depicted amount of Dollars.



Immediately gain 5 Dollars.

# HOBBY NEXT PROMO (2025)

## Bonus Tiles



Permanently increases the breeding value of Simmental cattle by 1 for you: with one of these, Simmental cattle cards are worth 3 during delivery; with both, Simmental cattle cards are worth 4 during delivery.



Immediately remove a player disc on your player board from play. If that space has a cost, you must pay it; if it has a bonus, gain it. You may remove any remaining disc, even one with dark corners. This bonus tile helps you unlock actions/effects on your player board faster.



Hire one worker; if it is wild, you must pay 4 Dollars as normal.  
*See rule book, page 9.*