



Whistle Stop – Please Read Before Playing

TGA Rules Clarifications and Game Play Suggestions 2018

- See separate Setup document for how to prepare the board
- Make sure you adjust the setup if you only have three players
- Make sure players in 3rd and 4th position receive extra coal to start
- Be sure you have turned in all resources used at the end of your turn
- GAME PLAY SUGGESTION: Instead of turning in your spent tokens at the end of your turn, we recommend all players keep them on their board until the first player distributes resources for the *next* turn
- At the end of your turn, refill your hand completely BEFORE replacing any faceup tiles you draw.
- If your game reaches the *last round on the printed turn track*, you may skip filling your hand on that last round.
- When using a coal to move your train may pass through one or more of YOUR OWN trains which are sitting on small circles only
- At the Trading Post, you may perform the same trade twice
- You may use a whistle to skip over an end tile (ignoring its effects) and go directly to the resource track
- *STILL UNDER DISCUSSION BUT THE OFFICIAL RULE FOR ORIGINS IS:* You may NOT use a whistle to skip over an end tile and return to other track on the board (or an empty space). A train reaching any end tile is immediately moved to the resource track.
- For a “?” on the resource track, you may choose to take any one resource or any token (coal, whistle, or gold). If you choose to take a gold token, take it randomly from the face down pile
- For Game End scoring 1 fame point for each 2 tokens you have, “token” means a coal, whistle, or gold (not resources)

PLEASE CALL A CONDUCTOR IF YOU HAVE ANY QUESTIONS!