

Santa Fe Rails (2nd edition) ~ The Sequence of Play

- 1) **Draw, Select, or Buy Cards.** Begins with first player. Refill hand with up to 4 cards. Your options:
 - Select **Boomtown card(s)** if available
 - Draw **City card(s)** if available
 - Select **Double Turn card(s)** if available
 - Select the **Triple Turn card** if available (never combo with a Four-In-One or Branch Line cards)
 - Select the **Four-In-One card** if available (never combo with Triple Turn or Branch Line cards)
 - Buy a **Branch Line card** for \$1 if available (never 2 or with Triple Turn or Four-In-One cards)
- 2) **Play Cards.** Select and lay face down one card from your hand OR possibly two cards if combining with play of a Branch Line card. Cards with an asterisk * must be played and not held. Your options:
 - Play a Triple Turn card*
 - Play a Four-In-One card*
 - Play a City card (with or without a Branch Line card*)
 - Play a Double Turn card (with or without a Branch Line card*)
 - Play a Boomtown card
- 3) **Reveal Cards.** All cards are revealed simultaneously.
- 4) **First Track-Laying Turn.** Begins with the first player then moves clockwise.
 - Lay one piece of rail unless allowed more by a card or is impossible.
- 5) **Second Track-Laying Turn.** Begins with the first player and then moves clockwise.
 - Optional City card discarding ability for each player who played a Double Turn card.
 - Then lay one piece of rail unless allowed more by a card or is impossible.
- 5a) **Return and Discard.**
 - All Double, Triple, Four-In-One, and Boomtown cards go back to public display.
 - Played Branch Line cards (used or not) are removed from the game.
- 6) **Pass the Train.** First player passes train to the left and that player becomes first player for the next round.

Card Explanations

Double Turn card Play is optional but if played:

- May lay up to 2 pieces of track in both track-laying phases in any combination.
- Player receives double bonuses during the round.
- At the start of your **second track-laying turn**, you may discard (face down and out of the game) any number of City cards from your hand and draw an equal number of replacements.

Triple Turn card Play is not optional and when played:

- May lay up to 3 pieces of track in both track-laying phases in any combination.
- Player receives no bonuses during the round.

Four-In-One card Play is not optional and when played:

- May lay up to 4 pieces of track in either the first or second track-laying phase in any combination.
- Player receives regular bonuses during the round.

Boomtown card Play is optional but if played:

- May place 1 or 2 Boomtown markers (if available). A value 4 marker can only go on a city valued at 2. A value 5 marker can only go on a city valued at 3.

Branch Line card Play is not optional and when played:

- Must be played and only with either City or Double Turn cards.
- Player may begin a new route of track for that Major Railroad from any city to which the Major Railroad is currently connected or not.

Track Laying Bonuses (can be combined)

\$2 City Connection Bonus for the first player to connect to a city.

\$4 Special Railroad Bonus for the first player to connect to historical route city.