

Colony Supplies:
After adding the Kalgoorlie cube, draw a random cube from the bag. Place it on the port with the matching cube icon.
Fremantle - purple,
Bunbury - grey,
Albany - blue, red.
If a gold cube is drawn, there has been a robbery. Remove one gold cube from Kalgoorlie (ignore if Kalgoorlie is empty). Note: Other than gold cubes in Kalgoorlie or Colony Supplies, the cities start with no supply cubes.

Action Tiles:
A Player may not choose the same action tile in consecutive turns. Keep the tile until you have chosen a new one (or yours is claimed by the other Player).

Build Track:
On a normal turn, Players may only build 2 tracks (3 if they choose Engineer).

Connecting to Kalgoorlie:
A connection to Kalgoorlie can only be made from Hyden or Merredin. To make the connection, the Player must take the Engineer action tile and pay the amount required on the route (no track tile is laid). Place 2 player tokens to show route ownership. This link counts as two steps for delivery and final scoring.

