# WHISTLE STOP PROMO UPGRADES

When you gain a stock in any way, you may take either 2 coal or 1 whistle.

Spend a whistle token to gain a whistle token and a rare or common resource of your choice.

If you have two of your trains on the same black hex (town or special tile), from that point on you may move them together for a single action, and you'll do that tile's action twice (once for each train). You can also move one train to any stop (even a small circle) where another one of your trains is, and then they will move together from that point on. You may move them separately at any time after they are joined this way. If the King Me! tile is taken from you, the trains are no longer joined, and must be moved separately.
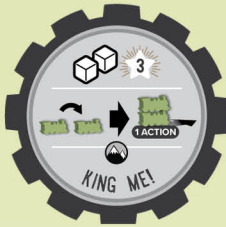
Example #1: If you move both trains to a small Green resource stop, you would get two green cubes, one for each train.

Example #2: If both trains go to a town tile, you may pay double the amount of resources and get 2 shares as well as double the amount of victory points. If you only pay the amount once, you only get 1 share and the regular amount of victory points, and you also LOSE the penalty points (for the train that did not pay the resources).

Other players may jump over your double trains using a single whistle as if the two trains were a single train.

You do not get double the reward for putting down a new tile in a Mountain space (that happens before you move the trains there).

Gain 1 gold token whenever you gain a gold token. This is not repeatable; you are limited to 1 extra gold token per action.
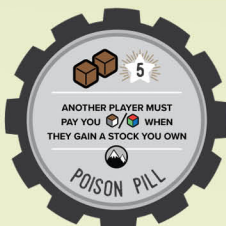
When any other player gains a stock that you own, they must pay you a common or rare resource. If they do not have a common or rare resource to pay you, they may not gain that stock.

You may play any of the face-up tiles onto the board as if they were part of your hand of tiles. This allows you to play up to 6 tiles in one turn (8 if you also have the extra boiler). You may use Salvage Yard or Scrap Yard on the faceup tiles when you have Surveyor Crew.
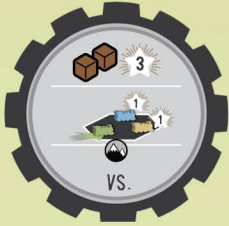
Score 1 point for each train of other players' colors when you arrive in a black hex that has one or more trains from other players already there.

ABOUT THE DESIGNER

Scott Caputo is the designer of *Völuspá*, *Kachina*, and *Sorcerer City*. Scott is an active member of the League of Gamemakers. He lives in the San Francisco Bay Area with his wife and two sons.

ABOUT THE DEVELOPER

Ted Alspach has developed several games, including *Whistle Stop*, *Werebeasts*, *New York Slice*, *Ultimate Werewolf Inquisition,* and *Favor of the Pharaoh*. Ted is also the designer of *Werewords, Suburbia, The Palace of Mad King Ludwig, Castles of Mad King Ludwig,* and *One Night Ultimate Werewolf*.

ABOUT THE ARTIST

Stephanie Gustafson has created artwork and graphic design for several amazing games, including *The Palace of Mad King Ludwig, Colony, America,* and *New York Slice*.

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