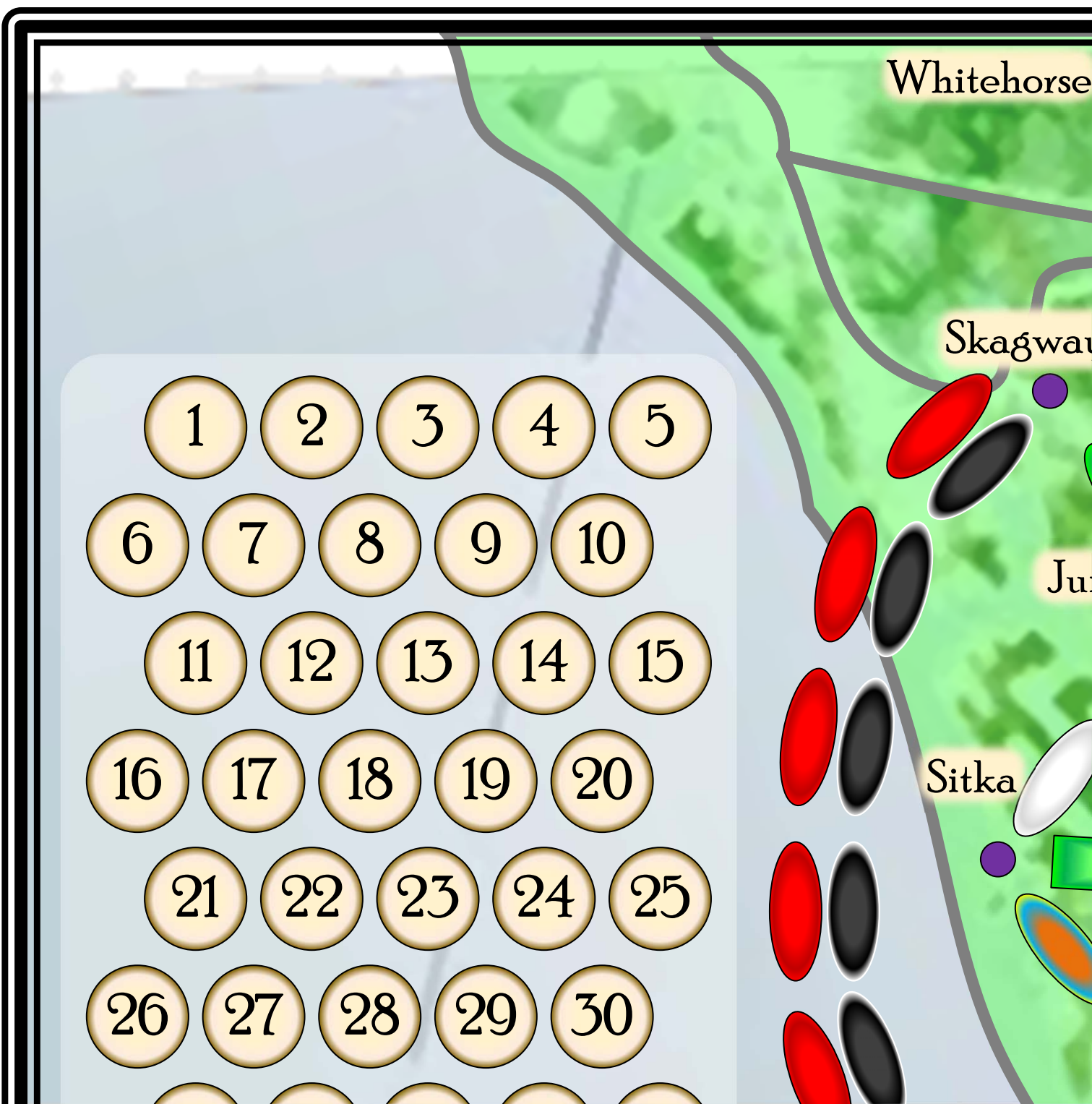


- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23
- 24
- 25
- 26
- 27
- 28
- 29
- 30



orse

gway

Juneau

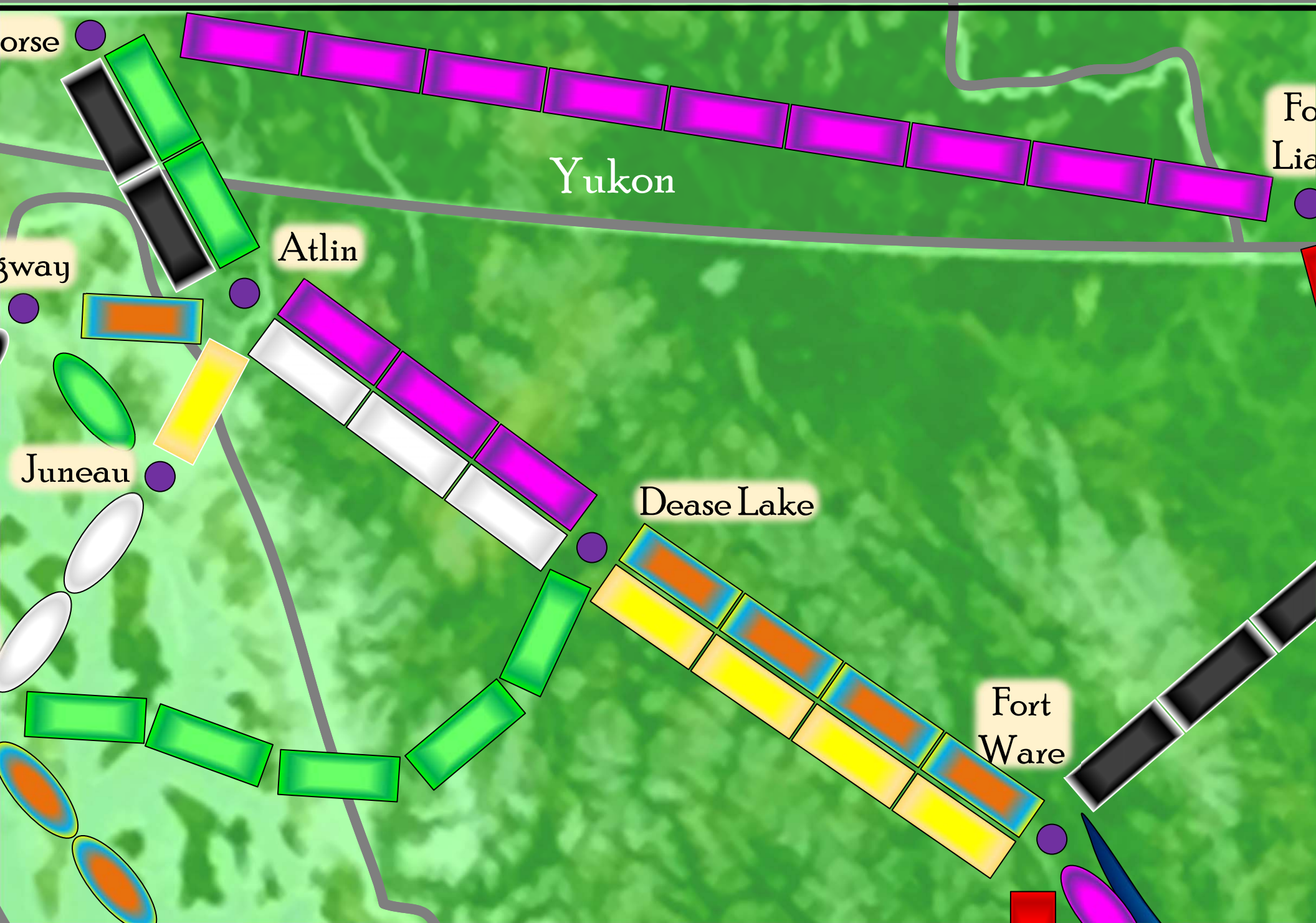
Atlin

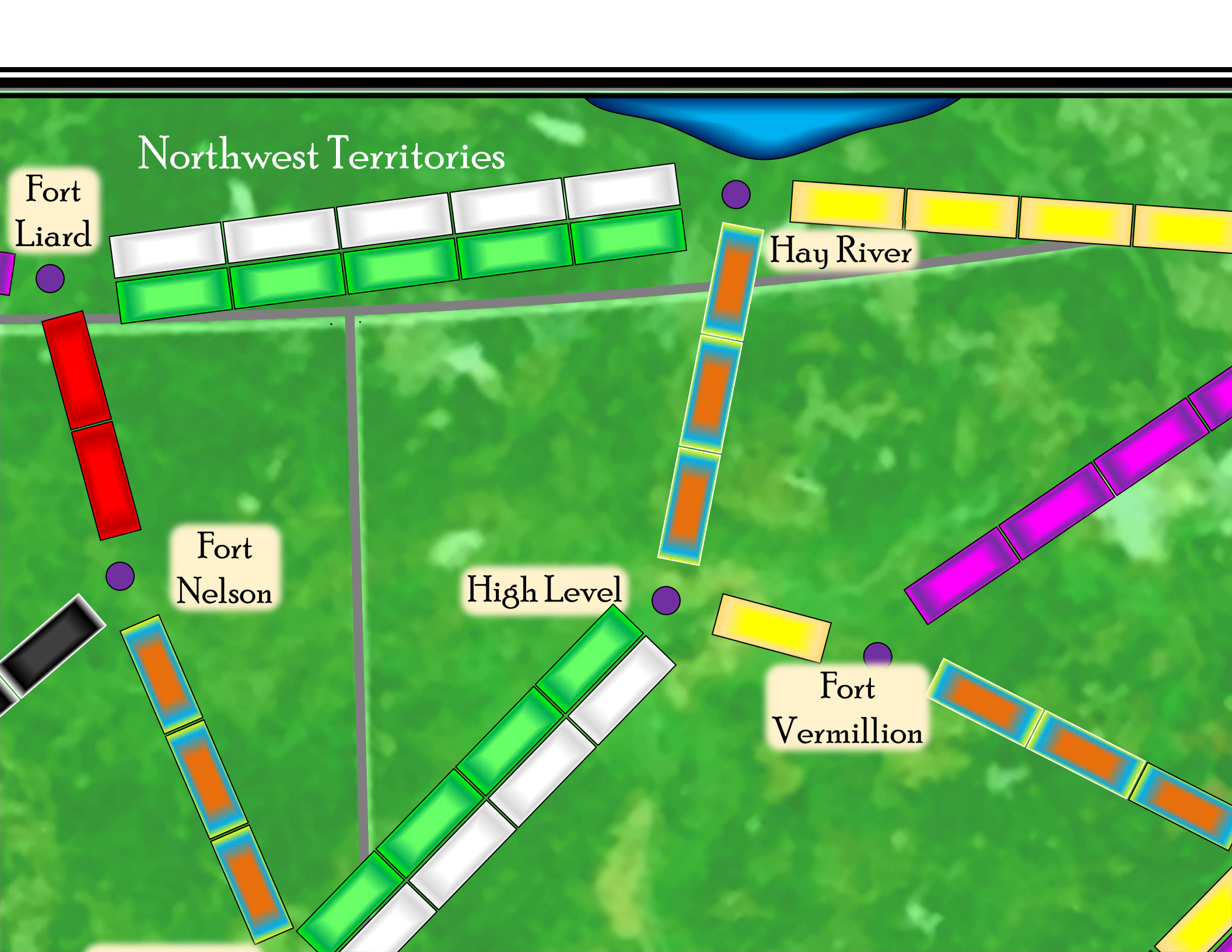
Yukon

Dease Lake

Fort
Ware

For
Lia





Northwest Territories

Fort
Liard

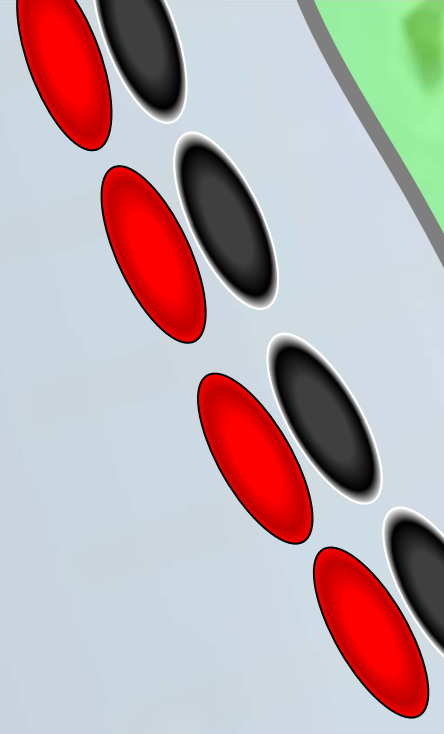
Hay River

Fort
Nelson

High Level

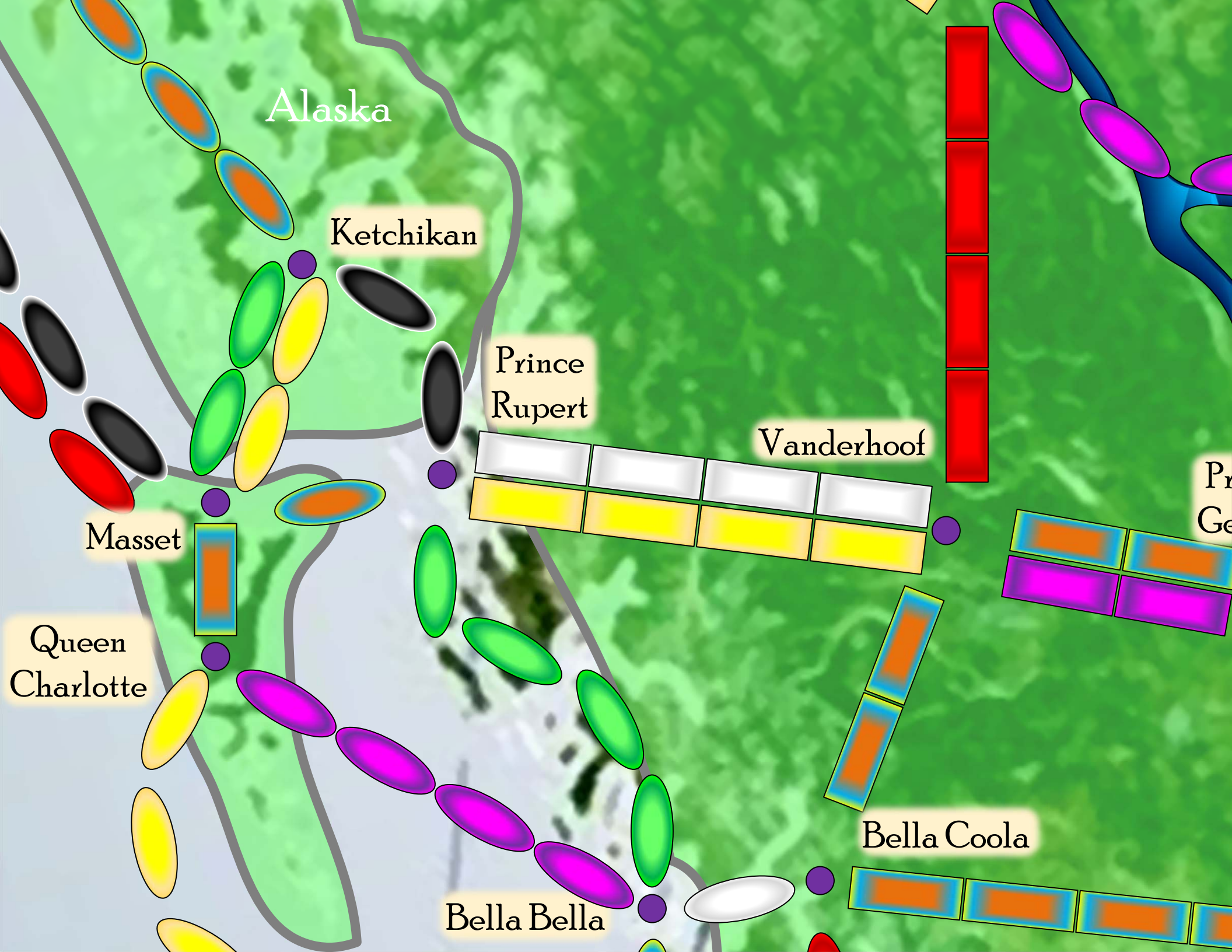
Fort
Vermillion

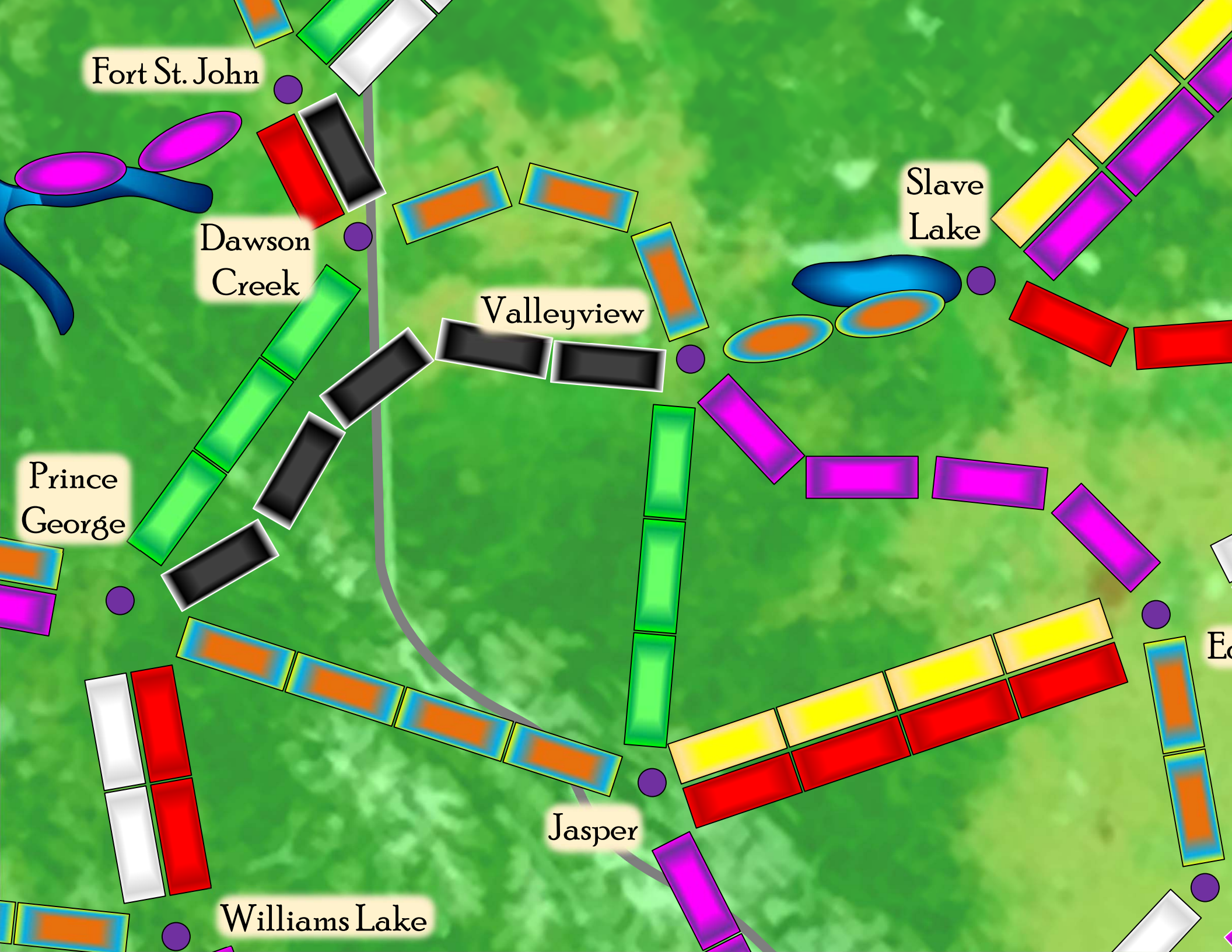




31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60
61	62	63	64	65
66	67	68	69	70
71	72	73	74	75
76	77	78	79	80

Q
Ch





Fort St. John

Dawson
Creek

Valleyview

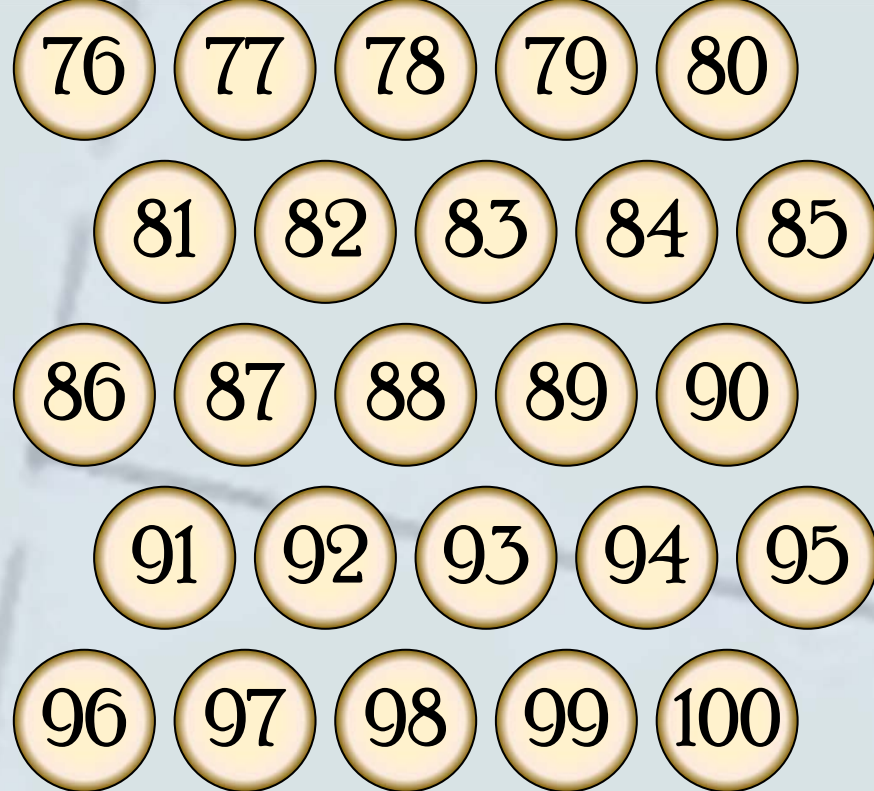
Slave
Lake

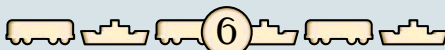
Prince
George

Jasper

Williams Lake





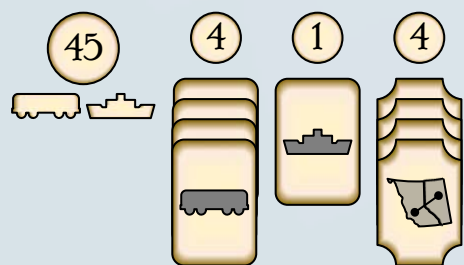
1		Route Length Scoring
2		
4		
7		
10		
15		
18		
21		
27		

West Can and Surroundi

Game Setup

- If you run out of trains or ships, you may use the other type with no draw penalty.
- If you don't have a 'Sails' expansion, you may use a 'Sails' expansion.
- You must keep 2 or more tickets in your hand.
- Any subsequent ticket draws, you may draw a ticket.

Western Canada and Fishing Areas



For ships while making your route, you may use from
draw penalty.
In the expansion, start with 5 train cards instead of 4+1.
More tickets on the initial hand.
At draws, you must keep 1 or more tickets

Bella Bella

Port
Hardy

Campbell
River

British
Columbia

Vancouver

Nanaimo

Victoria

