Let $\mathcal{F}$ and $\mathcal{H}$ be two impartial rulesets. We introduce the conjoined ruleset $(\mathcal{F} \triangleright \mathcal{H})$ in which the game is played under the $\mathcal{F}$ ruleset and then, when play is no longer possible, to continue under the $\mathcal{H}$ ruleset. The games of Go-Cut and Sno-Go on a path are considered. We give nim-values for positions at the start of Phase 2 for Go-Cut and for Sno-Go we determine the winner.