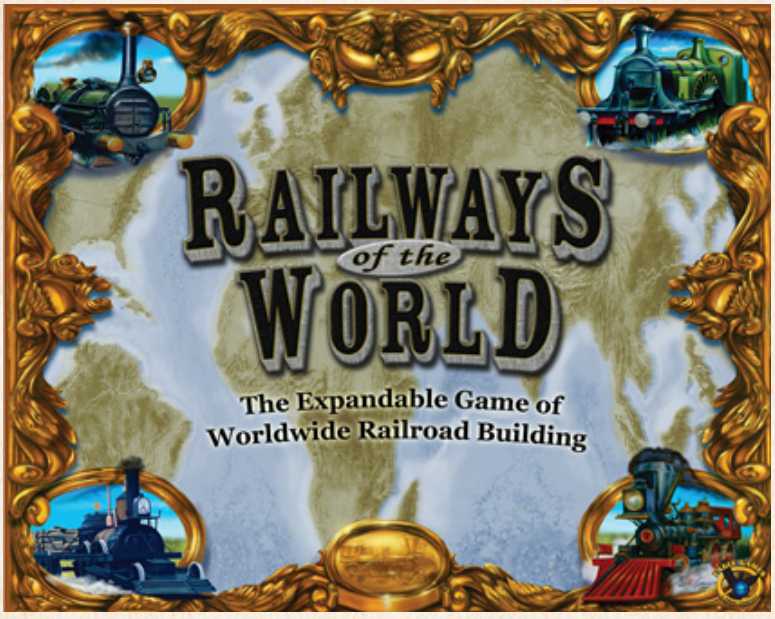
RAILWAYS of the WORLD

Rule Book Compendium



Comprehensive Rules

Base Game, Expansions & Accessories

Table of Contents

Railways of the World

Railways of the World (2005/2010)	Includes Eastern U.S. & Mexico	MSRP	$79.99	SKU 101122	Page#

Railways of the World Expansions Sets Rules **All Expansions require the Base Game**

Railways of the Eastern U.S. (2010)	**Expansion Map & Cards Only**	**MSRP**	**$30.99**	**SKU 101473**	**Page#**
Railways of Mexico (2010)	**Expansion Map & Cards Only**	**MSRP**	**$19.99**	**SKU 101496**	**Page#**
Railways of Europe (2008)	**Expansion Map & Cards Only**	**MSRP**	**$34.99**	**SKU 101251**	**Page#**
Railways of the Western U.S. (2010)	**Expansion**	**MSRP**	**$34.99**	**SKU 101266**	**Page#**
Railways through Time (2011)	**Expansion**	**MSRP**	**$34.99**	**SKU 101264**	**Page#**
Railways of Great Britain (2013)	**Expansion**	**MSRP**	**$34.99**	**SKU 101413**	**Page#**
Railways of North America (2013)	**Expansion**	**MSRP**	**$39.99**	**SKU 101829**	**Page#**
Railways of Nippon (2017)	**New 4-player Base Game**	**MSRP**	**$0.00**	**SKU TBD**	**Page#**
The Engines: A Bit of History					**Page#**
Credits for all Versions					**Page#**

Railways of the World Accessories and Components Rules

ROTW Event Deck	Accessory	MSRP	$9.99	SKU 101298	Page#
ROTW Mini Expansion Fuel Depots	Accessory	MSRP	$9.99	SKU 101516	Page#
ROTW Mini Expansion Mines	Accessory	MSRP	$9.99	SKU 101518	Page#
ROTW Mini Expansion Switch Tracks	Accessory	MSRP	$9.99	SKU 101519	Page#
ROTW Hotel Markers in 5 Player Colors	Components – Wood 5 Sets of 4	MSRP	$.TBA	SKU 102018	Page#
ROTW Brown Empty City Markers	Components	MSRP	$9.99	SKU TBD	Page#
ROTW Score Marker in 5 Player Colors	Components – Wood 1 Set of 5	MSRP	$.TBA	SKU 102018	Page#
ROTW Plastic Trains	Components – Plastic 5 Sets of 25	MSRP	$9.99	SKU 102044	Page#
ROTW Cubes – 125 (8mm) in 5 Colors	Components – Wood 5 Sets of 25	MSRP	$9.99	SKU 102018	Page#
ROTW Extra Track Straight-Curve-Cross	Components - (77 – 2 sides)	MSRP	$2.99	SKU 102074	Page#
ROTW Cards for Mexico Map	Components	MSRP	$4.99	SKU 102024	Page#
ROTW Large Box For Game Maps	Components	MSRP	$0.00	SKU TBD	Page#
ROTW Game Map and Cards Kits	Components – To Be Announced	MSRP	$0.00	SKU TBD	Page#
Turn Summary (back cover)					Page#

Railways of the Eastern U.S., Railways of Mexico, Railways of Europe, Railways of the Western U.S., Railways through Time, Railways of Great Britian, Railways of North America, Railways of Nippon are expansion maps for Eagle-Gryphon Games' very popular railroad board game Railways of the World. You will need the pieces from the basic game (track and city tiles, shares, money, empty city markers, trains, and first player marker) to play these expansion maps.

The basic gameplay has not changed except where noted. For basic rules questions please refer to the basic game rule manual. Any modification or changes to the basic rule are presented here.

Set Up

Refer to the basic rules of *Railways of the World* for general information on how to set up, as well as supplemental information and other questions you might have on how to play.

Railways of the World

Designed by Martin Wallace and Glenn Drover

Original Version Railroad Tycoon 2005

Railways of the World 1st Edition 2009

Railways of the World 2nd Edition 2010

Base Game Introduction, Rules, and Components

Introduction

Welcome to the age of railroading! You are a railroad baron making profits by delivering passengers and finished goods! The potential earnings are great, but who will be the most successful?

You decide the best routes and build the track. You run the railroad and deliver the goods, thus capturing that share of the market for your railroad. As your network of rails expands across the countryside, you invest in newer, better locomotives to deliver the goods faster and farther.

Can you rewrite the annals of history and engrave your name alongside the world's greatest Railroad Barons?

Base Game Components

This Rulebook

Game Board

Each game board map may have the following features:

- **Cities:** Red, Yellow, Blue, Black, Purple and Gray
- **Terrain:** Open, Mountains, Water and Ridge Lines.



Track Tiles:

- Straights, Curves, & Crossings

Hexagonal track tiles are used to create sections of railroad track (called "links') connecting one city to another.

Control Locomotives:

Classic Player Colors: Red, Yellow, Green, Blue, Purple, & Gray

New Player Colors: Gold, White, Orange, Green, Pink, & Metallic Silver.



25 player-colored locomotive pieces to show ownership of railroad links.



Empty City Markers

Empty City Markers are used to track the depletion of cubes from cities. The game end trigger happens after the determined number of empty cities has been reached (based on number of players). The game will end at the completion of the next full turn after placing the last empty city marker.

New City Tiles (12 Hexagonal Tiles)



The placement of one of these tiles on a gray city represents the growth of industry within a small city and new demand for goods. This new growth means that the city changes from gray to a new color, and from that moment goods cubes of that color may now be delivered to that city.



Goods Bag and Goods cubes

(25 cubes in Red, Yellow, Blue, Black, & Purple)

Colored wooden goods cubes are placed in cities at the beginning of the game and delivered along railroad links to generate Victory Points and income for the railroad. These "goods" represent a share of the business in that market. Once they are "delivered," the railroad that made the delivery has successfully taken that share of the marketplace and increased its income as a result.



Money

$1,000; $5,000; & $ 10,000 bills

Bond Certificates

Certificates of 1; 5; & 10



Bond certificates represent the bonds that were "issued" by the railroads to raise money.

When issued, the certificate is placed in front of the player and the cash value of the certificate is given to the player from the bank.

Engine Cards



These represent the investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start with a "l."



The number on the card is the maximum number of "links" that a goods cube may be delivered that player.

First Player Marker

Special Link Tiles (2 Hexagonal Tiles) For use in the Railways of the Eastern US Expansion



Starting the Game

Board and Component Set Up:

Place the **Goods Cubes** in the goods bag. Randomly draw and place a number of goods cubes in each city equal to the number printed on that city. In a 2 or 3 player game, reduce the number of goods cubes placed in each city by one. However, no city may start the game with less than one goods cube.

Place the **New City tiles** face up in a pile by the side of the map. Place the **Track tiles** on the other side of the map. Place the **Bond Certificates** face up in piles of the same value. Place the **Money** to one side to form a bank.

Count out the necessary **Empty City Markers** needed based on the map and player count being used and return the rest to the box.

Set Up Railroad Operations Cards

Before the start of the game, each of the three "start" cards (marked with a gold "S" in the bottom left-hand corner) is removed from the deck and placed face up next to the game board. The deck is then shuffled and a number of cards equal to two times the number of players is drawn from the deck and placed face up next to the game board. Overlap the cards of the same type to conserve table space. (Hotels, City Growth, New Industry...)

Player Round Marker

Place a spare Empty City Marker on the first space of the "Round" to track the Rounds of Player Actions

PLAYER SETUP

Deal Out Railroad Baron Cards:

Players are now each dealt two **Railroad Baron cards**. Each player chooses one Baron to be kept in front of him facedown and discards the other Baron facedown and out of the playing area. At the end of the game, players reveal their Baron card; and, if a player has met the requirements of the card, they then receive the corresponding victory points. (See Variants Baron Cards)

Player Pieces



Each player chooses a color and takes a set of control **locomotives** in that color.

Place a **"l" Engine card** in front of each player.

Income Track and Score Track

The **Income Track** is used to keep track of the players' points as well as the income that each player will receive at the end of each Turn.

Players place their markers on the first spot of the Income Track showing they have "0" income to start.

Use of Cash and Bonds: Players start with no money! At any time during a player's turn they may take one or more **Bond Certificates** (placing the certificates in front of themself to show that they have been "issued" by that player). For each Bond Certificate issued, the player receives $5,000 from the bank. There is no limit to the number of bonds that may be issued when cash is needed to make a purchase or pay for a bid. Only the bonds needed to make a purchase or pay for a bid may be issued. Once issued, Bond Certificates may never be paid off and stay with the player for the remainder of the game.

At the end of the game, each Bond Certificate a player holds will cost them one victory point.

Issuing Bonds does not count as an action.

There are Bonds in denominations of 5 and 10 that can be exchanged to save space.

If a player earns more that 100 points on the score track, move the player's token back to the beginning of the track and add 100 to their final score. If this occurs, the player's income will be reduced, but will begin to rise again.

Colors

The colors of the Goods Cubes and the colors of Cities are related. A Goods Cube may only be delivered to a City of the same color as the Goods Cube.

Goods Cubes can be delivered from and through Gray Cities. No Goods Cubes can be delivered TO a gray city until it has been urbanized and given a color.

The player colors of the locomotives are not related to the Goods Cubes or Cities in any way. The color of locomotive merely designates which player owns each track link.

Playing the Game: Turns & Player Rounds

Railways of the World is played in a series of Turns that consists of the following three phases:

1. **First Player Auction to Determine First Player**
2. **Player Actions** (3 Actions played over 3 Rounds)
3. **Income and Dividends**

Endgame is triggered when the last Empty City Marker is placed on the map. The number of Empty City Markers needed to end the game at each player count varies with each expansion game. Please consult the rules later in this manual or included in your expansion game for details. After the End Game is triggered, players finish the current turn and play one more full turn. Then the game is over.

1 - First Player Auction

An auction is held to determine which player will be the "First Player" for that turn. The youngest player will submit the first bid of the first Turn and thereafter, the First Player from the previous Turn will begin the auction in subsequent rounds. Bidding goes clockwise around the table. Players may either outbid (place a higher bid than) the last bid, or pass.



The minimum initial bid is $1,000. If a player chooses to pass he cannot reenter the auction at a later stage. Bidding continues in a clockwise direction until everyone but the high bidder has passed.

The player who made the highest bid becomes the First Player (takes the "First Player Marker" placing it in front of him). He must pay the amount he bid in dollars to the bank. Bonds may be issued to pay for this auction.

If all the players choose to pass, then the player to the left of the previous First Player becomes the new First Player.

2 - Player Actions

There are three Rounds of Player Actions. In every Round, each player may perform one action, starting with the First Player and continuing clockwise around the table. (You are allowed to pass.) After each Round, the Round Marker is advanced and a new Round of actions is completed. Each Round a player can perform any one of the following actions:

A. **Build Track**
B. **Urbanize**
C. **Upgrade Engine**
D. **Deliver One Goods Cube**
E. **Take Railroad Operations Card**

A. BUILD TRACK

Players place track tiles in an effort to connect cities. A tile or series of tiles that connect one city to another is called a "Link".

When a player builds a track, the ends of the track must match up so that the railroad forms a continuous line. The first tile laid must either connect to a city or to the end of an incomplete link that the building player owns. All subsequent tiles that are laid during that action must extend that link. The player must stop building when he has built up to 4 tiles in

that link OR he has linked to another city. Note that this means a player cannot build more than one link in a single action. If a player has placed track tiles, but has not completed the link to the second city, the track is considered an "incomplete link." All incomplete links are removed at the end of the third round of each turn. Once tracks are placed, players may not remove them except for incomplete links that must be removed at the end of the turn.
Whenever track is placed, players should place a Control Locomotive of their color on one of the track hexes to indicate their ownership. If the link is not completed by the end of the turn, then the track and Control Locomotive will be removed.

Each track tile costs the player placing it a certain amount of money depending on the type of terrain in the hex where it is built.
Building a straight or curved track in an "open terrain" hex (green) costs $2,000, building it in a hex containing any "water" (either ocean or river with a blue icon) costs $3,000, and building it in a "mountain" hex (light brown with a dot) costs $4,000. If a tile is placed so that it crosses a "ridge" (dark brown line along the side of the hex) then it costs an additional $4,000 when it is placed.

- Open Terrain (Green) $2,000
- Water (any ocean or river w/ blue icon) $3,000
- Mountain (light brown with dot) $4,000
- Cross Ridge (dark brown hex side) +$4,000

It is legal to build a link from two different ends and join them in the middle over multiple round of the same turn.
Players are allowed to redirect the track tile at the end of their incomplete link. When redirecting track, the player must pay that hex's track terrain cost again.
Players can build crossover track pieces as necessary but cannot redirect another player's track. The cost for building crossover tracks is the same as for regular tracks. These may only be built when crossing over an existing section of track, including your own. It replaces the track in that hex, does not in any way connect the two sections of track and can be thought of as an overpass.
City Hexes only allow track to be built from hex sides with track connection points *(the small track spur/spoke)*.



A Completed Link!

All track pieces connect to each other as well as to an open spot on each city.



An Incomplete Link

All track pieces connect to each other but do not connect to one of the cities. While a legal move, this does not complete a link between the two cities.



Incorrect

All track pieces connect to the cities but do not connect to each other; as a single action, this is not a legal move.



Note!

All track pieces must be laid within complete hexes. Partial hexes, as found adjacent to bodies of water, are not playable.

B. URBANIZE

The active player pays $10,000 to place an unused New City tile on any GRAY city hex and adds two random goods cubes the goods bag to add to any other goods cubes already present on the city. If the city being urbanized was empty, remove the empty city marker. NOTE: This does not extend the game if the end game has already been triggered. Each city can only be urbanized once as it is now a colored city and only gray cities can be urbanized.

C. UPGRADE ENGINE

The active player may upgrade his Engine Card (replace the old card with a new card). This represents an investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start the game with a "l" Engine.
The "engine level" (the number on the card) is the maximum number of links that a goods cube may be moved and delivered by that player when using the "Deliver Goods Cube" action. (Example: A player with a "2" Engine can deliver a goods cube to a city one link or two links away, but not three.) The cost to upgrade to the new engine level is shown on the bottom right corner of the new Engine Card. A player can only upgrade one level per action. The maximum engine level is 8.

D. DELIVER GOODS CUBE

The active player may move one goods cube from one city to another city, thus delivering that cube to a destination. The goods cube must be moved along complete links to a city that is the same color as the cube being delivered (a red cube must go to a red city, etc.). (Note: Goods cubes may not be moved to a different city without delivering them.) The cube may move a number of links up to and including the engine level of the active player. When delivering a goods cube, the cube cannot pass through the same city twice, nor may it travel along the same link twice. A cube MUST stop moving and be delivered

as soon as it reaches a city of the same color. When the cube is delivered, it is removed from play and placed in the goods bag. After the goods cube has arrived at its destination, the player determines who gains income from the delivery. A player gains 1 point on the "income track" for each complete link he owns that the cube traveled along. Note that a cube may be moved along links owned by other players, who will collect the points for such movement. However, the active player must own the originating (first) link. A player cannot deliver a goods cube by starting a delivery on someone else's track. Players record their points on the appropriate score track.
If the last goods cube is moved out of a city, an empty city marker should be placed in that city. (Note: The type of empty city marker placed does not matter. The different types are merely decorative.)

E. SELECT RAILROAD OPERATIONS CARD

A player may claim one of the available Railroad Operations cards.



Most Railroad Operations Cards have a symbol in the bottom right hand corner. Each symbol is associated with a special rule or rules for that card.

Green Circle: These cards cannot be selected. They give a benefit to the first player to accomplish the goal printed on the card (after the card becomes available). Once the goal is accomplished, the card is removed from play and placed in a discard pile.



Purple Diamond: Players taking these cards may use once per turn. This use does not count as an action.



Red "X": These cards are used immediately when taken and then discarded.



Hand of Cards: Players taking these cards may keep them until needed. Once used, the card is discarded. The use of the card does not count as an action.

No Symbol: This card is kept face-up in front of the player and provides the benefit of the card for the rest of the game.

3 - Income and Dividends

All players now collect an amount of income shown (in dollars) on the space on the income track occupied by their locomotive.
Once the players have collected their income, they must pay the "bond dividends". The player must pay $1,000 for each bond they have issued. If the player owes more dividends than he has money, more bonds must be issued to service the debt. Dividends are not paid on these new bonds issued to service debt until the next Income Phase.
At this time, any link that is incomplete (does not join two cities) is removed.
Return the round marker to the "l" space and start a new turn.
To End The Turn (after the Income and Dividends phase), One additional card is taken from the Railroad Operations deck and placed face-up before beginning the next auction for First Player.

Ending the Game

The end of the game is triggered when a certain number of Empty City markers have been placed on the board.
The number of Empty City markers that ends the game depends on the number of players, and which expansion game is being played. Please consult the rules for the expansion for details. We recommend counting out the number of Empty City Markers needed at the start of the game and placing the rest back in the box.
When the final Empty City marker is placed, complete the current turn and then play another full turn. This means every player gets an equal number of actions in the turn the end game is triggered and then all players get another 3 actions each before the game is finally over.
When the game has ended, players score victory points. Each bond certificate owned by a player moves his locomotive back one space on the income track. Each point on the income track is worth one victory point.
The player with the most victory points is the winner. In the case of a tie, the tied player with the most track links wins. If there is still a tie then the tied player with the most money wins.

Card & Map Revisions and Clarifications

Baron Cards:

In case of a tie for a Baron Card requirement, no bonus is awarded.

Tycoon Cards (Question – do we need clarifications for the Tycoon Cards?

Cornelius Vanderbilt: You must be able to trace a route using only your own link and you must be the only player with such a link.
Daniel Drew and James Fisk: In the case of a tie, neither player gets any points for their card. If you are playing with cash hidden, remember you can only issue shares on your own turn. On the last round of play you can issue as many shares as you want to try to secure the tycoon card, but remember, you will be immediately paying dividends on them and you lose victory points for the additional shares as usual, the break-even point is fairly low.
George Pullman: This is the only card that is turned over and shown before end of game. It is revealed as soon as it is accomplished. However, it is still scored at the end of the game along with all of the other tycoon cards.
Mark Hopkins and Jay Gould: In the case of a tie, neither player gets any points for their card.
Theodore D Judah: This is for the most consecutive links. If your path forks you only count the longest path, not all of the paths.
City Growth: First choose a city, and then draw cubes. This can be any city (even a gray one). Remove the Empty City marker if necessary.
Government Land Grant – Open terrain means completely open, even following a river doesn't count. If the space is completely open, it is free; otherwise you pay the entire normal price. You can combine this with Perfect Engineering to get up to five free tiles. This card does not need to be used on only open terrain. As an example, it could be used to build a link where two tiles are on open terrain (for free) and two were mountain terrain (paid).
New Industry: This is a free Urbanization action. It can only apply to gray cities, and you draw the random goods after selecting the color of the city.
Major Lines: Major Lines are identified on the board and are available throughout the game. Major Lines represent strategic routes; and, once these two cities have been connected by links owned by a single player, that player receives the points shown on the chart and that Major Line cannot be scored by anyone else.
We recommend the player completing the Major Line place

one of their locomotive markers on the chart to show they have completed it. The Major Line Cards can be removed completely from the game to save table space. All you need is the Major Lines Summary Card for reference.
We also recommend players use a set of two matching markers (such as glass beads) to mark the two ends of each Major Line so players can easily identify the routes.
NOTE: Check the Major Line Rules for the Eastern U.S. map for clarification of set up and rules as this map predates the official Major Line set up and rules.
Railroad Executives: During Operations Cards Set Up, if any Railroad Executive cards are in the initial cards, replace it with a new card and then shuffle any revealed Railroad Executive cards back in the deck.
In the unlikely event there are ever two Railroad Executive cards available, you may take both cards in two actions. Plan your turn auction bidding accordingly.
Scoring Track: Income on the track is in thousands.
Once a player earns more than 100 points, move the player's token back to the beginning of the track and add 100 to their final score. If this occurs, the player's income will be reduced, but will begin to rise again. If a player's score is at exactly 100 points their income will be at 0.
Service Bounty Cards: The "First Player to deliver" should be understood as "the next layer to deliver after the card is revealed. You get the entire bounty even if you use links owned by other players (although you must still own the first link you use, as usual).
Speed Record: You must make exactly a 3-link delivery, not four or more links. If somebody does a four-link delivery they would have already won the New Train card anyway.

Play Tips and Tricks

Shorter Games: Lower the Empty City Markers by 2 for a somewhat shorter game.
Bonds and Money: Bonds are public information. We suggest money is also public information. As all other end game victory conditions from Baron Cards can be tracked, we feel money should not have an extra advantage by being hidden. That all said, please make sure all players agree, and then play the game the way you all prefer.
Cube Reduction for Fewer Players: Some expansion maps do not require cube reduction for fewer players. Railways of Europe was designed to play well with fewer players and many feel Railways of Great Britain also plays better without cube reduction.

Cube Reduction Chart:

Map	2-player	3-player
Eastern U.S.	Reduce	Reduce
Western U.S.	Reduce	Reduce
Mexicoe	Don't Reduce	Don't Reduce
Europe	Don't Reduce	Don't Reduce
Great Britain	Don't Reduce	Don't Reduce
North America		
Through Time		
Railways of Nippon		

Service Bounty Cities: Place a small d6 on the city with the point value on top to remind everyone the Service Bounty is available for that city. Remove the d6 once the Service Bounty is claimed.

Maps- Recommended Player Counts:
You can also use this chart as a guide to fine-tune your games to your preferred playing style. Smaller player counts lower direct competition, while larger player counts will result in a more cutthroat game. Interestingly, Railways Through Time allows you to simply adjust the number of boards you use to achieve the same effect.

2-Player
- Mexico
- Eastern U.S. with Glenn Drover Variant
- Railways through Time

3-Player
- Mexico
- North America
- Europe
- Railways through Time

4-Player
- North America
- Great Britain
- Europe
- Railways through Time

5-Player
- Eastern U. S.
- Western U.S.
- Europe
- Great Britain

6-Player
- Eastern U.S.
- Western U.S.

Chart for All End Game Empty Cities

To be Created

Optional Expansions – Can be used with any map.

Events Deck

The Railways of the World Event Deck is a shrink-wrapped deck of 55 cards comprised of:
- 50 Event cards
- 4 blank cards
- 1 instruction card (double sided)



How to use the Event Deck Expansion
Near the game board, create the following "spaces" for cards (all in a row is fine):
- Event Deck
- Future Event
- Current Event
- Discard Pile

At the start of the game, shuffle the event deck and place it face down in the event deck space.
Draw one card from the top of the event deck and place it face up in the Future Event space. This event will take effect during Game Turn #2 when it moves to the Current Event space. If a card labeled Future Event is drawn, place it in the Discard Pile and draw again.
On Subsequent turns, the card in the Current Event Space goes to the Discard Pile. Move the card in the Future Event space to the Current Event space and draw a new card for the Future Event Space.

Note: Cards not marked Future Event impact the game when in the Current Event space and those marked future Event impact the game when in the Future Event Space.



Cards marked Future Event take trigger when they enter the Future Event slot. These events will NOT trigger again when they move to the Current Event slot. So there will be not event that turn (unless the new card for the Future Event Slot is a Future Event and triggers there.

Players should feel free to customize the deck in any way they choose. Remove cards, add your own cards with the blanks . . . Experiment and have fun!

Rotor Cities and Color Wheel Chart

Rotor Cities, originally from the Western U. S. expansion, can be used with other maps. Use the Color Wheel Chart to aid in planning.



Place a Rotor City over each of six cities whose color matches that of the underlying city. Rotate the Rotor City so that the revealed color matches the Rotor City color.

Players may select different cities for Rotor Cities, and use them with more or fewer than six cities.

Using Rotor Cities: Cities with City Rotors always display their base color (the color shown on the rotor itself), and may show a second color through the slice in the rotor. Either displayed color may be delivered to a city showing two colors. After every delivery to the city, rotate the City Rotor piece clockwise to display the next color.

Fuel Depots

Build a Fuel Depot – This add on action is available to each player two times in the game during the Build Track action. For an additional $5,000 the active player may place up to 2 Fuel Depot tokens on a single city to which he is connected, and which does not already contain any other Fuel Depot tokens (regardless of color). When delivering through a city where you have a depot, you may ignore the color of that city and continue through it by removing one of your Depot tokens.



Fuel Depots may also be used to make a longer delivery with a smaller level engine: during a delivery, a player may "stop" in a city where they own a fuel depot and end their action (keeping the cube in front of them). On their next action, they may continue with the delivery. They must remove 1 fuel depot marker every time they stop in a depot if they wish to extend their action. If they do not continue with the delivery on their next action, the cube is discarded. It only costs 1 Fuel Depot token per city whether you wish to ignore the city color and/or extend the cube delivery.



Once the Fuel Depot Tokens are expended, remove the Fuel Depot miniature.

Example: Mike has a black cube in City A, a 4 train, and a Fuel Depot token in City B that is 4 links away. On round 1 he takes his cube from City A to his depot in City B (4 links away). (No points are scored at this time). On round 2, he removes the Fuel Depot token from City B, and travels 3 more links to City C where he makes the final delivery and now scores a total of 7 points for the 4 links from City A to City B and the 3 links from City B to City C.

Mines



This add on action is available to each player two times in the game during the Build Track action. The active player may pay $10,000 to place a Mine. They immediately choose a grey city and begin drawing cubes from the goods bag until they draw a cube that matches the color of a previously drawn cube (maximum of 5 draws). Place the cubes drawn on the grey city, after discarding the matching cube. Leave the Mine marker as it shows that this Mine is depleted and nobody else may mine in that city.



Switch Tracks

This add on action is available to each player two times in the game during the Build Track action. The active player may pay $5000 to place a Switch Track of their color anywhere on a piece of their existing track. This player may now build another track segment off of this connection following all normal track-building rules. This means any track placed on the new switch link must be completed to another city before the Income Phase or it is removed.-including the Switch Track marker.



Think of a Switch Track as a 3-way connection for 3 cities. The image shows only 1 of the possible configurations – the new link can continue into any adjacent hex where you can legally build. Switch Track Miniatures & Example

Hotels

Players may place these markers on the map to help them and other players remember the extra income they collect when deliveries are made to their cities! Hotel Markers

Variants

Cut Throat Variant for Blocking

You are not allowed to redirect your final track tile on an incomplete link. This allows for more aggressive blocking.

First Player Auction Variant 1

On the first turn, the least experienced player goes first. Play proceeds around the table clockwise and the player that goes second receives $1,000, the player that goes 3rd receives $2,000 and so on. After the first turn is completed the earlier-stated bidding rules apply and bidding begins with the player who went first to start the game.

First Player Auction Variant 2

Bidding is the same as stated earlier, but the first player to pass goes last and pays half his bid rounded up. As players drop out of the bidding they pay half their bid rounded up which determines the turn order (in the reverse direction of dropping out). The player who wins the bid pays the full

amount of his bid and goes first.

Eastern U.S. 2-Player Variant from Glenn Drover: "One suggestion for Two Player games to make them more cut-throat. Neither player may build west of the mountains until one reaches 30 points. Enjoy!"

Service Bounties:

Shuffle and then lay out all of the Service Bounties at the start of the game in a convenient location where everyone can see them. The first Service Bounty is active and the rest are inactive. Whenever a Service Bounty is fulfilled, then next Service Bounty becomes active at the end of the next full turn (that will be 3 to 5 rounds later.)

Baron Cards:

Alternate selection method for Baron Cards: Keep 2 and discard 1 after the first Major Line is completed.

Transcontinental Rules

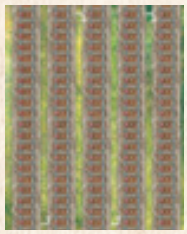
Overview The Transcontinental Game combines the Eastern U.S. and Western U.S. boards to form a single map of the Continental United States. Players begin on just the Eastern board and play until that board is well developed. At this point, the "west is opened", and the Western board is now available for development.

Play during the first part of the game will differ from play on the stand-alone Eastern board as players try to position themselves for the second half of the game by claiming territory along the western edge of the Eastern board and backing it with a mature network. When the Western board is opened, it will be a race to reach and develop the most profitable areas of the west.

IMPORTANT: The "Faster Game" rules at the end are for those who wish to have a shorter game, of for those who run out of cubes when setting up the Western Board when the Western Phase is triggered.

Components

- Use all components of the base Railways of the World game and Eastern U.S. except the Western Links.
- Use all components of the Western U.S Expansion.
- Trains are not limited by physical number of pieces. You may use an unused color or other substitute.
- Score Track Board from Railways of North America
- 4 Starting Cards (from the Kickstarter for Railways of North America) need yellow "S:"



◊ 1st to Buffalo- 4 points
◊ 1st to Little Rock- 4 points
◊ 1st to Elko- 4 points
◊ oDodge City- 4 points

Set Up

Lay out the Eastern U.S. board and materials as usual, including the Score/Income track. You may also place the Western U.S. board if you wish, but do not put any goods cubes on it until the Western Phase is triggered.

Major Lines

- Billings < - - > Chicago =4 Points
- Denver < - - > St. Louis = 4 Points
- Albuquerque < - - > Memphis = 5 Points
- Fort Worth < - - > New Orleans = 4 Points

Baron Cards

Some Kickstarter options for Railways of North America included the 10 Limited Edition Transcontinental Baron Cards. Non-Kickstarter versions, and some Kickstarter options, will not include these cards. Because some people won't have the Limited Edition Transcontinental Baron Cards, there are two options for the Rail Baron cards.

Option 1: Do not use the Rail Baron cards from the Eastern and Western games. Instead, give each player two of the Limited Edition Transcontinental Baron Cards. Each player chooses one of the two and discards the other face-down.

Option 2: If you do not have, or choose not to use, the Transcontinental Baron Cards: during setup, follow the normal rules for the Eastern board (each player gets two Eastern U.S. Rail Baron cards at random, secretly chooses one and discards the other face-down). At the start of the Western phase, do the same with the Western U.S. Rail Baron cards. Do not reveal the Eastern U.S. Rail Barons at this time; instead reveal all Baron cards at the end of the game as usual (and with the usual exceptions, such as George Pullman).

Option 2 Variant: Distribute all Rail Baron cards for both boards during initial setup instead of waiting to distribute the Western Barons at the start of the Western phase.

Placing Cubes

To keep playing time reasonable and to ensure you have enough cubes, place one LESS cube per city on all of the Eastern US cities (minimum of 1 cube) during initial set up and do the same when setting up the Western U.S. map with the Western Phase is triggered. Note that there still may not be enough goods cubes. For a shorter game or to cover situations when there are not enough goods cubes when you get to the Western Phase, please see the notes at the end under **Faster Game.**

Playing the Game – The Eastern and Western Phases

The Transcontinental Game is played out in two phases: first the Eastern Phase, followed by the Western Phase.

Playing the Eastern Phase

During the Eastern phase, the Western map is not used. All play takes place on the Eastern board as if the standard base game were being played (with the optional exceptions of the Rotor Cities, and Western Link as noted).

- The Western Link feature is not used.
- The New York to Kansas City Major Line is valued at 15 points (instead of 20) and does not require a Western Link.
- Rotor Cities are optional. The Rotor Cities are not recommended the first few times you play, but may be added in afterwards, if you wish.
- Fuel Depots are ONLY available in the Western Phase. The Fuel Depots are not available until the Western Phase, and once opened, they may be built/used to help you make those long Transcontinental Deliveries!
- The end of the Eastern phase is triggered when the last Empty City Marker is placed. Eastern phase play continues to the end of that full turn. It does not continue for another full turn as when playing the end of the Eastern U.S. game.

Between Phases

- Play now pauses to clean up the Eastern Phase and set up for the Western Phase.

Return Bonds

- Players now have the option to return bonds to the bank at an immediate penalty of 2/3/4/etc. Victory Points for returning 1/2/3/etc. bonds.
  - ◊ For example, returning four bonds would cost 2+3+4+5 = 14 VPs.)
- Each player may choose how many bonds to return.
  - ◊ This can be simultaneous, but if any players insist on a strict ordering, it should happen in the same player order as the previous turn.

Populate the Western board:

- Remove all Empty City Markers from the Eastern board; they will be re-used for the Western board.
- Do not otherwise change the Eastern board. Specifically, don't remove any cubes, track, or New City markers unless playing the Faster Game option.
- Place the Western board adjacent to the Eastern board, and align the southern-most three rivers.
  - ◊ The river that reaches Minneapolis does not extend onto the Western board.
  - ◊ Remember to place goods cubes on the Western board using the same change utilized for the Eastern U.S. map – Place one LESS cube per city on all of the Eastern US cities (minimum of 1 cube).

Railroad Operations cards:

- All unclaimed Railroad Operations cards from the Eastern deck are now removed from the game.
- Put the four starting cards from the Western deck back in the box, unused.
- Shuffle the remaining Western Railroad Operations cards and lay out two cards per player.

Playing the Western Phase

- Players now resume playing turns as usual and may now play on both boards.
- Links may be built across the boundary between the two boards.
- As usual, it is not required that a player's links be contiguous.
  - ◊ For example, players may immediately begin building on the West Coast if they wish.
- During the Western Phase, Empty City Markers may only be placed on the Western board and ONLY on cities that start with more than one cube. The only cities with 1 cube are grey cities.
  - ◊ Note that some gray cities start with two cubes, and can receive Empty City Markers.
- Empty cities on the Eastern board are no longer relevant and are not counted when determining the end-of-game trigger.
- Eastern Cities may no longer be Urbanized, or have goods growth!

Score / Income Track

The Transcontinental Score/Income track is similar to the Score/Income track in the Railways of the World base game, with one major difference. After a player's income has risen to $10,000 in the early part of the game, it never again falls below $10,000. In other words, as your points approach 100, your income drops to $10,000 but no lower; when you pass 100, your income remains at $10,000 until the Score Track shows it rising above that level again.

Ending the Game

- The Transcontinental Game ends when the last Empty City Marker is placed on the Western board.
- Use the same number of Empty City Markers as for the Western board alone -- that is, 6 + 2 per player.
- As usual, finish the turn in which the last Empty City Marker is placed.
- Then continue play for one more complete turn.

Scoring

Final scores are calculated as usual.

Faster Game

These rules are for those who do not have additional cubes to play the normal Transcontinental Rules.

- When you complete the Eastern Phase, remove all goods cubes on the Eastern Map from any city without a connection (link) built to it.
- Deplete all Grey Cities on the Eastern Map.
- This will force players to "go west" for future runs!
- Remember that in either version, the Eastern Cities may no longer be Urbanized, or have goods growth!
- When Playing with 2 or 3 players *(Note: reduce the number of goods cubes placed in each city by one to a minimum of one goods cube per city).*

Player Counts of more than 6

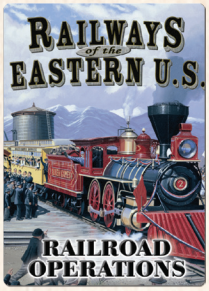
- Transcontinental 1 – combining x, y, z maps
- Transcontinental 2 – combining a, b, c maps

Strategy

- Issuing bonds is part of the game, but too much debt can bury your railroad. Be disciplined with the number of bonds you issue. While it can be very tempting to build a big network and go for the long deliveries at the very beginning, a safer strategy is to build a short track link, deliver goods, build another short link, deliver more goods, upgrade your engine, deliver more goods, and so on.
- Railways of the Eastern U.S. is a game of brutal competition for markets. Try to secure your track connections to the best cities as soon as you can. If you wait, the other players will get there first!
- DO NOT allow a single player to dominate the Northeast on the Eastern U. S. Map. This region is very dense with large cities; a player left alone here will create a very powerful railroad. Two or three players should have at least some presence in this profitable area.
- You should be on the lookout for goods that another player might deliver before you. Deliver these "at risk" goods before others that are "safer" (either because they are in cities that only you connect to, or because no other player can deliver them to a correctly-colored city).
- Early in the game, winning the auction (to be the first player) can be very important. Going first ensures you get your first choice of the card, the route, or the goods cube that you want. However you must also watch your expenses to avoid going too deep into debt. And if the player just to your right places a big bid, it may be a good idea to pass, since going second is almost as good as going first (and you'll pay nothing!).
- When trying to decide where to build your first links, look for concentrations of goods of one color and the cities that take those goods. Make sure that you build links

RAILWAYS of the EASTERN U.S.

2010



Introduction

It is the mid-1800s and you are the owner of a fledgling railroad company. The age of railroading has begun. Cities teem with potential passengers, the countryside yields a bountiful harvest, and countless new factories bulge with finished goods! The potential profits are huge, but who will be the first to seize the best opportunities? The competition will be fierce, and only the smartest, and maybe the luckiest, will prosper.

You call the shots. You are the Railroad Baron!

Expansion Components

Rules

Game Board

The map is of the eastern half of the United States of America during the first 50 years of the railroad era (1830-1880).



Railroad Operations Cards



Gameplay

Major Lines

The Eastern U.S. Map is the only map with Major Line Cards. These Major Line Cards can be removed completely from the game to save table space. All you need is the Major Lines Summary Card for reference. The Major Lines represent strategic routes; and, once the two cities at each end of the Major Line have been connected by links owned by a single player, that player receives the points on the chart and that Major Line cannot be scored by anyone else. We recommend the player completing the Major Line place one of their locomotive markers on the chart to show they have completed it.



Optional Rule: *Players may choose to shuffle the Major Line cards into the operations deck so that they come out at random over the course of the game. In you use this option, a player who has already completed a Major Line will win the card when it shows up. If multiple players have completed the Major Line when the card shows up, no one gains any points and the card is discarded.*

Build Western Link

Players have an additional action at their disposal. This action represents the building of a rail network west of the left map edge. This network will give the player access to the great wealth of the American West. During the railroad era, countless railcars filled with cattle and grain were transported by the new railroads to feed the growing cities in the East (and Europe). The city of Chicago grew and prospered as a rail center, market, and slaughterhouse.





Once a player has completed a link to either Kansas City or Des Moines, he or she may perform the Build Western Link action in that city as a future action. When this action is performed, a "Special Link" tile (found in your *Railways of the World* components) is placed in the appropriate "Western Link" hex west of the city to which the player has connected. That player then places his or her control locomotive on it. Four red cubes are then added to that city (taken from the goods bag). The cost for performing this action is $30,000. Once a Western Link has been built, all red cubes delivered from a Western Link city to the city of Chicago cause two new random cubes to be placed on Chicago. Note: the delivered red cube is removed as usual and placed in the bag before the new random cubes for Chicago are drawn.

Ending the Game

The number of empty city markers that ends the game depends on the number of players.

2 Players: 10 Empty City Markers
3 Players: 12 Empty City Markers
4 Players: 14 Empty City Markers
5 Players: 16 Empty City Markers
6 Players: 18 Empty City Markers

RAILWAYS of MEXICO

2010



Introduction

It is mid-19th century Mexico. As more and more railroad companies emerge in the US, the transportation of goods is at an all-time high. Trading between countries is booming, and Mexico is ready to develop its rail system for transportation of goods to the USA.

Can you build the best rail system south of the border and control the Railways of Mexico?

Expansion Components

Rules

Game board

The game board is a map of Mexico at the beginning of the railroad era in the mid-19th century.



Railroad Operations cards



Starting the Game

Set Up

Refer to the basic rules of *Railways of the World* for general information on how to set up, as well as supplemental information and other questions you might have on how to play.

Note: In the *Mexico* expansion some Railroad Baron cards and some Railroad Operations cards have "stars" on the bottom border (like those pictured above). These are optional cards that you may decide to use – or not. *(See Variants: Baron Cards)*

Gameplay

New Operations Cards

Passenger Line – The first player to deliver 4 of the 5 goods colors earns this card and the bonus points. To keep track, players place goods cubes in front of them (1 of each color as the player makes a delivery) until a player delivers a fourth color and then all cubes that were in front of all players are returned to the goods bag.

Trading Depot – When a player chooses this card, he immediately places one of his colored trains on a link of his choosing that is owned by another player. Whenever a delivery is made that uses this link, in addition to regular scoring, the player who placed the Trading Depot on that link receives a victory point for the use of that link. The Trading Depot does not affect the scoring of Baron goals, major lines, etc.

Ending the Game

The number of empty city markers that ends the game depends on the number of players. (Same mechanics as Railways of the World)

2 Players: 8 Empty City Markers
3 Players: 9 Empty City Markers
4 Players: 10 Empty City Markers

Players add up their victory points to determine a winner. Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner. In the event of a tie, the player with the most money wins.

RAILWAYS of EUROPE

2nd Edition 2010



Introduction

It is mid-19th century Europe. The railroads that first appeared in England are now appearing on the European mainland. Wealth and prestige await the person who can tap into the resources and demands of the continent. Do you build through the rugged mountains of Southern Europe, or across the vast expanse of Western Russia? If you are fortunate enough, maybe you can sign a charter agreement with a strategically located town or even a capital. A continent awaits the Railways of Europe.

Expansion Components

Rules

Game Board

The game board shows the map of Europe at the beginning of the railroad era in the mid-19th century.



Railroad Operations Cards



Gameplay

New Operations Cards

Passenger Line – The first player to deliver 4 of the 6 goods colors earns this card and the bonus points. To keep track, players place goods cubes in front of them (1 of each color as the player makes a delivery) until a player delivers a fourth color and then all cubes that were in front of all players are returned to the goods bag.

Capital Charter – Once a player has chosen a capital charter, he or she receives one victory point for every link built to (or from) the city after the capital charter has been taken.

For example, if a player chooses the Paris capital charter and there are already two connections to Paris, then the maximum points the player could receive from the Paris capital charter is 4.

City Charter – Once a player has chosen a city charter, no other player may build into that city except the card's owner. The charter has no effect on track that was already built into the city when the charter was chosen.

Tunnel Engineer – When a player chooses this card, they may use the card during one future build and all mountains and ridges are half price for that build ($2000 each).

Ending the Game

The number of empty city markers that ends the game depends on the number of players. (Same mechanics as Railways of the World)

3 Players:	11 Empty City Markers
4 Players:	13 Empty City Markers
5 Players:	15 Empty City Markers

Strategy

- As a result of the smaller map and the different geography of Europe (more mountainous) the game brings players into competition earlier.
- - There is often a land grab in the middle of the map early. This early building needs to be balanced carefully with the number of shares issued.
- - Issuing several shares early in the game to build out your network is very dangerous. The maximum income in this game does not go as high or last as long as in the basic game.
- - Now that major lines are available at the beginning, be aware of where they are and work to incorporate completing one or two lines into your game strategy. You may also want to consider working to prevent your opponents from completing major lines as well!

RAILWAYS through TIME

2011

Introduction

It is the mid 19th century. Borrowing ideas from the earlier Time Travelers, Thomas Edison has adapted his own version of the "Tesla Chrono Coil". With the help of the Pennsylvania Railroad, Mr. Edison has outfitted several of their locomotives to travel through time and assembled his own group of misfit engineers to cash in on the profits that wait. The job won't be easy, but the profits could be great. Are you ready to travel the Railways Through Time?

Expansion Components

Rules

1 Score Track

40 Operations Cards

Income Track Board

8 Time Period Boards

Each board represents a different time period.



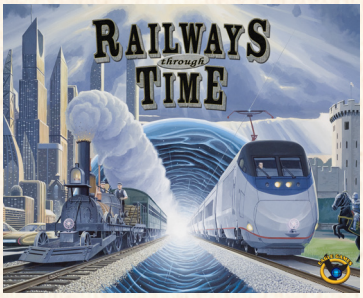
Starting the Game

Players begin by picking which time period boards they wish to play with. The recommended number of time period boards used in a game is equal to the number of players +1. The Income Track board is always used. It is recommended that players always include at least one time period with a red city. Randomly place goods cubes in each city equal to the number printed on that city. Unlike previous expansions, when playing 2 and 3 player games do not reduce the number of goods placed in cities.

Place the 4 starting Railroad Operation Cards face-up next to the board: **The Railroad Era Begins, Time Blazer, Speed Record** and **Passenger Lines.**

Remove from the deck any operation cards that are specific to time periods not used in the current game. Then reveal additional operation cards equal to twice the number of players.

Turn Order



Every Turn begins with an auction to decide the play order. The auction order always follows the order of the previous round. The first player who passes **must pay half their bid** *(rounded down)* and place a train at the end of the Turn Order chart on the score track. The next player to pass also **pays half their bid** *(rounded down)* and becomes the 2nd to last player on the Turn Order chart.

This continues in similar fashion until all but the player with the highest bid passes. The winning bidder **pays the bank his full bid** and becomes the first player for this round.

New Gameplay

In *Railways Through Time,* players may now connect to the glowing red "time warp" hexes. Whenever a player connects track to a time warp hex he must add an extra $1,000 to the cost of his build and this link is considered complete. Building track from a city into a time warp hex ends a player's action just as it would when building city to city.

Important: In Railways Through Time, players may no longer use another player's tracks to deliver cubes.

Cities merely adjacent to the Time Warps are not already connected to them. Remember, you must have a spur/spoke icon in the city to connect track to the city.

When using Government Land Grant card, if the track connects to a Time Warp, a player must still pay $1000.



Delivering Goods Through Time

When a player has tracks that emerge from time warp hexes in two different time periods, he may deliver goods freely between those two cities.



In this example, the link travels from the purple Stone Age city to the red Napoleonic city. This red cube delivery only requires a level 1 engine and it is worth 1 victory point.

Goods can travel in any direction through time once players begin building their network.



In this example, the link travels from the red Napoleonic city to the purple Stone Age city and then ends at the blue Stone Age city. This blue cube delivery requires a level 2 Engine and it is worth 2 victory points.

Players may NOT use time warps to deliver cubes to cities that reside in the same time period. Once a Good leaves a time period, it may NEVER reenter that same time period.

Tracks built out of time warps MUST always connect to a city.



Goods may travel through many different time periods before reaching their final destination.



In this example the red cube travels from the blue city to the purple city in the Stone Age, then jumps to the gray city in Egypt, and finally lands at the red city in the Napoleonic era. This red cube delivery requires a level 3 Engine and it is worth 3 victory points.

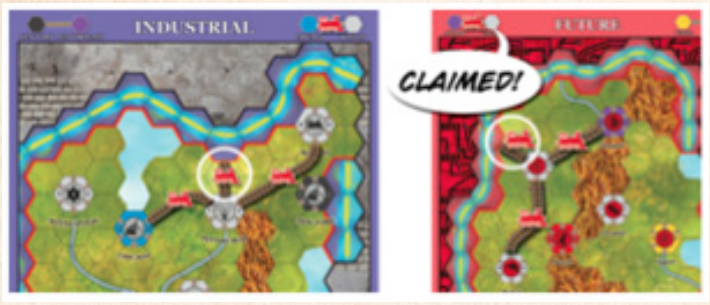
Claiming Time Lines

In Railways Through Time, Major Lines have been replaced with Time Lines. Each time period has one or two Time Lines listed at the top corners of the board.

Players will compete to be the first to connect the two cities in a Time Line with track on that board. Once a player completes his first Time Line he claims it by placing one of his train tokens on that Time Line listing. No other player can claim that Time Line.



All future Time Lines a player completes after his first MUST CONNECT to his original Time Line BEFORE they can be claimed. See the example below.



NOTE: *Industrial Board Image shows city hex for Pittsburgh that did not make it into the final game!*

Time Lines do not award points at the moment they are claimed. At the end of the game players count the number of Time Lines they have completed and are awarded victory points according to the chart on the scoreboard.

New Operations Cards

Time Blazer – The first player to deliver a goods cube through time gains 2 additional points on the income track.

Boost – The cost of an engine upgrade is reduced by $5,000. This can reduce the engine upgrade cost to $0.

Time Bounty – The first player to deliver a goods cube originating from a different time period than the one on the card to any city in the time period named on this card gains 1 additional point on the income track.

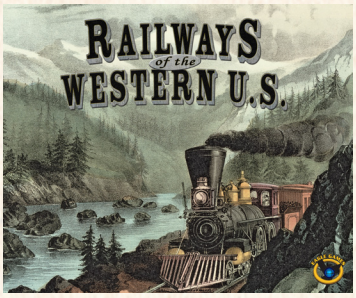
Ending the Game

The number of Empty City Markers that ends the game (same mechanics as Railways of the World) depends on the number of players.

2 Players:	9 Empty City Markers
3 Players:	11 Empty City Markers
4 Players:	13 Empty City Markers
5 Players:	15 Empty City Markers
6 Players:	19 Empty City Markers

RAILWAYS of the WESTERN U.S.

2010



Introduction

Go West! In the mid-1800s this cry was the embodiment of the young nation's belief in Manifest Destiny: that the United States should expand across the continent. While some of the early Railroad Barons felt it was best to focus on developing the economy in the Eastern U.S., new riches and lucrative opportunities awaited in the Wild West. Those who had the courage to build over the Rockies or through the Sierra Nevada and connect the East and West joined the pantheon of railroad visionaries.

Do you have the skill to tame the West and be as successful as those who came before you?

Expansion Components

Rules

Game Board

The game board is a map of the Western U.S. in the mid-19th century.



Railroad Operations Cards



City Rotors & Color Wheel Chart



Fuel Depots



Starting the Game

Set Up

Refer to the basic rules of *Railways of the World* for general information on how to set up, as well as supplemental information and other questions you might have on how to play.

Give each player the Fuel Depots in their own color along with the rest of their pieces.

Place a Rotor City over each of six cities whose color matches that of the underlying city. Rotate the City Rotor so that the revealed color matches the City Rotor color.

For example, in San Francisco you would use a red Rotor City and set it so that the red portion of the lower Hex was showing.

The recommended Rotor Cities for the *Western U.S.* expansion are:

- San Francisco
- Tacoma
- Denver
- Butte
- Salt Lake City
- Oklahoma City.

Gameplay

New Actions

Fuel Depots and Rotor Cities – Now covered in the Base Rules (page XX).

New Operations Cards

Boomtown – Immediately place a free "New City" tile in a gray city of your choice. Do not add any goods cubes to this new city as a result of using this card.

Sutter's Mill – Add 3 new random goods cubes to Sacramento

Coal-fueled Engines – pay half price (rounded up) on a single future Improve Engine action.

Optional Rules

- Players may choose not to use Fuel Depots and/or Rotor Cities.
- Players may select different cities for Rotor Cities, and may use them with more or fewer than six cities.

Ending the Game

The number of empty city markers that ends the game depends on the number of players. (Same mechanics as Railways of the World)

2 Players:	10 empty City Markers
3 Players:	11 Empty City Markers
4 Players:	13 Empty City Markers
5 Players:	15 Empty City Markers

RAILWAYS of GREAT BRITIAN

2013



Introduction

It is mid 19th century England and the tramways that first appeared to transport coal have since been upgraded to railways. Numerous different companies using different railway gauges have connected to villages, towns and cities across the country. Many mergers are about to take place, and the Big Four will result. Do you have what it takes to manage a railroad company? Will your company be the most profitable?

Expansion Components

Game Board

The setting for *Railways of Great Britain* is the map of Great Britain in the mid 19th century.

Map Note: Players may not build across the black line between Hull, Grimsby and Goole. This represents the Humber, a large tidal estuary that wasn't bridged until 1981 by what was the longest suspension bridge in the world at that time.



Railroad Operations Cards



Game Play

New Operations Cards

Passenger Line – The first player to deliver 4 of the 5 goods colors earns this card and the bonus points.

To keep track, players place goods cubes in front of them (1 of each color as the player makes a delivery) until a player delivers a fourth color and then all cubes that were in front of all players are returned to the goods bag.

Tunnel Engineer – When a player chooses this card, they may use the card during one future build and all mountains and ridges are half price for that build ($2000 each).

Railway Inspector – When a player chooses this card, it goes into his hand and is played during another player's delivery action. The Railway Inspector prevents the delivery and the player attempting to make the delivery loses that action. The cube that was to be delivered remains in the original city. An Inspector may not stop any player more than once per game. A player who has been stopped by a Railway Inspector should display this card face up and upside down

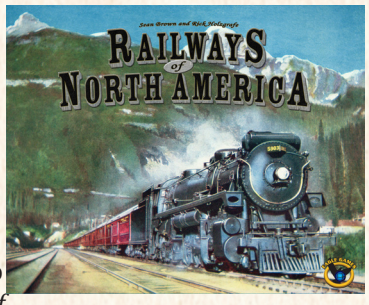
Ending the Game

The number of empty city markers that ends the game depends on the number of players. (Same mechanics as Railways of the World)

2 Players: 10 Empty City Markers
3 Players: 12 Empty City Markers
4 Players: 14 Empty City Markers
5 Players: 16 Empty City Markers

RAILWAYS of NORTH AMERICA

2013



Introduction

It is the early 19th century in Canada. The first transcontinental railway is under construction, thanks to a 25 million acre land grant from the Canadian Government. Population is on the rise and transportation is in high demand. Will you build ferry lines to transport the masses, or will you risk the hardships of building through the Rocky Mountains to mine their untold fortunes? The next dynasty awaits your formation in the Railways of North America.

Components

The **Game Board** is a map of Canada in the early 19th century.
Note: The included Score Track is only for the Transcontinental Game. For the Canadian map use the regular *Railways of the World* Base Game Score Track.
The Baron Cards included in *Railways of North America* with the maple leaf are for the Canadian map. Those without the maple leaf *(AKA Limited Edition Transcontinental Baron Cards)* replace both the Eastern and Western US Baron Cards when playing with the Transcontinental Rules *(see Variants Page XX)*.



Railroad Operations Cards



Game Play

Snow Line The Snow Line uses snowflake symbols to mark a border between hexes along an east-west line about halfway between the north and south edges of the Canadian board. Building track on any hex north of the snow line costs $1000 more than the usual price.
Exception: If using a Ferry Line card, you still pay nothing.
If a hex is fully outlined but does not have a Ferry symbol, treat it as a normal hex. Some mostly-water hexes may look as if they should not be built upon, but if they are fully outlined, then they are legal to build. *(They are water hexes, of course.)*

New Operations Cards

Ferry Line – These cards are available from the start of the game. Just like all other Operations cards, a player may claim one on their turn and hold it until ready to use on a future build. The card is the ONLY way to build on a Ferry Hex. Building track on the Ferry Hex is free, and the card also ignores snow line surcharges. *(Remove from game after use)*.

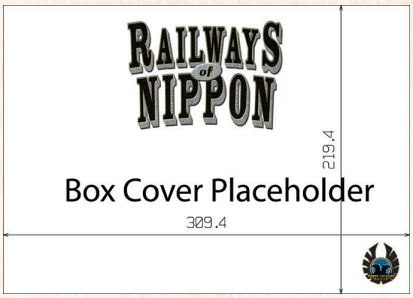
Map Clarifications

The permitted ferry lines are printed on the map as little blue circles with a white ship in them -- outside of Iqaluit and St. John – 6 spots and 5 Ferry Cards total --equal to the number of Ferry Line cards.
There are 2 hexes printed by Iqaluit that do not have a Ferry line printed, that can be built on without a ferry. They are not dead hexes, but you cannot connect to the city with them, because there is no ferry line, or city entrance. You will need to build with a curve or crossing track there.
There are 2 tracks next to Repulse Bay that cannot connect to anything. Originally there was a connection to Ivujivik until one of our Canadian Playtest groups said it was unrealistic to connect across that distance without a ferry. When that hex was deleted to prevent that build, it was missed that it made those 2 spaces unusable.
Ending the Game
The number of empty city markers that ends the game depends on the number of players. (Same mechanics as *Railways of the World*)

2 Players:	10 Empty City Markers
3 Players:	12 Empty City Markers
4 Players:	14 Empty City Markers
5 Players:	16 Empty City Markers

RAILWAYS of NIPPON

2017



Introduction

Railways of Nippon is a stand-alone version of *Railways of the World (ROTW)*. Its unique board and cards are also available as an expansion for Railways of the World. Played as an expansion, you will need the pieces from the base game of Railways of the World (track and city tiles, bonds, money, empty city markers, trains and first player marker) to play Railways of Nippon.

Components

The new game board for Railways of Nippon is a map of Japan at the beginning of the railroad era in the late-19th century. There are new Baron cards and Operations Cards for the Railways of Nippon.



Railroad Operation cards

Refer to the basic rules for the setup of this game.
For a two-player game.

New Operation Cards



Long Distance

This card is available from the start of the game. The first player to lay up to 4 or more track segments in a single link gains 2 additional points on the income track.

Hot Spring

When a player chooses this card, they immediately play the build track action. On this build track action, they gain 1 point on the income track for each hex built on a Mountain hex.

Local Campaign

Gain three points on the income track if X city is cleared of supply cubes

Coal-fueled Engines

Pay half price (rounded up) on a single future Upgrade Engine action.

Heavy Locomotive

This card is available from the start of the game. The first player to upgrade to a Level 4 train gains 4 points on the income track.

Ending the Game

The number of empty city markers that ends the game (same mechanics as Railways of the World) depends on the number of players:

2 Players:	10 Empty City Markers
3 Players:	12 Empty City Markers
4 Players:	14 Empty City Markers
5 Players:	16 Empty City Markers

The Engines: A Bit of History

2-4-0 John Bull





This 1831 English-made locomotive served on one of the United States' first railroads, the Camden and Amboy. The John Bull was shipped disassembled and was put back together without benefit of blueprints or instructions. The John Bull was modified considerably during its more than thirty years of service. This engine was the first in use in the State of New Jersey. In 1981, the tiny patriarch returned to life on the old Georgetown Branch in Washington, D.C., on the 150th anniversary of its first run in America. The John Bull locomotive is the world's oldest, still operable, self-propelled vehicle.

0-4-0 DeWitt Clinton





This engine was the third built by the West Point Foundry Association, New York, for the Mohawk and Hudson River Railroad in 1831. It weighed about 31/2 tons without water, ran 30 miles an hour with 5 cars on a level grade, was fueled with anthracite coal and was the first engine in the State of New York on a railroad.
The DeWitt Clinton of the Mohawk & Hudson Railroad was the first train in New York.

4-4-0 American



The 4-4-0 American -class steamers were the most common locomotives at the end of the 19th century and the beginning of the 20th century. It was so common that it came to be called the ''American Standard," or, to be briefer, simply the ''American." During the 1850's and 60's the American-type locomotive was not only the passenger engine on America's railroads but also the freight engine. It was the first steamer produced in large numbers, and is the one that opened up the West. Approximately 39 examples of the 4-4-0 American survive in the United States.
The Union Pacific 4-4-0 4f 119 met the Central Pacific Jupiter at the completion of the transcontinental railroad.

4-4-0 8-Wheeler

In 1836, Henry R. Campbell, Chief Engineer of the Philadelphia Germantown and Norristown Railroad, patented the combination of the ordinary truck or bogie with two pairs of coupled drivers, one pair being in front and one in back of the firebox as in the ordinary coupled passenger engine of today. This engine was contracted on May 16th, 1836 and finished May 8th, 1837.
This was the first eight-wheel engine of this type, and from it, the standard American locomotive of today claims its origin.

2-6-0 Mogul

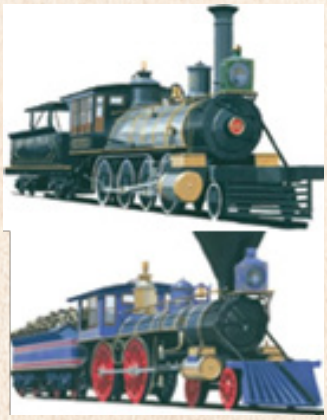
Although locomotives of this wheel arrangement were built as early as 1852, the first true 2-6-0 wasn't built until the early 1860s. The first few were built in 1860 for the Louisville & Nashville railroad. While the 2-6-0 locomotives had greater pulling power, their rigid suspension made them more prone to derailments than the 4-4-0s of the day. Many contemporary railroad mechanics attributed the derailments to too little weight distributed to the front truck of the locomotive. In 1864, William S. Hudson patented an equalized suspension system that helped resolve these derailment issues. With this issue resolved, more than 11,000 Mogul-type locomotives were built over the next 50 years. The locomotive class name, Mogul, probably derived from a locomotive bearing the same name built by Taunton Locomotive and Manufacturing Company in 1866 for the Central Railroad of New Jersey.

4-6-0 Ten Wheeler

The first 4-6-0 built in America was the Chesapeake built by Norris Locomotive Works in March 1847, for the Philadelphia and Reading Railroad. Just a few days after William Norris completed the Chesapeake, Hinkley Locomotive Works completed its first 4-6-0, the New Hampshire, for the Boston and Maine Railroad. Through the 1860's and into the 1870's, demand for the 4-6-0 grew as more railroad executives switched from purchasing a single, general-purpose type of locomotive, which at that time was the 4-4-0, to purchasing locomotives for specific purposes. Both the Pennsylvania Railroad and the Baltimore and Ohio were early adopters of the 4-6-0, using them for fast freight and heavy passenger trains. This wheel arrangement became the second-most popular configuration for new steam locomotives in America in the mid l9th century.

2-8-0 Consolidation

The Pennsylvania Railroad likely built the first locomotive of this wheel arrangement, but like the first 2-6-0s, this first 2-8-0 had a leading axle that was rigidly attached to the locomotive's frame. The locomotive Consolidation, built in 1865, is widely considered the first true 2-8-0 built in the United States. This locomotive is the origin of the 2-8-0 class name. Only a few railroads purchased this locomotive type when it was introduced by Baldwin, but by the mid 1870's that all changed. In 1875 the Pennsylvania Railroad made the 2-8-0 design the railroad's standard freight locomotive.
1875 was also the year that the Erie Railroad began replacing its 4-4-0s in freight service with 2-8-0s. The 2-8-0 could move trains twice as heavy for half the cost of the earlier locomotive designs. From a financial standpoint, the choice of freight locomotives was clear.



Credits

Railways of the Eastern U.S.
Game Design: Glenn Drover and Martin Wallace
Artwork: Paul Niemeyer and David Oram
Rulebook: Rick Soued, Sean Brown and Keith Blume
Play Testing: Jack Provenzale, the Elgin Eagles (Michael Pennisi, Ray Petersen, Todd Sweet, Alan Reeve, Jim Kehoe), Six Feet Under (Ben Rhoads, Rich Waldbiesser, Sue Waldbeisser, Shannon Carr, Emily Caine, Marco DeLaurentis, Eric Gibson, Rob Pusch, Andy Pogorzelski), Funagain Games (Nick Medinger, Margaret Harrington, Matt Ackerson, Mike Vediner), Rainy Day Games (Steve Ellis, James Eastham, Brent Edington, Perry Lee, Dan Morgan, Ken Waters, Brian Collins), Shad Brown, George Marino, Terry Scarbeary, Leslie Lightstone, Brian Blume, Tom Wham.

Railways of Mexico
Map Design: Sean Brown
Artwork: Paul Niemeyer
Rulebook: Rick Soued, Sean Brown and Keith Blume
Card Design: Jason Spears, Bobby Warren & the BGG Community
Play Testing: Jack Provenzale, the Elgin Eagles (Michael Pennisi, Ray Petersen, Todd Sweet, Alan Reeve, Jim Kehoe), Six Feet Under (Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Shannon Carr, Emily Caine, Marco DeLaurentis, Eric Gibson, Rob Pusch, Andy Pogorzelski), Funagain Games (Nick Medinger, Margaret Harrington, Matt Ackerson, Mike Vediner), Rainy Day Games (Steve Ellis, James Eastham, Brent Edington, Perry Lee, Dan Morgan, Ken Waters, Brian Collins), Shad Brown.

Railways of Europe
Game Design: Glenn Drover
Map Concept and additional design: Jim Provenzale, Jacoby O'Connor, Paul Niemeyer, Sean Brown and Keith Blume
Artwork: Paul Niemeyer and David Oram
Game Board Art: Paul Niemeyer
Rulebook: Rick Soued and Keith Blume
Graphic Design: Jacoby O'Connor and Jim Provenzale; Fast Forward Design Associates
Production and Assembly :QP
Play Testing:Jack Provenzale, the Elgin Eagles (Michael Pennisi, Ray Petersen, Todd "Matthew" Sweet, Alan Reeve, Jim Kehoe), Six Feet Under (Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Shannon Carr, Emily Caine, Marco DeLaurentis, Eric Gibson, Rob Pusch, Andy Pogorzelski), Funagain Games (Nick Medinger, Margaret Harrington, Matt Ackerson, Mike Vediner), Linda Pedlow, Stephen Pedlow, Rainy Day Games (Steve Ellis, James Eastham, Brent Edington, Perry Lee, Dan Morgan, Ken Waters, Brian Collins), The Game Parlor (Joshua Daniel Welch, Christopher Michael Welch, Steven R. Schwartz, Michael Robert Petko, David Haldeman), Shad Brown, George Marino, Terry Scarbeary, Leslie Lightstone, Alex Soued, Brian Blume, Tom Wham, James M. Ward, Todd Bookman, Mike Carr, Jennifer Waldbiesser, Jim Forsythe, Connor Forsythe, and W. Eric Martin.

Railways of Western U.S.
Game Design: Rick Holzgrafe and Sean Brown
Cover art: The Route to California, 1871 (litho) by Currier and Ives Used with permission of the Bridgeman Art Library
Map art by: Paul E. Niemeyer
Edited by: Keith Blume
Play Testing: Karl Fenner, Ron Wiggins, (The Elgin Eagles) Ray Peterson, Todd "Matthew" Sweet, Alan Reeve, (Six Feet Under) Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, (Rainy Day Games) Steve Ellis, James Eastham, Martin Bell, Helen Holzgrafe, Seth Jaffee, Patrick Saxton, Guy Shani, Walter von Tagen III, Candy Webe.

Railways Through Time
Game Concept by: Brett Kitani & Charlie Bink
Game Design by: Charlie Bink
Edited by: Sean Brown & Rick Soued
Cover art: David A. Oram
Map art by: Paul E. Niemeyer & Charlie Bink
Play Testing: Brett Kitani, Shayla Chase, Brandon Allen, Adina Ianku, Karl Fenner, Ron Wiggins, Ray Peterson, Todd "Matthew" Sweet, Alan Reeve, Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Steve Ellis, James Eastham, Martin Bell, Sean Brown, Carey Grayson, Keith Blume, and Rick & Joanne Soued.

Railways of Great Britain
Game Design: Sean Brown
Additional Development: Sean Brown and Keith Blume
Cover Art: David A. Oram
Map Art: Paul E. Niemeyer
Editing: Matt Ackerson and Keith Blume
Introduction: Sue Waldbiesser
Special Thanks: Martin Wallace for his help with the map.
Play Testing: Scott Russell, Kris Hall, Tom Hancock, Tim Myers, Rachelle Grein, Aaron Kranz, Aaron Silverman, Paul Sauberer, Steven Zaloom, Summer Jones, Yves LaFrance, Kurt Beade, Patrick Beade, (Juegos de Mesa Costa Rica) Luis Paulino Mora, Luis Carlos Hernández, Rodrigo Vega, Alejandro Mora, Álex Fernández, Jeffrey Chaves, Roberto Álvarez, (the Elgin Eagles) Ray Peterson, Todd "Matthew" Sweet, Alan Reeve, (Six Feet Under) Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Matt Ackerson, (Rainy Day Games) Steve Ellis and co, (Denver Train Gamers) Wayne Williams, Chuck Finger, Chris Finger, and Jim Mcdaniels.

Railways of North America
Game Design by: Sean Brown and Rick Holzgrafe
Additional development by: Keith Blume, Steve Ellis, and Travis Reynolds
Cover art provided by: The Bridgeman Art Library
Graphics by: Sean Brown
Play Testing: Scott Russell, Kris Hall, Tom Hancock, Tim Myers, Rachelle Grein, Aaron Kranz, Aaron Silverman, Paul Sauberer, Steven Zaloom, Summer Jones, Yves LaFrance, Kurt Beade, Patrick Beade, (Juegos de Mesa Costa Rica) Luis Paulino Mora, Luis Carlos Hernández, Rodrigo Vega, Alejandro Mora, Álex Fernández, Jeffrey Chaves, Roberto Álvarez, (the Elgin Eagles) Ray Peterson, Todd "Matthew" Sweet, Alan Reeve, (Six Feet Under) Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Matt Ackerson, (Rainy Day Games) Steve Ellis and Co. (Denver Train Gamers) Wayne Williams, Chuck Finger, Chris Finger, and Jim McDaniels.