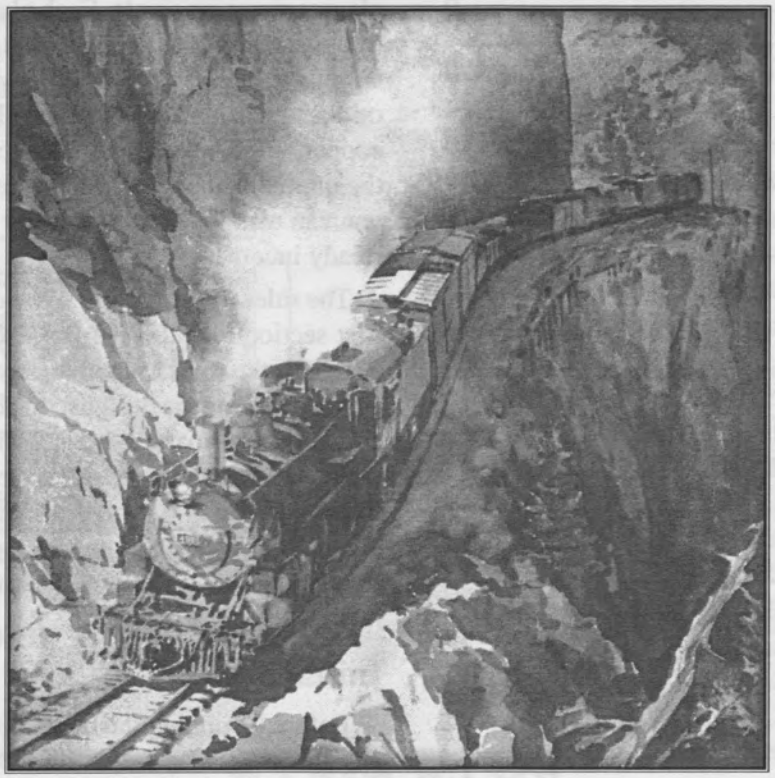
SILVERTON™



DEDICATION

This game is dedicated to Phil Smith (1962-1994), who combined his love of gaming with his love of railroading to produce the original edition of SILVERTON.™ The original edition included a note "This game is dedicated to my wife, Dori, who supported our family while I worked to publish this game." SILVERTON was, after our son Sean, his pride and joy, and he would be honored by its re-issue and proud that so many fans still hold it in such high esteem.

—Dori Smith (11/24/97)

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INTRODUCTION

GOLD!!! The hills and mountains resound with the cries of prospectors! For every lucky prospector that does "strike it rich" there are a hundred who fail. Those few who are fortunate enough to stake a claim are likely to see it run dry in a few seasons. Of course, no matter where the riches of the earth are found, the need to take these resources to market still exists, and it is the railroad that will take it there!

Silverton is a game about rail-building and prospecting in the Rocky Mountains of the Colorado-Utah-New Mexico area during the late 1800's. Up to six adventuresome players may participate. Each player must use his resources to build a railroad company that will deliver freight to the various markets in the west. Players must also stake claims on the mines and mills that will produce the gold, silver, copper, lumber, and coal so much in demand back east. If the unpredictability of the market does not suit your taste, you can also invest in passenger routes that will provide a steady income.

The rules of the game are divided into four sections. The first section includes the Basic Game. The second section describes the rules needed to play the Advanced Game. The Advanced Game is designed to add new challenges to players who have mastered the Basic Game. The last section includes several alternate scenarios for play with both the Basic and the Advanced Game. There are even solitaire scenarios for the lonesome prospector. In the last section, several optional rules are given to spice up the game even more.

Initial Set Up

Before beginning the first game, apply the stickers to the appropriate plastic chips and wooden disks:

Coal . . . . Black chips Copper . .Green chips
Gold . . . . Yellow chips Lumber . .Red chips
Silver . . . Blue chips
Snow Plows & Leadville Depletions ....White chips

The surveyor and prospector stickers are attached to the wooden disks. Note that each color has 4 surveyors and 4 prospectors and there are two extra stickers for each load.

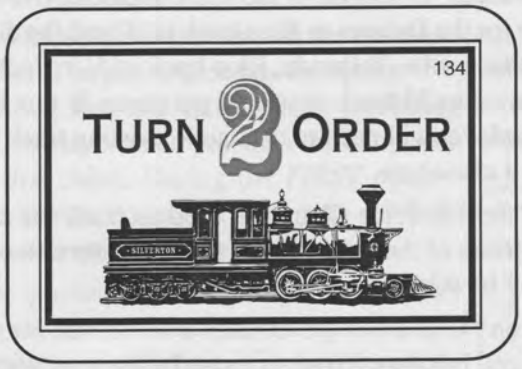
COMPONENT LIST

- Rules booklet
- 205 wooden cubes
- 208 colored commodity chips
- 48 wooden disks
- Selling Price Chart
- 108 card claim deck
- 24 card passenger deck
- 36 train cards
- 6 turn order cards
- 17" x 22" game board
- 2 standard dice
- Wooden turn marker
- Pack of money
- 2 sheets of stickers

RULES OF PLAY

HOW TO START

Based on how much time there is to play, decide whether to play the Standard, Short, Long, or Campaign Game. Next, lay out the game board in the middle of a table. Have each player choose a color, and take all of the wooden pieces of that color. Shuffle the turn cards and deal one to each player. This will be used as the starting position for each player. (See the chart below.)



TURN ORDER CARD

HOW TO WIN

- **STANDARD GAME** (Duration 4-6 hours)

If, at the end of any game turn, any player has $10,000 or more, the player with the most money wins. A player must announce when he has collected more than $5,000, from then on his cash total is public knowledge.

- **SHORT GAME** (Duration 2-4 hours)

If, at the end of any game turn, any player has $6,000 or more, the player with the most money wins. A player must announce when he has collected more than $4,000, from then on his cash total is public knowledge.

Note: Begin all selling prices in the box above the usual start box. Do not use the "C" passenger cards.

- **LONG GAME** (Duration 6-8 hours)

If, at the end of any game turn, any player has $20,000 or more, the player with the most money wins. A player must announce when he has collected more than $10,000, from then on his cash total is public knowledge.

- **CAMPAIGN GAME** (Duration 6-9 hours)

Play 24 turns and then the player with the most money wins. Money may be kept secret until the end of the game.

BASIC GAME

STARTING POSITIONS

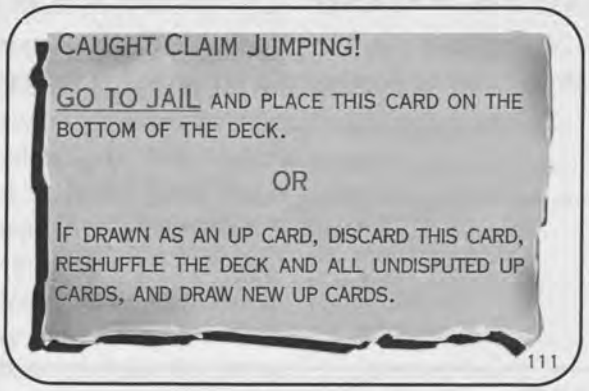
Player Number	Starting City	Number of Players 2	3	4	5	6
1	Denver	S+2,S,P+1,P	S+2,S,P,P	S+2,S,P,P	S+2,P	S+2,P
2	Denver	S+1,S,P+2,P	S+1,S,P+1,P	S+1,S,P+1,P	S,P+2	S,P+2
3	El Paso		S,S,P+2,P	S+1,S,P+1,P	S+1,P+1	S+1,P+1
4	Salt Lake City			S,S,P+2,P	S,P+2	S,P+2
5	Pueblo				S+1,P+1	S+1,P+1
6	Santa Fe					S+2,P
	Starting Money:	$2,400	$2,200	$2,000	$1,600	$1,400

S = Surveyor P = Prospector

Choose a player to be banker and have him lay out the money. Place the selling price markers (the black wooden cubes) in the "START" boxes of the Selling Price Chart. Note that some markers are not used when there are less than four players in the game. This is shown in the "Number of Players" section of the chart. Freight may only be sold in a city that has a marker for the freight type being sold. Gold, copper, and silver may be sold in any of the five market cities (indicated on the board by a white square).

The banker gives the amount of starting cash listed on the Basic Game Starting Positions (see page 3) to each player. Each player selects the appropriate surveyors and prospectors based on the table and returns any unused surveyors and prospectors back into the box, for they will not be used.

Have someone shuffle the claim deck and turn up eight cards beside the board where everyone can see them. If an event card is turned up, it should be re-shuffled into the deck. Its effect does not take place. Here is an example of an event card:



EVENT CARD

Shuffle the eight "C" passenger cards and lay them out face down. Then shuffle the eight "B" cards and place one on top of each "C" card, also face down. Lastly, place the eight "A" cards face up one on top of each "B" card. Place the game turn marker on the #1 space and begin the game.

THE GAME BOARD

The board is a map showing western Colorado, eastern Utah, New Mexico and western Texas. There are a number of cities on the map. Connecting the cities on the map are lines that represent possible rail routes. Brown lines are used year round while white lines are only used three turns out of every four due to heavy snow in the winter. Turns 4, 8, 12, 16, 20 and 24 are winter turns and are shaded black on the Turn Track.

Each rail line has a box connected to it. A player places a piece of his color in the box when he builds that line. Wooden cubes of the player's color are used for this. The value in the box is the "Cost" to build that section of track. This amount must be paid to the bank prior to placing the counter in the box. Also note that each line also has a number connected to it by a colored triangle (green for year round lines and blue for heavy snow lines). This number is the "distance," or length, of the track segment. (Note: The distance for the Dolores to Rico track is '4' and the distance for the Placerville, Telluride, Rico track is'5'.) Each player is limited to 32 track segments per game. If this limit is met, the player will need to dismantle existing track before placing it elsewhere.

The "Selling Price Chart," is used to track the current selling prices of the five types of freight in the cities where they may be sold.

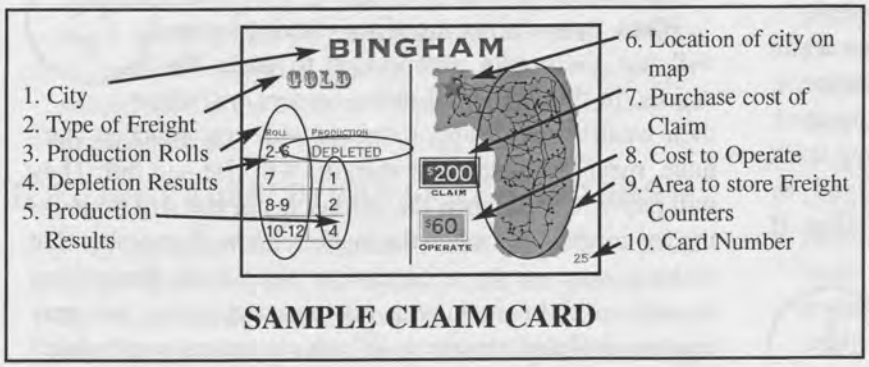
Also on the board is the "JAIL," which is shown simply as a jail cell bar door. Prospectors and surveyors are sent to jail when a 2 is rolled on two dice while resolving a dispute (See "Game Turn Sequence — III" on page 7). Also, prospectors may be sent to jail by an event card. There is also a tombstone labeled "RIP." If a prospector is killed as a result of an event card, he is placed here.



PASSENGER CARD (BACK)

THE CLAIM DECK

The claim deck consists of 108 cards; 102 of these are claims and 6 are special event cards. Each claim card lists the city, the type of freight, the cost to claim, the cost to operate, and the production results for the two dice operation roll.



SAMPLE CLAIM CARD

On the turn a claim is acquired, the purchase cost is paid to the bank. The player then has the option of operating the claim during that and future turns. Operating a claim is optional. A player must pay the cost to operate in order to operate that claim. During the *FIRST* operation of a claim, the player rolls one die and adds 6 to determine the "Production roll".

Future production rolls are performed by rolling two dice to determine the quantity of freight produced or to see if it has depleted during normal operation of the claim.

A claim may be operated once a turn until a depletion is rolled. When this occurs, a depletion marker is placed on the claim. When all of the freight is delivered from a depleted claim it is discarded. Cards in the discard pile are never reshuffled into the claim deck. Players may examine the discard pile only when it is not their turn.

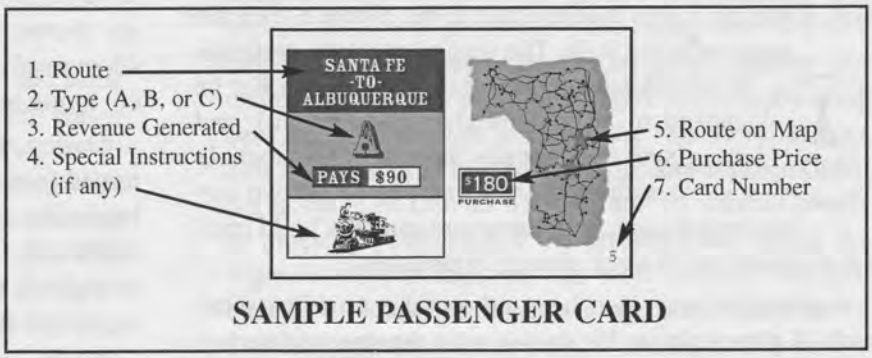
THE PASSENGER DECK

The passenger deck contains 24 cards. Eight cards are lettered "A", eight are lettered "B", and eight are lettered "C". At the beginning of the game only the "A" cards are available for purchase. As these are taken, "B" cards become available, and as these are taken, the "C" cards become available.

To take a passenger card, a player must have built track (no surveyors on the line) that connects the cities listed and then he must pay the "Purchase" cost indicated on the card.

Once a player purchases a passenger card, he collects the "PAYS" amount every turn that he has the card. Passenger cards do not pay during Winter Turns if any part of the route is blocked by snow (i.e., a white track segment). A passenger card may not be purchased during a winter turn if any part of the route is blocked by snow.

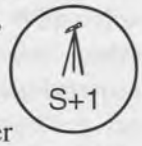
Players have an opportunity to take passenger route cards away from an opponent. See "Stealing a Passenger Route" section on page 8.



SAMPLE PASSENGER CARD

SURVEYORS

As in real railroad operations, all track being built needs to have surveyors research the safest, shortest, and cheapest way to get from one point to another. Some surveyors were better than others. In this game, the better surveyors will get you where you want to go, but even the best can be beat!



At the start of the game, each player gets one or two surveyors, depending on the number of players in the game. See the Basic Game Starting Positions chart on page 3.

The three types of surveyors are shown here. The "+1" and "+2" are used when resolving disputes between two or more players trying to build the same track segment.

Each turn, a player places his surveyor on the track segment that he wants to build by placing his surveyor in an open box or a box with another player's surveyor. A track segment may only be selected if it connects to track that has already been built by that player, or if it is connected to the player's home city. Surveyors may not be placed on white track segments (Snow Routes) during the winter turns. When two players are attempting to build the same track segment (by both placing their surveyor on the same track segment), a dispute arises. Disputes are resolved as described in the "Game Turn Sequence — III" to follow. If during any dispute a player rolls a "2" with the dice, his surveyor is thrown in Jail. Results of the dispute are determined prior to the arrest!





In a game of four or fewer players, a player can build two consecutive track segments, but not on Winter Turns. When a player attempts to build two consecutive track segments, he rolls two dice. If the roll is greater than the distance of the second track segment (the number shown next to the triangle), it may be built. If the roll is less than or equal to the distance, then the segment is not built. The second surveyor performs no additional services this turn (he can not be moved to an additional track segment.), and the player does not pay the cost of the track. In a game with more than four players, if two surveyors are used, both surveyors can only build track if it is connected to track already established.



A surveyor may also be used to take up (dismantle) track. A player places his surveyor on the appropriate box of the track segment he wants to dismantle (only your track may be dismantled by your surveyor), instead of placing for a build. The bank pays $10 times the distance of the track segment (the number shown next to the blue or green triangle) for dismantled track to the player.

A player may choose not to use his surveyor if he does not wish to build or dismantle any track.

PROSPECTORS

Railroad owners could build track all day, but would only make money if people used the track. They soon found out that it was better to find a use for their trains prior to building the route. Sure, some speculation was needed, but risk needed to be managed. They worked closely with prospectors.



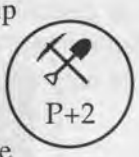
When new claims are discovered, players will use their own prospectors to stake the claims. In this game, all claim owners will share their wealth, and disappointments with you. Markets fluctuate, meaning their profit margins will rise and fall. They will pay you well when the market is up, but will be looking for concessions when the market is low. Remember that making some money is better than none at all. Everything is risky, a claim may be a hot prospect today, but may become depleted tomorrow. Which claims are worthwhile?

Prospectors work like surveyors except that they are used to acquire claims and passenger routes instead of track segments. At the start of the game, each player gets one or two prospectors, depending on the number of players in the game. (See the table on page 3.) All three types of prospectors are shown here. The "+1" and "+2" are used when resolving disputes between two or more players trying to obtain the same claim.



During the set-up of the game, eight claim cards are turned face up. These are the Open Claims available at the beginning of the game. At the end of each turn, enough additional claim cards are drawn to bring the face up total to eight. If more than eight claims exist, no further claims are turned up, but the extra claims are not discarded.

Each turn, a player may send his prospector(s) to one or more of the claims, the claim deck, or any face up passenger card. Disputes occur when more than one prospector is sent to the same card. There are no disputes over the deck, as each prospector will choose their own card from the top of the deck on their turn. Disputes are described on the next page. If, during any dispute, a player rolls a "2" with the dice, his prospector is thrown in Jail. Results of the dispute are determined prior to the arrest!



Unless he fails to win a dispute, the player may pay to stake that claim when it his turn to operate. When a player prospects the claim deck, he draws the top card. Either the player accepts it and pays the purchase cost or rejects it and adds it to the face up cards (which then may exceed 8).

GAME TURN SEQUENCE

Each game turn is divided into seven phases. Two of these phases (II and IV) have separate player-turns for each player.

I. DEAL TURN ORDER CARDS

These are the cards that are numbered 1 to 6. They determine who goes in what order during the two phases (II and IV) with player-turns. Use the same number of cards as players. During this phase, one player should shuffle the cards and then deal one card face up to each player.

II. PLACE PROSPECTORS AND SURVEYORS

In the order just determined, each player may place his prospector(s) and surveyor(s) onto the gameboard, the claim cards and the passenger cards. Surveyors may not be placed onto white track segments during winter turns. Prospectors may not be played on passenger routes unless the player has track built that connects to both cities on the card and, if it is a winter turn, there are no white track segments in the route.

III. RESOLVE DISPUTES

Surveyors

If more than one surveyor was placed on the same box, that track segment is in dispute. Each player involved rolls two dice and adds any bonus (+1 or +2) for his surveyor. Whoever has the highest total wins the disputed track segment. If the result is a tie, the surveyors remain there until the next turn, when they may be moved or try to compete again. All losing surveyors are returned to their owners. These surveyors can take no further actions during this turn. If there is a dispute over a track segment for which there is another track segment between the same cities with the same cost, the player may take the open box or roll for the dispute. Each surveyor, in play turn order, decides whether to move or stay.

If a 2 is rolled before any bonuses are applied while resolving a dispute the surveyor is thrown in jail.

Turn Sequence

I. Deal Turn Order Cards
II. Prospect & Survey
III. Resolve Disputes
IV. Construction & Operation
  1. Buy Claims/Contracts
  2. Build Track
  3. Operate Claims
  4. Make Deals
  5. Collect Passenger Revenue
  6. Deliver Loads
  7. Pay Fines
V. Determine Price Changes
VI. Replenish Cards
VII. Advance Game Turn

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Special Disputes

When two players place their surveyors on different segments that, if built, would render one of the routes useless, either player may call for a dispute roll between the surveyors. For example, if a player placed a surveyor on the segment that goes south out of Raton to French and another player placed one on the segment that goes east from Cimarron to French, either player may call for a special dispute roll, as only one player will be able to build south from French in a subsequent turn.

Special Building Limitations

A player is not allowed to build two parallel track segments, even if the price or distance is different. To be considered parallel, the segments must connect the same two cities. The track between Denver and Pueblo is an exception to this rule. The three lines leading south from Denver are considered parallel, as are the three lines leading north from Pueblo. Also, the two lines leading north and the two lines leading south from Santa Fe are also considered parallel, and no player may build both of these lines.

A build that serves no purpose except to block another player is not allowed. A valid purpose is a shorter path for a passenger route or a connection to a city that is not already connected by the player. For example, if the Salt Lake City player has been building east all game and has just built the segment that goes east from Laramie to Cheyenne, neither segment leading north from Denver may be built by another player to block off Denver. On the previous turn when the segment west of Laramie was built Laramie was still open to a build from the east so the track north out of Denver could have been built. A situation such as this can lead to a Special Dispute (see above description).

Prospectors

When more than one prospector is moved to the same claim or passenger card, that card is in dispute. Each player involved rolls two dice and adds any bonus (+1 or +2) for his prospector. With a claim dispute, a player gets a bonus of +3 if he already has track from his home city to the city of the claim. With a dispute over a passenger card, a player with the shorter route receives a bonus equal to the difference between the lengths of the players' routes. Whoever has the highest total wins. If there is a tie, the prospectors remain until the next turn, when they may be moved or try again. All losing prospectors are returned to their owners. They perform no further actions this turn.

If a 2 is rolled before any bonuses are applied while resolving a dispute, the Prospector is thrown in jail.

Stealing a Passenger Route

A player may attempt to steal a passenger route card from another player if he controls a route which connects the two cities involved and is shorter than the route of the player who owns the card. To do so, he places his prospector on the passenger card he wants to steal during the Place Surveyors and Prospectors phase. During the Resolve Disputes phase, the player attempting the steal pays the purchase price of the passenger card to the bank. Each player involved rolls two dice. The player with the shorter route adds the difference in the two distances to his roll. If the total is greater, he takes the card and begins collecting revenue from it on this turn. If the total is equal or lower, the player trying to steal the card loses, but may pay the purchase price on another turn and try again.

IV. CONSTRUCTION AND OPERATION

All construction and operation is completed in turn order. The player with Turn Order card #1 completes steps 1 through 7, then the player with Turn Order card #2 completes steps 1 through 7, and so on.

1) The player may pay to stake the claim(s) his prospector is on. The player pays the claim cost to the bank, takes the card and places it in front of himself. A player is never required to buy the claim. If the player is "Prospecting the Deck" the player must turn the top card face up and decide whether or not to stake the claim. If one of the six event cards is drawn, its effect takes place immediately.

2) The player may pay to construct the track segment that his surveyor is on. The cost is the number in the box. The player places a colored cube in the appropriate box. If a consecutive track build is attempted, the player rolls two dice. If the roll is greater than the distance of the second track segment, it may be built.

If a player runs out of pieces he may remove one from the board and reuse it. The removed track segment is considered abandoned track. When track segments are removed in this manner no money is received from the bank.

Track may also be dismantled by placing a surveyor on the segment to be dismantled instead of placing the Surveyor for purposes of building.

The bank pays $10 times the distance of the segment of dismantled track to the player. Abandoned and dismantled track segments may be rebuilt by any player.

***Special Note:** A player's track that is not connected to his home city may be abandoned (picked up and used elsewhere) but not dismantled or operated upon.*

3) The player then decides which claims he wants to operate. First, the player pays the operate cost for each claim he wishes to operate to the bank. Then, once for each claim, he rolls two dice to determine how much freight is produced by the claim, or to determine if the claim is depleted. If this is the first time that this claim has been operated, then the player rolls only one die and adds 6 to its total, instead of rolling two dice.

For example, using the claim card shown on page 5 (Claim Card # 25), a player may decide to operate the Bingham Gold Claim. To operate, the player first pays $60 to the bank. He then rolls two dice. If the result is a "6" or less, then the player has depleted his mine. He takes a gold "Depletion" counter and places it on the card. The claim can not operate from that point in the game. Once the depleted claim has had all of the remaining gold delivered, it is placed in the discard pile. If the player rolls an "11", the card would produce 4 gold. This freight is now available to be picked up and delivered to one of the five markets. The claim is active and at any future turn the player may pay an additional $60 and roll for production again.

Depleted claims may never be operated again. Claims may deplete on the first turn of operation (with a Deplete on 7 or 8). If there is freight from previous turns on the card, then place a "Depleted" marker on the card as a reminder. When the card is empty (all of the loads have been taken to market) place it in the discard pile.

Each of the freight counters has a number on it. This number is the number of loads the counter represents.

4) The player can then make trades or deals with other players. Players may buy, sell, or trade claims and track segments. The only limitation is that all trades must be completed in the active player's turn.

Freight on other player's claims may be bought if it can be delivered this turn (which **must** be done during this turn, and counts as one of the two claims which can be delivered - see step #6 below). For the player to be able to buy freight, the player must have track to the other player's claim, and must take the loads to a market which is also connected by his track. The purchase of the loads must be completed in this step, as delivery takes place in step #6. The purchase may involve either money, track segments or claims, or any combination thereof.

As the active player is the only player allowed to deliver in step #6, and all loads traded must be immediately delivered, trading loads can not be part of the deal.

If a player sells or trades away any of the track that was used for a passenger route, he must make the passenger card available again. The card is placed with the face up passenger cards, creating a new pile separate from the other available passenger cards.

5) The player collects revenue for passenger cards. A passenger card does not produce revenue if it is a winter turn and part of the route contains a white track segment (snow route).

6) The player is able to deliver and sell freight from up to 2 claims. A player must have a route from the claim to the city that he wishes to sell. White segments may not be used on winter turns. Any amount of goods (up to the limit for the city based on the Selling Price Chart) may be delivered and sold from the two claims. The delivery limit shown on the Selling Price Chart is per player, not cumulative. A player receives the current market value times the number of goods sold. The freight chips are placed on the appropriate square(s) on the left of the board, so that everyone knows how many were sold when the price change rolls are made.

7) Lastly, the player pays any necessary fines. The event cards dictate the amount of the fine which must be paid to release or acquire a new surveyor or prospector. A newly hired prospector has the same bonus as the old prospector. When your surveyor or prospector has been placed in jail because of a roll of "2"or an event card, there are two options to free the piece:

- Roll a "7" or "11" with a roll of two dice, or
- Pay $200

There is only one option per turn. A player may not attempt to free a piece by rolling the dice and then, if the roll fails, choose to pay the fine.

Next, the player with "Turn Order - 2" repeats the above steps, then player "Turn Order - 3", etc.

V. ROLL FOR PRICE CHANGES

The player who went last rolls the dice for each marker to determine the price changes on the Selling Price Chart. The price change roll result is defined at the bottom of the marker's column on the Selling Price Chart. For example, the Denver Coal calculation is "2 dice + number sold ÷ 2 – IDN". The "IDN" is the Increased Demand Number which is based on the Game Turn Track and which game turn is being completed.

Example: *It is turn 9, a total of 7 coal was sold in Denver, and a 10 was rolled on 2 dice. The number sold ÷ 2 is 3.5; this is rounded up to 4. The IDN for turn 9 is 3. 10 + 4 is 14, 14 - 3 is 11, so the result is 11. A result of 11 on the Coal chart (shown beneath the Selling Price Chart) results in the marker moving down 2. If the marker was in the $120 box it would move down to the $80 box. All coal sold in Denver on the next turn would sell for $80 each.*

Start with the gold marker and work right, removing the freight that was sold and returning it to the bank. Price markers may not enter the shaded areas of the chart. Stop in the last unshaded box if a roll would send the marker into the shaded spaces.

VI. REPLENISH CARDS

If there are less than 8 available open claims face up, turn up enough claim cards from the claim deck to bring the total to 8. Also, if any passenger cards were taken, turn over the cards that were underneath them.

VII. ADVANCE GAME TURN MARKER

Move the game turn marker to the next higher number.

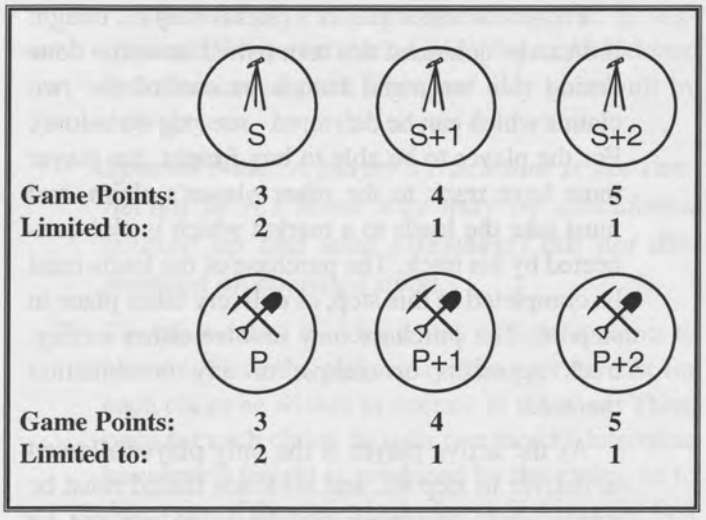
END OF GAME

These steps continue until somebody wins. The winning total is determined by the type of game being played. The game only ends at the end of a game turn. Thus every player will have the same number of turns. Only after the end of the game turn, the player with the most money is declared the winner!

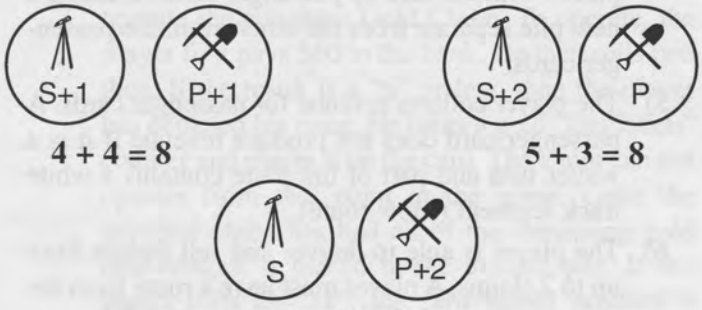
ADVANCED GAME RULES

PLAYER CHOICE OF PROSPECTORS & SURVEYORS

Players may choose which prospector(s) and surveyor(s) they will use. This choice is made during the Phase II—Place Prospectors and Surveyors of game turn 1. Game points are used to acquire surveyors and prospectors. The following chart gives the game point cost for the surveyors and prospectors and the number each player is limited to. Each player must select at least one Prospector and at least one Surveyor.



Example: *There are five players, so each has 8 points to work with. Here are three options:*



ADVANCED GAME

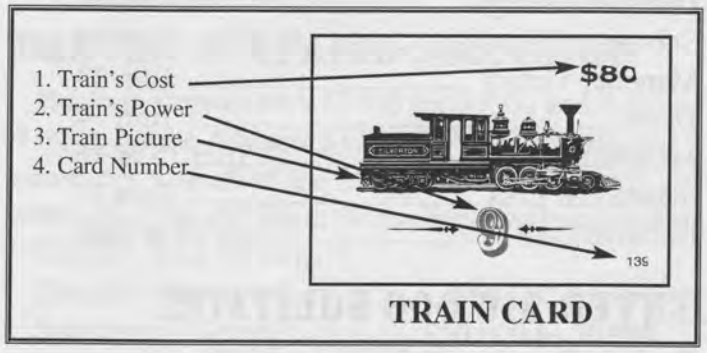
STARTING POSITIONS

Player Number	Number of Players — Starting City				
	2	3	4	5	6
1	Denver	Denver	Denver	Denver	Denver
2	Denver	Denver	Denver	Denver	Denver
3		El Paso	El Paso	El Paso	El Paso
4			Salt Lake City	Salt Lake City	Salt Lake City
5				Pueblo	Pueblo
6					Santa Fe
Game Points	15	14	14	8	8
Starting "9" Trains	2	2	1	1	1
Starting Money	$3,000	$2,600	$2,400	$2,000	$1,800

TRAINS

The 36 train cards are used in the Advanced Game to deliver freight. In the Basic Game, a player may make up to two deliveries each turn. In the Advanced Game, players must buy and use trains to deliver freight. Instead of being limited to two deliveries each turn, a player is allowed one delivery for each train. Each player may have up to four trains at any time.

The quantity of freight that may be delivered by a train is limited by its power. The limit is the train's power divided by the longest track segment in the route. All fractions are rounded down to the next full number. Two or more trains may combine their power on a single delivery. A train's power may only be used on one delivery per turn. Trains are not stationed in any particular city. They are available to any claim the player owns during that turn.



TRAIN CARD

For example, a player has two trains with power 9 and 24 and a claim card in Walsenburg with 8 coal on it. The player has track from Denver to Colorado Springs (distance = 7) to Pueblo (distance = 4) to Walsenburg (distance = 5). By combining the trains the player can deliver:

- 4 coal to Denver (9 + 24 = 33 ÷ 7 = 4) or
- 6 coal to Pueblo (9 + 24 = 33 ÷ 5 = 6).

By using the trains separately, the player can deliver:

- 1 to Denver and 4 to Pueblo (9 ÷ 7 = 1, 24 ÷ 5 = 4) or
- 3 to Denver and 1 to Pueblo (24 ÷ 7 = 3, 9 ÷ 5 = 1).

All capacities are rounded down to the nearest whole number.

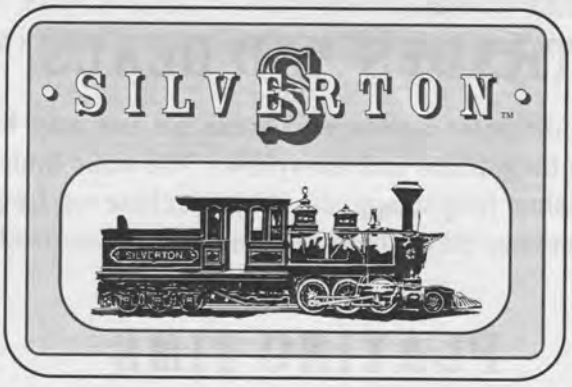
Special Note: Due to the differences in the actual size of the loads, gold and silver actually take up smaller space than copper, lumber and coal. For purposes of determining how much can be transported, each gold and silver load should be treated as a half of a normal load. In the previous example, the player can deliver 8 gold or silver to Denver and 12 to Pueblo.

Each player begins the game with the trains indicated on the Advanced Game Starting Position chart (see page 10). New trains become available as the game progresses.

TRAIN SUMMARY

Train Type	Turn Available	Train Cost	Trade-In Value	Number Available
9	1	80	40	6
15	1	120	60	6
24	5	200	100	8
42	9	320	160	8
72	13	500	N/A	8

A player may purchase one train (if available) just prior to Phase VII ("Advancement of Game Turn" Marker). The players purchase trains in the same order as their turn orders. A train may be traded in to purchase a new train at a discount (the player receives a trade-in discount per the chart above). Trains that have been traded in are available to all players at full price. Each player may own only four trains at any time.



SNOW PLOWS

SNOW PLOW SUMMARY

Four types of snowplows are included in the game.



SNOW PLOW SUMMARY

Snow Plow Type	Turn Available	Snow Plow Cost	Trade-In Value	Number Available
Die + 2	1	40	20	3
Die + 3	5	80	40	4
Die + 4	9	140	70	5
Die + 5	13	200	N/A	6

Each player may purchase one snowplow (if available) just prior to Phase VII – Advancement of Game Turn Marker instead of buying a train. The players purchase Snow Plows in the same order as their turn orders.

Each winter turn, after rolling to produce freight (Phase IV - Step 3), one snowplow may be assigned to each segment of winter (white) track. A single die is rolled for each track segment with a snowplow to determine whether or not it has been cleared. The sum of the number rolled and the snowplow bonus must equal or exceed the length of the segment to clear the track. Remove any plows that miss their roll. They are no longer available for this game turn. Track that is cleared may be used to collect passenger revenue and to deliver freight. Remove any plows that were successful after deliveries are made. They are no longer available for this game turn. All plows may be placed again on any future winter turn.

TRADES AND DEALS

In addition to claims, and track, players may buy, sell, or trade trains and snowplows. The same limit on purchasing freight applies. Any purchase of freight from another player must be delivered immediately.

PLAYING TIME

When playing the Advanced Game you should expect the game to last about one hour longer.

SCENARIOS

These scenarios provide the players with a variety of alternate starting positions and victory conditions. If all players agree, any of these scenarios can be used instead of the normal set-up rules. Also, there are a number of solitaire scenarios designed to provide the adventure of Silverton to a lone player.

DENVER $6,000 SOLITAIRE

Begin in Denver with $1600 (or $2000 and a power 9 train for the Advanced Game), one prospector and one surveyor. Use only the freight markets available with one player. Play until you have $6,000 or more in cash. The number of turns that it takes to reach $6,000 determines your margin of victory:

Decisive Victory .....Turn 10 or earlier
Substantial Victory.....Turn 11 or 12
Marginal Victory .....Turn 13
Draw.....Turn 14
Marginal Loss.....Turn 15 or 16
Substantial Loss .....Turn 17
Decisive Loss .....Turn 18 or later

DENVER $10,000 SOLITAIRE

Begin in Denver with $2000 (or $2400 and a power 9 Train for the Advanced Game) and either 2 surveyors & 1 prospector or 2 prospectors & 1 surveyor. Use only the freight markets available with one player. Play until you have $10,000 or more in cash. The number of turns that it takes to reach $10,000 determines your margin of victory:

Decisive Victory.....Turn 12 or earlier
Substantial Victory .....Turn 13 or 14
Marginal Victory.....Turn 15
Draw.....Turn 16
Marginal Loss.....Turn 17 or 18
Substantial Loss.....Turn 19 or 20
Decisive Loss .....Turn 21 or later

SALT LAKE CITY $10,000 SOLITAIRE

Begin in Salt Lake City with $2000 (or $2400 and a power 9 train for the Advanced Game), one prospector, and one surveyor. Use all of the freight markets but start the Denver, Pueblo, and Santa Fe markers two boxes below "START". Use a prospector of a different color to discard one claim or passenger card each turn. Play until you have $10,000 or more in cash. The number of turns that it takes to reach $10,000 determines your margin of victory:

Decisive Victory.....Turn 14 or earlier
Substantial Victory.....Turn 15 or 16
Marginal Victory.....Turn 17 or 18
Draw.....Turn 19
Marginal Loss.....Turn 20 or 21
Substantial Loss.....Turn 22 - 24
Decisive Loss.....Less than $10,000 turn 24

DENVER CAMPAIGN SOLITAIRE

Begin in Denver with $2400 (or $3000 and 2 power 9 trains for the Advanced Game), 2 prospectors, and 2 surveyors. Use all of the freight markets, but start the Salt Lake City and Santa Fe markers two boxes below "START". Play 24 turns.

Decisive Victory.....$60,000 or over
Substantial Victory.....$50,000 to 59,999
Marginal Victory.....$40,000 to 49,999
Draw.....$35,000 to 39,999
Marginal Loss.....$30,000 to 34,999
Substantial Loss.....$25,000 to 29,999
Decisive Loss.....Less than $25,000

GOLDEN SPIKE TWO PLAYER SCENARIO

This scenario resembles the two player Campaign Game. On turn 1, though, players assign one Surveyor to build out of Denver and one to build out of Salt Lake City. Surveyors may only build off of their assigned tracks until the two networks are connected.

When played with the Advanced Game, trains must be assigned to your Denver track or your Salt Lake City track when purchased. Begin with one power 9 train assigned to each area. Once your track is joined all of your trains may be used on all of your track.

GOLDEN SPIKE THREE PLAYER SCENARIO

Similar to the two-player version, players each begin in two cities and must build separately out of each until their track is connected.

STARTING POSITIONS

Number Drawn	1st City	2nd City	Starting Surveyors	Starting Prospectors
1	Denver	Salt Lake City	S, S+2	P, P
2	Denver	Salt Lake City	S, S+1	P, P+1
3	Denver	Santa Fe	S, S	P, P+2

Note that in the Advanced Game each player gets 14 Game points instead of the Surveyors and Prospectors shown.

Players start with $2400 each (or $3000 for the Advanced Game). The game is played 20 turns and then the player with the most money wins. When playing the Advanced Game, each player begins with one power 9 train assigned to each area.

COPPER SPIKE CAMPAIGN SOLITAIRE

Begin with $2400 (or $3000 and two power 9 trains for the Advanced Game), two prospectors and two surveyors. One surveyor must build from Denver and the other from El Paso until the lines are connected. Use the following markets only: Gold, Silver, Copper, Denver Lumber, Santa Fe Lumber, El Paso Lumber, Denver Coal, Pueblo Coal, Santa Fe Coal, and El Paso Coal. Play 24 turns. Victory Ratings are the same as those in the Denver Campaign Solitaire Scenario.

NICKEL SPIKE — 3 PLAYERS

This scenario is the same as a three-player campaign game except that each player begins in two cities and must designate one surveyor to build separately from each city until the track is connected.

STARTING POSITIONS				
Number Drawn	**1st City**	**2nd City**	**Starting Surveyors**	**Starting Prospectors**
1	Denver	Salt Lake City	S, S+1	P, P+1
2	Denver	El Paso	S, S+2	P, P
3	Denver	Santa Fe	S, S	P, P+2

In the Advanced Game, 14 points and 2 power 9 trains, one in each starting city,

SILVER SPIKE — 4 PLAYERS

This scenario is the same as a four-player campaign game except that each player begins in two cities and must designate one surveyor to build separately from each city until his track is connected.

STARTING POSITIONS				
Number Drawn	**1st City**	**2nd City**	**Starting Surveyors**	**Starting Prospectors**
1	Denver	Salt Lake City	S, S+1	P, P+1
2	Denver	Salt Lake City	S, S	P, P +2
3	Denver	El Paso	S, S+1	P, P +1
4	Denver	El Paso	S, S+2	P, P

In the Advanced Game 14 points and a power 9 train in Denver.

FIVE PLAYER STRONG START

- Short, Standard, Long or Campaign
- Starting cash: $1800 (or $2200 and a power 9 train for the Advanced Game).

STARTING POSITIONS			
Number Drawn	**1st City**	**Starting Surveyors**	**Starting Prospectors**
1	Denver	S, S	P+1
2	Denver	S+1	P, P
3	El Paso	S, S+1	P
4	Salt Lake City	S	P, P +1
5	Pueblo	S, S	P+1

In the Advanced Game 14 points.

ADVANCED SPIKE SCENARIOS

When any of the "Spike" Scenarios are played with the Advanced Game, trains must be assigned to one section of track or the other when purchased. After the track is joined all trains may be used on any track.

OPTIONAL RULES

PASSENGER CARD SLIDE

- Basic or Advanced Game
- 2-6 Players
- Short, Standard, Long or Campaign

Players may place their prospector on an "A" or "B" passenger card that they are unable to take. Then, for their Phase IV - Step 1 action, instead of purchasing the card they move it to any open claim or passenger slot. To do this a slot must be available, so a player's turn order is important. (The first player will not have a slot available to do this.) This will cause the passenger card beneath the one moved to be revealed at the end of the game turn. If placed in a claim slot it will also result in one less up claim until someone takes the moved passenger card or an "Event Card" causes the open claims to be discarded and new claims drawn, in which case any passenger cards occupying claim slots are discarded and are out of the game.

JOINT RUN PASSENGER ROUTES

- Basic or Advanced Game
- 2-6 players
- Short, Standard, Long or Campaign

Two players may jointly take a passenger route. To do so, both players must place a Prospector on the Passenger card during the same game turn. Then, during the Resolve Disputes phase, the two players each pay for their portion of the distance and place a piece of their color on the passenger card (which is moved to a neutral location). Beginning with the turn it is taken, each player collects one half of the revenue

(round up to the nearest $10). The two players in agreement function as one for resolving any disputes while initially taking, stealing, or defending the card (each rolls one die). However, they must **add 2** to their distance in any dispute to account for switching of equipment. The agreement to jointly run a passenger route may be terminated by either player on any turn during the Resolve Disputes phase. A player who has been jointly running a route and wishes to take it alone must first place a prospector on the passenger card, then terminate the agreement in the Resolve Disputes phase, then pay the full cost to establish the route during their Phase IV - Step 1.

MULTIPLE SNOW PLOWS

- Advanced Game only
- 1-6 players
- Short, Standard, Long or Campaign.

Any number of snowplows may be assigned to a track segment. Roll separately for each, if any succeed the segment is cleared.

FREIGHT TRANSFER

- Basic or Advanced Games
- 1-6 players
- Short, Standard, Long or Campaign.

Instead of delivering to a market, a player may transfer freight to another card of the same freight type. In the Basic Game up to 16 may be transferred (32 for gold and silver). In the Advanced Game, players are limited by the power of the train(s) used; when the source and destination are in the same city the distance is treated as 1.

IMPROVED PASSENGER ROUTES

- Basic or Advanced games
- 2-6 players
- Short game and special scenarios only

All passenger cards pay double.

SIMPLIFIED SELLING PRICE CHART

- Basic game only
- 2-6 players
- Short, Standard, or Campaign

Instead of rolling for your price changes, consult the

SIMPLIFIED MARKETS

Market Type	Starting Place	None Sold	If Any Sold
Gold	at Start	Up 1	Down 1
Copper	at Start	Up 1	Down 1
Silver	at Start	Up IDN	Down (number sold/2)
Lumber	2 below Start	Up 1	Down 2
Coal	1 below Start	Up 1	Down 1

HIRING AND ADVANCING

- Advanced Game only
- 2-6 players
- Standard, Long, or Campaign

ADVANCING & HIRING LIMITS

Number of Players	Game Points	Maximum Pieces
2	15	8
3	13	6
4	12	6
5	7	4
6	6	4

When playing with 2 or 3 players, each may use two different color counter mixes. Players are limited to the maximum number of pieces listed above as well as their counter mix(es). New prospectors and surveyors may be hired for $400 and begin with no bonus. Only one can be hired in a turn–this takes place in the Replacement phase. Prospectors that are killed may only be replaced by this rule (no need to wait a turn, but cost $400). Whenever a dispute is won against another player and the disputed track or card is purchased, the bonus of the winning surveyor or prospector goes up by 1, up to a maximum of +2 (replace your piece after each upgrade).

SPECIAL THANKS

Mayfair Games would like to thank both Dori and Marie Smith for their understanding during our transition in ownership. Though at times it must have seemed that we were never going to get this game back into print, we hope that they feel that the quality of this edition was worth the delay.

We would also like to thank our loyal Train Fans for all of your patience, especially those fans who simply would not sit still and kept on us to publish this game.



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