

Ola Nygårds

RAILWAYS of SWEDEN

Contents

- Game Board (with Score Track)
- Snow Track Tiles (77)
- Railroad Operations Cards (55)
- Rail Baron Cards (15)
- Player Reference Sheets (5)
- +50/100 Victory Point tokens (6)

Introduction

The northern region of Sweden is rugged and full of snow-covered mountains that give way to lower foothills, heavily forested hills, dozens of rivers and an estimated 101,000 lakes. In the south, large lakes (some linked by canals) and widely cultivated plains stretch across the land. In the 1850s, Sweden began to build the national railway network. Sweden would soon rank among the foremost countries in per capita mileage of railroads. Will you develop the ferry lines along the southeastern shoreline, or instead risk the hardships of building through the rocky terrain of the North in search of greater gains?



Railways of Sweden is an expansion map for *Railways of the World*, designed for 2 to 5 players. You will need components from the *Railways of the World* or *Railways of Nippon* base game to play. The rules for this expansion are the same as those of *Railways of the World*, with the following exceptions:

Setup

Follow the normal setup rules for *Railways of the World*. Use the Score Track printed on the map. For a more relaxed game, use the Score Track from *Railways of the World* or *Railways of Nippon*.

If using the optional Narvik Service Bounty, remember to shuffle all the Service Bounties and randomly select 4 to be available at the start of the game. Return the rest to the game box.

Income Track / Score Track

Use the Score Track printed on the game board. If a player scores more than 50 points on the Score Track, give that player a +50 Victory Point token as a reminder that their score includes an additional 50 points. **Note:** All income above 49 points on the Score Track is \$10. This Income Track has a steeper rise and decline than the Income Track of the *Railways of the World* base game. For a more relaxed game, use the Score Track from *Railways of the World* or *Railways of Nippon*.

Ferry Lines

The permitted ferry lines are indicated on the map with  icons. The only way to build on a ferry line is with a corresponding Railroad Operations card. There are 8 ferry line spots on the board. However, there are only 4 Ferry Line cards, and 1 Extended Ferry Line card, which means only 7 ferry line hexes can be built in a game.



Ending the Game

The number of Empty City Markers that trigger the end of the game depends on the number of players:

- **2 Players:** 8 Empty City Markers
- **3 Players:** 10 Empty City Markers
- **4 Players:** 12 Empty City Markers
- **5 Players:** 13 Empty City Markers

Remember to reduce your score by 1 victory point for every Bond Certificate issued. The high score, as indicated on the Score Track, is the winner.

Black Stars ★

These cards are optional and may be used or substituted as desired in a 2-5 player game.

Credits

Game Design: Ola Nygårds

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Thanks to the Playtesters: Daniel Hammarlund, Emilia Åker, Håkan Björk, Hans-Erik Nygårds, Johan Osbjerg, Marianne Jones, P-M Hedin, Per Nygårds, and Tove Widén.

NEW RAILROAD OPERATIONS CARD APPENDIX

EXTENDED FERRY LINE

You may build over up to 3 Ferry hexes for free.

GOVERNMENT RURAL LINE

Immediately build up to 7 mountain track segments connecting two Cities as a single Link for free. **All players place a Control Locomotive on this Link for free.**

GOVERNMENT RURAL POLICY

Relocate up to 2 Goods Cubes from any single City to any single more northern City.

GOVERNMENT RURAL GRANT

Any track built on mountain hexes during a single future *Build Track* action is free.

MINE DEPOSIT

Pick any City adjacent to a mountain hex. Add random Goods Cubes until there are matching colored Cubes in that City. The minimum number of Goods Cubes added will be 1 (even if there was already a pair of matching Cubes in that City) and the maximum would be 6 (if the City was empty and you drew 1 of each color before drawing a duplicate color).

MOUNTAIN ENGINEER

On a single future *Build Track* action, all mountain hexes are half price for that build.

NEW MINING TOWN

Place a free New City tile in a mountain hex of your choice and add 2 random Goods Cubes. **You may build 1 adjacent track tile for free.**

NOBEL PRIZE

Add 3 new random Goods Cubes to Stockholm. **Remove the Alfred Nobel Rail Baron from the game at setup.**

NORTHERN GOODS

Deliver 1 Goods Cube from a City to another more northern City during a future *Deliver One Goods Cube* action and gain \$5,000.

ÖSTERSUND LOCAL CAMPAIGN

Gain 3 points when Östersund has no Goods Cubes on it. Discard this card if Östersund is already empty when this card is revealed and draw another to replace it.

PASSENGER EXPRESS

During a future *Deliver One Goods Cube* action, deliver 1 Goods Cube to a City with a Hotel and gain \$5,000.

RAILS TO THE NORTH

Immediately build up to 6 mountain track segments connecting two Cities as a single Link paying all building costs as normal.

STOCKHOLM GRAND HOTEL

Gain 2 points on the income track for each Goods Cube delivered to Stockholm by **another** player.

WEDGE PLOW

On a single future *Deliver Goods Cube* action, you may deliver 1 Link farther than your Engine Level.

OPTIONAL RAILROAD BARONS

FREDRIK ARVIDSSON POSSE

Gain 5 points if you have the least amount of money at the end of the game. (No ties are allowed.)

JULIUS FRITZNER

Gain 2/4/6 points for owning 2/3/4+ Hotels at the end of the game.

OLA AF NYGÅRDS

Gain 5 points if you have the lowest level Engine at the end of the game. (No ties are allowed.)



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