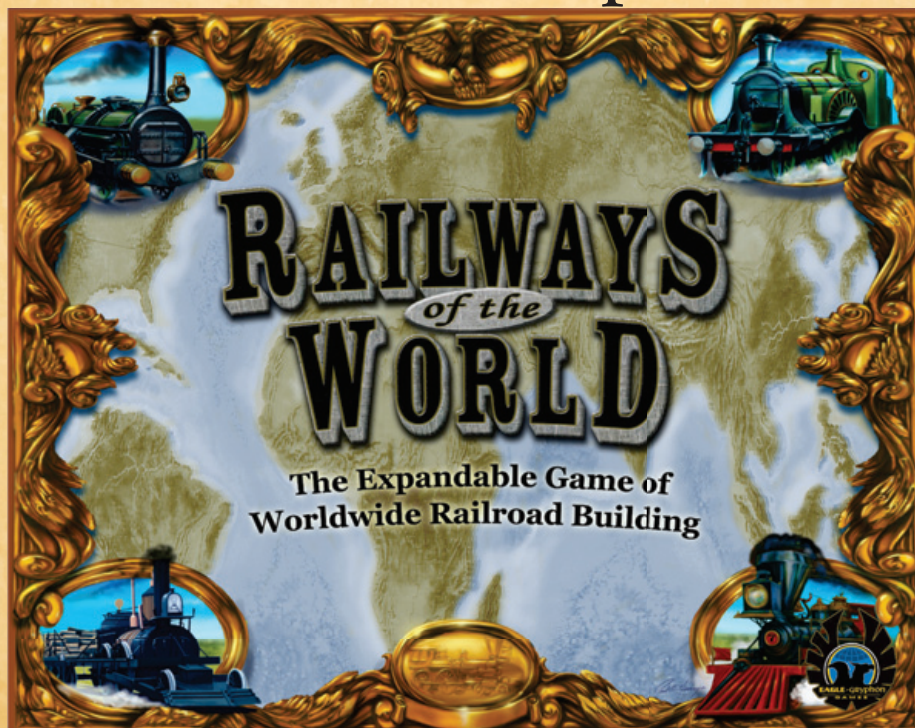


RAILWAYS *of the* WORLD

Rule Book Compendium



Comprehensive Rules
Base Game, Expansions, & Accessories

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Note: Railways of the Eastern U.S., Railways of Mexico, Railways of Europe, Railways of the Western U.S., Railways through Time, Railways of Great Britain, Railways of North America, and Railways of Nippon are expansion maps for Railways of the World. You will need the pieces from the Railways of the World base game or the Railways of Nippon base game to play these expansion maps. (This includes score track, track and city tiles, bond certificates, money, empty city markers, locomotives, and first player marker).

RAILWAYS of the WORLD

Designed by Martin Wallace and Glenn Drover

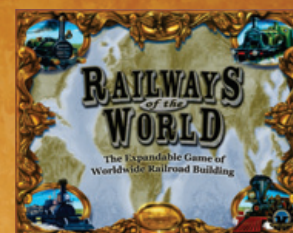
Original Edition: Railroad Tycoon 2005

Railways of the World 1st Edition 2009

Railways of the World 2nd Edition 2010

Railways of the World 10th Anniversary Edition 2017

Railways of Nippon Base Game 2017



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?

Components

There are two base games: *Railways of the World* and *Railways of Nippon*. The base game components are the same except where noted.

Game Board



Each game board map will consist of the following features:

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

The Eastern U.S. and Mexico maps are included with the *Railways of the World* base game and are also available as expansions. The Japan map is included in the *Railways of Nippon* base game and is also available as an expansion.

Rulebook

The *Rulebook Compendium* contains the basic rules necessary to play *Railways of the World*, the specific rules for each of the expansion maps, rules for additional components as well as clarifications, tips, variants, and general strategy.

Income and Score Track

The Score Track in the *Railways of the World* base game can be used with all of the expansion maps except *Railways through Time*, *Railways of Great Britain*, *Railways of Europe* and *Railways of Nippon* that each have their own unique Score Track included either on the map or as a separate board.

Wooden Score Markers

Players use the wooden Score Track Disks to track their score.



Income and Score Track



First Player Marker

The First Player Marker is given to the player who wins the Auction for 1st Player.



Track Tiles

Hexagonal track tiles (Straights, Curves, & Crossings) are used to create sections of railroad track ("links") connecting one city to another.



- *Railways of the World* - 217 track tiles
- *Railways of Nippon* - 164 track tiles

Player Control Locomotives

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



- 6 Sets for *Railways of the World* in Black, Green, Yellow, Purple, Red, and Blue



- 4 Sets for *Railways of Nippon* in Teal, White, Orange, and Gold

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

Rail Baron Cards

Rail Baron Cards give players secret goals for extra victory points, usually scored at the end of the game. Each map variant has its own set of Rail Baron Cards. *See the Appendix at the end of this booklet for more information.*



Railroad Operations Cards

Railroad Operations Cards give players goals and advantages during the game. Each map has its own set of Railroad Operations Cards. *See the Appendix at the end of this booklet for more information.*



Player Reference Cards

Player Reference Cards show the Major Lines for the map on one side and the Player Actions Summary, Costs to Build Tracks, and Number of Empty City Markers for end game trigger on the other. The color wheel icon is an aid when using the City Rotors Mini Expansions. Each map has its own set of Player Reference Cards.



Engine Placards

These represent the investment in upgrading all of the locomotives of a particular railroad by replacing an older model with an upgraded one. All players start with a Level "1." The number on the card is the maximum number of "links" that a Goods Cube may be delivered by that player.



- *Railways of the World* - 24 placards
- *Railways of Nippon* - 16 placards

Empty City Markers

Empty City Markers (ECMs) are used to track the depletion of cubes from cities. The game's end is triggered after a determined number of ECMs have been placed (based on the number of players). The game will end at the completion of the next full turn after placing the last ECM.

- *Railways of the World* - 24 markers
- *Railways of Nippon* - 20 markers



New City Tiles

The placement of one of these tiles (aka "Urbanization") 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 now changes from gray to a new color and Goods Cubes of that new color may now be delivered to this city.

- *Railways of the World* - 24 tiles
- *Railways of Nippon* - 16 tiles



Goods Bag and Goods Cubes

(1 bag and 25 cubes in each of red, yellow, blue, black, & purple.) These 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 successfully takes that share of the marketplace and increases its income as a result.



Money

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



Bond Certificates of 1, 5, & 10

Bond Certificates represent the amount of money in thousands of dollars issued by your railroad to raise money. When issued, give the player money from the bank and an equal value of Bond Certificates, which are placed in front of the player to denote the cash value given to the player from the bank.



Special Link Tiles

(2 Hexagonal Tiles) For use in the *Railways of the Eastern US* Expansion.

- *These are not included in Railways of Nippon.*



Rules

STARTING THE GAME

Board and Component Set Up

- Select the map you wish to play and place it in the middle of the table where all can see and reach it.
- 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, check the chart for recommended cube reductions on page 8). 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 by the 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 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

- Take the Railroad Operations deck and sort out all of the "start" cards marked with a yellow "S" in the bottom left-hand corner.
- From these "start" cards, sort out the cards with Service Bounty in the title, randomly select 4 of them, and return the rest to the box.
- Now place these 4 cards and all of the remaining "start" cards as a face up display next to the game board.
- Finally, shuffle the remainder of the Railroad Operations deck, draw cards equal to two times the number of players, and add them to the face up display.
- *TIP: Overlap the cards of the same type to conserve table space. (Hotels, City Growth, New Industry, Service Bounties, etc.)*

Turn Phases Track and Marker

- Place a spare Empty City Marker on the first space (Gavel) of the Turn Phases track on the map to track each turn's phases.
- The Gavel icon is a reminder for the First Player Auction phase.
- The Circles with the numbers 1-3 track the 3 rounds of player actions.
- The money icon is a reminder for the Income and Dividends phase.
- The card with a flip symbol is a reminder to turn over a new Railroad Operations card to the tableau at the end of the turn.

PLAYER SETUP

- Each player is dealt two **Railroad Baron cards** and chooses one to keep in front of them facedown. The other is discarded from the game without being revealed.
- Each player chooses a color and takes the matching **set of locomotives**.
- Each player receives a stack of **Engine Placards** (numbered 1-8) to place in front of them with the **Level 1 Engine face up** on top.

Income Track and Score Track

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

- Income on the track is in thousands (\$1=\$1,000).
- Players place their markers on the first spot of the Income Track showing that they have "0" income to start.
- Once a player reaches the end of the track, move the player's token back to the beginning of the track and add the top number of points to their final score.
- If this occurs, the player's income for the remainder of the game will be the amount marked on the last space of the score track.



Use of Cash and Bond Certificates

Players start with no money!

- At any time during a player's turn she may take one or more Bond Certificates (placing the certificates in front of herself 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. However, only the bonds needed at the time may be issued.
- Once issued Bonds may never be paid off, stay with the player for the remainder of the game, and cost the player \$1,000 for each issued Bond during the Income and Dividends phase.
- At the end of the game, each Bond Certificate a player holds will cost them one victory point.
- Issuing Bond Certificates does not count as an action.
- There are Bond Certificates in denominations of 5 and 10 that can be exchanged to save space.

PLAYING THE GAME

Turns & Player Action Rounds

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

1 - First Player Auction to determine First Player

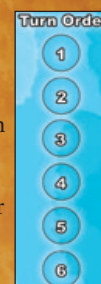
2 - Player Actions (1 per player in Turn Order in each of 3 Rounds)

3 - Income and Dividends

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. Thereafter, the First Player from the previous Turn will begin the auction in subsequent rounds.
- Bidding goes clockwise around the table.
- Players may either place a higher bid than the last bid or pass. The minimum initial bid is \$1,000.
- If a player chooses to pass they cannot re-enter the auction at a later stage.
- Bidding continues in a clockwise direction until everyone but the high bidder has passed.
- The high bidder pays the amount of their bid in dollars to the bank (issuing Bonds if necessary) and takes the First Player Marker.
- If all the players choose to pass, then the player to the left of the previous First Player becomes the new First Player.
- Use the "Turn Order" track on the board to display the turn order by placing the First Player's control locomotive in the first space with the other players placing their control locomotives on the track in clockwise order of play.



2 - PLAYER ACTION ROUNDS

There are three rounds of player actions.

- In every round, each player may perform one action, starting with the First Player and continuing in turn order. (You are allowed to pass, sacrificing your action.)
- After each round, the Turn Phase Marker is advanced along the Round Sequence Track (the circles numbered 1-3 on the Turn Phase) and a new round of actions begins.
- Each round a player can perform any one of the following actions:
 - A - **Build Track / Check for Completed Major Lines**
 - B - **Urbanize**
 - C - **Upgrade Engine**
 - D - **Deliver One Goods Cube**
 - E - **Select a Railroad Operations Card**

A- BUILD TRACK

Players place track tiles in an effort to connect cities.

- A player may build up to four tiles in a single player action round.
- **A tile or series of tiles that connect one city to exactly one other 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 if he links 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 third round of each turn.
- Whenever track is placed, players should place a Control Locomotive of their color on one of the track tiles 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.
- The cost of each track tile built is defined by the terrain type of the map hex it is built upon.

Check for Completed Major Lines

The first player to connect the two endpoints of a Major Line using only their own links (but going through any number of other cities) immediately gains the corresponding number of points on the Income Track. No other player may gain points for the same Major Line thereafter.

Costs to Build a Track Tile are detailed on the Player Reference Cards. Unless otherwise specified, costs are paid to the bank.

- It is legal to build a link from two different ends and join them in the middle over multiple rounds 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, and then may continue with a normal Build Track action.
- 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 tile in that hex. It 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 Complete 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. Partially outlined hexes, like those sometimes found adjacent to bodies of water, are not playable.

B - URBANIZE

- The active player pays \$10,000 to the bank to place an available **New City tile** on any **gray city hex** and adds two random Goods Cubes from the goods bag to any other Goods Cubes already present on the city. **NOTE:** *There are no red New City tiles.*
- If the city being urbanized was empty, remove the ECM. **NOTE:** *This does not extend the game if the end game has already been triggered.*
- Each city can only be urbanized once as it will now be a colored city and **only gray cities can be urbanized.**

C - UPGRADE ENGINE

- The active player may upgrade their Engine **one level per action**, replacing the old placard with a new one or flipping it as needed. This represents an investment in upgrading all their locomotives with a better model.
- The current Engine Level 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 a new engine level is shown on the new Engine Placard.
- The maximum engine level is 8.

D - DELIVER ONE GOODS CUBE

- A Goods Cube may only be delivered to a City of the same color as the Goods Cube (*a red cube must go to a red city, etc.*)
- 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 active player may move one Goods Cube from one city to another city, thus delivering that cube to a destination.
- The Goods Cube may only be moved along complete links.
- The cube may move a number of links up to the number of the Engine Level of the active player.
- During the Deliver Goods Cube action, the cube cannot move to the same city twice including the cities in which it starts and ends, 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.**
- Goods cubes may not be moved to a different city without delivering them.
- 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. Each player gains 1 point on the Income Track for each complete link they own that the cube traveled along. This means a cube may be moved along links owned by other players, who will collect the points for such movement.
- Important: The active player must own the first link a Goods Cube is being moved along.
- 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. If your game has different ECM types, they are merely decorative.)

E - SELECT A RAILROAD OPERATIONS CARD

A player may select one of the available Railroad Operations cards. The use of a Railroad Operations card does not count as an action. 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. Many of these are starting cards marked with a yellow "S".



Purple Diamond: This card is kept in front of the player for the rest of the game. The ability on these cards may be used on only 1 of your 3 player actions per turn.



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.



Infinity Symbol: (Or no symbol on earlier versions) This card is kept face up in front of the player and provides the benefit of the card for the rest of the game.



Black Stars: These cards from the Mexico Deck are optional and may be used or substituted as desired.



Golden Spike: These cards from the Railways of North America deck are for the Transcontinental Variant.

3 - INCOME AND DIVIDENDS

- All players now collect the amount of income shown (in thousands of dollars) on the space on the income track occupied by their score marker.
- Then, players must pay the "bond dividends" of \$1,000 for each Bond they have issued.
- If a player owes more dividends than they have money, they must immediately issue more bonds to service the debt.
- Dividends are not paid on 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.

Ending The Turn

After the Income and Dividends phase

- Complete the final phase on the Turn Phase track by drawing one additional card from the Railroad Operations deck and placing it face up in the tableau. Then return the Turn Phase Marker to the 1st space ("Gavel") on the track to begin the next turn's auction for First Player.

ENDING THE GAME

Please consult the appropriate rules sections for each specific expansion later in this manual for more details on End of Game conditions.

- The end of the game is triggered when a certain number of Empty City Markers have been placed on the board. This number varies based on the map being played and player count. *Please consult the rules for the map you are using for details.*
- When the final Empty City Marker is placed, complete the current turn and then play one more full turn. This means every player gets all three actions during the turn the end game is triggered. Then all players get another three actions each before the game is finally over.

Scoring

When the game has ended player scores on the track are adjusted as follows:

- All players move their markers back one space for each Bond Certificate they have issued.
- Rail Baron Cards are revealed and scored if fulfilled. Any Rail Baron card that requires the most, fewest, longest, etc. does not score in the event of a tie. (See Appendix for Rail Baron Cards)
- Each point on the score track is worth one victory point.

Winning the Game

The player with the most victory points is the winner.

- In the case of a tie, the tied player with the most links wins.
- If there is still a tie, the tied player with the most money wins.

Game Concepts and Clarifications

Bond Certificates and Money: Bond Certificates are public information. We suggest money also be public information. As all other endgame victory conditions from Baron Cards can be tracked, we feel money should not have an extra advantage by being hidden. That being said, please play the game the way you and your game group all prefer (i.e. "house rules" are allowed and encouraged).

Recommended Player Counts for Expansion Maps:

You might want to 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 the Glenn Drover Variant (see page 8)
- Railways through Time
- Nippon

3-Player

- Mexico
- North America
- Europe
- Railways through Time
- Nippon

5-Player

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

4-Player

- North America
- Great Britain
- Europe
- Railways through Time
- Nippon

6-Player

- Eastern U.S.
- Western U.S.

Major Lines Tips:

- We recommend the player completing the Major Line place one of their locomotive markers on the chart to show they have completed it.
- We recommend players use a set of two matching markers (such as glass beads or flags) to mark the two ends of each Major Line on the map so players can easily identify the routes.

Service Bounty Cities Tip

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.

Optional Mini Expansions-Can be used with any map

To purchase these Mini Expansions visit our website at Eagle-Gryphon.com

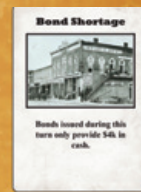
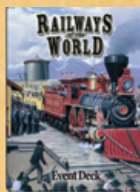
EVENT DECK

The *Railways of the World Event Deck* is a 55-card deck comprised of:

- 50 Event cards • 4 blank cards • 1 instruction card

How to use the Event Deck Expansion

Near the game board, create the following "spaces" for cards:



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.
- After the Income and Dividends phase, 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.
- 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 trigger when they enter the Future Event slot. These events will NOT trigger again when they move to the Current Event slot. There will not be an event that turn (unless the new card for the Future Event Slot is a Future Event and triggers).

Players should feel free to customize the Event Deck in any way they choose. Remove cards, and/or add your own cards with the blanks.

CITY ROTORS (and Color Wheel Chart)

City Rotors, originally introduced in the Western U.S. expansion, can be used with other maps. Use the Color Wheel Chart found on the Player Reference Cards to aid in planning.



- City Rotors can be used with any map and the color wheel on the player reference cards is to help players plan in advance when using this mini-expansion.
- Select about one quarter of the colored cities around the map and place a City Rotor of the matching color over each. The secondary revealed color should also match.
- Cities with Rotors always act as their base color (the color on the upper section of the rotor) and will often provide a second color showing through the open slice in the rotor.
- Cubes matching either color that arrive at a City Rotor must be delivered there.
- After every delivery to the city, rotate the City Rotor clockwise while keeping the bottom stationary to display the next color.

MINES

The **Place Mine** “add-on ability” is available to each player two times in the game during the player action round.



- The active player may pay \$10,000 to place a Mine.
- They immediately choose a gray 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 gray 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.

FUEL DEPOTS



Each player begins with 4 Fuel Depot cardboard tokens (*or plastic miniatures*). The **Build a Fuel Depot** “add-on ability” is available to each player during the Build Track action if they have available Fuel Depots to place.

- For an additional \$5,000 the active player may place up to 2 Fuel Depots on a single city to which he is connected, and which does not already contain any other Fuel Depot (*regardless of color*). This city does not have to be connected to the link being built.
- A Fuel Depot provides the following abilities:
- When delivering through a city where you have a Fuel Depot, you may ignore the color of that city and continue through it by removing one of your Fuel Depots in that city back to your supply.
 - A Fuel Depot 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 by removing one of their own Fuel Depots in the city back to their supply.
 - If you do not continue with the delivery on your next action, the cube is discarded instead.
 - You can chain Fuel Depots. You must remove a Fuel Depot each time you bypass a city color or stop in its location and then continue the cube delivery.
 - A single Fuel Depot will only allow you to either ignore the city color or extend the cube delivery. However, you may use multiple Fuel Depots to do both during the same delivery.

Example:

- Mike has a purple cube in City A, a level 4 engine, and 2 Fuel Depots in purple City B that is 4 links away.
- On round 1 he delivers the purple cube from City A to his Fuel Depot in City B. He removes 1 Fuel Depot to ignore the city color and then removes the cube from the map and places it in front of himself as he plans to extend the delivery on his next round. (No points are scored at this time.)
- On round 2, he removes the other Fuel Depot from City B to travel 3 more links to City C where he makes the final delivery.
- Mike now scores a total of 7 points for the 4 links from City A to City B as well as the 3 links from City B to City C.

SWITCH TRACKS

The **Switch Track** “add-on ability” is available to each player two times in the game during the Build Track action.



- The active player may pay \$5,000 to place a Switch Track of their color anywhere on a piece of their existing track anytime during their track building action. (*This does count as 1 of the 4 track builds.*)
- 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 the Switch Track as a 3-way connection for 3 cities. The dashed line in the illustration shows only 1 of the possible configurations. The new link can continue into any adjacent hex where you can legally build.



HOTELS

Players may use Hotels to mark the corresponding city on the map to help them and other players remember the extra income they collect when deliveries are made to their cities!



Variants

Cube Reduction for Fewer Players: Generally, it is the case that in a 2 or 3 player game, you reduce the number of Goods Cubes placed in each city by one. However, 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
Mexico	Don't Reduce	Don't Reduce
Europe	Don't Reduce	Don't Reduce
Great Britain	Don't Reduce	Don't Reduce
North America	Reduce	Reduce
Through Time	Don't Reduce	Don't Reduce
Railways of Nippon	Don't Reduce	Don't Reduce

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 in the main rules above, 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 auction pays the full amount of his bid and goes first.

Maintain this new turn order when performing the auction for the subsequent turn.

The “Glenn Drover” 2-player variant for the Eastern U.S. map:

Neither player may build west of the mountains until one player reaches 30 points. This makes two-player games more cutthroat.

Shorter Games: For a somewhat shorter game, lower by 2 the number of Empty City Markers required to end the game.

Rail Baron Cards:

Alternate selection method for Rail Baron Cards: Players decide which Rail Baron Card to keep and which to discard only after the first Major Line is completed.

Strategies

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 World 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!
- 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 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 that allow you to deliver some goods right away (with a 1-engine), and some that can be delivered with two links (and a Level 2 engine). This way, you’ll get off to a good start.
- Major Lines are available from the beginning of the game. Be aware of where they are and work to incorporate completing one or two Major Lines into your game strategy. You may also want to consider working to prevent your opponents from completing Major Lines as well!

Strategy - Railways of the Eastern U.S.

- 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.

Strategy - Railways of Europe

- 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 bond certificates issued.
- Issuing several bonds early in the game to build out your network is very dangerous.

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 of this section are for those who wish to have a shorter game, or for those who run out of cubes when setting up the Western Board after the Western Phase is triggered.

Components

- Use all components of the base game of Railways of the World and the Eastern U.S. map, except the Western Links.
- Use all components of the Western U.S. Expansion.
- Trains are not limited by the physical number of pieces. You may use an unused color or other substitutes.
- Score Track from Railways of North America.

Optional: Use 4 Starting Cards from the Railways of North America Kickstarter (*included in newer editions*). *These have a Gold Spike icon on them instead of a Yellow S).*

1st to Buffalo- 4 points 1st to Little Rock- 4 points
1st to Elko- 4 points 1st to Dodge 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

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

Rail Baron Cards in the Transcontinental Variant

Some Kickstarter options for Railways of North America (RONA) offered 8 to 10 Limited Edition Transcontinental Baron Cards. The 2017 printing of RONA includes 12 Transcontinental Baron Cards (labeled with a golden spike). Because some people won't have these 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.

Railroad Operations Cards in the Transcontinental Variant

Use the Eastern U.S. Deck during the Eastern Phase of the game. When the Western Phase begins, remove any remaining Eastern U.S. Deck cards and begin anew with the Western U.S. Deck after removing all of the start cards.

Placing Cubes

To shorten the playing time and to ensure you have enough cubes, place one LESS cube per city on all of the Eastern U.S. cities (minimum of 1 cube) during initial setup. Do the same when setting up the Western U.S. map when 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" elsewhere on this page.

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 was being played (with the optional exceptions of the Rotor Cities, and the 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. Use of the Rotor Cities is 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. Once the West is 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 it does 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

- Each player now has the option to return bonds to the bank. The first bond returned costs the player two Victory Points; the second bond returned costs an additional three Victory Points; and so on. *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 southernmost 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, i.e. place one LESS cube per city on all of the Western 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 U.S. Railroad Operations cards and lay out two cards per player.

Playing the Western Phase

- Players now resume playing turns as usual and may play on both boards.
- Links may be built 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 normally start with more than one cube. The only cities that start with 1 cube are gray cities.
- Note that some gray cities do start with two cubes, however, 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, nor can they have goods growth!

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.
- Remove all cubes from all Grey Cities on the Eastern Map. This will force players to "go west" for future deliveries!
- Remember that in either version, the Eastern Cities may no longer be Urbanized, or have goods growth!
- When playing with 2 or 3 players, remember to reduce the number of Goods Cubes placed in each city by one - to a minimum of one Goods Cube per city.



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 most ambitious will prosper. You call the shots. You are the Railroad Baron!

Expansion Components

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).

Cards

See Appendix for notes on Rail Baron and Railroad Operations cards:

- Rail Baron Cards (12)
- Railroad Operations Cards (31)
- Player Reference Cards (6)
- Special Link Tiles (2)

Gameplay

Original Edition Notes

Major Lines: The original *Eastern U.S. Map* was 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 current map now has the Major Line Chart on the map.

Western Link

Building the Western Link 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.

Build Western Link Action

- A Player who has completed a link to either Kansas City or Des Moines is now eligible to perform the Build Western Link action in that city as a future build action.
- To perform the Build Western Link action the player must first pay \$30,000.
- Only 1 Western Link can be built in each of the two eligible cities - Kansas City and Des Moines.
- The player then places the "Special Link" tile in the appropriate "Western Link" hex west of the city to which the player has connected (either Kansas City or Des Moines) and places their control locomotive on it.
- Four red cubes from the goods bag are added to that city.
- Going forward, all red cubes delivered from a Western Link city to Chicago are placed back in the bag and then two new random cubes are drawn and placed on Chicago.

Major Line: New York to Kansas City & Western Link

- The first player to connect New York and Kansas City along with a Western Link they have built in either Kansas City or Des Moines gains 20 points on the income track.
- If the Western Link is in Des Moines, the player must connect Des Moines to their route connecting Kansas City and New York.

Cube Reduction Rules for 2 and 3 Player Games

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 in it.

Also see the *Glenn Drover 2p variant for Eastern U.S. on Page 8.*

Ending the Game

The number of Empty City Markers (ECMs) 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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

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

Game board



Cards

Note: The cards with Black Stars (Rail Barons and the Railroad Operations) are optional and may be used or substituted as desired.

- Rail Baron Cards (12)
- Railroad Operations Cards (38)
- Player Reference Cards (4)

Ending the Game

The number of Empty City Markers that ends the game depends on the number of players.

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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

RAILWAYS of EUROPE

Original Edition 2008

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

Game Board



Cards

- Rail Baron Cards (10)
- Railroad Operations Cards (29)
- Player Reference Cards (5)

Ending the Game

The number of Empty City Markers that ends the game 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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

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

Game board



Cards

- Rail Baron Cards (12)
- Railroad Operations Cards (38)
- Player Reference Cards (6)

Cube Reduction Rules for 2 and 3 Player Games

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 in it.

City Rotors



Place a City Rotor over each of the 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 City Rotor and set it so that the red portion of the lower hex was showing.

For more information about City Rotors see the rules on page 7.

The recommended City Rotors for the *Western U.S. expansion* are:

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

Fuel Depots



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

For more information about Fuel Depots see the rules on page 7.

Optional Rules

Players may choose not to use Fuel Depots and/or City Rotors. Players may select different cities for City Rotors, 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.

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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

RAILWAYS through TIME

2011

Introduction

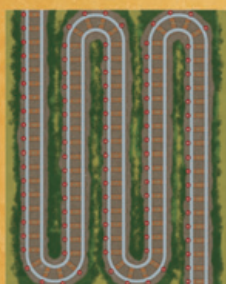
It is the mid-19th century. Borrowing ideas from the earlier Time Travelers, Thomas Edison has adapted his own version of the “Tesla Chrono Coil.” With the help of the Pennsylvania Railroad, Mr. Edison has outfitted several of their locomotives to travel through time and assembled his own group of misfit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

Expansion Components

40 Railroad Operations Cards



Income and Score Track Board



8 Time Period Game 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 and Score 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 Railroad Operation Cards equal to twice the number of players. As usual, at the end of each Turn, remember to draw 1 new Railroad Operations Card and turn it face up before starting the next Turn.

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

Time Warps

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 \$1,000.



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 re-enter 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 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 and no other player can claim that Time Line. Connections to a time warp cannot be used to claim a 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.



- Errata: 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.

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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

RAILWAYS of GREAT BRITAIN

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



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.

Cards

- Rail Baron Cards (10)
- Railroad Operations Cards (27)
- Player Reference Cards (5)

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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

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 its untold fortunes.

Expansion Components

Game Board



Note: The Cards for Railways of North America are marked with a Maple Leaf for use with the Canadian Map.

The original RoNA included a Score Track for the Transcontinental Game. There is now a universal Score Track for the Base ROTW game, RONA, and the Transcontinental Game (whose rules are printed in the 2017 Updated Comprehensive Rules Compendium: www.eagle-gryphon.com)

The RoNA Expansion also includes 12 Rail Baron Cards, 17 Operations Cards, and 4 Player Reference Cards for the Transcontinental Game, all marked with a Golden Spike Icon.

Cards

- Rail Baron Cards (24)
- Railroad Operations Cards (50)
- Player Reference Cards (12)

Game Play

Map Clarifications

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 \$1,000 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.*)

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. There are 6 ferry line spots and only 5 Ferry cards total, which means only 5 ferry lines can be built in a game.

The water hex southwest of Iqaluit is a buildable hex although essentially useless as there is no ferry line or city entrance to connect to the city.

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

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

RAILWAYS of NIPPON

2017

Introduction

Railways of Nippon is a stand-alone version of *Railways of the World* and contains everything you need to play the game with up to 4 players.

Its unique board and cards are also available as an expansion for *Railways of the World*.

Note: *Purchased 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 base game components for *Railways of Nippon* are identical with those for the *Railways of the World* base game except where noted. Most differences have to do with number of players supported and the specifics for the Japan map.

Game Board



Track Tiles: 164

Player Control Locomotives: 100

Cards

- Rail Baron Cards (10)
- Railroad Operations Cards (42)
- Player Reference Cards (4)

Engine Placards (16 Cards)

Empty City Markers (20 markers)

New City Tiles (16 Tiles)

Set up

Take the Railroad Operations deck and sort out the two (2) "start" cards (marked with a yellow "S" in the bottom left-hand corner), and place them face up next to the game board.

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 |

Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner.

RAILWAYS of PORTUGAL

Coming Soon!
A
new
Railways of the World
expansion map
by
Vital Lacerda

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 the 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 3.5 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 survived 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 was 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-19th century.



2-8-0 Consolidation

The Pennsylvania Railroad likely built the first locomotive of this wheel arrangement, but like the first 2-6-0s, the 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

For the past 5 or 6 years I have wanted to revise, standardize, and update the ROTW base game and its expansions. My idea to make Railways of Nippon a new base game version supporting just 2-4 players gave me the perfect excuse to tackle the bigger revisions needed for the whole series. So, finally, the ROTW games are standardized and we will be able to publish even more great expansions for this wonderful game series.

Enjoy them all! -- **Rick Soued, Eagle-Gryphon Games**

Railways of the World 10th Anniversary Edition 2017

Special Thanks: To the Eagle-eyed team of proofreaders who diligently looked at (over and over again) the revisions we made (over and over again) to all the graphics for ROTW, Railways of Nippon, and all the expansions to the ROTW series. This team included Russell P. Smith, Jimmy Hensel, Rick Holzgrafe, Samuel Hinz, Chris Hillery, Jarod SC Chiang, Dante Amor, Gaia Amor, and Ralph H. Anderson.

To **Dante Amor and Ralph H. Anderson** for all their hard work revising, updating, streamlining, clarifying, and organizing all the rules for the entire system end to end, which now lives on as *The Railways of the World Rule Book Compendium*.

And finally, to **Scott Whitworth**, who deserves lots of credit for his many, many hours spent on updating all of the graphic elements for the Rule Book; and all of the game boards, boxes, cards, and graphics for the 2017 printings and reprintings of the base games of ROTW, Railways of Nippon, and the many expansions for the ROTW series

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 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, 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

Play Testing: Scott Russell, Kris Hall, Tom Hancock, Tim Myers, Rachele 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

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, Rachele 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 Nippon

Concept and Development by Rick Soued

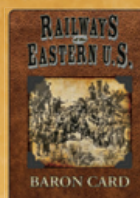
Map Design and Additional Rules by Hisashi Hiyashi

Additional Development by Dante Amor, Russell P. Smith and Ralph H. Anderson

APPENDIX OF RAIL BARON CARDS

Rail Baron Cards

Rail Baron cards give players secret goals for extra victory points, usually scored at the end of the game. Each map has its own set of Rail Baron Cards.



General Rail Baron Card Notes

- In case of a tie for a Baron Card requirement, no bonus points are awarded unless otherwise indicated on the card. For example, to meet the most cash requirement, you must have more cash than all other players.
- Cards that provide points for links to specific locations include multiple links to the same location. They are generally limited to a specific of links as well.
- Largest Railroad** scores for having the most completed Links.
- Longest Railroad** scores for having the most consecutive links, no branching.
- When linking two cities for points, you must trace a route using only your own links.
- Cards with a **Black Star** (Mexico Deck) are optional and may be used or substituted as desired.
- Cards with the **Golden Spike** (North America Deck) are for the Transcontinental Variant.

RAILWAYS OF THE EASTERN U.S.

Henry Farnam

Gain 2 points for each link that your railroad owns from Chicago to any other city. Limited to a total of 8 bonus points. (This includes multiple links to the same city.)

James Fisk

Gain 2 points for each link that your railroad owns from Mobile to any other city. Limited to a total of 8 bonus points. (This includes multiple links to the same city.)

Jay Gould

Gain 7 points if you have issued the fewest bond certificates.

E.H. Harriman

Gain 6 points if you have the most upgraded engine. (Higher level than every other player.)

Cyrus Holliday

Gain 5 points if you have built a "Western Link".

Mark Hopkins

Gain 6 points if you are the player connected to the most cities at the end of the game.

Theodore D. Judah

Gain 8 points if you have the longest railroad (the most consecutive links).

J.P. Morgan

Gain 6 points if you have the largest railroad (the most completed links).

George Pullman

Gain 6 points if you are the first player to upgrade to a level "6" engine. (Reveal immediately if you are the first to upgrade to a level "6" engine.)

Moses Taylor

Gain 5 points if you have the most money.

Wm. Henry Vanderbilt

Gain 6 points if you have the most track tiles in play.

Cornelius Vanderbilt

Gain 5 points if your railroad connects New York and Chicago.

RAILWAYS OF MEXICO

Francisco I. Madero

Black Star

Gain 3, 4, or 5 points if you have 2, 3, or 4 hotels respectively at the end of the game.

Matías Romero

Black Star

Gain 6 points if you are the first player to upgrade to a level "6" engine. (Reveal immediately if you are the first to upgrade to a level "6" engine.)

Pancho Villa

Black Star

Gain 3 points if your railroad connects Chihuahua and Brownsville.

Patrick Henry Cooney

Black Star

Gain 6 points if you have the most tracks in play.

Benito Juárez

Gain 6 points if you are the player with the highest level engine at the end of the game.

Don Antonio Escandón

Gain 5 points if you are the player connected to the most cities at the end of the game.

Ferdinand Maximilian

Gain 6 points if you are the player who issued the fewest bond certificates at the end of the game.

José Yves Limantour

Gain 6 points if you are the player with the most money at the end of the game.

Manuel González

Gain 5 points if your railroad connects Culiacán and Tampico.

Pofirio Díaz

Gain 5 points if you have the largest railroad ("largest railroad" = "total links").

Sebastián Lerdo de Tejada

Gain 2 points for each link that your railroad owns from Mexico City to any other city. (This includes multiple links to the same city.)

William Jackson Palmer

Gain 5 points if you are the player with the longest railroad (most consecutive links).

RAILWAYS OF EUROPE

Dr. Ernst Werner Siemens

Gain 6 point if you are the player with the highest level engine at the end of the game.

Otto Von Bismarck

Gain 6 points if you have issued the fewest bond certificates.

Jacob Bronnum Scavenius Estrup

Gain 5 points if you have the largest railroad (the most completed links).

Alexander Lyman Holley

Gain 5 points if you are the player connected to the most cities at the end of the game.

Czar Nicholas I

Gain 2 points for each link that your railroad owns from Moscow to any other city. (This includes multiple links to the same city.) Limited to a total of 4 links.

King Alfonso XII

Gain 2 points for each Spanish city to which you are connected. Note: Lisbon is a Portuguese city and does not count towards this card's objective.

Johannes Scharrer

Gain 6 points if you have the most money.

Friedrich List

Gain 6 points if you have the most money.

King Charles Albert

Gain 5 points if you have the longest railroad (the most consecutive links).

Franz Anton Gerstner

Gain 5 points if you connect Vienna to St. Petersburg.

RAILWAYS OF THE WESTERN U.S.

Frederick H. Billings

Gain 6 points if you connect Tacoma to Billings.

Thomas Clark Durant

Gain 6 points if you have issued the fewest bond certificates.

Jay Gould

Gain 6 points if you have the largest railroad (the most completed links).

David Moffat

Gain 6 points if you are the player with the highest level engine at the end of the game.

Leland Stanford

Gain 6 points if you have the most money.

E.H. Harriman

Gain 6 points if you have the longest railroad (the most consecutive links).

Henry Villard

Gain 2 points for each link that your railroad owns from Portland to any other city. (Limit 4 links & this includes multiple links to the same city).

Collis P. Huntington

Gain 8 points if you connect San Francisco and Deming.

Jay Cooke

Gain 6 points if you have issued the most bond certificates.

Mark Hopkins

Gain 2 points for each link that your railroad owns from San Francisco to any other city. (Limit 4 links & this includes multiple links to the same city).

Cyrus K. Holliday

Gain 3 points each for connecting to these urbanized cities: Dodge City, Santa Fe.

James J. Hill

Gain 3 points each for connecting to these urbanized cities: Richland, Idaho Falls.

RAILWAYS OF GREAT BRITAIN**George Hudson**

Gain 5 points if you connect Leeds & York to Bristol.

George Stephenson

Gain 5 points if you are the first player connected to the most cities at the end of the game.

Daniel Gooch

Gain 6 points if you have issued the fewest bond certificates.

Joseph Locke

Gain 5 points if you have the most track tiles at the end of the game.

Joseph Pease

Gain 5 points if you have the largest railroad (the most total links).

Nicholas Wood

Gain 5 points if you connect Liverpool to London.

Robert Stephenson

Gain 6 points if you are the player with the highest level of engine at the end of the game.

Arthur Wellesley Duke of Wellington

Gain 6 points if you have the most money.

Edward Pease

Gain 5 points if you have the longest railroad (the most consecutive links).

Isambard Kingdom Brunel

Gain 2 points for each link that your railroad owns from London to any other city. (Limit 4 links & this includes multiple links to the same city).

RAILWAYS OF NORTH AMERICA**Alexander Galt**

Gain 6 points if you have the highest level engine at the end of the game.

Donald Smith

Gain 6 points if you have the largest railroad (the most total links).

Francis Hincks

Gain 2 points for each link that your railroad owns from Vancouver to another city. (Maximum of 8 points & this includes multiple links to the same city).

George-Etienne Cartier

Gain 6 points if you have the most money.

George Stephen

Gain 8 points if you have the longest railroad (the most consecutive links).

John MacDonald

Gain 8 points for connecting Ottawa and Iqaluit.

John Molson

Gain 8 points for connecting Ottawa and Seattle.

John Young

Gain 2 points each for connecting to these cities: Juneau, Echo Bay, Ivujivik, St. John.

Casimir Gzowski

Gain 2 points for each link that your railroad owns from Quebec to another city. (Maximum 8 points & this includes multiple links to the same city).

William Van Horne

Gain 6 points if you have issued the fewest bonds.

Thomas Shaughnessy

Gain 6 points if you have issued the most bonds.

Sandford Fleming

Gain 6 points for connecting St. John to Winnipeg.

Thomas Clark Durant

Gold Spike

Gain 10 points by making a 9-link delivery (or higher).

Jay Gould

Gold Spike

Gain 8 points if you have the largest railroad (the most total links).

David Moffat

Gold Spike

Gain 8 points by connecting Denver, Grand Junction, Gallup, and Salt Lake City.

Leland Stanford

Gold Spike

Gain 8 points if you have the most money.

E. H. Harriman

Gold Spike

Gain 8 points if you have the longest railroad (the most consecutive links).

Henry Villard

Gold Spike

Gain 8 points by winning at least two Western Major Lines.

Collis P. Huntington

Gold Spike

Gain 10 points by connecting New York or Charleston with San Francisco or Tacoma.

Jay Cooke

Gold Spike

Gain 9 points by winning three or more Major lines, at least one on each map.

Mark Hopkins

Gold Spike

Gain 8 points if you are the first to connect San Francisco with Fargo, Topeka, or Oklahoma City.

Cyrus K. Holliday

Gold Spike

Gain 10 points by making a 9-link delivery (or higher).

James J. Hill

Gold Spike

Gain 10 points by connecting New York or Charleston with San Francisco or Tacoma.

Frederick H. Billings

Gold Spike

Gain 8 points if you are the first to connect Tacoma with Fargo, Topeka, or Oklahoma City.

RAILWAYS OF NIPPON**Masaru Inoue**

Gain 8 points if you are the player connected to the most cities at the end of the game. You do not score these points if you are tied for the most.

Ichizo Kobayashi

Gain 1 point for each Gray city to which you are connected. Limited to a total of 8 bonus points.

Shuzo Toyama

Gain 2 points for each link you have created from Osaka to any other city. Limited to a total of 8 bonus points.

Kaemon Takashima

Gain 8 points if you have the most money.

Keita Goto

Gain 1 point for each Blue city to which you are connected.

Kaichiro Nezu

Gain 7 points if you have been issued the fewest bond certificates.

Keijiro Amemiya

Gain 1 point for each Purple city to which you are connected.

Noritsugu Hayakawa

Gain 2 points for each link you have created from Tokyo to any other city. Limited to a total of 8 Bonus points.

Hisanshige Tanaka

Gain 7 points if you are the player with the highest level engine at the end of the game. Ties are not valid, unless the tie is at the #8 level).

Aensuke Osawa

Gain 1 point for each Yellow city to which you are connected.

APPENDIX OF RAILROAD OPERATIONS CARDS

Alphabetical List by Types

Iconography

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. Many of these are starting cards marked with a yellow "S".



Purple Diamond: This card is kept in front of the player for the rest of the game. The ability on these cards may be used on only 1 of your 3 player actions per turn.



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.



Infinity Symbol: (Or no symbol on earlier versions) This card is kept face up in front of the player and provides the benefit of the card for the rest of the game.



Black Stars: These cards from the Mexico Deck are optional and may be used or substituted as desired.



Golden Spike: These cards from the Railways of North America deck are for the Transcontinental Variant.

The following cards are further identified by specific **City Names** or in *Railways Through Time* by **Time Periods**: City Charter, Hotel, Local Campaign, Service Bounty, Time Bounty.

Alphabetical List of Cards including number of cards used with each map.

Boomtown Icon: Red X

WUS-1; RONA-1; RON-2

Immediately place a free "New City" tile on the gray city of your choice. Do not add any Goods Cubes.

Boost Icon: Hand of Cards

RTT-2

One Engine Upgrade costs \$5,000 less.

Capital Charter Icon: Infinity

EUR-2

Gain one point on the income track for each link built into *cityname*. (Limit one Capital Charter per player.)

- NOTE:** Once a player has claimed a Capital Charter they receive one point for every link built to or from that city after the Charter was taken. Example: A player choosing the Paris Capital Charter when there are already two links into Paris can earn at most 4 points from this Charter.

City Charter (*cityname*) Icon: Infinity

EUR-3

No other player may build a link into *cityname*.

- NOTE:** The charter has no effect on track that was already built into the city when the charter was chosen.

City Growth Icon: Red X

EUS-4; MEX-3; EUR-3; WUS-4; RTT-3; ROGB-3; RONA-4; RON-4

Choose any single city, then add 2 new randomly drawn Goods Cubes to it.

Civil Engineers

Icon: Hand of Cards

MEX-2; RON-2

On a future Build Track action all water hexes are only \$1k each.

Coal Fueled Engines

Icon: Hand of Cards

WUS-2; RONA-2; RON-3

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

Diplomatic Relations

Icon: Red X

RON-2

Deliver a Goods Cube using links from at least two players (including yourself). All involved players gain one additional income.

Engine Upgrade

Icon: Hand of Cards

MEX-3

Discard this card on a future Upgrade Engine Action to upgrade your engine one level for free.

Express

Icon: Hand of Cards

MEX-3; RON-2

Pass through one city of the color of the cube being delivered.

Ferry Line

Icon: Hand of Cards, Yellow S

RONA-5

You may build over one ferry hex for free. You may ignore the snow line surcharge for this hex.

- NOTE:** The card is the *ONLY* way to build on a Ferry Hex. (Remove from game after use.)

Foreign Trade Ports

Icon: Red X

RON-1

Add one Goods Cube each to the port cities of Hanagawa, Nagasaki, Yokohama, and Kobe.

Golden Spike

Icon: Green Circle, Yellow S

WUS-1

The first player to connect San Francisco to Omaha via Promontory gains 6 additional points on the income track.

Government Land Grant Icon: Hand of Cards

EUS-4; MEX-2; WUS-4; RTT-2; ROGB-2; RONA-4

Any track built on open terrain during a single future Build Track Action is free.

- NOTE:** This can be used to build on a link in which only some of the terrain is open. For example, it could be used to build a link with two open terrain, a mountain, and a river. You would then pay only the costs for the mountain and the river as the open terrain is free. You can combine Government Land Grant with Perfect Engineering to get up to five free tiles if they are all open terrain!

Hot Springs

Icon: Hand of Cards

RON-1

Gain 1 point on the income track for each track built on a Mountain hex, on a single future Build Track action.

Hotel (*cityname*)

Icon: Infinity

EUS-6; MEX-4; EUR-6; WUS-6; RTT-8; ROGB-6; RONA-6; RON-6

Gain 1 point on the income track for each Goods Cube delivered to *cityname* (regardless of which player makes the delivery).

Local Campaign *cityname* Icon: Hand of Cards

RON-6

Gain 3 points on the income track when *cityname* has no Goods Cubes on it. Discard this card if *cityname* is already empty when it is revealed and draw another.

Long Distance Icon: Green Circle, Yellow S
RON-1
The first player to lay 4 or more track segments in a single link gains 2 additional points on the income track.

Mine Icon: Red X, Yellow S
RONA-5
To use this card, you must pay \$10,000. Pick any gray city. Draw cubes from the goods bag until you draw a matching colored cube (max. 5 drawn). Place unique colors on the city and deplete the mine.

New Industry Icon: Red X
EUS-4; MEX-4; EUR-4; WUS-4; RTT-3; ROGB-4; RONA-4;
RON-5
Immediately place a free "New City" tile in the gray city of your choice then add 2 random Goods Cubes. (Free Urbanize Action).

New Train Icon: Green Circle, Yellow S
WUS-1; RONA-1
The first player to upgrade to a level 4 train gains 4 points on the income track.

Operations Growth Icon: Red X
MEX-2
When this card is flipped up from the railroad operations deck, discard it and deal two new cards face up.

Passenger Lines Icon: Green Circle, Yellow S
EUS-1; MEX-1; EUR-1; WUS-1; RTT-1; ROGB-1; RONA-1;
The first player to deliver 4 different goods (colors) gains 4 additional points on the income track.

- NOTE:** *Players keep track by placing Goods Cubes in front of them (1 of each color as they make deliveries) until one player delivers their fourth color and earns the bonus points. Then return all saved Goods Cubes to the goods bag.*

Perfect Engineering Icon: Purple Diamond
EUS-2; WUS-2; RONA-2
Build up to 5 track segments in a single link. May be used during only one of your 3 actions per turn.

Railroad Executive Icon: Red X
EUS-2; MEX-2
The player taking this card may immediately take 2 actions. A player may not use this card to claim another Railroad Executive. If this card is dealt during starting setup shuffle it back into the deck.

Railroad Inspector Icon: Hand of Cards
ROGB-2
Play this card to stop 1 delivery of any other player. The cube stays on the city and that player loses their action. No player may be stopped by an Inspector more than once per game.

Service Bounty (cityname) Icon: Green Circle, Yellow S
EUS-6; MEX-4; EUR-5; WUS-6; RTT-8; ROGB-5; RONA-6;
RON-2

- NOTE** for all Service Bounty Cards: Service Bounty Cards (with the Yellow S), are set up at game start. Take all of these cards from the deck for the map you are using and randomly select 4 to lay out at the beginning of the game. Return the rest to the box. A player will get the entire bounty even if you use links owned by other players as long as you own the first link, as usual.

Service Bounty (cityname) Transcontinental Variant Icon: Green Circle, Gold Spike RONA-4
The first player to deliver a Goods Cube to cityname gains 4 additional points on the income track.

- NOTE** for Transcontinental Variant: Rules for the 4 Service Bounty cards with the Gold Spike are covered in the Transcontinental Game in the Variants section of the main rules. (These cards are included in the Railways of North America expansion.)

Shinbashi Station Icon: Green Circle, Yellow S
RON-1
In 1872, the first rail line in Japan was built from Tokyo to Yokohama. The first player to recreate this line and deliver a blue cube from Tokyo to Yokohama gains one (1) additional point on the income track. Note: you must set up the game with one (non random) blue cube in Tokyo, and replace the "Railroad Era Begins" S card with this one.

Speed Record Icon: Green Circle, Yellow S
EUS-1; MEX-1; EUR-1; RTT-1; ROGB-1; RON-1
The first player to make exactly a 3-link delivery gains 3 additional points on the income track.

- NOTE:** *You must make exactly a 3-link delivery, not four or more links.*

Sutter's Mill Icon: Red X
WUS-1
Add 3 new random Goods Cubes to Sacramento.

The Railroad Era Begins Icon: Green Circle, Yellow S
EUS-1; MEX-1; EUR-1; WUS-1; RTT-1; ROGB-1; RONA-1;
RON-1
The first player to deliver a Goods Cube gains 1 additional point on the income track.

Time Blazer Icon: Green Circle, Yellow S
RTT-1
The first player to deliver a Goods Cube through time gains 2 additional points on the income track.

Time Bounty timeperiod Icon: Green Circle
RTT-8
The first player to delivery a Goods Cube to any city in timeperiod from any other time period gains 1 additional point on the income track.

Trading Depot Icon: Infinity
MEX-3
Place a control locomotive of your color on a link owned by another player. Whenever a delivery is made using this link, gain 1 point on the income track.

- NOTE:** *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 gains an additional point on the income track. The Trading Depot does not affect the scoring of Baron goals, major lines, etc.*

Tunnel Engineer Icon: Hand of Cards
MEX-3; EUR-3; WUS-4; RTT-2; ROGB-2; RONA-4
On a single future Build Track action all mountains and ridges are half price for that build.

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ATTACK! DELUXE

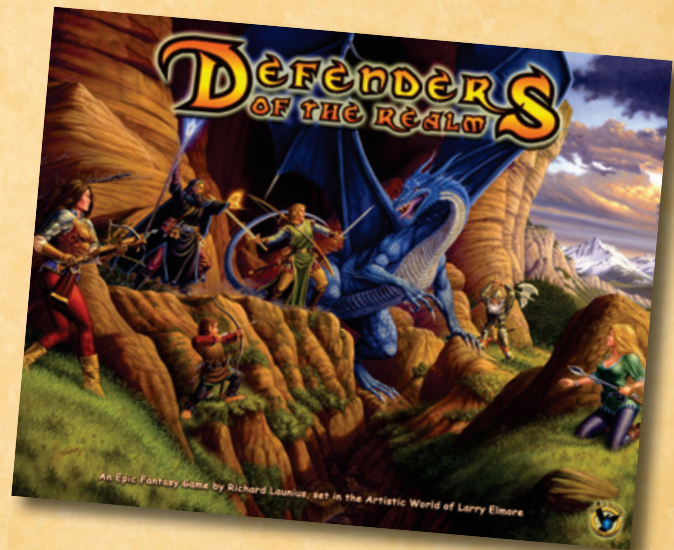
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DEFENDERS OF THE REALM

Defenders of the Realm is a cooperative fantasy board game in which 1-4 players take a role as one of the King's Champions (Choose from Cleric, Dwarf, Eagle Rider, Paladin, Ranger, Rogue, Sorcerer and Wizard).

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