

# RAILWAYS OF THE WORLD QUICK RULES

## SETUP

1. Randomly place goods cubes on all cities (minus one per city for 2 and 3 player games.)
2. Each player gets trains of their color, one train tile, and no money.
3. Set out to the side empty city markers (2p=10, 3p=12, 4p=14, 5p=16, 6p=18.)
4. Deal 2 Baron cards (secret objective) to each player. Players get to keep one and discard the other.
5. Place face up the 3 start RR Operations cards + 2 x the number of players.

## GAME PLAY

Game is played in rounds of three. After each player has taken his or her turn in each round, move the round marker down one space.

Players may take bonds on their turn and receive \$5000 per bond taken (this does not count as an action.) Bonds can only be taken to make a purchase that the player could not afford otherwise.

Auction Turn Order: At the beginning of the first round, turn order for the next 3 rounds is determined by whoever bids highest. Starting bidder is the player who went first last round, and then bidding goes clockwise. If everybody passes up to the last bidder then that last bidder automatically goes first. Player turns go clockwise from starting player.

### Turns consist of the following options:

1. Build track – A link is a connection from one city to another. Players may lay 4 tracks max and places one of their trains on the track. Track laid must complete a link by the end of the 3<sup>rd</sup> round or the track and the player's train will be discarded (train goes back to the player.) Max 1 link may be created per turn. Cost to build track is displayed on player aid cards.
2. Urbanize a gray city – Place a new city tile, cost is \$10,000. Place 2 cubes on the new urbanized city. Players may urbanize cities that contain empty city markers.
3. Upgrade engine – Only one level improvement may be purchased per turn. The number of a player's engine determines how many cities (or links) he may move a goods cube on his turn. Cost to upgrade an engine is located on the train card.
4. Deliver **one** goods cube – Player receives one point on scoring track per link (city) the cube traveled. Player must start delivery on their link. If a cube travels on another player's link(s) then that player gets the associated point(s.) Return delivered cubes to the bag. Place an empty city marker on a city when a city has no cubes remaining. Players may only move a cube the number of links as their engine card allows (the number on the engine card.)
5. Take one RR Operations card – General notes: Purple diamond cards can be used once per round (not once per turn.) Players may use or benefit from multiple cards per turn. Fulfilling a green dot card or using a card already acquired is not an action. Cards that let players place cubes on any city can be placed on empty cities, removing the empty city marker.

### End of Round

At the end of round 3 players receive money according to their placement on the score track minus \$1000 per bond they possess. Draw one RR Operations card and place it face up. Discard any track tiles that do not complete a link.

### End of Game

Once all the empty city markers have been placed on the board, finish the current round (completing the three rounds) and then complete one more full round of three. Note: If a player urbanizes and removes an empty city marker during these last rounds, the game still ends as normal. Total up the players scores by points on the score track + their Baron card points if completed, and subtracting one point per bond owned.