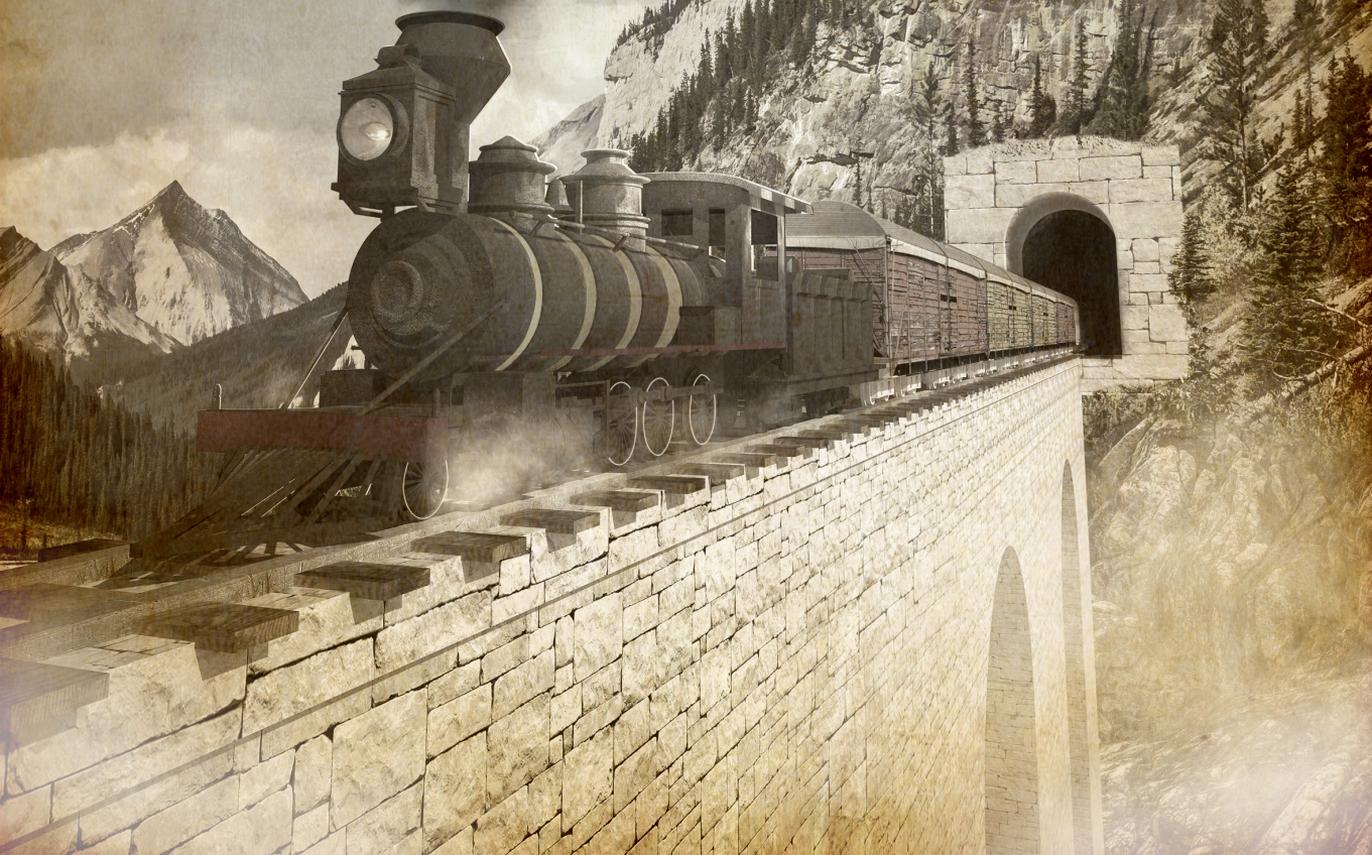


SMALL RAILROAD EMPIRES

RULEBOOK
(DRAFT)



Greetings, entrepreneur! Welcome to the 19th century!

It is a time of industrial revolutions and inventions, higher levels of productivity, profit and prosperity! You are here because you decided to found a train delivery company in these exciting times! As an executive of your new train delivery company, your job will be to: build your railway network, establish delivery routes, fulfill contracts and demand, invest in new locomotives and gain your company some well-earned prestige by completing achievements!

But be careful – competition can be fierce! Other companies are fighting to claim the same delivery routes and fulfill the same demand, so plan carefully!

Are you ready to make your company the most prestigious train delivery service?



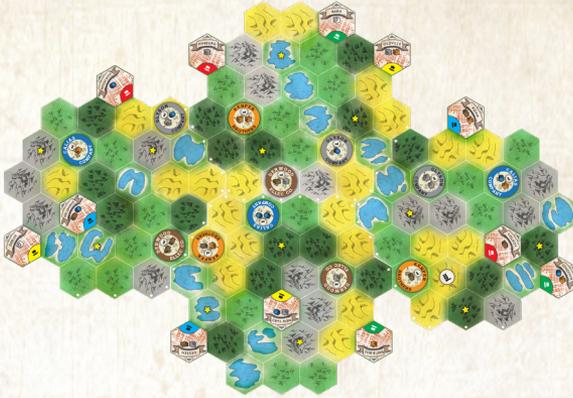
Game objective:

Build the best railway empire and have most prestige at the end of the game!

SETUP

1. Construct Map:

You will use the tiles to make a modular map of the country you will build your railroad empires into. For 2 player game, you will use 3 map tiles while for 3 and 4 player games, use all 4 tiles.

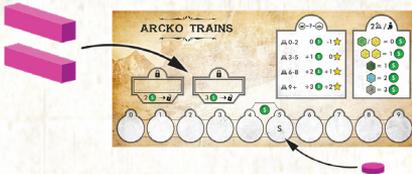


To construct the map, place each of the tiles in a way that most white dots sides on each tile touches another tile with on the white dots side. For reference, use the image on the left.

Note: the white dots sides don't have to touch perfectly, this is just to aid a better more balanced map.

2. Place goods on Factory spaces:

Place corresponding cubes on each of the Factory spaces on the board.



3. Player Boards, Tracks, Train Meeples and Disc Markers:

Each player gets a player board, tracks, train meeple and disc markers of one color. Put one track of your color on each of the unlockable trains spaces on your Player Board, and place your starting Money marker on [\$5].

4. Prepare Achievements:

Select 5 Achievement Cards at random, and place them near the board.

5. Secret Contracts:

Deal one Secret Contract card to each player at random.

6. Train Cards:

Shuffle the train cards, deal 3 to each player and place three cards from the deck on the bottom of the prestige board (train market) face up.



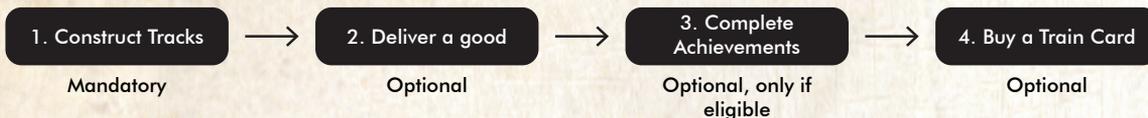
7. Place starting Tracks:

Each player going counterclockwise, will place one track on a starting Factory of their choice. Then play proceeds in clockwise order starting from the player that last placed a track during this setup step.

GAMEPLAY

STEPS EXPLANATION

Players take turns in playing the game. During a turn, a player goes through these steps:



1. Construct tracks (mandatory):

At this step, you must place 2 tracks, thus constructing your track network. Each track you place must be adjacent to at least one of your own tracks or train meeples, and you cannot place a track where you already have one. While placing each track, you must pay the corresponding terrain costs (if there are any). Reference the terrain cost on your player board table for this.

Note: maximum two players can have a train on one space.

Terrain Type	Cost
Green / Yellow	0 \$
Yellow / Yellow	1 \$
Green / Green	1 \$
Blue / Blue	2 \$
Grey / Grey	3 \$

Track Cost Table:

Use this table on your player board to reference your track costs. Note that building a track on factory or city does not cost you Money.



Stars on map: When placing a track on this space, if you are the first player that placed a track there, receive 1 Prestige.

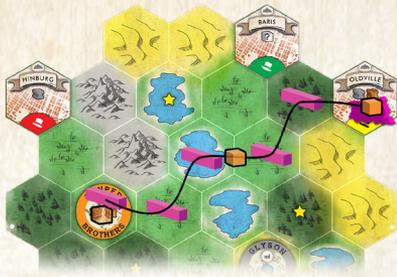


Unlockable Tracks:

During your turn, you can also choose place a 3rd additional track by unlocking one of your tracks on your player board. Please note that you can do this **only if you are not the first on the prestige track** and by paying the cost shown below the track (\$2 for the first track, \$3 for the second track).

New Unconnected Route:

You can also start a new unconnected route by paying \$2 and placing a track at a Factory where you don't have a track. This track doesn't have to be connected at all to your route network.



2. Deliver a Good (optional):

After constructing the tracks, if this resulted in you connecting a Factory with one or two goods present on it to a City that demands one of those goods, you may send one good from that Factory to that City to make a delivery. Additionally, your good may pass through other of your Factories and Cities before it reaches the final destination but it must be able to travel through your own connected line in order to make the delivery.

Important rule: You can make one delivery per turn and you cannot make a delivery to a City if you already have a train meeple there.

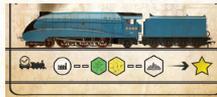
If you want to make a delivery, follow these steps:

1. Take the good from the Factory and discard it.
2. Count the length of the track line which you used to deliver that good. Each space of your track line adds +1 to the length of the track while each of your present passing train meeples adds -2 to the track's length. Once you have calculated the track line's length, receive the appropriate Money and Prestige according to the Track bonus table on your player board.
3. Replace the track on the final destination city with a train meeple to mark that you have made a delivery to this city.
4. Receive [2\$] if you are the first one to deliver a good to that city or [1\$] if you are the second player to deliver a good to that city.
5. Play a train card from your hand into your play area. If you have fulfilled that train card's condition with the delivery you just made, gain 1 bonus Prestige.

Gain 1 Prestige if you have delivered this type of good this turn.



Gain 1 Prestige if your delivery route passed these type/s of terrain.



Gain 1 Prestige if your track length is +5.



3. Complete Achievement (optional, and only if eligible):

In this step, check to see if you are eligible for completing any of the achievements. If you are eligible only for one, you may complete it during this step. If you are for eligible for more than one and want to complete an achievement, you must choose only one of those that you are eligible for and complete that achievement.

Note: The above rules for completing Achievements only refer to being the first to complete that Achievement. That being said, you can claim the bottom part of Achievements on multiple cards during a turn.

If you are the first to complete the achievement, place your marker on the circle spot in the middle of the card. If you are not first to complete the achievement, place your marker on the bottom of the achievement card.

4. Buy a Train Card (optional):

Finally, on your turn you can buy a train card from the ones available on the market. The first card costs 0\$, second 1\$ and third 2\$. If you buy a card, slide all other cards towards the 0\$ slot and draw a new card to fill out the 2\$ slot.

Additionally, if after refill there are 3 same train cards, shuffle them back into the train card deck and refill the market with 3 new cards.

Hand size limit is 3 cards. If you have 3 cards in hand, you cannot buy a new train card. You cannot discard train cards.

OTHER IMPORTANT RULES



Factory Production:

Some spaces on the Prestige Track will trigger the factories to produce their original goods. This happens when that space on the Prestige Track is reached for the first time by a player. When that happens, each factory that is not at full capacity (full capacity state is the same as it was on setup), adds a good that it can produce until it is at full capacity.

Secret Contracts:

When you make a delivery from a factory corresponding with your Secret Contract card, you may immediately reveal it and add that bonus prestige. You do not draw a new Secret Contract card.

Loan Cards:

Whenever you are unable to pay for something, you can take a Loan card. Loan cards immediately give you [\$3], but at the end of the game they subtract 1 prestige per each loan you have taken. Loans cannot be paid back.

Cities and their demand:

Cities do not keep the goods that you deliver to them. The goods icons on the city only represent which goods can be delivered to that city. This means that a same good can be delivered to the same city multiple times (although by separate players).



Passengers (experimental rule):

The top hats on the city spaces represent different types of passengers that want to travel the land. If you have connected two cities to your railroad network with the same passenger color you will gain 1 extra prestige at the end of the game. If you have connected all 3 cities to your railroad network with the same

passenger color you will gain 3 extra prestige at the end of the game.

Money Track:

Players cannot earn more than \$9 on the track.

GAME END

The game ends when all of the players have placed their tracks on the board. Players will now add up the prestige from the Achievement cards and the player with the most prestige is the winner!

Achievement card explanation can be found on the next page.



Long Track Expert:

I made a delivery on a track line with length of 5 or more tracks.



Ardent Collector:

I have a Train Card of all 4 colors.



Bridge Master:

I have constructed tracks on three Lake terrains (these tracks don't have to be adjacent to each other).



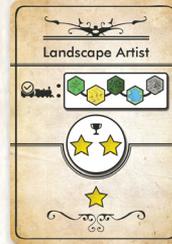
Longer Track Expert:

I made a delivery on a track line with length of 9 or more tracks.



Loyal Investor:

I have 3 Train Cards of one color.



Landscape Artist:

I made a delivery on a track that passes each of the terrain types.



Tunnel Master:

I have constructed tracks on three Mountain terrains (these tracks don't have to be adjacent to each other).



Treasure Hunter:

I have 9\$.



Overachiever:

I have completed 3 Achievements.



Master of Delivery:

I made 5 deliveries.

ACHIEVEMENT CARDS