

SMALL RAILROAD EMPIRES

FAQ

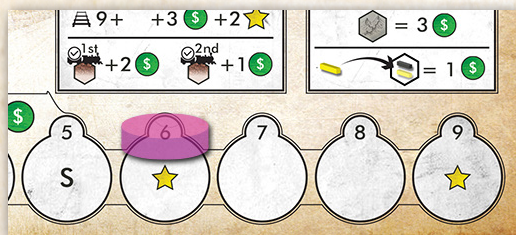


Welcome to the Small Railroad Empires FAQ! Please read this FAQ carefully if you have any doubts about how some of the rules work in the game. If you still have any questions or would like to propose a question for this FAQ, please write us at support@archonagames.com. Thank you!

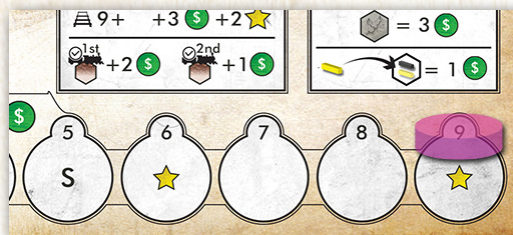
MULTIPLAYER GAMEPLAY

Q: How do the stars on the money track of the player board work?:

A: The prestige from the stars on the player board track is only gained at the end of the game. Therefore if you finish the game with \$6/7/8 left, you will score 1 Prestige; or if you finish it with 9, you will score 2 Prestige.



Example A: The purple player ended their game with their marker on the 6th slot of the money track, which means they will receive one additional Prestige.



Example B: The purple player ended their game with their marker on the 9th slot of the money track, which means they will receive two additional Prestige.

Q: Does running out of train meeples end the game?

A: Running out of trains does not end the game. If this happens to a player, that player can still use their turn to Construct Tracks; Claim an Achievement(s); Buy a Train Card (for the purpose of achievement fulfillment).

Q: Certain cities have a question mark Good on them. What does it mean?

A: It's a wild good, meaning you can deliver any type of good there.

Q: Can I play a Train card during delivery, even if I can't fulfill the condition for the bonus prestige?

A: You **must** play a train card when you make a delivery even if it wouldn't score the bonus Prestige. The Train card still remains in your tableau, since it counts toward any appropriate achievements.

Q: What happens to the track in the city I just delivered to? Where does the Good go?

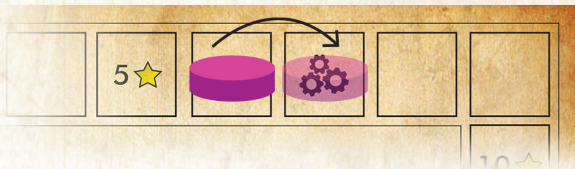
A: Return the track to your supply and replace it with one of your train meeples. Return the Good to the general supply.

Q: Can I deliver a Good to the same city multiple times? After a Factory Production step, can I use the same factory route as before?

A: You **cannot** deliver to a city you already have delivered to (have a train meeple in), but you can use the tracks (-2 route length per Train). When the factory gets resupplied you could deliver those same goods to a different city later.

Q: What happens when a player reaches the “Factory Production” (gear icon) space with his marker on the score track? Are the tracks removed from the factories on the board? Can they be used again?

A: **Only the first player** to reach a factory production icon triggers the Factory Production. No tracks are removed in the process, only the Goods are refilled to their respective factories. Any player controlling tracks in factories can use the same tracks to deliver to a **new** city (a connected city, not containing one of their Train meeples.)



Q: What is the difference between the top and bottom sections of the achievements? Does the requirement at the top of the card count for both sections, or just the top one?

A: The top and bottom sections of an achievement represent the Prestige values on the card. The top being the higher value (in the middle of the card) and the bottom being the lower value (at the bottom of the card). The requirement is the same for both (as shown on the top of the card).

The game prevents a player from claiming multiple top section achievements in a turn, even if they fulfill all the requirements. If this happens, the player can choose to claim any one of the top sections, and as many of the bottom sections as they want. A player cannot claim more than one section of an achievement.

Clever players will plan to claim their Achievement a few turns in advance so they can maximize on claiming the top sections (being the first player to fulfill that achievement).

Q: Can I use my secret contract multiple times in the game? Do I draw a new one after I complete my starting one?

A: No. Secret Contracts are ment to nudge you in a direction at the beginning of the game. After you complete it, score the Prestige and return it to the supply. After the starting one, no more secret contracts can be drawn or used by a player.

SOLO GAMEPLAY

Q: What happens when one of the GSC makes a delivery and the other doesn't? Do I draw a new destination or use the current one until both companies make the delivery?

A: A new Destination card is drawn when at least one of the GSC companies makes a delivery and there isn't a new pending Destination available. In case only one of the companies finished its delivery, it will continue with the new Destination, but the other company still needs to finish its previous Destination, before “moving” on with the new one. In the case both companies deliver in the same turn, only one Destination card is drawn giving both companies new delivery options.

Q: How to construct tracks if the delivery is possible with fewer tracks then the action card provides?

A: In the case the action card provides more tracks than needed to complete a delivery, that company doesn't add the remaining tracks. They are simply left in the supply for future use.

Q: One GSC company started at a company with two different resources. Can that GSC company deliver both factory goods in one turn, if the city accepts exactly those two goods? Does it score double points if so?

A: No. Even for human players this is not possible. In any case a player can deliver only one good per turn. When encountering a situation like this simply choose one of the resources at random.

Q: How do you select which train the GSC buys in case of a tie? How about if no train cards on the market match the GSCs existing trains?

A: As per the rules: "If there is no Train Card of that color, the GSC takes the Train Card matching the second-most common color of locomotive, and so on. Then, refresh the market as usual." In any other case of a tie or unavailability, the GSC simply buys the leftmost train on the market.

VARIANTS

Q: What tokens to use for "Industrial Boom" variant and Industrial Pioneer Achievement

A: The rules say:

"During setup, place the Industry Board near the map, and place a matching marker on the starting position of each Industry track (marked with "S")."

We are aware that the game doesn't provide enough tokens for this variant, it's a production mistake on our part, a mistake we are deeply sorry for. We ask of you to use one of the following solutions:

- 1) Download the "print and play" tokens we provide for this at the following link: https://archonagames.com/downloads/Small_Railroad_Empires_Industry_Boom_Tokens.pdf
- 2) Use any leftover goods (if playing a lower player count game);
- 3) Use goods from the "Red Company expansion", if you aren't using the extra tiles.
- 4) Use other tokens or markers from another game, such as coins or similar components (the color of the token is irrelevant in any case)

We also advise to use the tokens provided in the link above to track from which factories the players made a delivery. So, if a player makes a delivery from a factory of a certain type for the first time, they should get one corresponding factory token.

Q: How do the "Factory Production" (gear icon) and the star icon on the top of the tracks work?

A: The gear and star icons at the top two slots of the track are triggered by the First Player to move the marker onto that slot. The gear represents "Factory Production" and works the same way as in the base game (see pg. 6). The star awards the player that reached it 1 Prestige point. If a marker has reached the top spot of the track, it cannot go further during later deliveries (ergo the players don't receive any bonuses for delivering the said good).

Q: I'm using the "Rural Connections" variant. If I discover a rural town token do I get the prestige for the star on the map?

A: No, you do not get the Prestige from the map. This variant of the game nullifies the Prestige stars on the map.



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