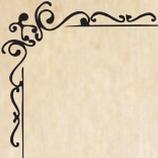


SMALL RAILROAD EMPIRES





OVERVIEW



Greetings, entrepreneur, and welcome to the 19th century!

It is a time of industrial revolutions and inventions, and higher levels of productivity, profit, and prosperity! You are here because you have decided to found a train-freight company during these exciting times! As the chief executive of this new company, your job will be to build your railway network, establish delivery routes, fulfill contracts and demands, invest in new locomotives, and gain prestige for your company through the completion of grand achievements!

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

Are you ready to grow your company into the most prestigious and successful train-freight service?

Game Objective:

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

COMPONENTS



4 Map Tiles



1 Prestige Track with Train Market



32 Train Cards



12 Achievement Cards



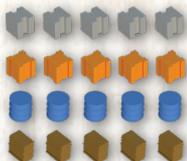
8 Secret Contract Cards



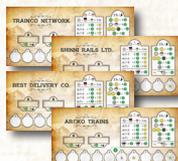
12 Loan Cards



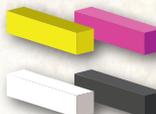
1 Starting Player Marker



20 Resource Goods (5 of each type)



4 Player Boards



92 Railroad Tracks (23 per player)



32 Train Meeples (8 per player)



28 Marker Discs (7 per player)



1 Industries Board ("Industrial Boom" Variant)



4 Industry Board Tokens ("Industrial Boom" Variant)



16 Rural Town Tokens ("Rural Connections" Variant)



12 City + 12 Factory Tokens (City and Factory Tokens Shuffle Variant)



18 Action Cards (Solo Mode)



16 Destination Cards (Solo Mode)



Player Aid Cards

BEST DELIVERY CO.

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

2M / 1P

0-1 0-2 0-3 0-4 0-5 0-6 0-7 0-8 0-9 0-10

1-1 1-2 1-3 1-4 1-5 1-6 1-7 1-8 1-9 1-10

2-1 2-2 2-3 2-4 2-5 2-6 2-7 2-8 2-9 2-10

3-1 3-2 3-3 3-4 3-5 3-6 3-7 3-8 3-9 3-10

4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10

5-1 5-2 5-3 5-4 5-5 5-6 5-7 5-8 5-9 5-10

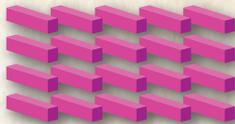
6-1 6-2 6-3 6-4 6-5 6-6 6-7 6-8 6-9 6-10

7-1 7-2 7-3 7-4 7-5 7-6 7-7 7-8 7-9 7-10

8-1 8-2 8-3 8-4 8-5 8-6 8-7 8-8 8-9 8-10

9-1 9-2 9-3 9-4 9-5 9-6 9-7 9-8 9-9 9-10

10-1 10-2 10-3 10-4 10-5 10-6 10-7 10-8 10-9 10-10



SHINNI RAILS LTD.

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

2M / 1P

0-1 0-2 0-3 0-4 0-5 0-6 0-7 0-8 0-9 0-10

1-1 1-2 1-3 1-4 1-5 1-6 1-7 1-8 1-9 1-10

2-1 2-2 2-3 2-4 2-5 2-6 2-7 2-8 2-9 2-10

3-1 3-2 3-3 3-4 3-5 3-6 3-7 3-8 3-9 3-10

4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10

5-1 5-2 5-3 5-4 5-5 5-6 5-7 5-8 5-9 5-10

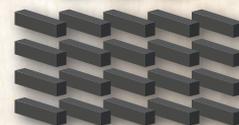
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7-1 7-2 7-3 7-4 7-5 7-6 7-7 7-8 7-9 7-10

8-1 8-2 8-3 8-4 8-5 8-6 8-7 8-8 8-9 8-10

9-1 9-2 9-3 9-4 9-5 9-6 9-7 9-8 9-9 9-10

10-1 10-2 10-3 10-4 10-5 10-6 10-7 10-8 10-9 10-10



0-1 0-2 0-3 0-4 0-5 0-6 0-7 0-8 0-9 0-10

1-1 1-2 1-3 1-4 1-5 1-6 1-7 1-8 1-9 1-10

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3-1 3-2 3-3 3-4 3-5 3-6 3-7 3-8 3-9 3-10

4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10

5-1 5-2 5-3 5-4 5-5 5-6 5-7 5-8 5-9 5-10

6-1 6-2 6-3 6-4 6-5 6-6 6-7 6-8 6-9 6-10

7-1 7-2 7-3 7-4 7-5 7-6 7-7 7-8 7-9 7-10

8-1 8-2 8-3 8-4 8-5 8-6 8-7 8-8 8-9 8-10

9-1 9-2 9-3 9-4 9-5 9-6 9-7 9-8 9-9 9-10

10-1 10-2 10-3 10-4 10-5 10-6 10-7 10-8 10-9 10-10



TRAINCO NETWORK

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

2M / 1P

0-1 0-2 0-3 0-4 0-5 0-6 0-7 0-8 0-9 0-10

1-1 1-2 1-3 1-4 1-5 1-6 1-7 1-8 1-9 1-10

2-1 2-2 2-3 2-4 2-5 2-6 2-7 2-8 2-9 2-10

3-1 3-2 3-3 3-4 3-5 3-6 3-7 3-8 3-9 3-10

4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10

5-1 5-2 5-3 5-4 5-5 5-6 5-7 5-8 5-9 5-10

6-1 6-2 6-3 6-4 6-5 6-6 6-7 6-8 6-9 6-10

7-1 7-2 7-3 7-4 7-5 7-6 7-7 7-8 7-9 7-10

8-1 8-2 8-3 8-4 8-5 8-6 8-7 8-8 8-9 8-10

9-1 9-2 9-3 9-4 9-5 9-6 9-7 9-8 9-9 9-10

10-1 10-2 10-3 10-4 10-5 10-6 10-7 10-8 10-9 10-10

GAMEPLAY

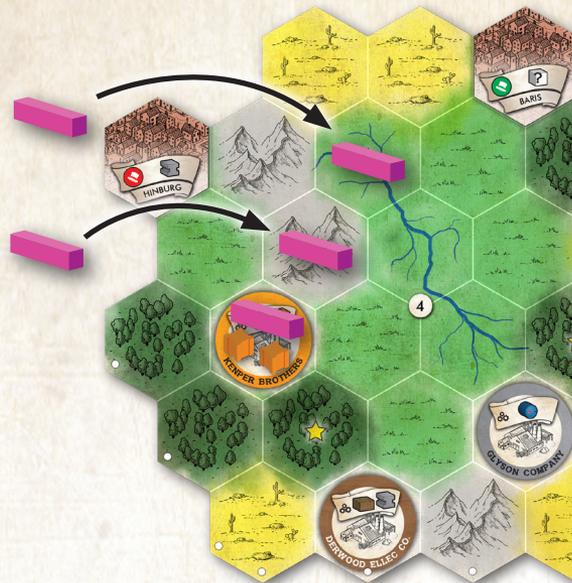
A player's turn consists of the following phases:

- 1 Construct Tracks (mandatory)
- 2 Deliver a Good (optional)
- 3 Complete Achievements (optional, and only if eligible)
- 4 Buy a Train Card (optional)

1. Construct Tracks (mandatory):

During this turn phase, a player **must** place 2 tracks to extend their rail network. Each track placed must be adjacent to at least one track or train meeple of the same color, and a track cannot be placed where there is already one of the same color. When placing tracks, a player must pay the corresponding terrain track costs (if applicable). For easy reference, each player board includes a Track Cost Table.

- ! A maximum of two players can have tracks or train meeples on any space.



Example: Above, Purple wants to construct two tracks: the first track on the mountain space and the second track on the river space.

Purple must pay \$5 total, \$3 for the mountain space and \$2 for the river space to construct these tracks. They adjust their money track accordingly.

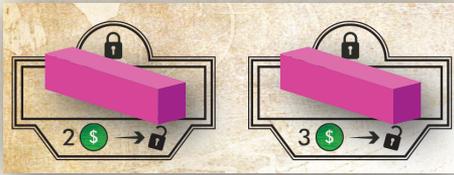
Track Cost Table:

The Track Cost Table provides information on how much it costs to construct tracks over different types of terrain; note that there is no cost to construct a track on a Factory or City. If you construct a track on a space that already contains an opponent's track, you must also pay \$1 to that opponent, except on a Factory or City space; both players should immediately adjust the money discs on their player boards.

2 ⚖ / ⚖	
/	= 0 \$
/	= 0 \$
/	= 1 \$
	= 2 \$
	= 3 \$
/	= 1 \$



Star Spaces: If you are the first player to construct a track on a space marked with a star, you will immediately receive 1 Prestige.

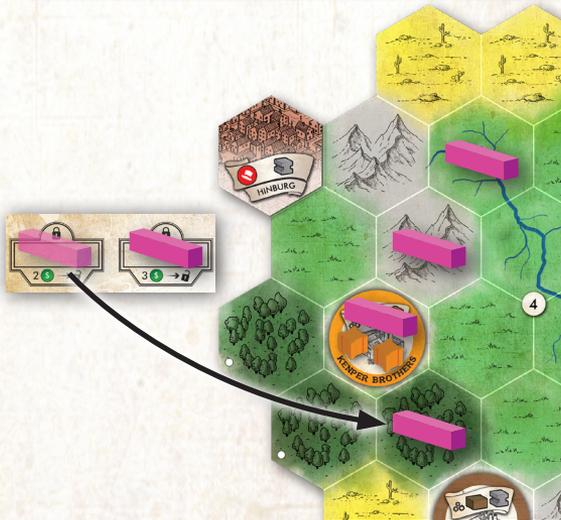


Example: Purple wants to unlock and construct one of their locked tracks. They first check if they are not first or tied for the first place on the Prestige Board. Since Purple is 2nd on the Prestige Board, they pay the necessary cost to unlock their 3rd track and construct it on the marked space on the board by paying the associated terrain costs (in this case \$1 for the forest space).

Locked Tracks:

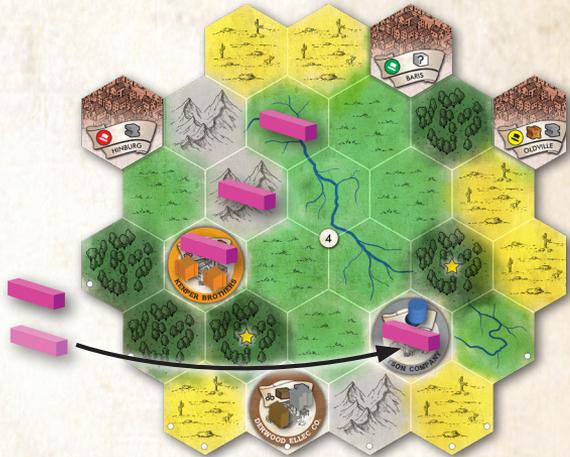
Twice during the game, you may place a third track on your turn. To do so, you must unlock that track on your player board by paying its associated cost (\$2 for the first track, \$3 for the second).

- ❗ You may unlock a track only if you are not in first place or tied for first place on the Prestige Track.
- ❗ You may unlock the third track at any time during the Construct Tracks phase.
- ❗ You cannot unlock and construct both Locked Tracks on the same turn.



New Unconnected Route:

You can start a new route, unconnected to any of your other tracks, by paying \$2 and placing a track on any Factory where you don't already have a track. This counts as one of the two tracks you can construct on your turn.



Example: Purple wants to start a new unconnected route. They pay \$2 to construct one of their two tracks on a new Factory where they don't have any of their tracks adjacent. From now on, they can expand their track network from this Factory.

2. Deliver a Good (optional):

If you have connected a Factory that contains Goods to a City that demands any of those Goods on this turn or a prior one, you may deliver one Good from that Factory to its connected City. The Good may pass through other Factories and Cities en route to its destination, but it may only travel along your own tracks and trains.



Cities and their Demands:

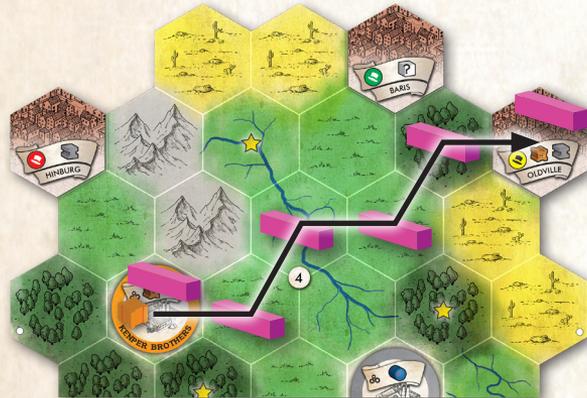
The goods icons printed on each City represent the goods that can be delivered to that City. This means that the same type of good can be delivered to a City multiple times (although by separate players). Return delivered goods to the supply.



Some cities, like Baris on the left, have a wild Good symbol - this means that any type of Good can be delivered to this City.

- ❗ You may only make one delivery per turn.
- ❗ You cannot deliver to a City that already contains one of your train meeples.
- ❗ If there is more than one route available for your delivery, you must always choose the shortest one.

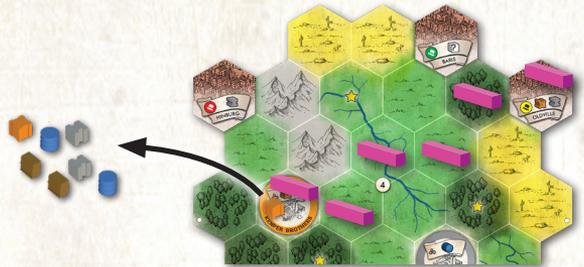
Example: Below, Purple has connected a Factory containing an orange Good to the City of Oldville, which demands that kind of Good. Purple can now deliver the orange Good to Oldville.



To make a delivery, execute the following delivery steps:

- 1 Return delivered Good to supply
- 2 Calculate final route length
- 3 Replace track in city with train meeple
- 4 Gain City bonus \$
- 5 Play a Train Card

- 1 Remove the appropriate Good that you intend to deliver from the Factory and return it to the supply.



- 2 Calculate the final route length (⚙️) by counting each of **your spaces (including tracks and train meeples)** along the route as +1. Then, subtract -2 for each of your train meeples along the delivery route to get the final route length. Once you have calculated the final length of your route, adjust your money and Prestige discs according to the Route Earnings Table on your player board:

Route Length			
Route Length	Money (\$)	Prestige (★)	Other
0-3	0	-1	★
4-6	+1	0	★
7-8	+2	+1	★
9+	+3	+2	★
1st	+2		★
2nd	+1		★



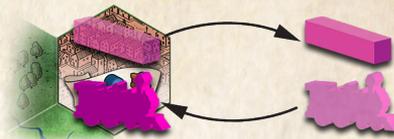
Example: Purple wants to deliver the orange Good to Lowdown, so they must calculate the length of the route to see their delivery earnings. Counting from the Factory to the destination City, there are 9 spaces, including 1 Train Meeple. The length of the route is calculated as follows:

9 length (from spaces) - 2 length (from train meeples) = 7 **total length**.

Purple will gain \$2 and 1 Prestige for that route length, as shown on the Route Earnings Table and will adjust their Money track and Prestige Board markers accordingly:



- 3 Replace your track in the delivery City with one of your train meeples, marking your delivery to that City. Return the replaced track to your supply to be used for later turns.



- 4 If you are the first player to deliver a good to a particular City, you receive an additional \$2; the second player to deliver to that City receives an additional \$1, as shown on the Route Earnings Table on your player board:



- 5 Finally, you must play a Train Card from your hand into your play area, face-up. If your delivery fulfilled the condition on that train card, you will gain 1 bonus Prestige.

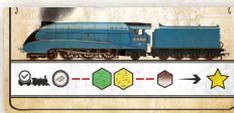
Train Cards' conditions are explained as follows:



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



Gain 1 bonus Prestige if the length of your route is 5 or greater.



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

Example of gaining bonus prestige from train card

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

In this turn phase, you may claim any Achievements that you are eligible to claim.

Achievement

Condition:

Explains the condition of this Achievement; if you have met the condition, you are eligible to claim this Achievement.



Winner Section:

Only the first player that is eligible to claim this Achievement may claim this section.

Runners-up Section:

All other eligible players may claim this section.



Example: On their turn, Purple is eligible to claim the first 4 out of the 5 Achievements.

Purple is eligible to claim the Winner sections of the two leftmost Achievements, but they are only allowed to choose one of them (a player can't claim two Winner sections in a single turn), so Purple chooses the Loyal Investor Achievement. Purple places one of their disc markers on the Winner section of that Achievement.

Purple is also eligible to claim the next two Achievement in the row, but since Yellow has already claimed the Winner section, Purple may now only claim the Runner-up section of those Achievements. Since multiple Runner-up sections can be claimed in a single turn by a player, Purple places two of their disc markers, one on each of those Achievements.

Each Achievement has two sections that can be claimed by players; **Winner** and **Runner-up**.

Each Achievement's Winner section may only be claimed once per game, and only by a single player; a player may claim a maximum of one Winner section among all Achievements, per turn.

A player may claim the Runner-up sections of multiple Achievement cards during this step only if the Winner section of those Achievement cards have already been claimed, and may never claim a particular Achievement more than once per game (a player can have either the Winner or the Runner-up section of an Achievement claimed, but not both).

If you are the first to claim an Achievement, place one of your disc markers on Winner section (the circle with two stars in the middle of that Achievement Card).

If you are not the first to claim that Achievement, place one of your disc markers on the Runner-up section (bottom section of the card marked with one star).

At the end of the game, for each Winner section claimed, you will score +2 bonus Prestige, and for each Runner-up section claimed, you will score +1 bonus Prestige.

An Achievement Card rule reference can be found on page 13.

KEY TAKEAWAYS:

- ❗ In order for you to claim an Achievement, you must be eligible (meet the Achievement's condition).
- ❗ First player to claim an Achievement, claims the Winner section of that Achievement.
- ❗ All other players that claim the same Achievement, claim the Runner-up section of that Achievement.
- ❗ You may claim only one section of an Achievement (either Winner or Runner-up).
- ❗ At the end of the game, Winner sections award players +2 bonus Prestige, while Runner-up sections award players +1 bonus Prestige.

4. Buy a Train Card (optional):

Finally, you can buy a Train Card from those available on the market. From left to right, these cards cost \$0, \$1, and \$2. When a Train Card is purchased, slide the remaining cards to the left and draw a new card to fill the \$2 slot.



If the market ever shows 3 Train Cards of the same color, shuffle them back into the deck and draw 3 new cards to fill the market.

- ❗ **Hand size is limited to 3 cards.** If you already have 3 Train Cards in your hand, you cannot buy a new Train Card.
- ❗ Train Cards cannot be discarded.
- ❗ If the last card of the train deck is drawn when refreshing the market, the end of the game is triggered (see Game End section).

OTHER IMPORTANT RULES

Factory Production:



Three spaces on the Prestige Track are marked with the Factory icon. **The first time** that any player reaches each of these spaces, it will cause some or all of the Factories to produce Goods; each of these spaces may only be triggered once during a game. When this happens, refill each Factory on the board so that it contains the same number and types of Goods as are printed on that Factory.

Secret Contracts:



When you make a delivery from a Factory that matches the one named on your Secret Contract card, you may immediately reveal it and score that Contract's bonus Prestige; do not draw a new Secret Contract card.

Passengers:



Cities are marked with colored top hats, which represent their citizens' travel demands. By connecting 2 Cities that have same-color top hats, you will receive +1 Prestige at the end of the game; if you can connect 3 Cities that have same-color top hats, you will instead receive +3 Prestige at the end of the game.



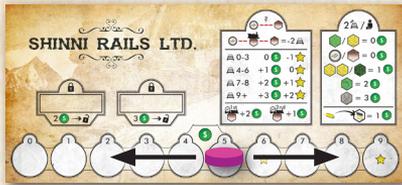
2 Top-Hats of a Color
= +1 Prestige



3 Top-Hats of a Color
= +3 Prestige

Money Track:

Players can never have more than \$9, as indicated on the Player Boards.



Adjust your Money track marker accordingly whenever you spend or earn money.

At the end of the game, depending on where your Money track marker ends up, you will receive bonus Prestige:



If your marker ends up on any of the \$6, \$7 or \$8 spaces, you will receive +1 bonus Prestige.



If your marker ends up on the \$9 space, you will receive total of +2 bonus Prestige.



Loans:

If you are unable to pay for terrain costs when constructing tracks, or to unlock a track, you may take a Loan Card. Each Loan Card immediately provides \$3, but at the end of the game you will lose 1 Prestige for each Loan you have taken. Loans cannot be repaid.

GAME END

Several events can trigger the end of the game:

1. **If a player constructs their last track** (not counting locked tracks) during the Construct Tracks phase. A player that has only one track left in their supply may still construct that single track as part of their turn.

A player may still make a delivery after constructing their final track; this will still trigger the end of the game, even if the player takes a track back to their supply when it is replaced with a train meeple.

2. **If the last card from the train deck is drawn** when refueling the train cards on the market during the Buy a Train Card phase.

3. **If all Cities now have 2 train meeple each** after replacing the track with a train meeple during the Deliver a Good step.

When the end of the game is triggered, the player that triggered it finishes their turn. Then, all other players complete the round so that all players have taken the same number of turns (the game should end with the player right of the player with the First player marker).

Players are not required to unlock and construct their locked tracks during their final turn, but they may if they are able to.

Once the last turn has been taken, players then calculate the Prestige they have gained from Achievement Cards, Passenger connections (top hats), their Money track and variant end-game scoring.

The player with the most Prestige wins the game!

If there is a tie for Prestige, the player that has lesser amount of Train Cards (made less deliveries) is the winner. If there is a tie again, the player that has more money is the winner. If there is a tie again, the player that has claimed more Winner sections among Achievements is the winner.

GAME END TRIGGERS:

- ! If a player constructs their last track.
- ! If the last card from the train deck is drawn.
- ! If all Cities now have 2 train meeple each.

OTHER KEY TAKEAWAYS:

- ! Players are not required to unlock and construct their locked tracks during their final turn.
- ! A player running out of Train Meeples doesn't trigger the Game End. If this happens to a player, they may still use their turn to construct tracks, claim Achievement(s) or buy Train Cards.

ACHIEVEMENT CARD REFERENCE



Long Track Expert:
This turn, I made a delivery along a route with a length of 7 or more.



Longer Track Expert:
This turn, I made a delivery along a route with a length of 9 or more.



Landscape Artist:
This turn, I made a delivery along a route that passes through 5 different terrain types.



Master of Deliveries:
I have made 5 deliveries (I have 5 Train Cards).



Ardent Collector:
I have at least one Train Card in each of the 4 colors.



Loyal Investor:
I have at least 3 Train Cards of a single color.



Treasure Hunter:
I have \$9 on my Player Board.



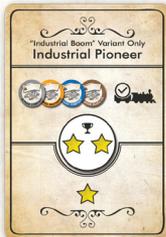
Tunnel Master:
I have constructed tracks on 3 mountain spaces anywhere on the board.



Bridge Master:
I have constructed tracks on 3 river spaces anywhere on the board.



Express Network:
My network includes Cities of all 4 passenger (top hat) colors.



"Industrial Boom" Variant Only
Industrial Pioneer:
I have made deliveries from each of the 4 industries.



"Rural Connections" Variant Only
Rural Town King:
I have constructed tracks on 3 Rural Town spaces anywhere on the board.

VARIANTS

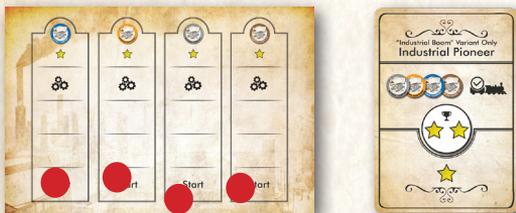
City and Factory Tokens Shuffle:

This simple variant provides you with the ability to alter the locations of Cities and Factories on the map.

To do so, after placing the map tiles during setup: cover each City space on the map with a City token, and each Factory space with a Factory token; then proceed with setup as normal.

“Industrial Boom” Variant:

This variant introduces the Industries Board and a new Achievement Card (“Industrial Pioneer”). During setup, place the Industries Board near the map, and place a matching marker on the starting position of each Industry track (marked with “S”). If you wish to use the Industrial Pioneer card, include it during setup as the 5th Achievement Card.



The Industries Board has four tracks, each belonging to one of the four Industries in the game. An Industry is considered to be all of the Factories of the same color, regardless of what types of Goods those Factories produce.

Here are the four Industries in the game:



Calias Company



Kenper Brothers



Glyson Company



Derwood Ellec Co.

Additional Rules/Rules Changes:

- **6th Delivery Step:** When you make a delivery, note which Industry’s Factory the delivery came from and move its associated marker one space up on the Industries Board.

Afterwards, take one corresponding Factory token in your supply to mark that you made at least one delivery from Factories belonging to that Industry (this token will be needed to meet the Industrial Pioneer Achievement condition). When you gather one Factory token of each industry, you will be eligible to complete the Industrial Pioneer achievement.

- **Factory Production Change:** Rather than triggering factory production when reaching the “factory production” space on the Prestige Track, players now trigger factory production on the Industries Board. When an Industry’s marker reaches the “factory production” space on its track, refill only that Industry’s Factories with the corresponding Goods. In order for the other Industries to refill their Factories, their marker would also need to reach the “factory production” space on their track.

If a player makes a delivery and moves an Industry marker to the last space of it’s Industry track, that player gains 1 Prestige.

“Rural Connections” Variant:

This simple variant adds Rural Town Tokens, along with an additional Achievement Card (“Rural King”). During setup, shuffle the Rural Town Tokens face-down, then put one face-down token on each map space marked with a star. If you wish to use the Rural King card, include it during setup as the 5th Achievement Card.

Additional Rules/Rules Changes:

- **After the “Construct Tracks” phase:** If you construct a track on a space that contains a Rural Town Token, immediately reveal that token and resolve its effect, then discard the token. You do not gain the Prestige from the star on the board. Play then proceeds as normal.

The effects of Rural Town Tokens are as follows:



"Train Breakdown!:" You **must** pay \$1. If you have no money, you must take a loan to pay for this effect.



"Gold Cache:" You immediately receive \$1.



"Beautiful Location:" You immediately receive 1 Prestige.



"Abandoned Locomotive:" When you reveal this Rural Town token, assign it one of the 4 train colors and put it near your Train cards. This token counts towards the assigned Train card color requirements for Achievement conditions.

Note: Rural Town Tokens are discarded once they have been revealed. Thus, only the first player to construct a track on a Rural Town Token space will resolve that token's effect.

SOLO RULES

In the solo game, your company will go head-to-head with the Great Steam Conglomerate ("GSC"), a train-freight conglomerate made up of two companies: Black and Yellow. Will you outwit the GSC, or will your plans be derailed?

COMPONENTS OVERVIEW

Destination Cards:

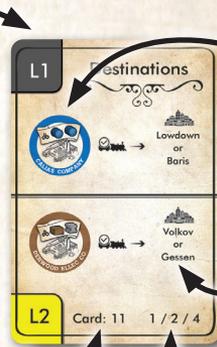
The GSC players will use these cards to determine their Destination cities during the game. Here's an overview of the Destination Card:

L1 and L2:

Each Destination card is separated in half. The upper (L1) half always corresponds with the Black GSC player while the lower (L2) half always corresponds with the Yellow GSC player.

Card Number Reference:

These are just card numbers reference - you should have a total of 16 different Destination cards in your copy of the game.



Origin Factory:

Each Destination card will have two origin Factories for each of the two GSC players.

Destination City:

Each Destination card will offer a choice of two destination cities for each of the two GSC players.

Map Tiles

Compatibility: Each Destination card is compatible with only certain map tiles of the game (see Setup).

Destination Cards Markers:

You will use these markers to mark which deliveries of the Destination cards have been completed by the GSC.

Action Cards:

The GSC players will use these cards to determine how many tracks will they construct towards their given Destinations as well as perform several other actions. Here's an overview of the Destination Card:

Most probable Destination:

This part of the card shows towards which of the two destinations the GSC players will most probably construct tracks.



Era:

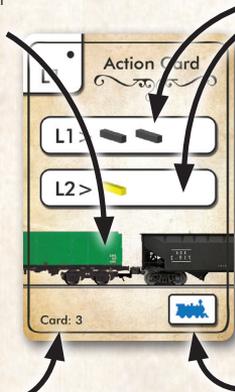
The Action cards are separated by three Eras, indicated by the dots on the cards (one dot is 1st Era, two dots is 2nd Era, three dots is 3rd Era).

As the game progresses, the GSC will draw Action cards from higher Eras.

Railcars:

Each Action card has two half-railcars of a certain color.

Each time the GSC completes a Railcar (connects two half-railcars of the same color), the GSC will earn 1 Prestige.



Card Number Reference:

These are just card numbers reference - you should have a total of 18 different Action cards in your copy of the game.

Track Construction Amount:

These slots indicate how much tracks will the GSC players construct towards their respective destinations when this card is drawn.

Train Market Color Affinity:

This icon adds to the total train market color affinity of the GSC players.

SETUP

1. Construct Map:

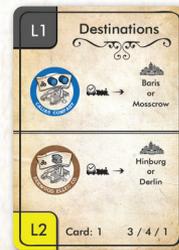
Use 3 map tiles to make a modular map of the country.

As with the standard setup, arrange the tiles so that the white dots line up.

Note: The dots don't have to line up perfectly, but doing so will help to build a better, more-balanced map.

2. Prepare Destination Cards:

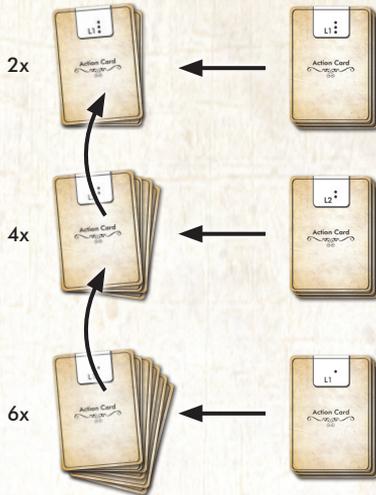
Look through the Destination Cards and set aside any that correspond to the numbers on the tiles you used to build your map. For example, if you are playing with map tiles 1, 3, and 4, you must find the 4 cards that have those numbers in the bottom left corner. Shuffle these cards into a deck and place them face-down on the table. Then, reveal the top card and place it within reach.



Additionally, take the 2 "Delivered to Destination" markers and place them on the left of the Destination card you revealed. You will use these markers to mark which of the destinations the GSC players have already made a delivery to.

3. Prepare GSC Action Cards:

Sort the Action Cards by Era (1, 2, 3 dots) and shuffle each deck separately. Set aside 2 face-down cards from the Era 3 deck; cover these with 4 face-down cards from the Era 2 deck, followed by 6 face-down cards from the Era 1 deck. There should now be 12 cards in the GSC Action Card deck; return all leftover cards to the game box.

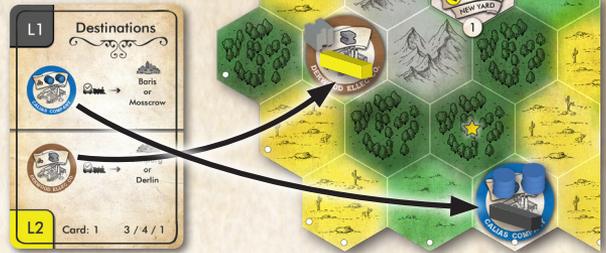


4. Place Goods on Factory Spaces:

As with the standard setup, place the appropriate goods on each Factory space on the map.

5. GSC Starting Tracks:

Place starting tracks on the map from each GSC player onto the Factories that correspond with the ones on the revealed Destination Card. These will be the GSC's origin Factories; the GSC will always construct tracks toward the destination City closest to an origin Factory, until that track is complete and a delivery has been made to that City.



When doing this part of the setup, be careful to match the Factories on the Destination Card with the Factories on the board - they should be the exact color with the exact amount of resources as shown on the Destination Card.

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

Gather the tracks, train meeples, disc markers, and Player Board of one color (not black nor yellow). Put one track of your chosen color on each of the locked track spaces on your Player Board, and place your starting Money track marker on the \$5 space.

The GSC players don't get Player Boards, however they get their own separate Prestige track markers.

7. Prepare Achievements:

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

8. Secret Contracts:

Draw one Secret Contract card; keep this face-up near your Player Board.

9. Train Cards:

Shuffle the train cards and draw 3 for yourself. Draw another 3 cards from the deck and place them face-up at the bottom of the Prestige Board to create the train market.

10. Place your Starting Track:

Place one track on a starting Factory of your choice that does not already contain a GSC starting track.

GAMEPLAY

Player Turns:

You will take the first turn of the game, which is played much the same as the multiplayer game, with the following exceptions and additions to the rules:

- ❗ When you construct a track on a space already containing a GSC track, pay \$1 and ignore any terrain costs for that space.
- ❗ When the GSC players construct a track on a space that already contains one of your tracks, you gain \$1.
- ❗ You do not receive a bonus for being the first or second player to deliver a Good to a City.
- ❗ There is no limit to how many players can have a track on any given space - all three players can have tracks on a single space).
- ❗ Each GSC player gains Prestige independently, however at the end of the game their scores are summed up to get the total score for the GSC.
- ❗ The game is played for exactly 12 rounds; it ends after the GSC plays their last Era 3 Action card.

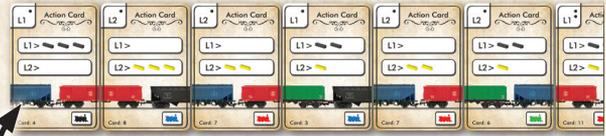
Once you have completed your turn, play passes to the GSC.

The GSC Turn:

The GSC will play 1 Action Card is each round of the game. The GSC takes the following steps during their turn:

1. Draw Action Card:

Draw the top card of the Action Card deck and place it, face-up, on the right of the deck; place each Action Card that follows to the right of the previous round's card. At the end of the game, the GSC will have formed a tableau of 12 Action Cards, similar to the following diagram:

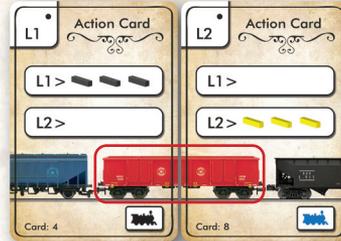


First played
Action card

Each next Action card will be placed to the right
side of the previous card

2. Prestige for Connected Railcars:

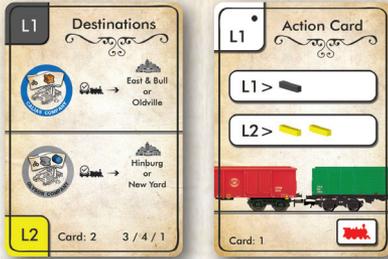
If two Action Cards connect to complete a railcar of a single color, the GSC player that has more tracks to construct on the card just played immediately gains 1 Prestige.



Example: In the case above, the GSC has played an Action card which resulted in the completion of a red Railcar. Because on the new Action card, the yellow GSC player has more tracks to construct, they will gain the 1 prestige.

3. Construct Tracks:

The Action Cards determine how many tracks the Black and Yellow GSC players will construct in the round the Action card was played, starting from their origin Factories and moving outward to their respective destination Cities.



Above, the card on the left is the GSC's starting Destination Card, while the card on the right is the GSC's first Action Card.

These cards indicate that Black will construct one track that goes from its L1 origin Factory (Calias Company) towards its L1 destination (East & Bull or Oldville, whichever is closer).

Yellow will then construct two tracks going from its L2 origin Factory (Glyson Company) towards the L2 destination (Hinburg or New Yard, whichever is closer).

- ❗ Remember: When the GSC players construct tracks on any space containing your track, you immediately gain \$1.
- ❗ If a GSC player constructs a track on a space that shows a star, it gains 1 Prestige.

Determining Closest City and Shortest Route:

To determine which of two cities is the closer destination, you must determine how the GSC can reach each of those Cities with the fewest changes in direction. Start from the GSC's origin Factory and count space-by-space in a straight line toward the destination City. If this line does not connect directly to the destination City, get as close as possible and then change direction, adding the spaces in this new line to the previous total.



Example: The origin Factory is the Glyson Company, and the destination City is Oldville. Because the red route changes direction twice and the blue route only changes direction once, we must use the blue route.

4. Make a Delivery:

If the GSC constructs track into a City, they will make a delivery to that City. When this happens, place a train meeple of the appropriate GSC color in that City and return the delivered good to the game box. The GSC player that made the delivery then gains Prestige according to the length of their delivery route, as shown in the table to the left.

Route Length	Prestige
3-5	+1
6-8	+2
9+	+3

If the origin Factory does not have the resource demanded by the Destination City, the GSC still makes the delivery but receives one fewer Prestige.

When the GSC makes a delivery, draw the next Destination Card and place a track for each GSC player onto the corresponding origin Factory.

Destination markers added
on card

Now, that company needs to deliver to a new city, while the other one needs to finish its delivery before starting a route to a different city.

5. Buy a Train Card from the Market:

When a GSC player makes a delivery, the GSC will take one Train Card from the market. To determine which card the GSC takes, count the total train color affinity (the locomotive icons on the bottom of the Action Cards); the GSC takes the Train Card that matches the most-common color of locomotive.

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.

The GSC players pool their Train Cards together; the GSC can thus claim Achievements connected with the Train Cards.

6. Claim Achievements:

The GSC players can claim Achievements as normal, with the exception that each of the GSC players can claim multiple Winner section of the Achievements on the same turn. Note that each GSC player must claim their Achievements independently.

That concludes the GSC's turn. Now it's your turn!

GAME END

As mentioned above, the game ends when the GSC plays out the last of their 12 Action Cards.

At that point, calculate the Prestige each player has earned from Achievements and add any Passenger points from Cities. Finally, combine both GSC players' scores to determine the Grand Steam Conglomerate's final score. Whoever has the most points wins the game and is declared the Emperor of the Railroads!

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