

Russian Railroads

(Solo game will not be covered here)

Set-Up (page 2-4):

- Place the board out depending on the number of players. Lay out the “?” cards with their associated pieces.
- Shuffle the 10 end-game bonus cards and remove 2 face-down to the box.
- Sort the Locomotives by number and lay out in stacks from 1-9. Remove 1/2 from each stack in a 3/2-player game.
- Sort the Engineers by A/B. Place 4 “B” engineers onto spaces 3-6 (3 in a 2/3 player game). Place 3 “A” engineers onto spaces 1,2 and the space with the scoring stars. The tiles should be oriented based on horizontal or vertical.
- Each player takes:
 - Player board
 - 7 workers (8 in a 2/3 player game)
 - 1 coin (2 with 2 players)
 - #1 Locomotive tile to be placed in upper left of player board
 - 3 black rails to be placed in space 1 of all 3 tracks
 - 1 industry marker placed on the “0” at the bottom of the board
 - 7 different “?” tokens
 - 1 pawn to be placed on the “100” space of the score track, and 1 pawn to go randomly on the turn order track
 - 1 Kiev medal
 - 1 revolution token
- Of the workers you took, use 5 (6 with 2/3 players) to start the game. Keep others nearby in a general supply.
- Pass out turn order cards based on turn order. Lay out the 4 starting bonus cards. 4th player picks 1 and takes the reward, then 3rd, then 2nd. 1st player gets NOTHING. The game begins.

Game Flow:

- The game is played over 7 rounds (6 in a 2/3 player game) with scoring after each round.
- In turn order, on a player's turn, they will take 1 action, placing the appropriate number of workers/coins on an unoccupied action space (or Engineer in front of them) and carrying out the given action.
- When a player passes, they are done placing for the round, but they flip over their turn order card and score the star points shown. The round will end when all players have passed.
- Coins can be used as workers, but workers can't be used as coins! Yes, coins and workers can be combined!
- See pages 22-24 for summaries and details on cards, engineers and factories!

Track Extensions (page 6):

- The 3 rail lines on the player board work independently of each other. There are 5 different tracks in 5 colors and each line will have a track of each in a particular order (except Natural and White which aren't on all 3 lines, see player board)
- Move your tracks right along the track by using different actions (mainly on left side of board.) You can split movement between the 3 different lines. Bottom left action space is only space that can be used infinitely.
- When the different color tracks reach certain points on the lines, they will unlock certain abilities (and other tracks.)
- When the Black track reaches space 2, 6, 10, and 15 on the top line, new colored tracks will be unlocked for all lines. You will place 1 track of the matching color in front of each line just off the board to the left. When you would go to move the tracks, this is when that color could move onto the board.
- All 5 tracks must stay in the same order. No tracks can be on the same space or pass the one in front of it. It will always go Black-Grey-Brown-Natural-White. Natural gets only 2 tracks! White only goes on the top line!

Locomotives (page 8):

- As you move your tracks as explained above, they only can score points at the end of each round if you can “reach” them with locomotives. You will upgrade your locomotives using the 3 spaces on the main board in the upper middle.
- When placing workers in the 1st or 2nd action space, choose the lowest remaining locomotive from the stacks near the board, or flip that same tile from the lowest locomotive stack to use it as a factory at the bottom of your player board (always filling left to right). Sometimes there might be factories laying face up next to the locomotive stacks, you can choose from these as well. Either way, take 1 tile. (see Factories below).
- When placing 3 workers on the 3rd action space, take both, a locomotive and a factory, in any order.

- Locomotives are placed off the player board to the left of a rail line. Kiev and St. Petersburg can only have 1 locomotive, but the Trans Siberian line can have 2 (add the numbers together for the total value!)
- You can replace a locomotive only if the new train number is higher than the one it is displacing. The locomotive being replaced is not lost and can replace another one of your locomotives on a different line! You have 4 total slots for locomotives so always keep your highest 4! If you end up with a locomotive that isn't going to be used anymore, flip it over to the factory side and place it near the locomotives stacks that players pick from. It can now be taken as a factory.

Factories/Industry Marker (page 9)

- As mentioned under Locomotives, factories are found on the back of Locomotives and are used at the bottom of your player board, being placed left to right in the next available space. If all 5 spaces are full, replace 1 and put the old factory next to the locomotive stacks, keeping the factory side face-up. Can't replace factories until all 5 are full.
- When you take the action that grants Locomotives/Factories, you can use the back (vertical) side of the locomotive from the lowest numbered stack next to the board or you can take an existing factory that is sitting next to the locomotive stacks instead of flipping the lowest locomotive.
- These factories not only allow you to get special abilities when you land on them with your purple industry marker, but they allow your purple marker to keep moving along the path to maximize points.
- To move your purple marker, use the next 3 action spaces on the main board that are next to the Locomotive/Factory spaces. If a factory doesn't exist in a gap, the marker can't advance past this gap until a factory is built.
- As your purple industry marker advances, it will score more points at the end of the round, just look at the last star number it reached.

Auxiliary Actions (page 12):

- These are the extra actions in the upper right of the main board and are pretty self-explanatory.
- Double lets you add a "x2" tile in the next space of your Trans-Siberian line. Must go left to right.
- Earn 2 coins is easy, and the Temp worker space lets you use the 2 turquoise workers the rest of the round.

Engineers (page 13):

- At the bottom of the board is a "time clock" of sorts using Engineers. 1 engineer per round will be up for hire!
- The 1 engineer at the far right is available for hire by paying a coin, take the engineer and place him horizontal in front of you, ready to be used as an action space ONLY FOR YOU! You can use your own engineers even if you can't carry out all of the actions.
- The 2 engineers that are horizontal on the main board are extra action spaces for the current round!
- At the end of each round, the engineers slide down 1 space, the last number revealed is how many rounds are left! If an engineer wasn't purchased, he is discarded.
- At the end of the game, the person with the most engineers earns 40 points, and 2nd gets 20 points. Tied? Look at the little number on the engineer and the high value wins the tie.

Turn Order (page 14):

- Workers can be placed under the 1st and 2nd turn order spaces in order to jump up in turn order for next round.
- Unless playing with 2 players, a player cannot place a worker under their own position.
- When every player has passed, the order is changed based on the new claimed spaces. Move the 2 turn order pawns to match their claimed 1st or 2nd space. Move the other 2 down without changing the order.
- If the 1st player claims the 2nd position (remember, they can't claim 1st with a worker), but no one claims 1st, the order will not change!
- After the changes have been made, the workers that claimed a turn order positions will be placed again. Starting with the 2nd place worker, take an available action with their 1 worker, then the player who took 1st places their 1 worker. You must put these on spaces that need only 1 worker. Can't combine them with left over workers or coins.

Player Board (page 16):

- **Spaces that don't need to be reached with a Locomotive**
 - Reaching spaces 2, 6, 10, and 15 of the Trans-Siberian line with your Black track will unlock other colored track pieces. Immediately place the new tracks to the left of your player board by the 3 different lines.
 - When you reach the last space of any line with the Black track, score 10 points immediately.
 - Reach space 7 of the Kiev line with your Black track grants you a permanent extra worker immediately.

- **Spaces that DO need to be reached with a Locomotive**

- Reach space 3 of the Trans-Siberian line with your Brown track + Locomotive grants a permanent extra worker immediately.
- Reaching space 7 of the St. Petersburg line with the Grey track + Locomotive will cause all spaces in that line to double in value during scoring periods.
- Reaching space 1-4 or 8 of the Kiev line with your Black track + Locomotive will cause the spaces to increase in value during the scoring periods.
- Reaching space 13 of the Trans-Siberian line, or space 4 or 6 of the St. Petersburg line with the Black track + Locomotive will allow you to pick any of the 7 “?” tokens for an immediate bonus (see page 22). Place the token on the board to show it was used. (There is also a “?” spot on the industry track at the bottom for when your purple marker reaches that space)

End of Round Scoring (page 18):

- End of round scoring consists of scoring the 3 rail lines and the industry track at the bottom.
- For the 3 rail lines, only ever score points for spaces that are reached by a Locomotive!
- Score each of the 3 lines separately, and each space of a line will be tallied based on the color tracks shown in the top upper right corner of the player board.
- The 5 different color tracks start at the corresponding colored piece and extend backwards to the space before the next track piece. For example, Black is on space 7 and Grey is on Space 3. The Grey track consists of space 1-3 and the Black track is 4-7. No space can be a part of 2 tracks! This would earn 3 points as Black spaces are worth nothing, and each Grey space is worth 1 point.
- The Trans-Siberian line has a “doubler” section that will double the points each space is worth if that x2 is present!
- The entire St. Petersburg line is doubled if space 7 is reached with a Grey track + Locomotive!
- Spaces 1-4 and 8 on the Kiev line are worth additional points if reached by the Black track + Locomotive.
- The Industrial Track at the bottom will score points equal to the last star value the purple marker reached.
- After all players have scored, retrieve all workers and clear the money on the board back to the bank. Return the turquoise works to their space. Move the Engineers down 1 space, reorienting them as needed. If one is still in the last spot, discard it. Each player now takes the turn order card for their current turn order. (Don't forget to score points from your previous card if you forgot when you passed).
- If the next round is the last round, place the “last round tile” over the turn order action spaces
- If there are no more Engineers on the board, the game is now over, go to end game scoring.

End Game:

- After 7 rounds (6 in a 2/3 player game), the game will end.
- Bonus cards that were earned along the way are now tallied for points.
- The person with the most engineers earns 40 points, and 2nd gets 20 points. Tied? Look at the little number on the engineer and the high value wins the tie.
- Most Victory Points is the winner!

German Railroads Expansion

- This expansion comes with 2 modules – Germany Boards and Coal. Include either or both with the base game.
- The new engineers, factory, cards and “?” token can be combined with the base game. See back of rulebook.

Changes to Set-Up:

- **Germany Boards Module**
 - Lay out all 18 railroad extension tiles for all to see (tiles that fill in the missing tracks).
 - Lay out all 8 oval Income markers face-up (the back has a circular arrow).
 - Instead of using the base game boards, each player will use a German board of their color, starting Locomotive goes on Munchin rail.
- **Coal Module**
 - Use the “Coal board” with 3 action spaces face-up (use other side for 2p). Place tile under turn order track 3/4.
 - Shuffle the Foundry tiles face-down (+1 showing). Make a stack, and turn 2 face-up next to it.
 - Place 1 blockade marker on the 6 engineer space. Use 3 A and 3 B engineers this game. Only 6 rounds.
 - With 2/3 players, use a blockade tile on the 5 space as well, using 2 A and 3 B engineers. Only 5 rounds.
 - In addition to the normal set-up, each player gets 1 Coal and an additional coin.

Germany Player Board:

- When the black track comes to the split on the Munchin track, simply pick a direction. The other direction is ignored and will not be used. A track may never “reverse course.”
- When a black track reaches a station in a dashed outline area (Hannover, Wurzburg, Frankfurt), choose an appropriate railroad extension tile to fill in the space. Continue turn/movement/bonus as necessary.
- If unlocking the 2nd (or 3rd) industry marker, you can’t add another marker if there is one already on the starting space.
- Take 1 available “Income” marker when the condition is satisfied. Use/flip only before or after your turn. May only use a marker once per round, but can use as many as you want. Can’t use an Income marker passing/passed, when you relocate your worker from the turn order track, or during scoring. After scoring, flip all income markers face-up.
- Players still may only use 2 natural colored tracks, but now they can choose to add them to any of the 3 tracks.

Coal Usage:

- Coal is the black wagon icon. Coal can be used to activate certain spaces that show coal as a cost.
- Unused Coal action spaces can be activated in addition to your main placement (before or after your turn.) Can use several on 1 turn! Place the coal on the space, but can’t do this if your passing/passed, relocating, or during scoring.
- Coal on action spaces goes into the general supply at the end of the round.
- **The Boilerman**
 - When taking the action that grants a Boilerman, take the top tile from the Foundry stack, keep it +1 side up, and add it next to either a Locomotive (increasing the power +1) or next to a Factory on the Industrial track.
 - Each Locomotive/Factory can only have 1 Boilerman, and if they are returned, the Boilerman goes to the box.
 - If a Locomotive is shifted around, the Boilerman goes with it. The Locomotive is considered +1 from now on so if any advantages or bonus trigger when the Boilerman is added, do them immediately.
 - A Boilerman next to a Factory grants certain abilities when the Industry marker arrives (see pg 8 at the bottom.)
- **The Foundry**
 - Earn a Foundry tile from the 2 face-up when using the new “Coal Board.” Refill after taking. In a 2p game, the combined action space works like this: either use 1 worker for 1 coal, or use 1 coin for 1 foundry and 1 coal.
 - May use any of your Foundries once per round. Spend 2 coal to activate each. See page 9 for details.
 - Can’t use the 2 face-up Foundry tiles next to the stack for their actions in a round!
 - After using a Foundry, may immediately “close” it by flipping it over and adding the Boilerman to a Locomotive or Factory according to the rules above. You can never reopen a “closed” Foundry.

New Component Clarification:

- The Coal Factory – when the Industry marker lands here, you can earn up to 8 movements on your black tracks. You earn 2 immediately, then you choose to spend 0-3 coal, each spent giving you +2 black track movements.
- The engineer with a -10 value is factored when using Factory #1, but never loses points!
- You may not combine the Revaluation marker from the base game with the new one (use 1 or the other!)

American Railroads Expansion

Changes to Set-up:

- Each player takes an American Railroad board instead of the one from the base game.
- Each player puts 1 Boulder token (with the 8 on the back) on space 8 of the 3rd track (Transcontinental East).
- Each player puts 1 Boulder token (with a 15 on the back) on the White 15 hex at the very bottom of the board.
 - The boulder tokens block further movement of the Tracks/Purple Industry markers on those paths.
- Each player takes the 2 new “?” tokens with a **+25** and **\$ Stock Market** Icon on the back. Take the matching **Golden Spike and 3 Done Tokens** and add them to your personal pool of “stuff you might need.”
- Put both purple industry markers on the “0” space of the 2 different industry tracks at the bottom. You will not use the “?” token in this game that grants the 2nd purple (you already got it!)
- Put the Stock Market board out, and each player puts their **Stock Price Marker** at the bottom. Put the 8 “Dividend tokens” star-side down next to the Stock Market board.
- Place the 3 “Steelworks” tokens next to their matching Locomotive with the \$ face-up.
- Put the Starting Locomotive tile on the Rocky Mountain rail.

American Player Boards:

- 3 spaces on the player board (1 on each track) shows a coin that you MAY spend to receive the advantage. You may choose to wait and pay it later. Place 1 of the 3 “Done” tokens to show it has been completed (since you can delay this action of paying the coin.) See below for Advantage info.
- All 3 tracks may utilize the Neutral and White tracks, but you are still limited to the 2 neutral and 1 white track pieces.
- All tracks now have an option for the (x2) tokens. The Transcontinental lines have them on the first 3 spaces.
- **Rocky Mountain Track**
 - Spaces 3 and 4 let you remove 1 of the 2 boulders when you meet the requirements. Score 10 points each time a boulder is removed. Boulders block movement on their respective tracks.
- **Transcontinental West and East**
 - When you fulfill the conditions of the last space (of either track), receive 10 points during each scoring. If you fulfill both tracks, you earn the reward twice (20 points each scoring!)
 - If you have chosen the “?” token of the Golden Spike, place the token between these two tracks and earn +25 for each track during scoring (instead of the normal +10). +50 if both are done each scoring!
- **Double Industry Tracks**
 - The upper track will let you move along without stalling waiting on factories to be built, but if a factory is present when you reach the space above it, take the reward immediately. If a factory is placed in a gap space AFTER the upper industry marker reaches the space above it, DO NOT take the factory reward.
 - The bottom track works like the industry track from the base game.

Stock Market:

- Each time you do something that gives the “stock market icon” as a reward, move up your Stock Price Marker 1 space on the Stock Market track.
- If you are the first person to reach a level, choose 1 of the dividend tiles, place it on the star, and receive the reward for that level. Move your marker all the way to the left.
- If you move up to a level that already has the dividend tile, take the reward and keep your tile in order of arrival.
- If your marker is on the top row, and it advances further, leave all markers alone, but take a Personal Payout by taking ALL dividend rewards on the track at same level and below, in any order. May decline any rewards.
- When you take the last locomotive of a numbered stack, and a steelworks tile is next to it, take it, and either add it as a factory to your industry track, or discard it. These Steelworks tiles can be replaced before all 5 factories are placed (different from base game) since they are slightly weaker than normal.
- If you just took a Steelworks tile, starting with you, and then going in turn order, everyone gets a “personal payout.” It doesn’t matter if you aren’t on the top row, earn your current row and everything below!
- The Stock Market “?” token will advance your Stock Market Price Marker 1 space and receive the reward as usual. Then take a “Personal Payout.” Again, doesn’t matter if you aren’t at the top. Take the current level reward and all below.
- During end game scoring, the player furthest along on the Stock Market track gets 20 points, and 2nd place gets 10 points. Ties are broken by left-most tile on the tied line.