



Combined Game Rules for: Eastern USA & Western USA

(Originally posted by Matt Robertson on BGG; edited by Byron Brown, Spring, 2019)

The game will be played in two phases. Phase 1: The Eastern US Phase will follow the basic flow of the base game with some minor rule modifications involving the addition of western settlers to the map. The western settlers will trigger the transition to Phase 2: The Western US Phase.

Before the game begins, players will decide whether to require the winner to have completed a transcontinental railroad, ocean to ocean, will be considered less than successful, no matter how many points they amass, or to go conventional and say most points wins.

Special Rules for Combined Map

SETUP Rules

- 1) Set up the goods in the Eastern USA as per normal game. (House rule – no more than one good placed in a city should match the color of the city, and there should be no more than two goods of any one color.)
- 2) Give all players two Eastern USA Rail Baron Cards, two Western USA Rail Baron Cards. **(Players should choose one Eastern baron before the game and discard the other. Players may look at their Western Barons but do not need to choose one until the start of the Western phase of the game.)**
- 3) Leave all the Western Cities empty at the start of the game.
- 4) The Western Link tiles and rules are not in play.
- 5) The Eastern and Western Boards will be set up so that it is clear where the map transitions from each to west. Half hexagons on the Eastern board will match up with half-hexagons on the western board. Any discrepancies between the map and reality will be ignored.

Rules to Speed up Play

- 6) No bidding for turn order at the beginning of each round. First player will rotate clockwise.
- 7) Two new operations cards will be added each round, including some cards from the event deck. See addendum for list of the cards to be included.
- 8) Players may build a link of 5 track pieces on a standard turn, rather than the normal 4. With the Perfect Engineering Card, players may build up to 6 track pieces on one turn each round.
- 9) If a player wishes to build a link between two cities of more than 5 (or 6) track pieces, two turns are required. However, the player may do this all at once and then skip the next turn. Such a build cannot be started on the third turn of a round.
- 10) After a player has purchased a Level 4 engine, all future Engine upgrades will advance the player 2 levels up to Level 12. Once a player has built a Level 12 engine, he may make one final upgrade to a Super-Chief Level which will carry any one good an unlimited distance. The cost for the upgrades will be as follows:
Level 2 – \$5,000 Levels 3 & 4 \$10 each Level 6 \$15,000 Level 8 \$20,000 Level 10 \$25,000
Level 12 - \$30,000 Super-Chief - \$40,000

Phase I: The Eastern Phase

- 11) The only other change in the Eastern Phase is that when a colored city is emptied, 2 settler cubes will be placed in the city, which may be transported to the Western U.S. A total of 20 settler cubes will be available in the game.

12) When a settler cube is delivered to the west, it will be left on the receiving city to show that the city has been settled. That city will immediately receive the appropriate number of colored cubes from the Eastern cube bag. Grey cities may only receive one settler, all other colored cities may each receive two settlers, except red, which may receive 3 settlers. Although the settler cube may be delivered to any grey or colored city, it is not required to stop at an unsettled grey city. The settler is required to stop at the **first unsettled colored city in the west** that it encounters. It may pass through settled colored cities, even though the city it passes through could accept another settler.

13) When a settler cube is delivered, the player will receive points for the delivery as with a normal delivery plus 1 point for the settler. The first delivery of a settler will earn a two-point bonus in addition to the normal one point bonus.

14) Once the 10th settler has been delivered to a Western city, the Eastern Phase ends and the Western phase begins at the end of that round of 3 turns. The remaining settlers can still be placed on empty eastern cities and/or delivered to the west under the same rules and for the same reward during the Western phase.

PHASE 2: The Western Phase

15) Players may turn in their Eastern Barons and claim the points if the conditions are met. If conditions have not been met, they can hold the card and claim the reward at the end of the game if they meet the conditions at that time.

16) Players receive a 1 point penalty for each bond possessed at the end of the Eastern phase. To avoid continuing to pay interest on the bonds during the Western phase, the player may repay each bond at \$5000 per bond, or take a point penalty for the privilege of discarding bonds: up to 2 bonds may be discarded for a penalty of 1 point each; any additional bonds may be discarded at a cost of 2 points each.

17) Remaining Eastern Operations Deck will be discarded. Draw 2 operations cards per player from the Western Deck and use the Western Deck for all future draws. The Western Starting bonus cards (first delivery, etc.) are not in play.

18) 20 Raw material cubes will be in the western cube bag that represent raw materials that can only be delivered to cities with an initial value of 4 on the Eastern map – New York, Chicago, Charleston, Atlanta, Pittsburgh, New Orleans, and Boston. Each cube so delivered will earn a bonus of \$5,000 in addition to 1 point for each delivery link – the first raw material cube delivered also gets either a 2-point bonus or an extra \$10,000 bonus, player's choice. When brown cubes are delivered, the player should keep it in his supply for the "most raw materials delivered" bonus at the end of the game (5 points).

19) All cities that have NOT been previously settled will now be filled with cubes from the Western Cube bag. In addition, cities already settled and previously populated with cubes will only receive one cube from the western bag for each settler present in the city. No more than two raw material cubes may be placed in any one city.

20) The scoring track will not be reset. However, in the western phase, the point value earned from deliveries will change. To reduce worry over the precision of counting on long deliveries, deliveries are grouped into general categories. Plus, deliveries earn cash payouts, which may be useful during lulls in income on the scoring track.

1-2 Links – 1 point

3-5 Links – 3 points plus \$1000 cash.

6-8 Links – 5 points plus \$3000 cash.

>=9 Links – 8 points plus \$5000 cash.

21) The remaining settler cubes in the East can still be delivered to the West. Anytime a settler cube is delivered to a western city, add it to that city, as well as one more random cube from the Western bag. **Settler cubes and raw material cubes will continue to earn points for the exact number of links that they are delivered.**

22) During the western phase, colored goods may pass through western cities that match the color of the good IF the good is being delivered to the eastern US.

23) During the western phase only, a player must pay \$20,000 in addition to normal costs to start a track in the western US that is not connected to his own existing track.

24) A single player may not build more than 1 track between two cities, and any track built must connect two cities.

GAME END:

The Game will be triggered by the **second** completed East Coast to West Coast route – ocean to ocean. Once the game end is triggered, we will add a 4th turn to the current round, rather than playing a complete round with 3 more turns. (Alternately, if desired by the players, the game could be declared over immediately if the player in first place completes a transcontinental railroad.)

Final game scores will include Western Barons and assessments of the penalty for any remaining bonds, and a 5-point bonus to the player who delivered the most raw material cubes. In addition, each \$10,000 in cash will be worth 1 point. (Money is normally only a tiebreaker.)

Addendum: Major Lines

*These bonuses will be awarded to the first player whose railroad connects the specified cities or locations. Any subsequent connection by a different player of these lines that is shorter will **receive ½ the original value rounded up**. Shorter means that must either have fewer links or fewer track pieces while not having more links or more track pieces.*

Eastern	Value		Western	Value	
Atlanta to Richmond	8 pts		Omaha to Promontory	8 pts	
Baltimore to Toledo	6 pts		Oklahoma City to Grand Junction	6 pts	
New Orleans to Minneapolis	10 pts		Ogden to Portland	5 pts	
New York to Chicago	10 pts		Cheyenne to Tuscon	7 pts	
Boston to Washington	5 pts		Promontory to San Francisco	6 pts	
East Coast to Kansas City or Des Moines	8 pts		Los Angeles to Tacoma	7 pts	
Combined	Value		Combined	Value	
Chicago to Billings	4 pts		Memphis to Albuquerque	5 pts	
St Louis to Denver	4 pts		New Orleans to Fort Worth	4 pts	
East Coast to West Coast 20 pts __ 15 pts __ 10 pts ____ 5 pts ____ East Coast = <i>Boston, NYC, Philadelphia, Baltimore, Norfolk, Wilmington, Charleston, Savannah, Jacksonville</i> West Coast = <i>Seattle, Tacoma, Portland, San Francisco, Los Angeles, or San Diego</i>					
<u>SPECIAL COMBINED MAP BONUSES:</u>					
2 POINTS FOR FIRST SETTLER DELIVERED					
2 POINTS FOR FIRST RAW MATERIAL DELIVERED					
5 POINTS FOR MOST RAW MATERIALS DELIVERED (<i>TIED PLAYERS EACH RECEIVE THIS BONUS</i>)					

LISTING OF OPERATIONS CARDS THAT MAY COME OUT IN THE EASTERN OR WESTERN OPERATIONS DECK INCLUDE:

CARDS	EAST	WEST
GOVERNMENT LAND GRANT – ONE TIME USE ON FUTURE TURN ALL TRACK BUILT ON OPEN TERRAIN DURING A SINGLE BUILD ACTION IS FREE	4	4
PERFECT ENGINEERING – PERMANENT EFFECT LAY UP TO 6 TRACK SEGMENTS IN A SINGLE LINK – ONE USE PER ROUND	2	2
RAILROAD EXECUTIVE – IMMEDIATELY TAKE 2 ACTIONS IN A SINGLE TURN	2	
NEW INDUSTRY IMMEDIATELY PLACE A NEW CITY TILE IN A GRAY CITY AND ADD 2 RANDOM GOODS CUBES	4	4
CITY GROWTH IMMEDIATELY ADD 2 RANDOM GOODS CUBES TO A SINGLE CITY OF YOUR CHOICE	4	4
HOTELS EAST: CHARLESTON, CHICAGO, NEW YORK, BALTIMORE, ATLANTA, AND BOSTON WEST: OKLAHOMA CITY, SALT LAKE CITY, TUSCON, DENVER, TOPEKA, SAN FRANCISCO	6	6
SERVICE BOUNTIES EAST: JACKSONVILLE, RALEIGH, MOBILE, DULUTH, LOUISVILLE, TORONTO WEST: SPOKANE, FORT WORTH, BILLINGS, RENO, TUSCON, BISMARCK	6	6
COAL-FUELED ENGINES – ONE TIME USE ON FUTURE TURN UPGRADE TO NEXT ENGINE FOR ½ PRICE, ROUNDED UP		2
TUNNEL ENGINEER – ON TIME USE ON FUTURE TURN ON A SINGLE BUILD TRACK ACTION, ALL MOUNTAINS AND RIDGES ARE ½ PRICE		4
BOOMTOWN- IMMEDIATELY PLACE A NEW CITY TILE IN A GRAY CITY, BUT DO NOT ADD CUBES		1
SUTTERS MILL – ADD 3 NEW RANDOM GOODS TO SACRAMENTO		1
EVENT CARDS – IF THESE CARDS COME OUT, THEY AFFECT EVERYONE FOR ONE ROUND (3 ACTIONS)		
Land Rush – <i>Any build on only open terrain can include a bonus hex (max build =6, does not combine with perfect engineering)</i>	1	1
Increase production – Each player may add a random goods cube to a city of his choice	1	
Major City Demand – <i>each red good cube delivered earns an instant cash bonus of \$1K</i>	1	
Bond surplus – Bonds issued during this round generate \$6K in cash	2	
Bond shortage – Bonds issued during this round generate only \$4k in cash	1	
Bond Buyback – <i>Players may pay off up to 3 bonds – 1 for \$7K, 2 for \$15K, 3 for \$24K</i>	1	
Urbanization incentive – <i>Cities urbanized this turn cost only \$6K instead of the usual \$10 K</i>	1	1
Small Market Incentive – Each grey city a player connects to this turn earns a \$1k cash bonus	1	1
Convention Season – Players receive a \$1k cash bonus for each hotel owned		1
Used Engines – Players may upgrade engines for \$1K less per level as long as another player owns an engine of a higher level		2