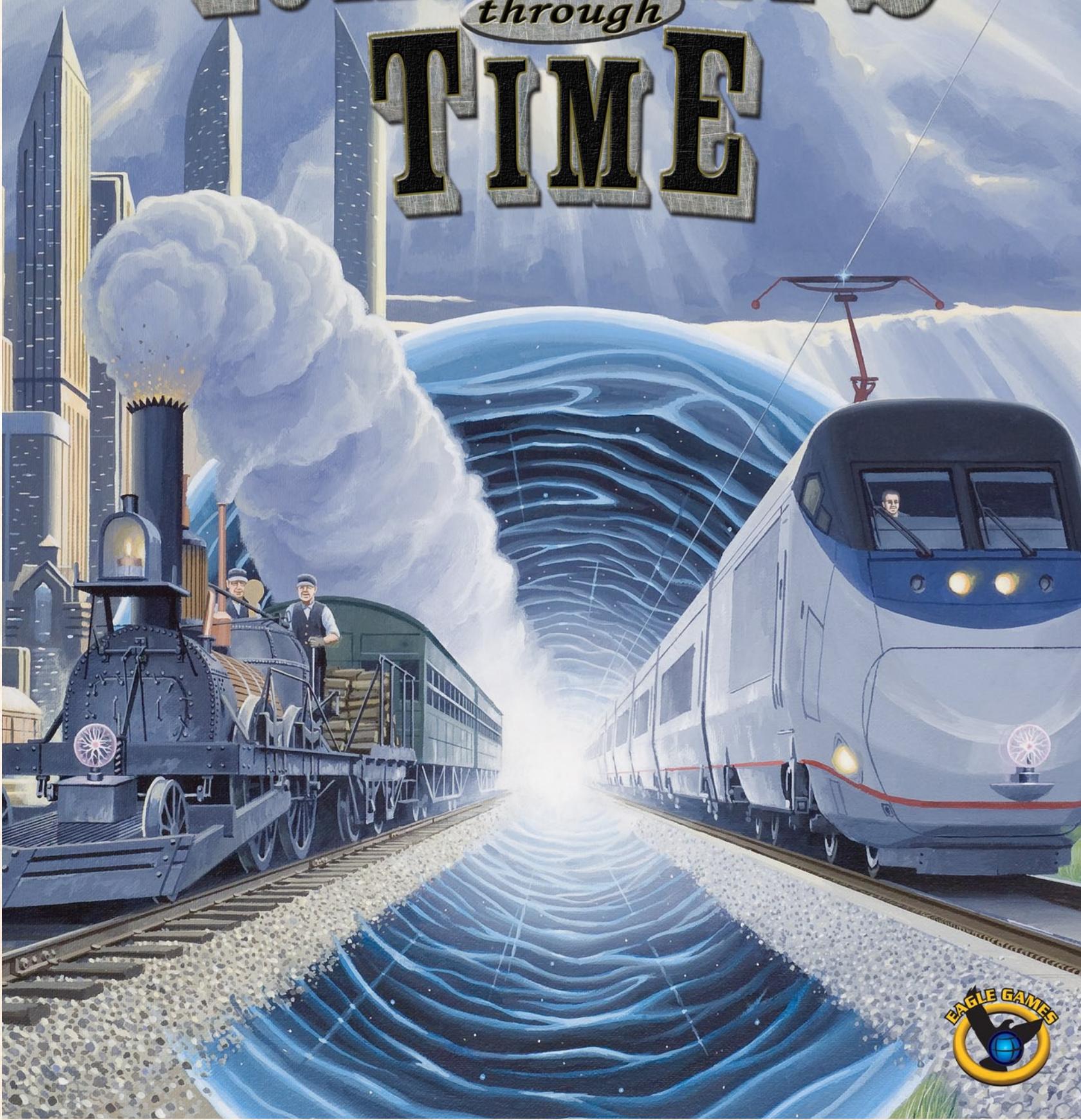


RAILWAYS

through

TIME



RAILWAYS *through* TIME

Introduction

It is the mid 19th century. Borrowing ideas from the earlier Time Travelers, Thomas Edison has adapted his own version of the “Tesla Chrono Coil”. With the help of the Pennsylvania Railroad, Mr. Edison has outfitted several of their locomotives to travel through time and assembled his own group of misfit engineers to cash in on the profits that await. The job won’t be easy, but the profits could be great. Are you ready to travel the Railways Through Time?

Railways Through Time is an expansion for Railways of the World. You will need the pieces from Railways of the World (track and city tiles, bonds, money, empty city markers, trains and first player marker) to play Railways Through Time.

The basic gameplay has not changed from Railways of the World except where noted. For basic rules questions please refer to the Railways of the World rule manual. Any modification or change to a basic rule is presented here.

Components

8 Time Period Boards

Each board represents a different time period. The maps are divided into hexes. Each hex may contain a city, mountains (brown), open terrain (green) or time warp (glowing red). Water (blue) may be present and Ridges (dark brown) may run along the sides of some hexes.



Other components include:

40 Operation Cards

1 Score Track

Starting the Game

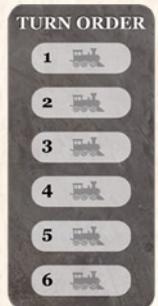
Players begin by picking which time period boards they wish to play with. The recommended number of time period boards used in a game is equal to the number of players +1. The Income Track board is always used. It is recommended that players always include at least one time period with a red city. Randomly place goods cubes in each city equal to the number printed on that city. Unlike previous expansions, when playing 2 and 3 player games do not reduce the number of goods placed in cities.

Place face-up next to the board the 4 starting Railroad Operation Cards: **The Railroad Era Begins**, **Time Blazer**, **Speed Record** and **Passenger Lines**.

Remove from the deck any operation cards that are specific to time periods not used in the current game. Then reveal additional operation cards equal to twice the number of players.

Turn Order

Every round begins with an auction to decide the play order. The auction order always follows the order of the previous round. The first player who passes must pay half his bid (rounded down) and place a train at the end of the Turn Order chart on the score track. The next player to pass becomes the 2nd to last player on the Turn Order chart. This continues until all but the player with the highest bid passes. The winning bidder pays the bank his full bid and becomes the first player for this round.



Ending the Game

The number of empty city markers that ends the game (same mechanics as Railways of the World) depends on the number of players. The chart for this can be found on the Income Track board.

New Gameplay

In Railways Through Time, players may now connect to the glowing red “time warp” hexes. Whenever a player connects track to a time warp hex he must add an extra \$1,000 to the cost of his build. Building track from a city into a time warp hex ends a player’s action just as it would when building city to city.



Delivering Goods Through Time

When a player has tracks that emerge from time warp hexes in two different time periods, he may deliver goods freely between those two cities.



In this example, the link travels from the purple Stone Age city to the red Napoleonic city. This red cube delivery only requires a level 1 engine and it is worth 1 victory point.

Goods can travel in any direction through time once players begin building their network.



In this example, the link travels from the red Napoleonic city to the purple Stone Age city and then ends at the blue Stone Age city. This blue cube delivery requires a level 2 Engine and it is worth 2 victory points.

Players may NOT use time warps to deliver cubes to cities that reside in the same time period. Goods may NEVER exit a time period and reenter into the same time period.

Tracks built out of time warps MUST always connect to a city.



Goods may travel through many different time periods before reaching their final destination.

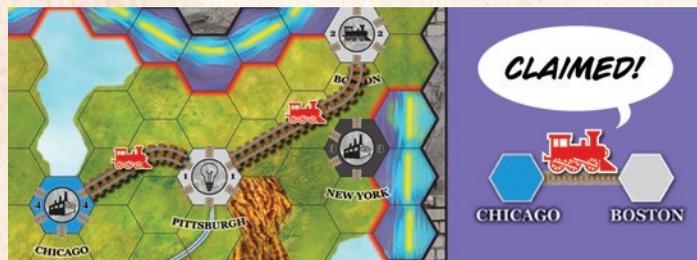


In this example the red cube travels from the blue city in the Stone Age, then jumps to the gray city in Egypt, and finally lands at the red city in the Napoleonic era. This red cube delivery requires a level 3 Engine and it is worth 3 victory points.

Claiming Time Lines

In *Railways Through Time*, Major Lines have been replaced with Time Lines. Each time period has one or two Time Lines listed at the top corners of the board.

Players will compete to be the first to connect the two cities in a Time Line with track on that board. Once a player completes his first Time Line he claims it by placing one of his train tokens on that Time Line listing. No other player can claim that Time Line.



All future Time Lines a player completes after his first MUST CONNECT to his original Time Line BEFORE they can be claimed. See the example below.



Time Lines do not award points at the moment they are claimed. At the end of the game players count the number of Time Lines they have completed and are awarded victory points according to the chart on the score board.

New Operations Cards

Time Blazer – The first player to deliver a goods cube through time gains 2 additional points on the income track.

Boost – The cost of an engine upgrade is reduced by \$5,000. This can reduce the cost of an engine upgrade to \$0.

Time Bounty – The first player to deliver a goods cube to any city in the time period named on this card gains 1 additional point on the income track. The goods cube MUST originate from a different time period not the one listed on this card.

Credits

Game Concept by:
Brett Kitani & Charlie Bink

Game Design by:
Charlie Bink

Edited by:
Sean Brown & Rick Soued

Cover art:
David A. Oram

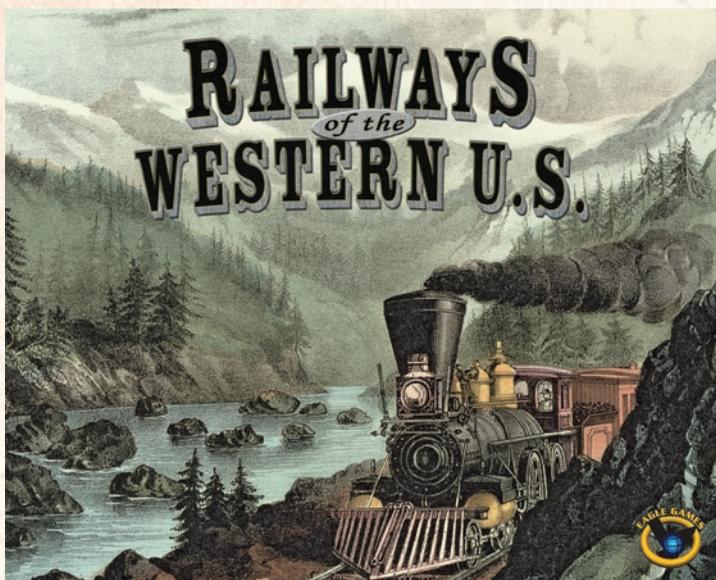
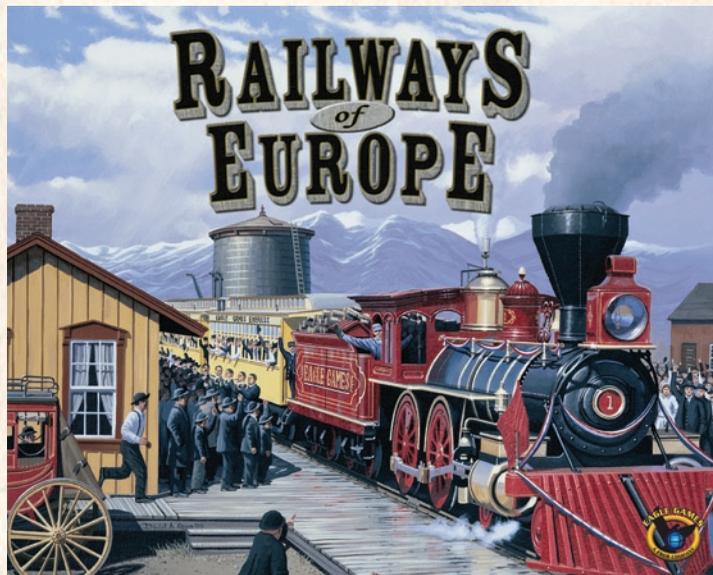
Map art by:
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Brett Kitani, Shayla Chase, Brandon Allen, Adina Ianku, Karl Fenner, Ron Wiggins, Ray Peterson, Todd "Matthew" Sweet, Alan Reeve, Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Steve Ellis, James Eastham, Martin Bell, Sean Brown, Carey Grayson, Rick Soued, Keith Blume, & Joanne Soued.

It is mid 19th century Europe. The railroads that first appeared in England are now appearing on the European mainland. Wealth and prestige await the player who can tap into the resources and demands of the continent. Do you build through the mountains of Southern Europe, or across the expanse of Eastern Russia? If you are fortunate enough, maybe you can sign a charter agreement with a strategically located town or even a capital. A continent awaits for the Railways of Europe.

MSRP \$35.99



It is 1863 and the construction of the first transcontinental rail system has begun. This mechanized transportation network will take years to complete, but it will render obsolete the wagon trains of old, and revolutionize the economy of the West. Will you have the courage to build over the Rockies or through the Sierra Nevada? Will it be your railroad company hammering the ceremonial Golden Spike at Promontory Point? If you have the skill to successfully connect the East and West, you will join the pantheon of historical railroad visionaries.

MSRP \$35.99

Who will become the first Rail Baron of England? In Mid-19th century England, the tramways that first appeared to transport coal have since been upgraded to railways. Numerous different companies used different railway gauges to connected to villages, towns and cities across the country. Eventually the small companies were merged into the Big Four, and the grand era of railroading had begun in England and Wales.

MSRP \$35.99

