



# RAILWAYS of MEXICO

## Introduction

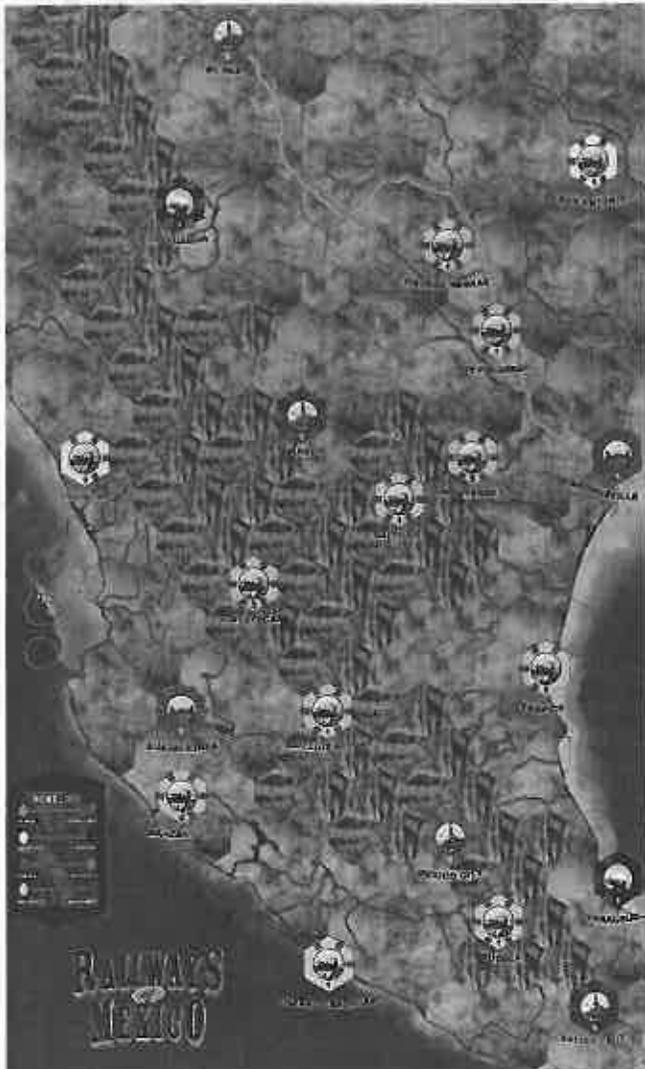
It is mid-19th century Mexico. As more and more railroad companies emerge in the US, the transportation of goods is at an all-time high. Trading between countries is booming, and Mexico is ready to develop its rail system for transportation of goods to the USA.

Can you build the best rail system south of the border and control the Railways of Mexico?

## Components

### Game board

The game board is a map of Mexico at the beginning of the railroad era in the mid-19th century



### Railroad Baron cards



### Railroad Operations cards



### Components needed from the base game

You will need track tiles, scoretrack, engines, bonds, cash, goods cubes, empty city markers, new city tiles, and trains from your Railways of the World game to play Railways of Mexico.

**Note:** Some Railroad Baron cards and some Railroad Operations cards have "stars" on the bottom border (like those pictured above). These are optional cards that you may decide to use – or not.

## Starting the Game

Place the goods cubes in the goods bag. Randomly draw and place a number of goods cubes in each city equal to the number printed on that city. In a 2 player game do not reduce the number of goods cubes placed in each city by one.

Place the New City tiles to the side of the board. Place the Bonds face up in piles of the same value. Place the money to one side to form a bank. Place the track tiles to the other side of the map. Each player takes a set of trains.

Each player takes a "1" locomotive card, and places it in front of him. Place an empty city marker on the first space of the "Round" track. You are now ready to begin playing Railways of Mexico!

The youngest player takes the First Player marker and bids first.

**Note:** Please refer to the Railways of the World rulebook for examples and detailed rules descriptions as needed.

## Gameplay

### Hex Classification

Mountain hexes are identified by a dot. If a mountain hex contains water it is still considered a mountain hex. If a non-mountain hex has any water (blue) it is considered a water hex and the building cost for the hex is \$3000. If a hex does not have a dot or water, it is treated as open terrain.

### Major Lines

Major lines are available throughout the game. Major lines are identified on the board. As in the basic game, once a major line has been completed by a single player it cannot be scored by anyone else. It is recommended that the completing player place a colored train from his/her supply on the major line to note who completed it.



## New Operations Cards

**Passenger Line** – The first player to deliver 4 of the 5 goods colors earns this card and the bonus points. To keep track, players place goods cubes in front of them (1 of each color as the player makes a delivery) until a player delivers a fourth color and then all cubes that were in front of all players are returned to the goods bag.

**Trading Depot** – When a player chooses this card, he immediately places one of his colored trains on a link of his choosing that is owned by another player. Whenever a delivery is made that uses this link, in addition to regular scoring, the player who placed the Trading Depot on that link receives a victory point for the use of that link. The Trading Depot does not affect the scoring of baron goals, major lines, etc.

## Ending the Game

The number of empty city markers that ends the game depends on the number of players:

2 Players: 8 Empty City Markers  
3 Players: 9 Empty City Markers  
4 Players: 10 Empty City Markers

Players add up their victory points to determine a winner. Remember to reduce your score by 1 Victory Point for every bond issued. The high score is the winner. In the event of a tie, the player with the most money wins.

## Credits

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