

RAILWAYS NORTH AMERICA

Introduction

It is the early 19th century in Canada. The first transcontinental railway is under construction, thanks to a 25 million acre land grant from the Canadian Government. Population is on the rise and transportation is in high demand. Will you build ferry lines to transport the masses, or will you risk the hardships of building through the Rocky Mountains to mine their untold fortunes? The next dynasty awaits your formation in the Railways of North America.

Railways of North America is an expansion map 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 of North America.

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.

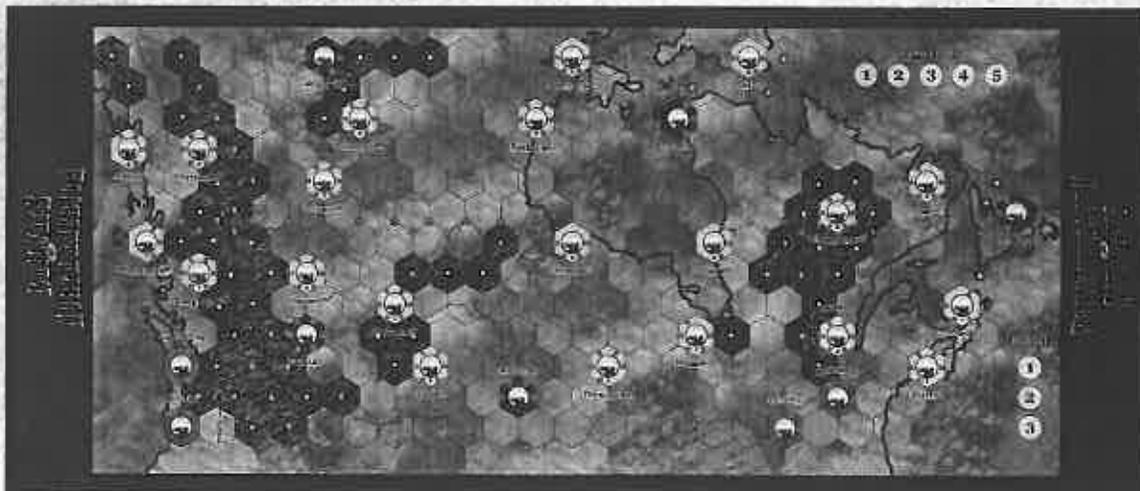
Components

The **Gameboard** is a map of Canada in the early 19th century. The map is divided into hexes and each hex contains a city, mountains (brown) or open terrain (green). Water (blue) may be present and ridges (black) may run along the sides of some mountain hexes. These ridges represent difficult terrain and therefore cost extra to be built across.

Railroad Baron cards



Railroad Operations cards



Starting the Game

Once the gameboard has been set up and cubes have been randomly placed in the cities, all players are dealt two Railroad Baron cards. Each player chooses one baron to keep and places it face down in front of them and then places the other baron card face down out of the playing area. At the end of the game, players reveal their baron cards and if a player has met the requirements of the card, he or she scores the indicated Victory Points.

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. The cost of ridges is an additional \$4000 each.

Major Lines Major lines are available throughout the game. Major lines are identified on the reference card below. 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.



Snow Line The Snow Line uses snowflake symbols to mark a border between hexes along an east-west line about halfway between the north and south edges of the Canadian board. Building track on any hex north of the snow line costs \$1000 more than the usual price. (Exception: If using a Ferry Line card, you still pay nothing.)

New Operations Cards

Ferry Line – These cards are available from the start of the game. Just like all other Operations cards, a player may claim one (removing it from the game) on their turn and hold it until ready to use on a future build. The card is the **ONLY** way to build on a Ferry Hex. Building track on the Ferry Hex is free, and the card also ignores snow line surcharges.

Tunnel Engineer – When a player chooses this card, it can be used during one future build. All mountains and ridges are half price for that build (\$2000 each).

Mines – A player pays \$10,000 to choose one of these cards. They immediately choose a grey city and begin drawing cubes from the goods bag until they draw a cube which matches the color of a previously drawn cube (maximum of 5 draws). Place the cubes drawn on the grey city, discard the matching cube and discard this card.

Ending the Game

The number of Empty City Markers needed to end the game depends on the number of players (same as Railways of the World).

2 Players: 9 Empty City Markers
3 Players: 11 Empty City Markers
4 Players: 13 Empty City Markers
5 Players: 15 Empty City Markers

Credits

Game Design by:
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