



RAILWAYS *of the* WORLD

**The Expandable Game of
Worldwide Railroad Building**

Rulebook

RAILWAYS Of the WORLD

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Introduction

Welcome to the age of railroading! You are a railroad baron making profits by delivering passengers and finished goods! The potential earnings are great, but who will be the most successful?

You decide the best routes and build the track. You run the railroad and deliver the goods, thus capturing that share of the market for your railroad. As your network of rails expands across the countryside, you invest in newer, better locomotives to deliver the goods faster and farther.

Can you rewrite the annals of history and engrave your name alongside the world's greatest Railroad Barons?

Components



Track Tiles (*straights, curves, crossings*) Hexagonal track tiles that are used to create sections of railroad track (called "links") connecting one city to another.



Control Locomotives (*25 x red, yellow, green, blue, purple, grey*) Colored locomotive pieces that are placed on new railroad links to show which player owns the link.



Empty City Markers When the last goods cube in a city has been delivered, one of these markers (it doesn't matter which kind) is placed in that city. When the determined number of markers have been placed, the game will end after the next turn is complete.



New City Tiles (*12 Hexagonal Tiles*)

The placement of one of these tiles on a gray city represents the growth of industry within a small city and new demand for goods. This new growth means that the city changes from gray to a new color, and from that moment goods cubes of that color may now be delivered to that city.



Goods cubes (*25 x red, yellow, blue, black, purple*)

Colored wooden cubes placed in cities at the beginning of the game and delivered along railroad links to generate Victory Points and income for the railroad. These "goods" represent a share of the business in that market. Once they are "delivered," the railroad that made the delivery has successfully taken that share of the marketplace and increased its income as a result.



Money (\$1,000; \$5,000; \$10,000 bills)



Bond Certificates (1's; 5's; 10's) Bond certificates represent the bonds that were "issued" by the railroads to raise money. When issued, the certificate is placed in front of the player, and the cash value of the certificate is given to the player from the bank.



Engine Cards These represent the investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start with a "1." The number on the card is the maximum number of "links" that a goods cube may be delivered by that player.



First Player Marker



Special Link Tiles (2 Hexagonal Tiles)

For use in the Railways of the Eastern US Expansion game.

Goods Bag

This Rulebook

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 or 3 player game reduce the number of goods cubes placed in each city by one. However, no city may start the game with less than one goods cube.

Place the New City tiles face up in a pile by the side of the map. Place the bond tiles face up in piles of the same value. Place the money to one side to form a bank. Place the track tiles on the other side of the map.

The youngest player submits the first bid of the first Round to determine who takes the First Player Marker. Each player chooses a player color and takes a set of control locomotives in that color. 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.

Money and Bond Certificates

Players start with no money. At any time during a player's turn he may take one or more bond certificates, placing the certificates in front of him to show that they have been "issued" by that player. For each bond certificate issued, the player receives \$5,000 from the bank. There is no limit to the number of bonds which may be issued when cash is needed to make a purchase or pay for a bid. Only the bonds needed to make a purchase or pay for a bid, may be issued. Once issued, bond certificates may never be paid off. They remain with the player for the remainder of the game and cost the player one victory point per bond issued at the end of the game. (Note: Issuing a bond or bonds does not count as an action. Note: There are bond tiles marked 5 and 10 which can be exchanged for smaller denominations to save space.)

Colors

The colors of the goods cubes and the colors of cities are related. A goods cube may only be delivered to a city of the same color as the goods cube. The color of the locomotives, however, are not related to the goods cubes or cities in any way. The color of locomotives merely designates which player owns that track link.



Playing the Game

Each turn consists of the following three phases:

1. Auction to Determine the First Player
2. Player Actions
3. Income and Dividends

Endgame is triggered when the last Empty City Marker is placed on the map. The number of Empty City Markers needed to end the game varies with each expansion game. Please consult the rulebook included in your expansion game for details. Players finish the current turn and play one more full turn. Then the game is over.

1. First Player Auction

An auction is held to determine which player will be the "First Player" for that turn. The First Player from the previous turn begins the auction. Bidding goes clockwise around the table. Players may either outbid (place a higher bid than) the last bid, or pass. The minimum initial bid is \$1,000. If a player chooses to pass he cannot re-enter the auction at a later stage. Bidding continues in a clockwise direction until everyone but the high bidder has passed. The player who made the highest bid becomes the First Player (takes the "First Player Marker" placing it in front of him). He must pay the amount he bid in dollars to the bank. Bonds may be issued to pay for this auction. If all the players choose to pass, then the player to the left of the previous First Player becomes the new First Player.

2. Player Actions

There are three rounds of player actions. In every round, each player performs one action, starting with the First Player and continuing clockwise around the table. After each round, the round marker is advanced and a new round of actions is completed. A player can perform any one of the following actions when it is his turn:

Build Track

Urbanize

Upgrade Engine

Deliver One Goods Cube

Take Railroad Operations Card
(Expansion game only. Sold separately.)

BUILD TRACK – Players place track tiles in an effort to connect cities. A tile or series of tiles that connect one city to another is called a "Link".

When a player builds a track, the ends of the track must match up so that the railroad forms a continuous line. The first tile laid must either connect to a city or to the end of an incomplete link that the building player owns. All subsequent tiles laid during that action must then extend that link. The player stops building when he has built up to 4 tiles in that link OR he has linked to another city. Note that this means a player cannot build more than one link in a single action. If a player has placed track tiles, but has not completed the link to the second city, the track is considered an "incomplete link." All incomplete links are removed at the end of the third round of each turn.



A Completed Link!
All track pieces connect to each other as well as to an open spot on each city



An Incomplete Link
All track pieces connect to each other but do not connect to one of the cities. While a legal move, this does not complete a link between the two cities.



Incorrect
All track pieces connect to the cities but do not connect to each other; as a single action, this is not a legal move.



Note!
All track pieces must be laid within complete hexes. Partial hexes, as found adjacent to bodies of water, are not playable.

Each track tile costs the player placing it a certain amount of money depending on the type of terrain in the hex where it is built.

Building a straight or curved track in an "open terrain" hex (green) costs \$2,000, building it in a hex containing "water" (either ocean or river) costs \$3,000, and building it in a "mountain" hex (light brown with a dot) costs \$4,000. If a tile is placed so that it crosses a "ridge" (dark brown line along the side of the hex) then it costs an additional \$4,000 when it is placed.

When track is placed, players place a Control Locomotive of their color on the track to indicate their ownership.



Once tracks are placed, they may not be removed by the players. Players can build cross-over track pieces as necessary but cannot redirect another player's track. The cost for building cross-over tracks is the same as for regular tracks.

URBANIZE – The active player takes one available New City tile from the pile next to the board and places it on any gray city tile. Two random goods cubes are drawn from the goods bag and added to any other goods cubes already on the city. If the city is empty, remove the empty city marker and replace it with the new goods cubes. The cost to Urbanize is \$10,000.

UPGRADE ENGINE – The active player may upgrade his Engine Card (replace the old card with a new card). This represents an investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start the game with a “1” Engine.

The “engine level” (the number on the card) is the maximum number of links that a goods cube may be moved and delivered by that player when using the “Deliver Goods Cube” action. Example: A player with a “2” Engine can deliver a goods cube to a city one link or two links away, but not three.)

The cost to upgrade to the new engine level is shown on the bottom right corner of the new Engine Card. A player can only upgrade one level per action. The maximum engine level is 8.

DELIVER GOODS CUBE – The active player may move one goods cube from one city to another city, thus delivering that cube to a destination. The goods cube must be moved along complete links to a city that is the same color as the cube being delivered (a red cube must go to a red city, etc.). (Note: Goods cubes may not be moved to a different city without delivering them.) The cube may move a number of links up to and including the engine level of the active player. When delivering a goods cube, the cube cannot pass through the same city twice, nor may it travel along the same link twice. A cube MUST stop moving and be delivered as soon as it reaches a city of the same color. When the cube is delivered, it is removed from play and placed in the goods bag.

After the goods cube has arrived at its destination, the player determines who gains income from the delivery. A player gains 1 point on the “income track” for each complete link he owns that the cube traveled along. Note that a cube may be moved along links owned by other players, who will collect the points for such movement. However, the originating (first) link must be owned by the active player. A player cannot deliver a goods cube by starting a delivery on someone else's track.

Players record their points on the appropriate score track. If the last goods cube is moved out of a city, an empty city marker should be placed in that city. (Note: The type of empty city marker placed does not matter. The different types are merely decorative.)

SELECT RAILROAD OPERATIONS CARD

(for expansion games only; sold separately) Before the start of the game, each of the three “start” cards (marked with a gold “S” in the bottom left-hand corner) is removed from the deck and placed face up next to the gameboard. The deck is then shuffled, and a number of cards equal to two times the number of players is drawn from the deck and placed face up next to the gameboard. These cards are “available.” At the end of each turn (after the Income and Dividends phase), one additional card is taken from the deck and placed face-up. It is now “available.”

All Railroad Operations Cards have a symbol in the bottom right-hand corner. Each symbol is associated with a special rule or rules for that card.



Green Circle: These cards cannot be selected, but give a benefit to the first player to accomplish the goal printed on the card (after the card becomes available). Once the goal is accomplished, the card is removed from play and placed in a discard pile.



Purple Diamond: Once selected, these cards may be used by the owning player once per turn. This use does not count as an action.



Red “X”: When selected, these cards must be used immediately and then discarded.



Hand of Cards: The card may be kept by the player until needed. Once used, the card is discarded. The use of the card does not count as an action.

No Symbol: This card is kept face-up in front of the player, who gets the benefit of the card for the rest of the game.

3. Income and Dividends

All players now collect an amount of income shown (in dollars) on the space on the income track occupied by their locomotive.

Once the players have collected their income, they must pay the “bond dividends”. The player must pay \$1,000 for each bond they have issued. If the player owes more dividends than he has money, more bonds must be issued to service the debt. Dividends are not paid on these new bonds issued to service debt until the next Income Phase.

At this time, any link which is incomplete (i.e. it does not join two cities) is removed.

Return the round marker to the “1” space and start a new turn.

Ending the Game

The game ends at the end of a complete turn following the turn in which a certain number of Empty City markers have been placed on the board. The number of Empty City markers that ends the game depends on the number of players, and which expansion game is being played. Please consult the rulebook included in your expansion game for details.

When the game has ended, players score victory points. Each bond certificate owned by a player moves his locomotive back one space on the income track. Each point on the income track is worth one victory point.

The player with the most victory points is the winner. In the case of a tie, the tied player with the most track links wins. If there is still a tie then the tied player with the most money wins.

The Engines: A Bit of History



2-4-0 John Bull

This 1831 English-made locomotive served on one of the United States' first railroads, the Camden and Amboy. The John Bull was shipped disassembled and was put back together without benefit of blueprints or instructions. The John Bull was modified considerably during its more than thirty years of service.

This engine was the first in use in the State of New Jersey. In 1981, the tiny patriarch returned to life on the old Georgetown Branch in Washington, D.C., on the 150th anniversary of its first run in America. The John Bull locomotive is the world's oldest, still operable, self-propelled vehicle.



0-4-0 DeWitt Clinton

This engine was the third built by the West Point Foundry Association, New York, for the Mohawk and Hudson River Railroad in 1831. It weighed about 3½ tons without water, ran 30 miles an hour with 5 cars on a level grade, was fueled with anthracite coal and was the first engine in the State of New York on a railroad.

The DeWitt Clinton of the Mohawk & Hudson Railroad was the first train in New York.

Variants

First Player Auction Variant – On the first turn, the least experienced player goes first. Play proceeds around the table clockwise and the player that goes second receives \$1,000, the player that goes 3rd receives \$2,000 and so on. After the first turn is completed the earlier-stated bidding rules apply and bidding begins with the player who went first to start the game.

First Player Auction Variant 2 – Bidding is the same as stated earlier, but the first player to pass goes last and pays half his bid rounded up. As players drop out of the bidding they pay half their bid rounded up which determines the turn order (in the reverse direction of dropping out). The player who wins the bid pays the full amount of his bid and goes first.

For more information about Railways of the World--opinions, updates, variants, etc.--visit our website at www.eaglegames.net



4-4-0 American

The 4-4-0 American-class steamer was the most common locomotive at the end of the 19th century and the beginning of the 20th century. It was so common that it came to be called the "American Standard," or, to be briefer, simply the "American."

During the 1850's and 60's the American-type locomotive was not only the passenger engine on America's railroads but also the freight engine. It was the first steamer produced in large numbers, and is the one that opened up the West. Approximately 39 examples of the 4-4-0 American survive in the United States.

The Union Pacific 4-4-0 #119 met the Central Pacific Jupiter at the completion of the transcontinental railroad.



4-4-0 8-Wheeler

In 1836, Henry R. Campbell, Chief Engineer of the Philadelphia Germantown and Norristown Railroad, patented the combination of the ordinary truck or bogie with two pairs of coupled drivers, one pair being in front and one in back of the firebox as in the ordinary coupled passenger engine of today. This engine was contracted on May 16th, 1836 and finished May 8th, 1837.

This was the first eight wheel engine of this type, and from it, the standard American locomotive of today claims its origin.



2-6-0 Mogul

Although locomotives of this wheel arrangement were built as early as 1852, the first true 2-6-0 wasn't built until the early 1860s. The first few were built in 1860 for the Louisville & Nashville railroad.

While the 2-6-0 locomotives had greater pulling power, their rigid suspension made them more prone to derailments than the 4-4-0s of the day. Many contemporary railroad mechanics attributed the derailments to too little weight distributed to the front truck of the locomotive. In 1864, William S. Hudson patented an equalized suspension system that helped resolve these derailment issues. With this issue resolved, more than 11,000 Mogul-type locomotives were built over the next 50 years.

The locomotive class name, Mogul, probably derived from a locomotive bearing the same name built by Taunton Locomotive and Manufacturing Company in 1866 for the Central Railroad of New Jersey.



4-6-0 Ten Wheeler

The first 4-6-0 built in America was the Chesapeake. It was built by Norris Locomotive Works in March, 1847, for the Philadelphia and Reading Railroad. Just a few days after William Norris completed the Chesapeake, Hinkley Locomotive Works completed its first 4-6-0, the New Hampshire, for the Boston and Maine Railroad.

Through the 1860's and into the 1870's, demand for the 4-6-0 grew as more railroad executives switched from purchasing a single, general-purpose type of locomotive (at that time, the 4-4-0), to purchasing locomotives for specific purposes. Both the Pennsylvania Railroad and the Baltimore and Ohio were early adopters of the 4-6-0, using them for fast freight and heavy passenger trains.

This wheel arrangement became the second-most popular configuration for new steam locomotives in America in the mid-19th century.



2-8-0 Consolidation

The first locomotive of this wheel arrangement was likely built by the Pennsylvania Railroad, but like the first 2-6-0s, this first 2-8-0 had a leading axle that was rigidly attached to the locomotive's frame.

The locomotive Consolidation, built in 1865, is widely considered the first true 2-8-0 built in the United States. This locomotive is the origin of the 2-8-0 class name. Only a few railroads purchased this locomotive type when it was introduced by Baldwin, but by the mid 1870's that all changed. In 1875 the Pennsylvania Railroad made the 2-8-0 design the railroad's standard freight locomotive. 1875 was also the year that the Erie Railroad began replacing its 4-4-0s in freight service with 2-8-0s. The 2-8-0 could move trains twice as heavy for half the cost of the earlier locomotive designs. From a financial standpoint, the choice of freight locomotives was clear.

Credits

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