

# OVERVIEW OF GAMEPLAY

## EACH TURN CONSISTS OF FOUR PHASES:

<b>1. Draw Tiles/ Bid for Turn Order</b>	<ul style="list-style-type: none"><li>• Draw City and Stock tiles equal to the number of players and place them face up</li><li>• Starting with the player in last turn order, place a bid or pass</li><li>• Continue until only one player remains</li><li>• That player pays their bid and moves their Character Card into the 1st turn order</li><li>• All other players' Character Cards stay in their relative turn order: 2nd, 3rd, etc.</li></ul>
<b>2. Draft Tiles</b>	<ul style="list-style-type: none"><li>• In turn order, each player drafts one City Tile or one Stock Tile</li><li>• Repeat, with each player drafting the tile type that they have not already drafted</li></ul>
<b>3. Place a City Tile</b>	<ul style="list-style-type: none"><li>• In turn order, each player lays a City Tile</li><li>• Lay the City Tile so that the railroad on one edge matches the railroad on the edge of a city tile already laid</li><li>• Place that player's locomotive to show that they own that link</li><li>• Draw from the bag and place Goods Cubes on the new City Tile equal to the number shown on that City Tile</li></ul>
<b>4. Deliver a Good</b>	<ul style="list-style-type: none"><li>• In turn order, each player delivers one Goods Cube</li><li>• Select one cube to be delivered</li><li>• Select the railroad link with a locomotive to deliver it</li><li>• Score points based on cube color (see below)</li><li>• If the locomotive used belongs to another player, they score two points</li><li>• Increase the value of the stock of the railroad used to make the delivery by 1 point</li></ul>

## SCORING

### DELIVERY

- Delivering a Goods Cube color that has not yet been delivered = 3 points
- Delivering a Goods Cube color that has been delivered once that turn = 2 points
- Delivering a Goods Cube color that has been delivered twice (or more) that turn = 1 point
- A player delivers a Goods Cube using a locomotive that is owned by another player = 2 points to the player that owns the locomotive

### END OF GAME

Points = Points on Scoring Track at Game End + the final value of each railroad stock tile that you own

