

Railway Workers

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GAME OVERVIEW

The end of 19th century. Even though most European countries have already railroad networks, a small European country has no track laid yet. Local capitalists demand an efficient and cheap way to convey materials and deliver goods to big cities. The government decides to raise funds and then assign to constructors the building of a railway route that will shorten the distances between the cities. New opportunities are raised for this part of economy. Constructors can clearly see that by using their small capital and by taking advantage of the funds offered by the state, then invest on the new means of transport, the railroad trains, they will be able to become powerful and wealthy. New jobs for Railway workers are now open!

Players take the roll of constructors. They compete on buying plans, tracks and structures, use railway workers, to contribute in the building of the railway route. They will use their capital and they will be awarded by the state for every job done and even more if they follow the demands of other parts of local economy. They will be able to buy railroad shares and whenever trains use the route to deliver goods their capital will raise even more. Whoever has the most money by the end of the game, when a representative part of the country's route is built, he will be the winner and the state will assign to him the building of the rest national route!

In each round players use their 8 action cards. All players have the same 8 action cards but they split them in two different Action phases in whichever order they like. Afterwards they will be able to ensure and enhance the actions of the cards using their dice. The properly chosen order the timing for every action and even more the help of the director can make the difference.

Players spend money to raise more money. Amount of money by the end of the game declares the winner. They must deal their capital wisely to spend lucrative!



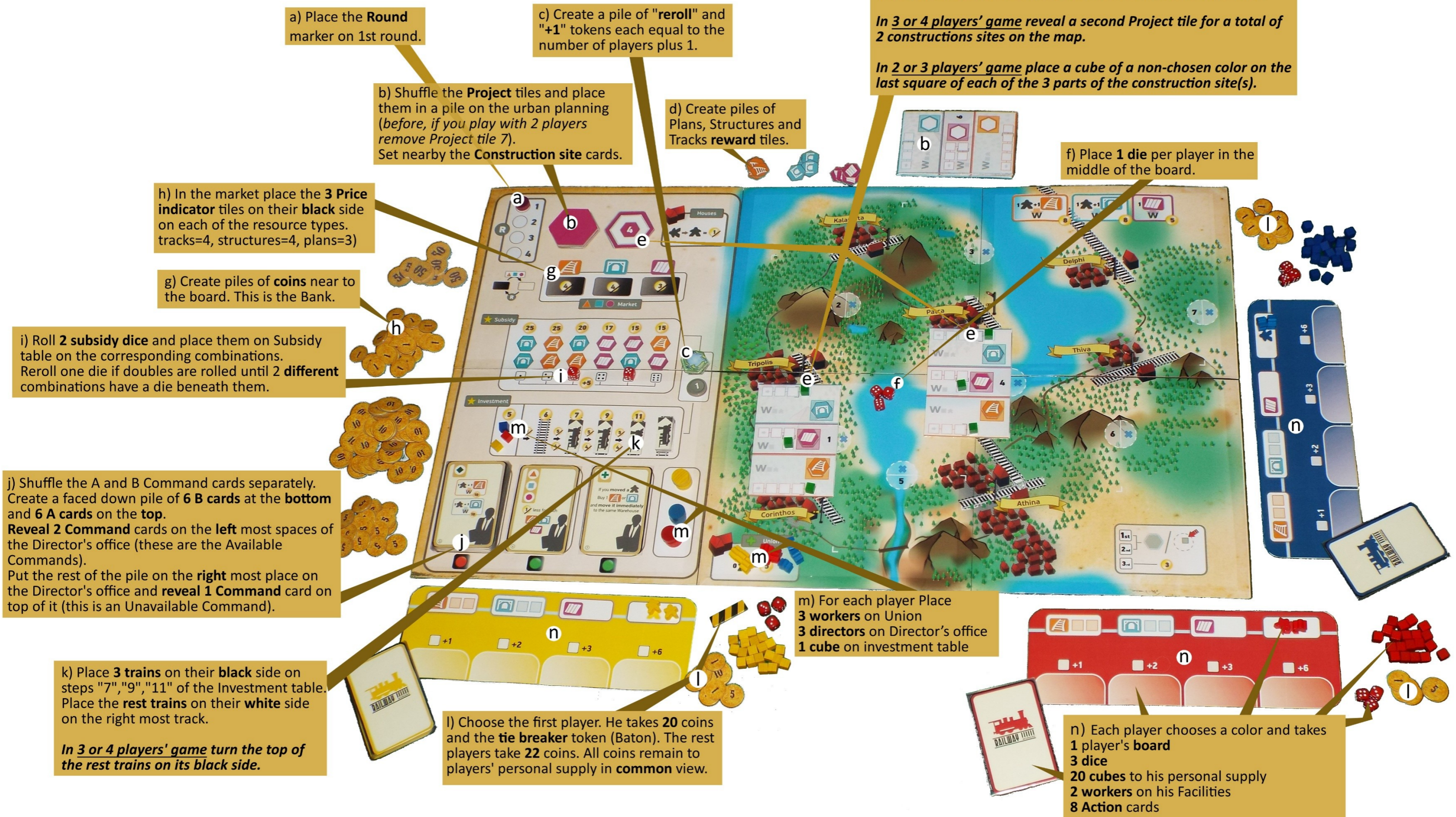
If you have any question about the rules or suggestion about the game you may contact us here:
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CONTENTS

1 game board	93 coins (20x 1, 20x 5, 45x 10, 8x 50)
4 player's boards	3 price indicators
32 Action cards	7 Project tiles
16 Command cards	18 reward tiles (6 of each type)
7 Construction site cards	5 "+1" tokens
18 dice	5 "Reroll" tokens
84 cubes (21 of each color)	6 Train tokens
20 workers (5 of each color)	1 tie breaker token
12 director markers (3 of each color)	1 Round marker
4 screens	1 rulebook

GAME SETUP

Setup example for 3 players' games.
Check step e) and k) for differences in 2 or 4 player's games.



a) Place the **Round** marker on 1st round.

c) Create a pile of "reroll" and "+1" tokens each equal to the number of players plus 1.

b) Shuffle the **Project** tiles and place them in a pile on the urban planning (before, if you play with 2 players remove Project tile 7). Set nearby the **Construction site cards**.

d) Create piles of Plans, Structures and Tracks **reward** tiles.

e) Reveal **1 Project** tile and place its Construction site card on the corresponding spot on the map. Also place **1 Structure** reward tile on its **blue** table (top), **1 Plans** reward tile on its **purple** table (middle) and **1 Tracks** reward tile on its **orange** table (bottom)

In 3 or 4 players' game reveal a second Project tile for a total of 2 constructions sites on the map.

In 2 or 3 players' game place a cube of a non-chosen color on the last square of each of the 3 parts of the construction site(s).

f) Place **1 die** per player in the middle of the board.

h) In the market place the **3 Price indicator** tiles on their **black** side on each of the resource types. (tracks=4, structures=4, plans=3)

g) Create piles of **coins** near to the board. This is the Bank.

i) Roll **2 subsidy dice** and place them on Subsidy table on the corresponding combinations. Reroll one die if doubles are rolled until 2 **different** combinations have a die beneath them.

j) Shuffle the A and B Command cards separately. Create a faced down pile of **6 B cards** at the **bottom** and **6 A cards** on the **top**. **Reveal 2 Command** cards on the **left** most spaces of the Director's office (these are the Available Commands). Put the rest of the pile on the **right** most place on the Director's office and **reveal 1 Command** card on top of it (this is an Unavailable Command).

k) Place **3 trains** on their **black** side on steps "7", "9", "11" of the Investment table. Place the **rest trains** on their **white** side on the right most track.

In 3 or 4 players' game turn the top of the rest trains on its black side.

l) Choose the first player. He takes **20 coins** and the **tie breaker** token (Baton). The rest players take **22 coins**. All coins remain to players' personal supply in **common** view.

m) For each player Place **3 workers** on Union **3 directors** on Director's office **1 cube** on investment table

n) Each player chooses a color and takes **1 player's board** **3 dice** **20 cubes** to his personal supply **2 workers** on his Facilities **8 Action** cards

ROUND OVERVIEW

The game consists of 3 up to 4 rounds with 4 phases. Preparation, Action phase 1, Action phase 2 and Payments. Each phase consists of several steps.

1. Preparation phase

- Reset Action cards
- Adjust Round marker
- Adjust trains and price indicators

2. Action phase 1

- Place cards
- Assign dice
- Play turn
- Set aside placed cards and dice
- Pass Baton

3. Action phase 2

4. Payments phase

- Activate trains
- Pay workers
- Check for Game end
- Adjust subsidy
- Rearrange Commands

ROUND PHASES - STEPS

1. Preparation phase

- Players take their 8 Action cards on their hand.
- Round marker indicates the current round. Move it to the next round (skip this step on round 1)
- The 3 price indicators and all trains on the cities must be turned to their black side. *Note: trains must keep their destination.*

2) Action Phase 1

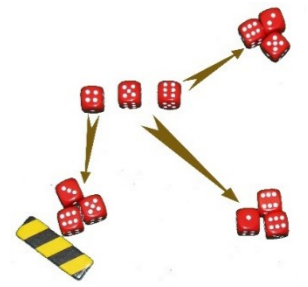
- Each player chooses 4 of their Action cards from his hand and places them on his player board faced down under the numbers +1, +2, +3, +6 in any order he likes. He can make changes as he wishes until all players declare they are ready to proceed to the next step. The 4 cards now are considered placed. Each player can check his placed cards during the round freely but they must not change or rearrange them.
- Players simultaneously and in common view roll their 3 dice and announce their sum.

If someone's sum is 4 or less he **may** reroll **all** his dice.

The player with the lowest sum gets 1 die from the middle of the board and turns it to side 6.
The player with the 2nd lowest sum gets 1 die and turns it to side 5
The player with the 3rd lowest gets 1 die and turns it to side 4 and
The player with the 4th lowest gets 1 die and turns it to side 3.

In case of a tie the one who has the baton, or sitting closest to him in clockwise order, is considered having the lowest sum.

i.e. sitting in clockwise order: Maria (who has the baton) rolled 3,5,6=14, Tim rolled 2,5,6=13 and Leo rolled 1,6,6=13. Tim and Leo tie having the lowest sum. Tim, who sits closest to Maria who has the baton, ends having the lowest sum and gets 1 die from the middle of the board and turns it to side 6. Leo has the 2nd lowest sum so he gets 1 die and turns it to 5. Maria has the 3rd lowest (or 1st higher) sum and gets 1 die and turns it to 4



Note: reroll tokens may be used only after getting the 4th die. (see page 9)

Players secretly, using their screens, assigns one die on top of every placed card. They are not allowed to alter the dice results but they can rearrange them as they wish until all players declare they are ready to proceed to the next step. Now Players reveal their placed dice.

Note: Add +1 tokens may be used while assigning dice. (see page 9)



c) Players reveal simultaneously their placed card under the number +1. This card is now called **chosen** card. They announce their Sum of the die plus the number above the chosen card. Players play in descending order of their Sum. In case of any Sum tie the player with the Baton, or the one next to him in clockwise order, goes first.

i.e. sitting in clockwise order: Maria (baton) has Sum 6, Tim has Sum 7, Leo has Sum 7

Turn order: Tim goes first, Leo second, and Maria third.

A player in his turn does one of the following.

- Pass and get 1 coin, or
- Resolve the actions of the chosen card and optionally use an Available Command.

Each card has one 4+ (Top) action and one 7+ (Bottom) action.

To resolve the 4+ action his Sum must be 4 or more.

To resolve the 7+ action his Sum must be 7 or more.

If the Sum is 3 or lower he may spend coins to upgrade the Sum up to 4 to do just the 4+ action.

The 4+ and 7+ actions can be resolved once but in any order.

- If the chosen card can be combined with an Available Command (aka the symbol of the chosen card or a “?” appears on an Available Command) then he can discard one director of his color from Director's office and perform that Command. Then exchange places of that Available Command card with the Unavailable Command card.



Note: Maximum use of 1 Command per turn. Some Commands are extra actions and some act in addition to the action the player resolves. In all cases, Commands may be resolved once. The discarded directors must be placed next to Subsidy / Investment tables.

When all players have played their turn, the next placed card on the right is revealed and the step (c) is repeated until all players have played their 4 placed cards. *Note: Turn order for every placed card is declared depending on the Sum on that card.*

d) Players set aside their 3 dice and return their 4th die in the middle of the board. They discard their 4 action cards to a personal face up pile. *Note: They will not be able to use the discarded cards on the Action Phase 2 but they will regain them in the next Round.*

e) Pass the Baton to the player on the left (clockwise) of the current owner.

3. Action Phase 2

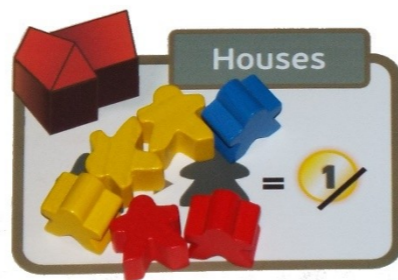
Repeat steps a) b) c) and d) of Action Phase 1.

4. Payments Phase

a) Every Train on the map that is on its black side, it gets activated now.

- When a Train gets activated it moves from the city it stands towards the next city through the route in front of it. Train's direction is declared by the arrow on it.
- If the route towards Train's direction is not yet constructed, then it reverses its direction and moves toward the previous city through the previous route.
- If the Train stands on a city where three routes are met then the player with the most shares on all three routes around the city combined, decides towards which of the two cities it must move. It must not reverse.
- After the movement, the Train must be flipped to its white side, keeping its destination.
- Players get coins equal to the number of shares on the used route BY the position of their Investment marker on the Investment table. *(i.e. 3 shares BY step 6 = 18 coins)*

b) All workers laid in the Houses return to each player's Facilities. Players must pay his workers that are laid in the Houses. He pays 1 coin



per worker and gets them back to his Facilities. If he has less coins than the laid workers, he pays all he has and gets them all back to his Facilities.

c) The game ends if it is **the end of round 4**

or

if there are **no trains on their black side** on the **Investment table**
(3 or more Routes in 2 players' game, 4 or more Routes in 3 or 4 player's game)

In any other case, proceed to the next steps.

d) Roll the two dice in the Subsidy table and place them on the corresponding spots. This way the two reward tile combinations that give 5 additional coins will change for the next round.

e) Discard the 3 Commands in the Director's office. Reveal 2 new Available Commands and 1 new Unavailable Command on the top of the pile.

A new round now begins!

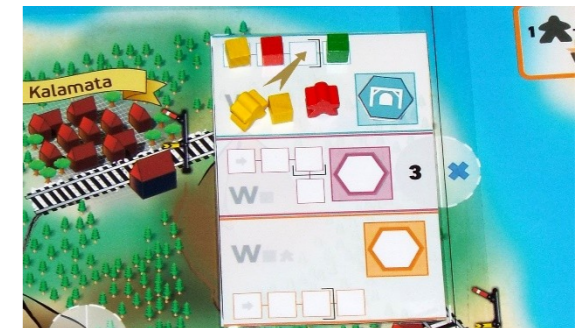
Game end victory points

At the end of the game, players sell to the Bank any resources left on their Facilities or on Construction site's Warehouses (structure/track = 3 coins, plan = 2 coins). Also, they get coins for any remaining reward tile on their possession (S/T = 4 coins, P = 3 coins). If they have 5 workers (no less) in their Facilities, they take 5 coins. Lastly, they get 3 coins per share on any Construction site that was not converted to a Route before the end of the game.

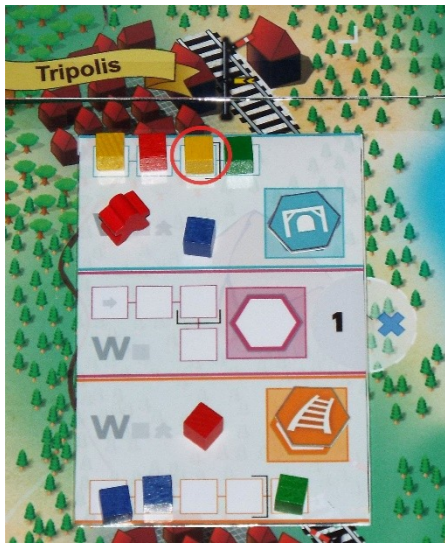
They count all their coins. 1 coin is 1 victory point. Whoever has the most victory points is declared the winner of the game! In case of a tie it is a shared victory.

Construction site Development

Whenever a pair Worker-Track or Worker-Structure of a player is formed in a Warehouse of a Construction site, then the Resource gets placed on the first available spot of the table, starting with the one on the left (bold) and continue to the right, the Worker goes to Houses and the player gets 8 coins.



When a player places a Plan on a Construction site, it is placed on the first available spot of the Plans table, starting with the one on the left and continue to the right and the player gets 5 coins.

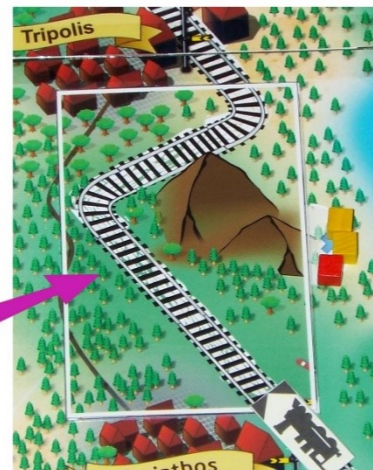
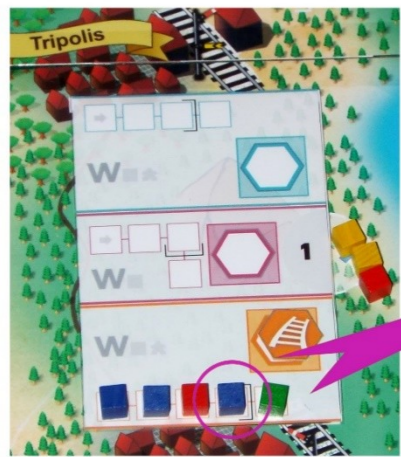


If a Resource (Track/Structure/Plan) gets placed on the last available spot of a table, then this part of the Construction site is completed. Count the resources each player has placed on the table and name places according on number of resources and positioning from the left.

- First player chooses one of the following: Takes the reward tile from the table or places a free share on the Construction site.
- Second player gets what first player didn't choose to get.
- Third player gets 3 coins.

Discard resources from the table and return them to players' personal supply. All unused workers and resources still in the warehouse of the completed part return to player's Facilities. If there is no space available in a player's Facilities he sells the resource to the Bank for its lowest price, 3 coins.

- **If a table is completed (reward tile not present) no one can move workers nor Resources on that table any more.**
- **At any time during a player's turn if only 1 reward tile remains on a Construction site the game pauses and 1 Project tile must be revealed.** Place its Construction site card on the corresponding spot on the map. Also, place a S reward tile on its blue table (top), a P reward tile on its purple table (middle) and a T reward tile on its orange table (bottom). In 2 or 3 players' game place a cube of a non-chosen color on the last square of each of the 3 tables of the Construction site(s). The game now continues as normal and the player may finish his actions.



- **At any time during a player's turn if there are no reward tiles on a Construction site it gets completed.** The game pauses and the Construction site card **turns over** (side with the illustrated railway) and gets re-placed again on the board. This Construction site is now named **Route**. The game continues as normal and the player may finish his actions.

The left most (black or white) train from Investment table must be placed on a city adjacent to the new Route. The train must face towards the new Route with its **black** side up. The player with the most shares on the Route, or in case of a tie the one nearer to the Baton in clockwise order, decides on which of the two cities it gets placed.

Market

Using their action cards or some Commands, players buy resources from the market paying for each one the visual pricing.

After the turn of a player who by any means he bought 1 or more resources of a type, the price indicator tile turns to its white side.

Note: the first players who buys a type of a resource he buys more expensive than anybody else in the same round.

i.e. Leo plays his "buy structures" action card. He is the first one buying structures this round. He bought using his 2 actions 3 structures so he paid 12 coins (4 for each). When his turn ends, he turns the price indicator tile to its white side (see image 3). Later, in the same round, Tim uses his "buy structures" action card and buys 2 structures. He pays 6 coins (3 for each).



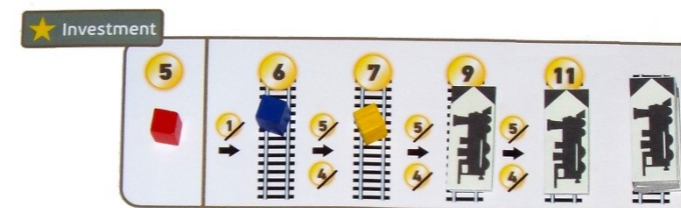
Subsidy / Investment

Using the 4+ action of his Subsidy / Investment action card a player chooses one of the following:

- Subsidy

Discard 2 reward tiles fulfilling **any of the 6 combinations** and get coins from the Bank. The amount of coins to be earned depends on the combination fulfilled and is shown above on the Subsidy table. If on the corresponding combination there is a subsidy die underneath, then the player gets 5 additional coins.

Note: Player can only spend 2 reward tiles in total and fulfil any 1 combination. Any other player can fulfil the same combination.



- Investment

If the next step on the right of his investment marker has no train on it, the player moves there his marker. Going to step "6" cost 1 coin. Going to steps "7", "9" or "11" cost 5 coins if he is the first player going there or 4 if any other player had

already been to that step.

Note: Player can only move his marker one track to the right. I.e. from step "6" to step "7".

Note: Whenever a train gets activated and passes through a route where players have shares, then they get that many coins per share as shown on the step where their investment marker is present.

"Get 1 Bonus"

After **successfully resolving** the 4+ action of his "Subsidy / Investment" action card the player chooses one of the following bonuses if there are any available:

- Get a "reroll" token.
- Get a "+1" token.
- Send back a director token to the Director's office (max director tokens: 3)

The "reroll" and "+1" tokens earned are kept for the remainder of the game and **can be used once per Action Phase**. During each Action phase, each player, after rolling his dice and getting one die from the board, he **may** reroll 1 die per 1 "reroll" token he has. During "place dice" phase each player may add 1 or more "+1" tokens along with 1 or more dice to raise the Sum of the chosen cards.



As you have read all the above rules you are ready to play the game. The information below will help you understand more aspects of the game.

ACTION CARDS CLARIFICATIONS

Buy Structures / Tracks

There is no actual limit on how many resources a player buys using the 4+ action. The limit is on player's Facilities that can normally hold up to 2 Structures and Tracks.

If player buys a resource using the 7+ action it does not matter if there is an empty space in his Facilities as he places it directly to a Warehouse of a Construction site.

i.e. Leo plays his "buy structures" card, has a sum of 7 and has already 1 structure in his Facilities. The price indicator in the market is on its black side so He pays 8 coins. He places 1 cubes of his color to his Facilities and 1 cube to the Constructions site's structure warehouse. The price indicator turns to its white side.

New Worker

If player chooses to get a new worker, then he takes one worker of his color from the Union and moves it on his Facilities. All owned workers may be used for the remainder of the game. A player can have up to 5 workers. **If at any time there are no workers of a player left in the Union, he gets 5 coins.**

By using the 7+ action the player can move a worker from his Facilities to a Construction site.

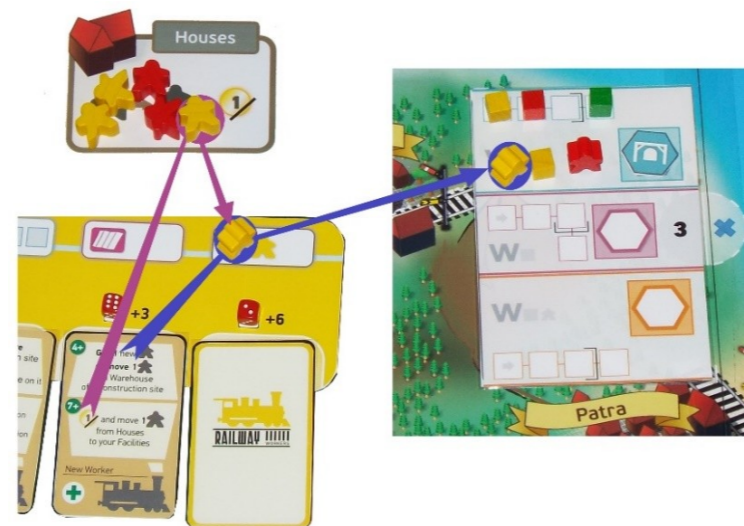
Note: Using the card's actions properly a worker may end up working twice in the same round

i.e. Maria plays her "new worker" card and has a sum of 9.

Firstly, she resolves the 7+ action and pays 1 coin to return one of her workers laid in the Houses to her Facilities.

Secondly, she resolves the 4+ action and moves that worker to a Construction site's warehouse.

She managed to complete no. 3 Construction site's structure table before Leo took a chance to store up one of his structures!



Buy Plans

Using the 4+ action the player may buy up to as many plans as the number of Constructions sites.

He can buy 1 additional plan using the 7+ action.

There is no limit on how many plans a player may store.

i.e. Tim plays his "buy plans" card, has a sum of 8 and there are 3 Construction sites on the map. He may buy up to 4 plans paying the cost indicated by the price indicator in the market.

Share

The player may place 1 share in the circle of a Construction site or a Route. After placing his share, he counts the total shares on the selected Construction site or Route, thus means the newly placed share included, and pays to the Bank 1 coin per share.

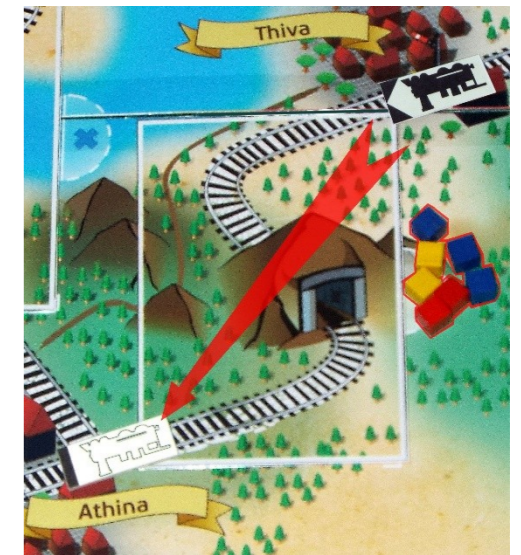
i.e. he pays 3 coins if he placed the 3rd share.

By using the 7+ action player chooses a **black** train on a city and chooses to

- Change its destination but not activate it.
- Change its destination and activate it towards the next city.
- Not change its destination but activate it towards the next city.

After a train has been activated, it is flipped to its white side keeping its destination and players get coins from their shares in the semicircle of the Route it just passed. Thus, each train may get activated once per round.

Note: Any train that did not get activated during the round by players' actions, will get activated by its own on the Payment Phase (see page 6).



i.e. Tim plays his "Share" action card and activates the Train on city Thiva. Through route no.6 the Train moved towards Athina. On route no.6 Maria and Leo have 2 shares each while Tim has 3. Maria's and Tim's investment marker are on step "7" and Leo' on step "6". They get paid as follows. Tim 3x7=21, Maria 2x7=14 and Leo 2x6=12 coins

Store Up

Using the 4+ action, the player chooses a resource type (plans, structures or tracks) and may move any of that from his Facilities to a corresponding warehouse of any one Construction site.

Using the 7+ action player chooses a resource type, even the same as in the 4+ action, and may move any of that from his Facilities to a corresponding warehouse of one Construction site.

i.e. Leo plays his "Store up" action card with a sum of 6. He moves 3 plans from his Facilities to Construction site no.4, places them on the 3 available spots and gets 15 coins. Later, Tim plays his "Store up" action with a sum of 8. He places 1 structure on Construction site no. 4 and 2 tracks on Construction site no.2. As there were 2 workers on tracks warehouse of

Construction site no.2 his tracks get placed on the available spots and Tim gets 16 coins. The worker goes to Houses to rest and the table gets completed.

Move Workers

Using the 4+ action player chooses a Construction site and can distribute as many workers from his Facilities to S and T warehouses of it.

Using the 7+ action player chooses another Construction site, if there is any, and can distribute as many workers from his Facilities to S and T warehouses of it.

Note: The 7+ action has no use if there is only 1 Construction site available on the map.

COMMAND CARDS CLARIFICATIONS

- 1 > Adding +1 to the sum of your chosen card does not affect players' sequence. It helps to reach sum 4 or 7.
- 4 > You buy each resource with 1 coin discount during your turn.
- 5 and 10 > Worker-Track and Worker-Structuree pairs formed give 10 coins for each pair instead of 8
- 8 > This command replaces the 7+ action of your chosen card
- 11 > Your storage capability of your facilities expands for 1 more resource until this gets moved.
- 15 > You may pay and move a worker of any player including yours.
- 16 > By using this command you have the one and only chance to change the places between 2 cards before resolving them.

COMPONENTS LIMITS

Coins, cubes, reward tiles and train tokens are considered unlimited. If a component supply of these is depleted, then use another means to indicate the surplus.

All other components are considered limited.

FAQ

When a new Construction site gets placed on the map?

At any moment during a turn of a player, when the second reward tile of a Construction site gets distributed, reveal a Project tile from the urban planning and place the corresponding Construction site card on the map.

If there are no Project tiles left on the urban planning no more Construction sites get placed on the map.

If I have structures/tracks/workers on a warehouse of a Construction site, when that table gets completed, do I lose them?

No, you take them back at your Facilities, or if there is no space available then he sells them to the Bank for their lowest price, 3 coins each.

When a table of i.e. structures got completed, do I get the cubes of my color back to my Facilities?

No, they are not considered as resources anymore. Return them to your personal supply.

What does "activate a train" means?

By activating a train, it moves from the city it stands towards the city on the other side of the Route it faces to.

If there is a dead end towards its destination it reverses and moves towards the city on the other side of the previous route.

A player who activates a train using the 7+ action of his "Share" card may alter its destination before moving, forcing it to move towards the previous route.

In a 2 player's game the 3rd black train gets placed on the map. Does the game end immediately?

No, the game ends during payment phase. So, it is possible more than 3 trains to get placed on the map until the game ends.

DISCLAIMER

The game is product of fiction. Any similarity to actual historical events, actual persons living or dead, and actual places is purely coincidental.

