RAILWAYS of the EASTERN U.S.

Designed by Glenn Drover & Martin Wallace

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Introduction

It is the mid-1800's and you are the owner of a fledgling railroad company. The age of railroading has begun. Cities teem with potential passengers, the countryside yields a bountiful harvest, and countless new factories bulge with finished goods! The potential profits are huge, but who will be the first to seize the best opportunities? The competition will be fierce, and only the smartest, and maybe the luckiest, will prosper.

You call the shots. You are the Railroad Baron!

Components

Gameboard The map is of the eastern half of the United States of America during the first 50 years of the railroad era (1830 – 1880). The map is divided into hexes (hexagonal spaces). Each hex may contain a city, mountains (brown), or open terrain (green). Water (blue) may be present, and ridges (dark brown lines) may run along some of the sides of the hexes. During the game, railroads are built by placing track pieces on continuous hexes so that they connect cities.

Railroad Baron cards

Railroad Operations cards

This Rulebook
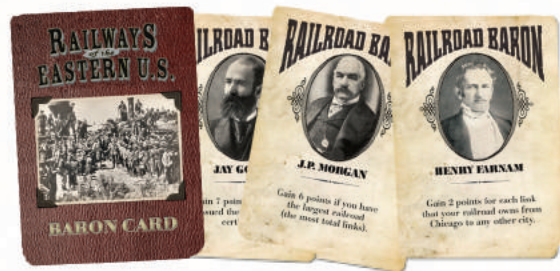
Starting the Game

Set Up Refer to the basic rules of *Railways of the World* for general information on how to set up, as well as supplemental information and other questions you might have on how to play

Railroad Barons Once the gameboard has been set up (cubes have been randomly placed in the cities), players are each dealt two Railroad Baron cards. Each player chooses one baron to be kept in front of him face-down and places the other baron face-down out of the playing area. At the end of the game, players reveal their baron card and, if a player has met the requirements of the card, he or she then receives the corresponding 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 that hex is $3,000. If a hex does not have a dot or water, it is treated as open terrain.

MAJOR LINES

Atlanta	Richmond
Baltimore	Toledo
New Orleans	Minneapolis
New York	Chicago
Boston	Washington
New York	Kansas City

Major Lines Remove the Major Line operations cards from the deck, and set them beside the board face-up. These cards represent strategic routes and, once a major line has been completed by a single player, that player receives the points on the card and that major line cannot be scored by anyone else.

Optional Rule: Players may choose to shuffle the major line cards into the operations deck so that they come out at random over the course of the game.

Issuing Bonds Players may only issue bonds 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. (For example if a player has $0 and needs $16,000 to build track, the player may issue four bonds, but he or she cannot issue any more bonds in conjunction with this purchase).

Build Western Link

Players have an additional action at their disposal.

This action represents the building of a rail network west of the left map edge. This network will give the player access to the great wealth of the American West.

During the railroad era, countless railcars filled with cattle and grain were transported by the new railroads to feed the growing cities in the East (and Europe). The city of Chicago grew and prospered as a rail center, market, and slaughterhouse.

Once a player has completed a link to either Kansas City or Des Moines, he or she may perform the Build Western Link action in that city as a future action. When this action is performed, a "Special Link" tile (found in your *Railways of the World* components) is placed in the appropriate "Western Link" hex west of the city to which the player has connected. That player then places his or her control locomotive on it. Four red cubes are then added to that city (taken from the goods bag). The cost for performing this action is $30,000.

Once a western link has been built, all red cubes delivered from a Western Link city to the city of Chicago cause two new random cubes to be placed on Chicago. Note: the delivered red cube is removed as usual and placed in the bag before the new random cubes for Chicago are drawn.

Ending the Game

The number of empty city markers that ends the game (same mechanics as the basic game) depends on the number of players:

2 Players:	10 Empty City Markers
3 Players:	12 Empty City Markers
4 Players:	14 Empty City Markers
5 Players:	16 Empty City Markers
6 Players:	18 Empty City Markers

Strategy

- Issuing bonds is part of the game, but too much debt can bury your railroad. Be disciplined with the number of bonds you issue. While it can be very tempting to build a big network and go for the long deliveries at the very beginning, a safer strategy is to build a short track link, deliver goods, build another short link, deliver more goods, upgrade your engine, deliver more goods, and so on.

- *Railways of the Eastern U.S.* is a game of brutal competition for markets. Try to secure your track connections to the best cities as soon as you can. If you wait, the other players will get there first!

- DO NOT allow a single player to dominate the Northeast. This region is very dense with large cities, a player left alone here will create a very powerful railroad. Two or three players should have at least some presence in this profitable area.

- You should be on the lookout for goods that another player might deliver before you. Deliver these "at risk" goods before others that are "safer" (either because they are in cities that only you connect to, or because no other player can deliver them to a correctly-colored city).

- Early in the game, winning the auction (to be the first player) can be very important. Going first ensures you get your first choice of the card, the route, or the goods cube that you want. However you must also watch your expenses to avoid going too deep into debt. And if the player just to your right places a big bid, it may be a good idea to pass, since going second is almost as good as going first (and you'll pay nothing!).

- When trying to decide where to build your first links, look for concentrations of goods of one color and the cities that take those goods. Make sure that you build links that allow you to deliver some goods right away (with a 1-engine), and some that can be delivered in two links (with a 2-engine). This way, you'll be off to a good start.

Credits

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Rulebook – Sean Brown and Keith Blume

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Production and Assembly - PLP

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