

Railways FAQ – 6/13/2023

Consolidated FAQ from the BGG forum entries for Railways.

Q. How to make profit if the “Leisure” building symbol is not on any of the action cards in my hand?

A. There are still two ways you can get profit:

1. Use any other two Destination Icons to substitute for the Leisure icon.
2. Get 1 profit for each stop visited with the Move Passengers action.

Q. How to get Rail Workers if the Rail Worker Icon not on any of the action cards in my hand?

A. You start with 2 Rail Workers. If you can link track to an Industrial building, you can then send passengers there and get Rail Workers that way.

Q. If the number of passengers on an added building die is decremented to 0, what happens to the building?

A. The building disappears and the die is removed from the map.

Q. If a building is ever removed from the map, can it be rebuilt?

Since only 3 buildings can be built in the entire game (rules pg. 7), the building removed can never be added back on the map. However, the removed die can be used to add passengers to any of the printed buildings on the map that have no die.

Q. If two Action Icons are in a section of an Action Card, may I use them both?

A. If both icons apply to the same action, then yes. Otherwise, since you will use one of the icons for your 1st action and then discard the card, the 2nd icon will not be available for your 2nd action.

Q. Can two Action Icons on a single card be used for two different actions?

A. Similar to the answer to the last question, the answer is no. When an Action Icon on a card is used for the first action, the card is then discarded. At that point, the second action, if possible, needs to be made from any remaining Action Cards left on the table.

Q. Suppose I build a building and then complete a Rail Link to that building. If that building then goes away because I move the last passenger from that building, what happens to the Rail Link?

A. The Rail Link goes away – IE. remove the Rail Cube from the link to show that Rail Link is no longer active.

Q. Suppose I build a building that connects two like buildings into a 3-part building. I then move the last passenger from the building I've placed. What happens to the remaining two buildings?

A. The remaining two buildings are now unconnected. Passengers cannot be routed through one of the buildings to the other. Suppose you want to connect those two buildings by rail. If a Rail Link Unit connects the two isolated buildings, that Rail Link must be activated via the "Buy a Complete Rail Link" action before passengers can pass between the two buildings.

Q. How do I know if I've won the game?

A. The basic victory conditions are to simply get the highest score possible per the metric "profit + (3 x # of Rail Links) – Pollution". So, essentially you can play to beat your own score. Generally scores greater than 50 are hard to get.

However, on page 11 of the rules, there are a number of "binary" victory conditions (IE. you either win or lose) that you can try.

Lastly, for an ultra-hard game, try victory condition 5 (The Rail Baron) where you try for more than one condition at the same time.