

SMALL RAILROAD EMPIRES





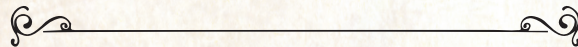
❧ OVERVIEW ❧

Greetings entrepreneur, and welcome to the 19th century!

It is the time of industrial revolutions, inventions, and higher levels of productivity, profit, and prosperity! You are here because you have decided to found a train-freight company during these exciting times! As the chief executive of this new company, your job will be to build your railway network, establish delivery routes, fulfill contracts and demands, invest in new locomotives, and gain prestige for your company through the completion of grand achievements!

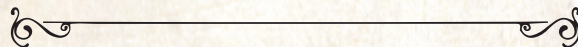
But be careful – competition can be fierce! Other companies are fighting to claim the same delivery routes and fulfill the same demands, so you must plan carefully!

Are you ready to grow your company into the most prestigious and successful train-freight service?



GAME OBJECTIVE

Build the best railway empire and have the most prestige at the end of the game!



COMPONENTS



4 Map Tiles



1 Prestige Track with
Train Market



32 Train Cards



12 Achievement Cards



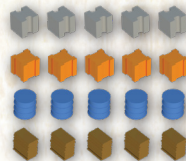
8 Secret Contract
Cards



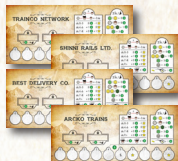
12 Loan Cards



1 Starting Player
Marker



20 Resource Goods
(5 of each type)



4 Player Boards



92 Railroad Tracks
(23 per player)



32 Train Meeples
(8 per player)



28 Marker Discs
(7 per player)



1 Industries Board
("Industrial Boom" Variant)



20 Industry Board Tokens
("Industrial Boom" Variant)



16 Rural Town Tokens
("Rural Connections" Variant)



12 City + 12 Factory Tokens
(City and Factory Tokens Shuffle Variant)



18 Action Cards
(Solo Mode)



16 Destination Cards
(Solo Mode)



Player Aid Cards

SETUP

1 Assemble the Map:

Use the map tiles to create the country in which you will build your railroad empire. For a 2-player game, use 3 map tiles; for 3- and 4-player games, use all 4 map tiles.

Note the white dots on the edge of each map tile. Arrange the map tiles so that the dots line up as much as possible, as shown in the image on the right. The dots don't have to line up perfectly, and not all dots will touch, but this arrangement will help to build a better, more-balanced map.

2 Place Goods on Factory Spaces:

Place Goods markers on each corresponding Factory space on the board.

3 Distribute Player Pieces:

Give each player a player board, 23 tracks, 8 train meeples, and 7 disc markers in their chosen color. Then, each player will place one of their tracks on each "locked" space of their Player Board, and one disc on the "\$5" space. Each player will then place another disc outside of the 1st space of the Prestige (victory points) track.

4 Prepare Achievements:

Shuffle the Achievement Cards. Draw 5 of these cards and place them face-up near the board, within sight of all players.

5 Secret Contracts:

Shuffle the Secret Contract cards and deal one 1 to each player, face-down; players may look at their own cards, but should not show them to other players.

6 Train & Loan Cards:

Shuffle the Train Cards and deal 3 to each player. Draw another 3 Train Cards and place them face-up along the bottom of the Prestige Board. Place the Loan Cards near the Prestige Board.

7 Place Starting Tracks:

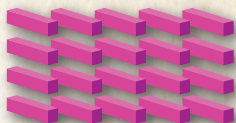
Beginning with the last player to have been on a train and following counterclockwise, each player will place 1 starting track on a Factory of their choice anywhere on the board. A player cannot place a starting track on a Factory that already contains another player's track. After this, play will proceed in clockwise order, starting with the last player to have placed a track during this setup step.



BEST DELIVERY CO.

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

0 = 0
1 = 1
2 = 2
3 = 3
4 = 4
5 = 5
6 = 6
7 = 7
8 = 8
9 = 9
10 = 10



SHINNI RAILS LTD.

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

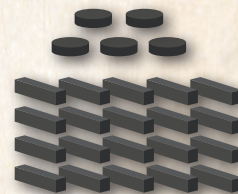
0 = 0
1 = 1
2 = 2
3 = 3
4 = 4
5 = 5
6 = 6
7 = 7
8 = 8
9 = 9
10 = 10



TRAINCO NETWORK

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

0 = 0
1 = 1
2 = 2
3 = 3
4 = 4
5 = 5
6 = 6
7 = 7
8 = 8
9 = 9
10 = 10



GAMEPLAY

A player's turn consists of the following phases:

- 1 Construct Tracks (mandatory)
- 2 Deliver a Good (optional)
- 3 Complete Achievements (optional, and only if eligible)
- 4 Buy a Train Card (optional)

1. Construct Tracks (mandatory):

During this turn phase, you **must** construct 2 tracks (place them on the map tiles) to extend your rail network. Each constructed track must be adjacent to at least one track or train meeple of the same color; and a track cannot be constructed on a tile containing piece of the same color (player). When constructing tracks, you must pay the corresponding terrain track costs (if applicable). For easy reference, each player board includes a Track Cost Table.

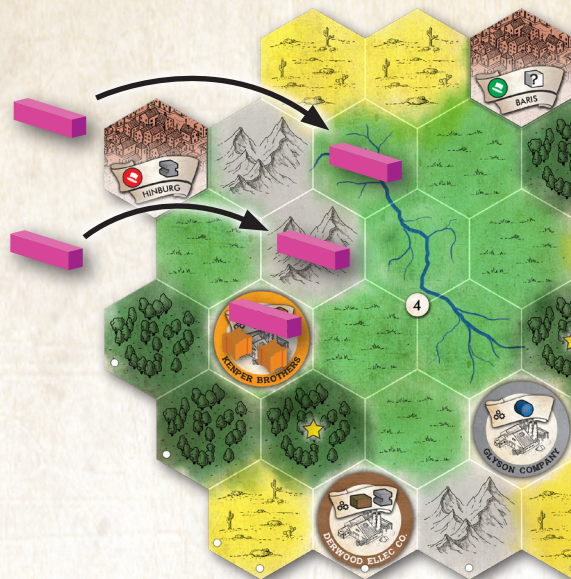
! A maximum of two players can have tracks or train meeples on any space.

2 / 1	
 / 	= 0 \$
 / 	= 0 \$
 / 	= 1 \$
 / 	= 2 \$
 / 	= 3 \$
 / 	= 1 \$

Track Cost Table:

The Track Cost Table provides information on how much it costs to construct tracks over different types of terrain; note that there is no cost to construct a track on a Factory or City.

If you construct a track on a space that already contains an **opponent's track**, you **must** also **pay \$1** to that opponent, **except** on a Factory or City space; both players should immediately adjust the money discs on their player boards.

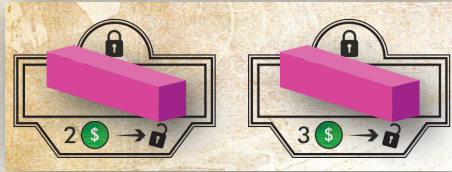


Example: Above, Purple wants to construct two tracks: the first track on the mountain space and the second track on the river space.

Purple must pay \$5 total, \$3 for the mountain space and \$2 for the river space to construct these tracks. They adjust their money track accordingly.



Star Spaces: If you are the first player to construct a track on a space marked with a star, you will immediately receive 1 Prestige.

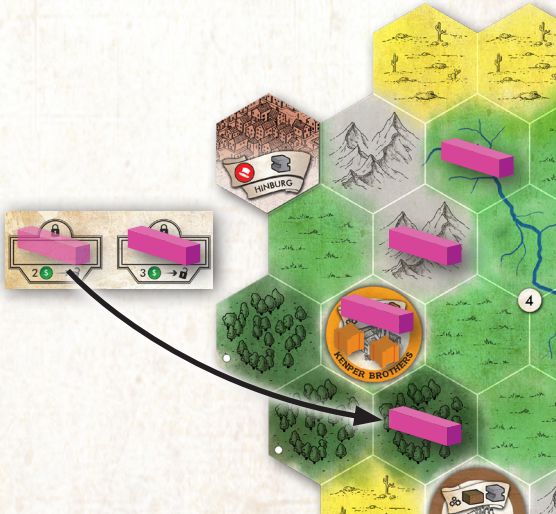


Example: Purple wants to unlock and construct one of their locked tracks. They first check if they are not first or tied for the first place on the Prestige Board. Since Purple is 2nd on the Prestige Board, they pay the necessary cost to unlock their 3rd track and construct it on the marked space on the board by paying the associated terrain costs (in this case \$1 for the forest space).

Locked Tracks:

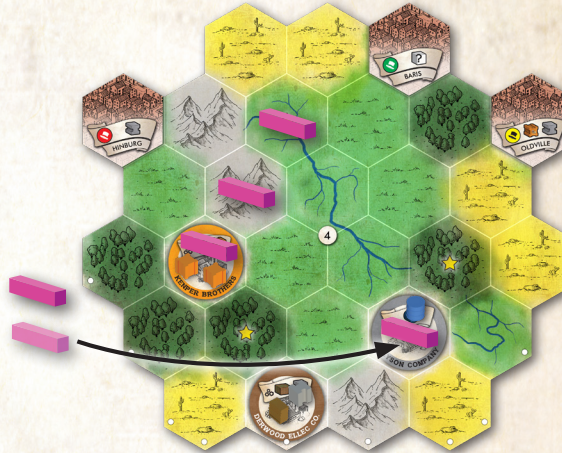
Twice during the game, you may construct a third track on your turn. To do so, you must unlock that track on your player board by paying its associated cost (\$2 for the first track, \$3 for the second).

- ❗ You may unlock a track only if you are not in first place or tied for first place on the Prestige Track.
- ❗ You may unlock the third track at any time during the Construct Tracks phase.
- ❗ You cannot unlock and construct both Locked Tracks on the same turn.



New Unconnected Route:

You can start a new route, unconnected to any of your other tracks, by paying \$2 and constructing a track on any Factory where you don't already have a track. This counts as one of the two tracks you can construct on your turn.



Example: Purple wants to start a new unconnected route. They pay \$2 to construct one of their two tracks on a new Factory where they don't have any of their tracks adjacent. From now on, they can expand their track network from this Factory.

2. Deliver

If you have a previous delivery, you may deliver

The goods icons printed on each City represent the Goods that can be delivered to that City. This means that the same type of Good can be delivered to a City multiple times (although by separate players). Return delivered Goods to the supply.

Some Cities, like Baris on the left, have a wild Good  symbol - this means that any type of Good can be delivered to this City.

- ❗ You may only make one delivery per turn.
- ❗ You cannot deliver to a City that already contains one of your train meeples.
- ❗ If there is more than one route available for your delivery, you must always choose the shortest one.

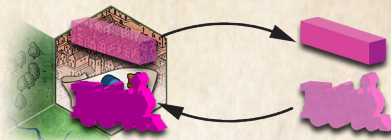
- 1 Return delivered Good to supply
- 2 Calculate final route length
- 3 Replace track in City with train meeple
- 4 Gain Prestige and City bonus \$
- 5 Play a Train Card

-

-
- ?
- 0-3 0 -1 ★
- 4-6 +1 0 ★
- 7-8 +2 +1 ★
- 9+ +3 +2 ★
- 1st +2 2nd +1



- 3 Replace your track in the delivery City with one of your train meeples, marking your delivery to that City. Return the replaced track to your supply to be used for later turns.



- 4 If you are the first player to deliver a good to a particular City, you receive an additional \$2; the second player to deliver to that City receives an additional \$1, as shown on the Route Earnings Table on your player board:



- 5 Finally, you must play a Train Card from your hand into your play area, face-up. If your delivery fulfilled the condition on that train card, you will gain 1 bonus Prestige.

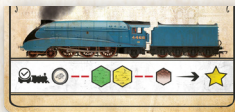
Train Cards' conditions are explained as follows:



Gain 1 bonus Prestige if you have delivered this type of Good this turn.



Gain 1 bonus Prestige if the length of your route is 5 or greater.

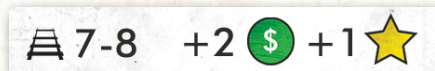


Gain 1 bonus Prestige if your delivery route passed through these type/s of terrain.

Example: Purple wants to deliver the orange Good to Lowdown, so they must calculate the length of the route to see their delivery earnings. Counting from the Factory to the Destination City, there are 9 spaces, including 1 Train Meeple. The length of the route is calculated as follows:

9 length (from spaces) - 2 length (from train meeples) = **7 total length**.

Purple will gain \$2 and 1 Prestige for that route length, as shown on the Route Earnings Table and will adjust their Money track and Prestige Board markers accordingly:



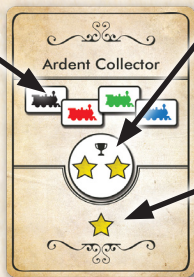
3. Claim Achievement(s) (optional, and only if eligible):

In this turn phase, you may claim any Achievements that you are eligible to claim.

Achievement

Condition:

Explains the condition of this Achievement; if you have met the condition, you are eligible to claim this Achievement.



Winner Section:

Only the first player that is eligible to claim this Achievement may claim this section.

Runners-up Section:

All other eligible players may claim this section.

Each Achievement has two sections that can be claimed by players; **Winner** and **Runner-up**.

Each Achievement's **Winner section** may only be claimed once per game, and only by a single player; a player may claim a maximum of one Winner section among all Achievements, per turn.

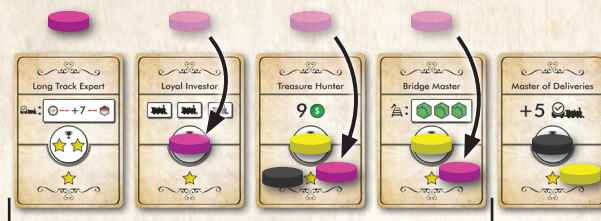
A player may claim the **Runner-up** sections of multiple Achievement cards during this step only if the Winner section of those Achievement cards have already been claimed, and may never claim a particular Achievement more than once per game (a player can have either the Winner or the Runner-up section of an Achievement claimed, but not both).

If you are the first to claim an Achievement, place one of your disc markers on the Winner section (the circle with two stars in the middle of that Achievement Card).

If you are not the first to claim that Achievement, place one of your disc markers on the Runner-up section (bottom section of the card marked with one star).

At the end of the game, for each Winner section claimed, you will score +2 bonus Prestige, and for each Runner-up section claimed, you will score +1 bonus Prestige.

An Achievement Card rule reference can be found on page 13.



Example: On their turn, Purple is eligible to claim the first 4 out of the 5 Achievements.

Purple is eligible to claim the Winner sections of the two leftmost Achievements, but they are only allowed to choose one of them (a player can't claim two Winner sections in a single turn), so Purple chooses the *Loyal Investor* Achievement. Purple places one of their disc markers on the Winner section of that Achievement.

Purple is also eligible to claim the next two Achievement in the row, but since Yellow has already claimed the Winner section, Purple may now only claim the Runner-up section of those Achievements. Since multiple Runner-up sections can be claimed in a single turn by a player, Purple places two of their disc markers, one on each of those Achievements.

KEY TAKEAWAYS:

- ❗ In order for you to claim an Achievement, you must be eligible (meet the Achievement's condition).
- ❗ First player to claim an Achievement, claims the Winner section of that Achievement.
- ❗ All other players that claim the same Achievement, claim the Runner-up section of that Achievement.
- ❗ You may claim only one section of an Achievement (either Winner or Runner-up).
- ❗ At the end of the game, Winner sections award players +2 bonus Prestige, while Runner-up sections award players +1 bonus Prestige.

4. Buy a Train Card (optional):

Finally, you can buy a Train Card from those available on the market. From left to right, these cards cost \$0, \$1, and \$2. When a Train Card is purchased, slide the remaining cards to the left and draw a new card to fill the \$2 slot.



If the market ever shows 3 Train Cards of the same color, shuffle them back into the deck and draw 3 new cards to fill the market.

- ❗ **Hand size is limited to 3 cards.** If you already have 3 Train Cards in your hand, you cannot buy a new Train Card.
- ❗ **Train Cards cannot be discarded.**
- ❗ **If the last card of the train deck is drawn when refreshing the market, the end of the game is triggered (see Game End section).**

OTHER IMPORTANT RULES



Factory Production:

Three spaces on the Prestige Track are marked with the Factory icon. The **first time** that any player reaches each of these spaces, it will cause some or all of the Factories to produce Goods; each of these spaces may only be triggered once during a game. When this happens, refill each Factory on the board so that it contains the same number and types of Goods as printed on that Factory.

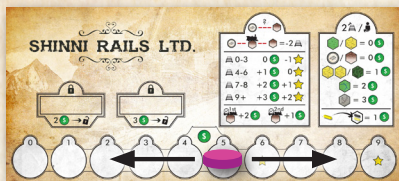


Secret Contracts:

When you make a delivery from a Factory that matches the one named on your Secret Contract card, you may immediately reveal it and score that Contract's bonus Prestige; then discard this card and do not draw a new Secret Contract card.

Money Track:

Players can never have more than \$9, as indicated on the Player Boards.



Adjust your Money track marker accordingly whenever you spend or earn money.

At the end of the game, depending on where your Money track marker ends up, you will receive bonus Prestige:



If your marker ends up on any of the \$6, \$7 or \$8 spaces, you will receive +1 bonus Prestige.



If your marker ends up on the \$9 space, you will receive total of +2 bonus Prestige.



Loans:

If you are unable to pay for terrain costs when constructing tracks, or to unlock a track, you may take a Loan Card. Each Loan Card immediately provides \$3, but at the end of the game you will lose 1 Prestige for each Loan you have taken. Loans cannot be repaid.

GAME END

Several events can trigger the end of the game:

1. **If a player constructs their last track** (not counting locked tracks) during the Construct Tracks phase. A player that has only one track left in their supply may still construct that single track as part of their turn.

A player may still make a delivery after constructing their final track; this will still trigger the end of the game, even if the player takes a track back to their supply when it is replaced with a train meeple.

2. **If the last card from the train deck is drawn** when refreing the train cards on the market during the Buy a Train Card phase.

3. **If all Cities have 2 train meeples** after replacing the track with a train meeple during the Deliver a Good step.

When the end of the game is triggered, the player that triggered it finishes their turn. Then, all other players complete the round so that all players have taken the same number of turns (the game should end with the player right of the player with the First player marker).

Players are not required to unlock and construct their locked tracks during their final turn, but they may if they are able to.

Once the last turn has finished, players then calculate the Prestige they have gained from Achievement Cards, Passenger connections (top hats), their Money track and any variant end-game scoring.

The player with the most Prestige wins the game!

If there is a tie for Prestige, the player that has the least amount of Train Cards (completed less deliveries) is the winner. If there is a tie again, the player that has more money is the winner. If there is a tie again, the player that has claimed more Winner sections among Achievements is the winner.

GAME END TRIGGERS:

- ❗ If a player constructs their last track.
- ❗ If the last card from the train deck is drawn.
- ❗ If all Cities now have 2 train meeples each.

OTHER KEY TAKEAWAYS:

- ❗ Players are not required to unlock and construct their locked tracks during their final turn.
- ❗ A player running out of Train Meeples doesn't trigger the Game End. If this happens to a player, they may still use their turn to construct tracks, claim Achievement(s) or buy Train Cards.

ACHIEVEMENT CARD REFERENCE



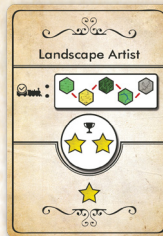
Long Track Expert:

This turn, I made a delivery along a route with a length of 7 or more.



Longer Track Expert:

This turn, I made a delivery along a route with a length of 9 or more.



Landscape Artist:

This turn, I made a delivery along a route that passes through 5 different terrain types.



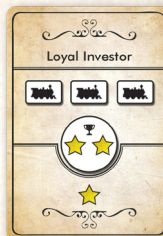
Master of Deliveries:

I have made 5 deliveries (I have 5 Train Cards).



Ardent Collector:

I have at least one Train Card in each of the 4 colors.



Loyal Investor:

I have at least 3 Train Cards of a single color.



Treasure Hunter:

I have \$9 on my Player Board.



Tunnel Master:

I have constructed tracks on 3 mountain spaces anywhere on the board.



Bridge Master:

I have constructed tracks on 3 river spaces anywhere on the board.



Express Network:

My network includes Cities of all 4 passenger (top hat) colors.



"Industrial Boom" Variant Only

Industrial Pioneer:

I have made deliveries from each of the 4 industries.



"Rural Connections" Variant Only

Rural Town King:

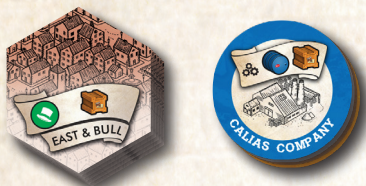
I have constructed tracks on 3 Rural Town spaces anywhere on the board.

VARIANTS

City and Factory Tokens Shuffle:

This simple variant provides you with the ability to alter the locations of Cities and Factories on the map.

To do so, after placing the map tiles during setup: cover each City space on the map with a City token, and each Factory space with a Factory token; then proceed with setup as normal.



"Passengers" Variant:



Cities are marked with colored top hats, which represent their citizens' travel demands. By connecting 2 Cities that have same-color top hats, you will receive +1 Prestige at the end of the game; if you can connect 3 Cities that have same-color top hats, you will instead receive +3 Prestige at the end of the game.



2 Top-Hats of a Color
= +1 Prestige



3 Top-Hats of a Color
= +3 Prestige

"Industrial Boom" Variant:

This variant introduces the Industries Board and a new Achievement Card ("Industrial Pioneer"). During setup, place the Industries Board near the map, and place a matching marker on the starting position of each Industry track (marked with "S"). If you wish to use the Industrial Pioneer card, include it during setup as the 5th Achievement Card.



The Industries Board has four tracks, each belonging to one of the four Industries in the game. An Industry is considered to be all of the Factories of the same color, regardless of what types of Goods those Factories produce.

Here are the four Industries in the game:



Calias
Company



Kenper
Brothers



Glyson
Company



Derwood
Ellec Co.

Additional Rules/Rules Changes:

• **6th Delivery Step:** When you make a delivery, note which Industry's Factory the delivery came from and move its associated marker one space up on the Industries Board.

Afterwards, take one corresponding Factory token in your supply to mark that you made at least one delivery from Factories belonging to that Industry (this token will be needed to meet the Industrial Pioneer Achievement condition). When you gather one Factory token of each industry, you will be eligible to claim the Industrial Pioneer achievement.

• **Factory Production Change:** Rather than triggering factory production when reaching the “factory production” space on the Prestige Track, players now trigger factory production on the Industries Board. When an Industry’s marker reaches the “factory production” space on its track, refill only that Industry’s Factories with the corresponding Goods. In order for the other Industries to refill their Factories, their marker would also need to reach the “factory production” space on their track.

If a player makes a delivery and moves an Industry marker to the last space of it’s Industry track, that player gains 1 Prestige.

“Rural Connections” Variant:

This simple variant adds Rural Town Tokens, along with an additional Achievement Card (“Rural Town King”). During setup, shuffle the Rural Town Tokens face-down, then put one face-down token on each map space marked with a star. If you wish to use the Rural Town King, include it during setup as the 5th Achievement Card.



Additional Rules/Rules Changes:

• **After the “Construct Tracks” phase:** If you construct a track on a space that contains a Rural Town Token, immediately reveal that token and resolve its effect, then discard the token. You do not gain the Prestige from the star on the board. Play then proceeds as normal.

The effects of Rural Town Tokens are as follows:



“Train Breakdown!” You must pay \$1. If you have no money, you must take a loan to pay for this effect.



“Gold Cache:” You immediately receive \$1.



“Beautiful Location:” You immediately receive 1 Prestige.



“Abandoned Locomotive:” When you reveal this Rural Town token, put it near your Train cards and choose one Train card color. This token counts as a Train card of the chosen color when claiming Achievements.

Note: Rural Town Tokens are discarded once they have been revealed. Thus, only the first player to construct a track on a Rural Town Token space will resolve that token’s effect.

SOLO RULES

In the solo game, your company will go head-to-head with the Great Steam Conglomerate ("GSC"), a train-freight conglomerate made up of two companies: Black and Yellow. Will you outwit the GSC, or will your plans be derailed?

COMPONENTS OVERVIEW

Destination Cards:

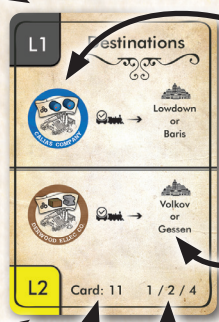
The GSC players will use these cards to determine their Destination cities during the game. Here's an overview of the Destination Card:

L1 and L2:

Each Destination card is separated in half. The upper half (L1) always corresponds with the Black GSC player while the lower half (L2) always corresponds with the Yellow GSC player.

Card Number Reference:

These are just card numbers reference - you should have a total of 16 different Destination cards in your copy of the game.



Origin Factory:

Each Destination card will have two origin Factories for each of the two GSC players.

Destination City:

Each Destination card will offer a choice of two Destination Cities for each of the two GSC players.

Map Tiles Compatibility:

Each Destination card is compatible with only certain map tiles of the game (see Setup).

Action Cards:

The GSC players will use these cards to determine how many tracks will they construct towards their given Destinations as well as perform several other actions. Here's an overview of the Destination card:

Most probable Destination:

This part of the card shows towards which of the two destinations the GSC players will most probably construct tracks.



Era:

The Action cards are separated by three Eras, indicated by the dots on the cards (one dot is 1st Era, two dots is 2nd Era, three dots is 3rd Era).

As the game progresses, the GSC will draw Action cards from later Eras.

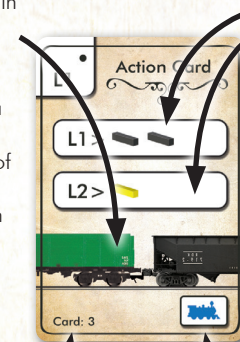
Railcars:

Each Action card has two half-railcars of a certain color.

Each time the GSC completes a Railcar (connects two half-railcars of the same color), the GSC will earn 1 Prestige.

Card Number Reference:

These are just card numbers reference - you should have a total of 18 different Action cards in your copy of the game.



Track Construction Amount:

These slots indicate how much tracks will the GSC players construct towards their respective destinations when this card is drawn.

Train Market Color Affinity:

This icon adds to the total train market color affinity of the GSC players. (pg. 22)

SETUP

1 Construct Map:

Use 3 map tiles to make a modular map of the country.

As with the standard setup, arrange the tiles so that the white dots line up.

Note: The dots don't have to line up perfectly, but doing so will help to build a better, more-balanced map.

2 Prepare Destination Cards:

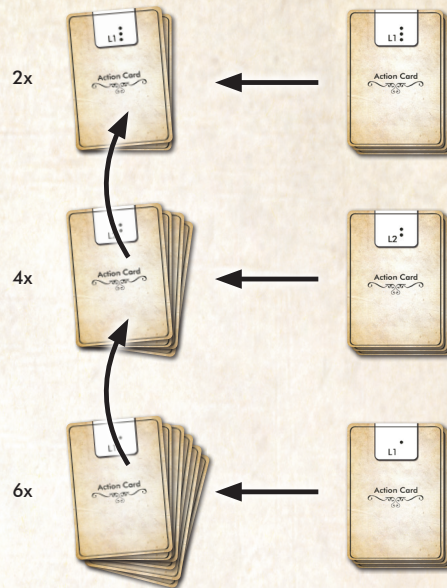
Look through the Destination Cards and set aside any that correspond to the numbers on the tiles you used to build your map. For example, if you are playing with map tiles 1, 3, and 4, you must find the 4 cards that have those numbers in the bottom left corner. Shuffle these cards into a deck and place them face-down on the table. Then, reveal the top card and place it within reach.



Additionally, take two disc markers of the GSC players colors and place them on the left of the Destination card you revealed. You will use these markers to mark which of the destination cities the GSC players have already made a delivery to.

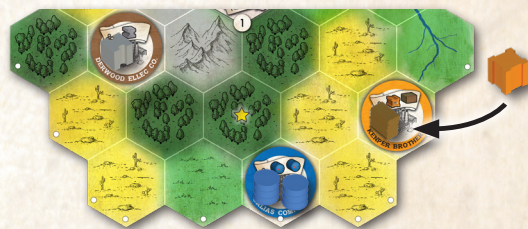
3 Prepare GSC Action Cards:

Sort the Action Cards by Era (1, 2, 3 dots) and shuffle each deck separately. Set aside 2 face-down cards from the Era 3 deck; cover these with 4 face-down cards from the Era 2 deck, followed by 6 face-down cards from the Era 1 deck. There should now be 12 cards in the GSC Action Card deck; return all leftover cards to the game box.



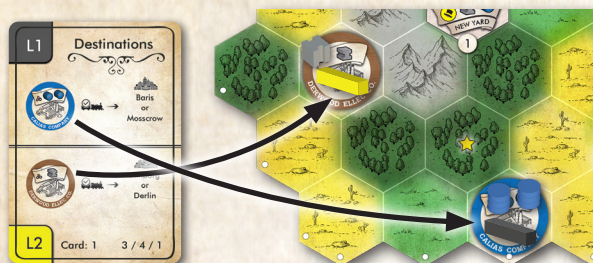
4 Place Goods on Factory Spaces:

As with the standard setup, place the appropriate goods on each Factory space on the map.



5 GSC Starting Tracks:

Place starting tracks on the map from each GSC player onto the Factories that correspond with the ones on the revealed Destination card. These will be the GSC's origin Factories; each GSC player will always construct tracks towards one of their offered Destination Cities which is closer to the origin Factory, until that route is complete and a delivery has been made from that Factory.



When doing this part of the setup, be careful to match the Factories on the Destination card with the Factories on the board - they should be the exact color with the exact amount of resources as shown on the Destination card.

6 Player Boards, Tracks, Train Meeples, and Disc Markers:

Gather the tracks, train meeples, disc markers, and Player Board of one color (not black nor yellow). Put one track of your chosen color on each of the locked track spaces on your Player Board, and place your starting Money track marker on the \$5 space.

The GSC players don't get Player Boards, however they get their own separate Prestige track markers.

7 Prepare Achievements:

Remove the Achievement cards: Treasure Hunter and Ardent Collector. After that, select 5 Achievement Cards at random, and place them face-up near the board.

8 Secret Contracts:

Draw one Secret Contract card; keep this face-up near your Player Board.

9 Train Cards:

Shuffle the train cards and draw 3 for yourself. Draw another 3 cards from the deck and place them face-up at the bottom of the Prestige Board to create the train market.

The GSC players do not have a Train Card hand. Instead, they take train cards when they complete a delivery. (pg. 22)

10 Place your Starting Track:

Place one track on a starting Factory of your choice that does not already contain a GSC starting track.



GAMEPLAY

Player Turns:

You will take the first turn of the game, which is played much the same as the multiplayer game, with the following exceptions and additions to the rules:

- ❗ When you construct a track on a space already containing a GSC track, pay \$1 and ignore any terrain costs for that space.
- ❗ When the GSC players construct a track on a space that already contains one of your tracks, you gain \$1.
- ❗ You do not receive a bonus for being the first or second player to deliver a Good to a City.
- ❗ There is no limit to how many players can have a track on any given space - all three players can have tracks on a single space).
- ❗ Each GSC player gains Prestige independently, however at the end of the game their scores are summed up to get the total score for the GSC.
- ❗ The game is played for 12 rounds, or when the GSC completes all 8 deliveries.

Once you have completed your turn, play passes to the GSC.

The GSC Turn:

The GSC will play one Action Card in each round of the game. The GSC takes the following steps during their turn:

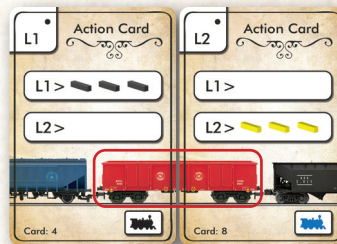
1. Draw Action Card:

Draw the top card of the Action Card deck and place it, face-up, on the right of the deck; afterwards place each Action Card that follows to the right of the previous round's card. At the end of the game, the GSC will have formed a tableau of 12 Action Cards, similar to the following diagram:



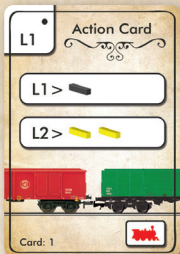
2. Prestige for Connected Railcars:

When you draw a new Action Card for the GSC players, check if that card completes a railcar of a single color with the previous Action Card in the tableau. If that is the case, the GSC player that has more tracks to construct on the newly drawn Action Card gains 1 prestige.



Example: In the case above, the GSC has played an Action card which resulted in the completion of a red Railcar. Because on the new Action card, the yellow GSC player has more tracks to construct, they will gain the 1 prestige.

3. Construct Tracks:



The Action Cards determine how many tracks the Black and Yellow GSC players will construct in the round the Action card was played, starting from their origin Factories and moving outward to their respective Destination Cities.

In the case the action card provides more tracks than needed to complete a delivery, that company doesn't construct the remaining tracks.



The Destination cards indicate the destination between the factory and one of the two cities.

These cards indicate that Black will construct one track that goes from its L1 origin Factory (Calias Company) towards its L1 destination (East & Bull or Oldville, whichever is closer).

Yellow will then construct two tracks going from its L2 origin Factory (Glyson Company) towards one of the L2 Destination Cities while following the Destination rules (pg. 20).

! Remember: When the GSC players construct tracks on any space containing your track, you immediately gain \$1.

! If a GSC player constructs a track on a space that shows a star, it gains 1 Prestige.

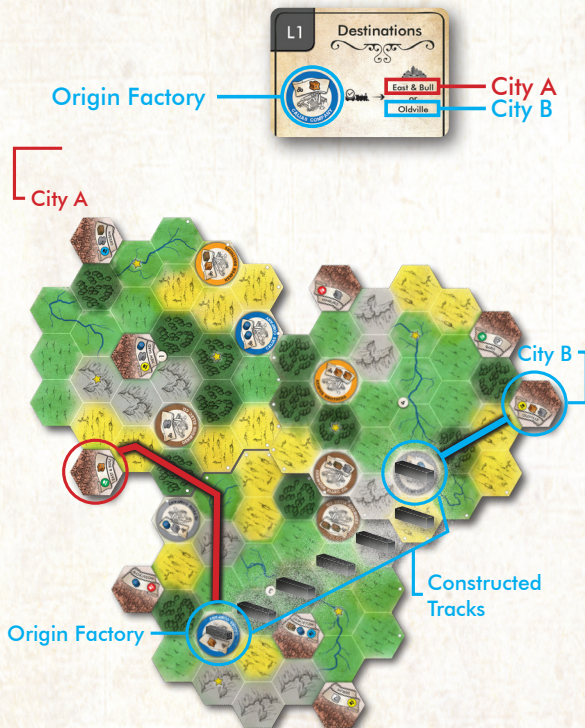
Determining Destination and Shortest Route:

To determine which of the two Cities on the Destination card is the new destination, do the following steps:

1. Shortest route:

Determine how the GSC can reach each of those Cities with the **fewest new tracks constructed**. Throughout the game, if a newly drawn Destination card is connected to its Factory or City by the previously constructed tracks, the GSCs can use those tracks to determine the new destination.

Example: Black draws a new Destination Card. They will either use 6 tracks to get to City A (in this case, East & Bull) from the origin Factory; or 3 tracks to get to City B (in this case, Oldville) by using their previously constructed tracks connected to the origin Factory. Black chooses City B as its destination because It will construct the least amount of tracks to get there.



2. Fewest Direction changes:

If more potential routes use the same amount of tracks to reach a City, then the GSC will use the route with fewest changes in direction, starting either from the origin Factory or from a previously constructed track.

To determine this, start counting spaces from the origin Factory or from a previously constructed track (whichever is fewer spaces away from the City) toward the destination City.

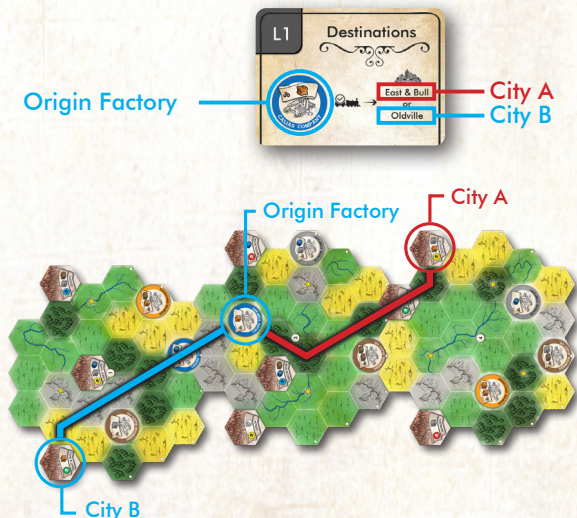
Step 1) First, count space-by-space in a straight line toward the city.

Step 2) If this line does not connect directly to the Destination City, get as far as possible along it and then change direction towards the City, adding the spaces along the new direction to the previous total of counted spaces.

Step 3) If more direction changes are needed to reach the Destination City, repeat the previous step.

Note: Remember that you must determine the Destination route before constructing new tracks, after which each new track the GSC constructs is placed along that route.

Example: Black can get to City A (in this case, East & Bull) and City B (in this case, Oldville) in 7 tracks. To get to City A they will have to change direction 2 times. To get to City B they will have to change direction once. Yellow will choose City B as its destination because that route has fewer direction changes.



3. Destination Tie:

If both Cities are equally distanced from the factory and getting there will change direction the same number of times, the GSC will always choose the upper (top) City on the Destination card as its new destination.

Example: Yellow can get to City A (in this case, East & Bull) and City B (in this case, Oldville) in 6 tracks with 1 change in direction from the origin factory. Yellow will choose City A as its next destination, since it's the top City on the Destination card.



4. Make a Delivery:

If either player of the GSC has constructed a track in a destination City, that player will make a delivery to that City. Sometimes, it can happen that both of the GSC players construct a track in a destination City on the same turn; in this case both players will make their deliveries that turn.

When a GSC makes a delivery, place a train meeple of the appropriate GSC color in that City and return the delivered good to the game box. The GSC player that made the delivery then gains Prestige according to the length of their delivery route, as shown in the table to the left.

To make a delivery, execute the following delivery steps:

- 1 Place a train meeple to that City
- 2 Return Delivered good to the supply
- 3 Gain Prestige
- 4 Take a Train Card
- 5 Claim Achievement (If eligible)

If the origin Factory has both of the resources demanded by the Destination City, the GSC will make the delivery using the leftmost resource shown on the City.

If the origin Factory does not have the resource demanded by the Destination City, the GSC still makes the delivery, without returning a good to the supply, but receives 1 less Prestige.

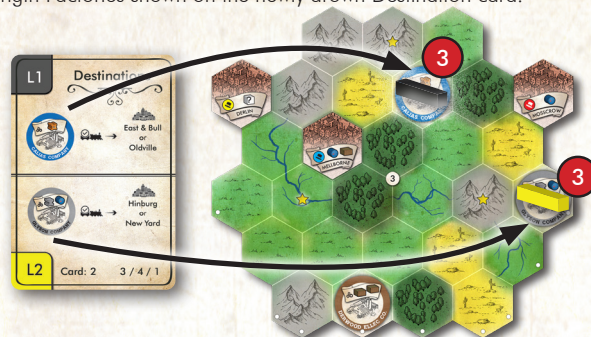
After any of the GSC players makes a delivery, follow this steps:

- 1 Place the Destination disc marker on the corresponding part of the card to mark that the delivery has been made.
- 2 Draw a new Destination card and place it on the right of the old Destination card. The GSC player will now need to deliver to the City indicated on the newly drawn Destination card.

	3-5	+1	★
	6-8	+2	★
	9+	+3	★



- 3 Place a track for each GSC player onto the corresponding origin Factories shown on the newly drawn Destination card.



5. Buy a Train Card from the Market:

When a GSC player makes a delivery, the GSC will take one Train Card from the market. To determine which card the GSC takes, count the total train color affinity (the locomotive icons on the bottom of the Action Cards); the GSC takes the Train Card that matches the **most-common** color of locomotive.



If there is no Train Card of that color, the GSC takes the Train Card matching the **second-most common** color of locomotive, and so on.



If there is a tie between the most-common color of locomotives or there isn't a matching train card on the market, the GSC will take the **leftmost available** train card from the market.



After GSC takes a Train Card refresh the market as usual.

6. Claim Achievements:

The GSC players can claim Achievements as normal, with the exception that each of the GSC players can claim multiple Winner section of the Achievements on the same turn. Note that each GSC player must claim their Achievements independently.

- ❗ In order to claim Achievements connected with the Train Cards, the GSC players pool their Train Cards together.
- ❗ If both of the GSC players are eligible to claim the Winner section of the same Achievement Card, the Winner section will be claimed by the GSC player with less amount of Prestige, while the GSC player with more Prestige will claim that same Achievement Card as a Runner Up.

Example:

- 1 Yellow has just completed a "Long Track Expert" achievement and since it's the first player to do so, place one of its markers on the Winner slot on the achievement card to claim it.
- 2 During the same turn, the GSCs collected their 3rd Blue train, so they are both eligible to claim the "Loyal Investor" achievement as well. Place Black's marker to claim the Winner slot, because at the moment Black has less Prestige on the Prestige track.
- 3 Additionally, both GSCs are eligible to claim the "Bridge Master" Achievement this turn (since both of them constructed their 3rd River track), but since the Player has already claimed the Winner spot, both GSCs will place their markers on the Runner Up spot.



That concludes the GSC's turn. Now it's your turn!

GAME END

The game ends when the GSC plays out the last of their 12 Action Cards or completes all 8 deliveries.

At that point, calculate the Prestige each player has earned from Achievements and add any Passenger points from Cities. Finally, combine both GSC players' scores to determine the Grand Steam Conglomerate's final score. Whoever has the most points wins the game and is declared the Emperor of the Railroads!



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