

Card	Cards	Actions / Effects / Use	Play notes	Draw notes
City	66	(Score number of cards played × city value × number of distinct MR/SL connected to it)		
Short Line	4	• May build corresponding short line's track (which may always branch)	∅	↓
2x	n-1 (3,5,7,9)	• Lay two segments per TL • Double value of all bonuses for round • May remove from game and redraw any number of in-hand city cards before TL2	↻ (✘)	
3x	1	• Lay three segments per TL • No bonuses in round	↓ ↻	①
4 in 1	1	• Lay 4 segments in one TL, 0 in other	↓ ↻	①
Branch Line	15 (10)	• May begin a new route for the MR from any city to which the MR is currently connected	↓ ↻ ✘	① \$1
Boomtown	10	• Upgrade any two cities (2 to 4, and 3 to 5)	↻	

Key to notes

- ↓ Must be played in turn drawn.
 - ↕ Can only be played in conjunction with a city or 2x card.
 - ↻ Replace at side of board at end of round (SFR only).
 - ✘ Remove from game after use.
- ① Only one of these three kinds of cards may be drawn in a round.
- ↓ When a Short Line is drawn, place in front of player and draw a replacement.
- \$1 Costs \$1
- Not in SF
- # Number of cards used (where n = number of players)
- () Substitute for SF

Rules notes

In addition to hand refresh, to 4 (5) cards at start (end), each Round has:

- Play card(s)
- Lay track: TL1
- Lay track: TL2

Start with 4 cards.

Game ends when no ML can extend a line.

Bonuses:

- \$2 for first MR/SL to connect to non ML-base city (SLs don't score for their base)
- \$4 for first time MR matching colored square connects

If playing SF on SFR map, ignore one-way arrows.