



# PACIFIC RAILS INC.

A GAME BY DEAN MORRIS

# Introduction



*May 10, 2019 marked the 150th Anniversary of the completion of the Transcontinental Railroad. This epic undertaking connected the United States from coast to coast for the first time. In Pacific Rails Inc., you play as one of the railroad companies competing to complete the link as fast as you can. To succeed, your workers need to gather resources and build an economic engine to power your route-building efforts through the harsh terrain.*

## Credits

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**Warning:** Choking Hazard! Not for use by children under 3 years of age.

# Components



1 x Game Board & Map



4 x Player Boards



12 x Carriages  
(4 x Each type)



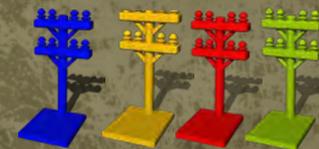
80 x Resources  
20 x Each type



Track Tiles  
70 x Each type



44 x Houses  
(11 per color)



28 x Telegraph Stations  
(7 per color)



24 x Specialist Tokens



12 x Scoring Goals



20 x Carriage Upgrades



8 x Cowboy  
Hats



8 x Senator  
Tokens



8 x Train Engines  
(2 per color)



4 x Score  
Markers



24 x Workers  
(6 per color)

# Setup

1. Place the Game Board in the middle of the table.
2. Each player takes 1 Player Board, chooses a color and takes all the tokens that match their chosen color (2 Train Engines, 1 Score Marker, 7 Telegraph Stations, 6 Workers, 11 Houses).
3. Each player places their Houses on empty Resource multiplier spaces on their Player Board, starting with the highest multipliers (x4) and going to the lowest. Each player starts with 11 Houses, which leaves one space of your choice empty, showing a "+1". The Resource related to this space will produce 2 Resources when collected instead of the usual 1.
4. Each player places 1 Telegraph Station on every Victory Point space on their Player Board.
5. Based on the number of players playing the game, each player keeps a specific number of Workers (shown in the table to the right) and returns the rest to the box. Place your Workers next to your Player Board.
6. Each player places their Score Marker on the 0 space on the Game Board.
7. Each player gets 1 of each Resource: Gunpowder, Coin, Iron, and Wood and places them in their Player Board's Cargo Slots.
8. Place the 8 Senator Tokens on the "1 VP" spaces of the Congress Panel on the Game Board.
9. Place the remaining Resources, Cowboy Hats, Senator Tokens, Carriages, Carriage Upgrades (based on number of players), and Track Tiles to the side of the Game Board, easily reachable by all players. This will be the Supply. Tokens that are discarded go to the Supply, if you gain any tokens you get them from the Supply.
10. Take the Specialist Tokens that correspond to the number of players (for example, if you play 3 players you keep the ones marked for 2 and 3 players). Separate them by type and place them in face up piles on the board.
11. Shuffle the 12 Scoring Goals and place four face up in their spaces on the Game Board. Place the remaining Scoring Goals back in the game box.
12. The player who most recently saw the Pacific Ocean is the first player. If no one has, the youngest player becomes the first player. Player order is maintained throughout the game. Players take turns in a clockwise direction.
13. The players now choose the starting locations for their railroads. Starting with the **last player in turn order and going counter-clockwise**, each player places one of their Train Engines on **any empty** starting location (Mile 1) space of their choice on the far left or far right edges of the Map. Then, starting with the **first player and going clockwise**, each player places their second Train Engine on any empty starting location (Mile 1) space of their choice on the **opposite** side of the Map from their first Train Engine. Once this is done, each player will end up with one Train Engine on each side of the Map.

Players	Number of Workers
2	6
3	4
4	3





# Goal

The goal of the game is to connect the east coast to the west coast with a continuous railroad. As soon as that happens, the end game is triggered. Play continues until all players have had the same number of turns, then final scores are calculated.

The player with the most Victory Points at the end of the game wins. Victory Points are gained by laying Track Tiles to connect cities and building Houses and/or Telegraph Stations. Bonus Victory Points are awarded based on the number of Railway and Telegraph Stations each player has on the Map and any Scoring Goals completed.

# Player Area

Here is a quick overview of the Player Board. The concepts are described in detail later, but an overview is useful.



Each player has their own Player Board, which represents their train. At the start of the game, the Player Board is filled with Houses and Resources on the right and Telegraph Stations on the left. There are many ways to remove these from your Player Board. Removing a House will increase your production of Resources. Removing a Telegraph Station will award the Victory Points shown beneath it.



You start the game with no Carriages, but more will be added to your train as you progress through the game. Each Carriage has two spaces for Specialists, 3 spaces for Resources, and one for a Carriage Upgrade. When you hire a new Specialist, you must always place them in the first empty space to the left.

When you execute a Train Activation Action, your entire train is activated and you resolve all Specialists and Carriage Upgrades in sequence from left to right.

At the beginning of the game, each player starts with 6 Cargo Slots on their Player Board. As you build more Railway Stations, you acquire more Carriages. Your maximum storage capacity is increased by 3 Cargo Slots per Carriage you add to your train. If you have more items than you can store, you must immediately discard any extras (of your choice) back into the Supply.

You may never have more than 3 Carriages in your train.

## Supply / Cargo Slots

During the game when you get/produce Resources or Track Tiles, unless otherwise stated, you take them from the Supply and you put them in your Cargo Slots. When you need to spend/discard/use/pay Resources or Track Tiles, unless otherwise stated, you take them from your Cargo Slots. When you discard a Resource, it returns to the Supply.

# Game Play

Starting with the first player and proceeding clockwise, each player takes a turn executing one action using one of their Workers. After they fully resolve their action, the next player takes their turn. To execute an action, you can either move one of your Workers from your reserve to the Game Board, or take a Worker from the Game Board and return them to your reserve.



There are 9 Districts on the Game Board, marked with a brown background as shown to the left. Each one of them depicts a type of action you can perform with your Worker.



There is an Action Space between each pair of Districts, as shown to the left. On your turn, you may either place a Worker from your reserve onto an empty Action Space, or remove one of your Workers from the board and return it to your reserve.

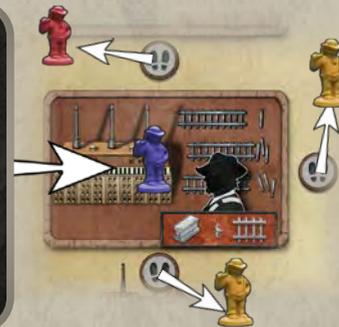
Whether you add or remove a Worker, you perform the action(s) related to ONE of the Districts your Worker is adjacent to.

If you have additional Workers adjacent to the District for the action you are performing, the action gets an “**Action Bonus**”.

If you want to use an action from a District but all of the Action Spaces next to it are occupied by **other players** and you have **no Workers of your own** adjacent to it, you may place a Worker on top of the District instead. If you do, all Workers adjacent to that District and/or on that District are returned to their owners’ reserves. In compensation, each player receives one Cowboy Hat for each Worker returned, placed on the indicated spaces of their Player Boards. But, you can never have more than two Cowboy Hats at a time: if you already have two, you gain a Resource of your choice from the Supply instead.



*The blue player wants to take the Crew Train Activation action, but there are no empty Action Spaces next to that District and they do not already have any Workers adjacent to that District.*



*Blue places their Worker directly onto the District rather than on an Action Space. Red takes their Worker back and receives 1 Cowboy Hat. Yellow also removes their 2 Workers and receives 2 Cowboy Hats (1 for each Worker they removed).*

A Worker on top of an Action Spot gives an Action Bonus to **ALL** Districts orthogonally adjacent.

**You may add or remove Workers in any order. You do NOT have to place all your Workers before removing one. Obviously, if all your Workers are on the Game Board, then you have no other choice on your turn but to remove one. When removing a Worker in this fashion, if you have any Worker on top of a District (rather than on Action Spaces), they must be removed first.**

During the game, various actions may award you Victory Points (VPs). Whenever you gain Victory Points, move your Score Marker around the Game Board an equal number of spaces so that you can keep track of your total score.



# Districts

There are 9 Districts on the Game Board, each one associated with a specific type of action. There are actions that have to do with: Resource Production (1), Train Activation (2), and Lay Track or Hire Specialists (3).



## Resource Actions

There are 4 Districts that are associated directly with Resource production:



Collect Gunpowder



Collect Iron



Collect Coins



Collect Wood

When one of these Districts is selected, the player collects Resources of that type. For example, choosing an Action Space next to the “Collect Gunpowder” District will give you Gunpowder.

The number of Resources you collect is determined by the state of your Player Board. If all spaces for the specific Resource are covered by Houses, then you collect only one of that Resource. If you remove Houses from your Player Board, this increases your Resource production: to two if one House is removed all the way to four if all three Houses are removed.



Each Resource action has three building sites. Through a special action, described later, players may place a House on these sites. When that player collects Resources from the specific District, they may collect one additional Resource of that type per House they own in that District.



*For example, this player will receive 1 Wood when they choose the “Collect Wood” action, 2 Coins if they choose the “Collect Coin” action, 3 Iron if they choose “Collect Iron,” and 3 Gunpowder if they choose “Collect Gunpowder.”*

## Resource Special Actions

After collecting Resources, the player then has the option of performing that District’s special action. These are unique to each District. To execute them, pay the Resource indicated and perform the relevant action. This happens AFTER the Resource collection.



Pay 1 Wood to place a House from your Player Board on a vacant building site in any District. You must use the left-most House from a Resource section of your Player Board. Gain 2 VPs.



Pay 1 Gunpowder to choose a Carriage Upgrade and place it on an empty space on one of your Carriages that has at least one Specialist. Gain 2 VPs.



Pay 1 Iron to place a House from your Player Board onto a city location on the Map as a Railway Station. The city must be adjacent to a Track Tile and cannot already have a Railway Station on it. You must use the left-most House from a Resource section of your Player Board.



Pay 1 Coin to place the bottom Telegraph Station from your Player Board onto a city location on the Map that is already occupied by an opponent’s Railway Station and does not already have a Telegraph Station on it.

# Hiring Specialists Action

The District in the middle of the Game Board can be used to perform one of two different types of Actions: Hiring Specialists or Laying Track. Laying Track will be covered in detail later.

There are 4 different types of Specialists: Crew, Miner, Engineer, and Financier. You can see their abilities and their icons in the image below.



To hire a Specialist, you need to spend a number of Resources that depends on their type and the number of the Carriage to which they will be assigned. The costs of hiring a Specialist are shown on the matching panel on the Game Board (shown below). Here you can see each type of Specialist, and below it their cost depending on the number of the Carriage they will be assigned to.

Keep in mind that when activating Specialists, you may perform their action up to a number of times equal to their assigned Carriage. So, a Crew in Carriage number 2 would allow you to spend up to 2 Iron to get 2 Rail Track Tiles.



Specialist Cost Panel

When resolving this action, you may hire one Specialist by discarding the required Resources from Cargo Slots, taking the appropriate Specialist token, and placing it on an empty Specialist space on the relevant Carriage.

Your train can have up to 3 Carriages (you gain Carriages by building Railway Stations on the Map). Each Carriage has 2 spaces where you can place the Specialists you hire. If your train has more than one Carriage, when hiring a new Specialist you must always place them in the leftmost empty space, filling one Carriage before moving to the next. Placing a Specialist on Carriage 3 awards you the Victory Points shown in the space.



To hire an Engineer in the second slot of Carriage number 1 would cost 1 Wood and 1 Coin.



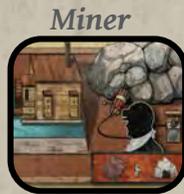
Betty has already hired an Engineer and a Financier. She is now able to spend 2 Wood and 1 Coin to hire another Engineer into Carriage 2.



After filling Carriage 2 completely, Betty spends 2 Wood and 2 Coin to hire an Engineer into the first space of Carriage 3, getting 2 Victory Points.

# Train Activation Action

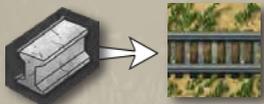
There are 4 Districts that you can use to activate your train. Each one of them allows you to use a specific type of Specialist as a “Foreman” for that turn. In the images below, you can see these Districts and their associated Foremen.



When you activate your train, you may use your Foreman, Carriage Upgrades, and all of the Specialists on your train to manufacture Track Tiles and/or collect Resources.

First you resolve your Foreman’s action. So, if you used the Engineer District, then your Foreman acts as an Engineer even if you do not have one on your train. Then, from left to right, you resolve each Carriage. When resolving a Carriage, you first resolve its Upgrade (if any exists), then its Specialists from left to right.

*For example, the player has selected the “Crew” action. This allows them to activate all their Specialists:*



*Their selected Train Activation action sees the Foreman act as a Crew. This allows the player to spend 1 Iron from their Cargo Slots to produce 1 Rail Track Tile.*



*They now activate their Financier Specialist in Carriage 1. Spending 1 Coin from their reserve, they move 1 Senator Token onto the “2 Wood” space and get 2 Wood.*



*Next, they activate their Engineer Specialist in Carriage 1, spending 1 Wood from their reserve to produce 1 Bridge Track Tile.*



*Finally, they activate the Engineer Specialist in Carriage 2. Since they are in Carriage 2, they may perform their action twice, paying 2 Wood from their Cargo Slots and producing 2 Bridge Track Tiles.*

# Carriage Upgrades

On the back of these tokens you can see the number of players these tokens correspond to. There are three different icons, one showing two players, one showing three players, and one four. During game setup, use only the tokens that correspond to a number of players equal to or less than the current number of players. For example, if you play with 3 players, then keep the tokens with the icons for two and three players. Put the rest of the tokens back in the box.



The “Collect Wood” special action allows you to choose one available Carriage Upgrade from the Supply and place it on your Player Board. This Upgrade gives bonus Resources when performing the Train Activation Action.

When choosing a Carriage Upgrade, its level must match the level of the Carriage that it is going to be placed on. So, you may never place a Level 2 Carriage Upgrade on a Carriage 1 or Carriage 3. You may choose to replace an existing Carriage Upgrade with a new one when performing this action, returning the existing Upgrade Token to the Supply.



Special Action

The Level 1 and 2 Carriage Upgrades give 1 or 2 bonus Resources of the specific type shown on them, respectively. The Level 3 Carriage Upgrade allows the player to take any combination of 3 Resources of their choice (e.g., 2 Wood and 1 Iron, or 3 Coins etc.).

Level 1 Bonus



Level 2 Bonus



Level 3 Bonus



You can only add a Carriage Upgrade to your **first Carriage** from the left that does not already have an Upgrade Token **and** which has **at least one Specialist**. Their bonus is always applied first before the bonuses of any Specialists in that Carriage.

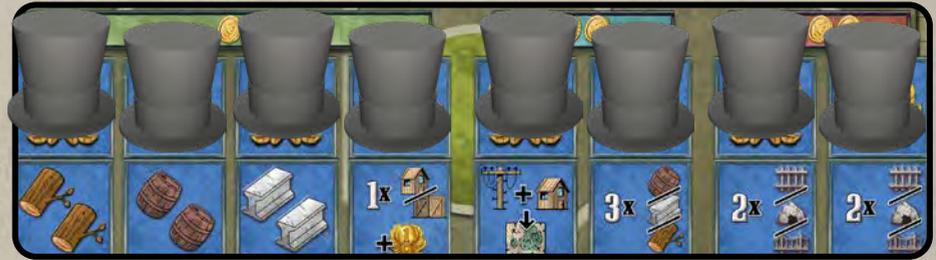


*When activating this train, the Foreman's action is resolved first. Then its Carriage Upgrade allows the player to get 1 Gunpowder. The player can then use their Miner Specialist and their 1 Gunpowder to produce 1 Tunnel Track Tile. Finally, they can use their Engineer Specialist and 1 Wood from their Cargo Slots to produce 1 Bridge Track Tile.*

# Lobbying Congress Action

Unlike the other Specialists, the Financier does not directly produce Track Tiles. Instead, they lobby Congress on behalf of the player to obtain Resources and assistance.

Senator Tokens begin the game in the top spaces on the Congress Panel, as shown:



When you execute a Financier action, you pay 1 Coin, slide 1 Senator Token of your choice down to the action below and get the reward shown.

*For example, Mary takes a Financier action, spending 1 Coin and sliding a Senator token down to collect 2 Wood.*



At the top of the Congress Panel, you can see that the first four Senators have a cost of 1 Coin, the next two cost 2 Coins, and the last two have a cost of 3 Coins. For each Financier action you resolve, your maximum spending budget is increased by 1 Coin. This means that you need to perform multiple actions to use Senators with a greater cost. For example, to use a Senator that costs 2 Coins, you must use 2 Financier actions which will allow you to pay 2 Coins to move 1 Senator Token with a cost of 2 to get their reward.

You can either execute actions with higher multipliers (e.g., a Financier in Carriage 2, or a Financier action with two or more Workers adjacent to the District), or you can execute multiple Financier actions until you have the budget to pay for more expensive Senators. For example, if you have a Financier Foreman and a Financier Specialist in Carriage 2, you start by activating your Foreman increasing your budget to 1. Then you keep activating specialists until you reach the Financier in Carriage 2. Now you have a budget of 3. You can spend it to perform any combination of Senator actions with a total cost up to 3 Coins (e.g. three with a cost of 1, a cost of 2 and a cost of 1, only one with cost of 2, etc).

Another option is to RESET the Senators. With this action, ALL Senator Tokens on the lower spaces of the Congress Panel are moved back to the top space. For each Senator Token moved in this way, you gain 1 Victory Point.

**Note: When a Financier action is used to reset Senators, ALL Senators return to their top spaces, regardless of their cost.**

Resetting Senators always costs 1 Coin (and as such one action).



Here a single Financier action would reset 4 Senators, and would award 4 Victory Points.

## Congressional Support



Collect the Resources shown (2 Wood, 2 Gunpowder, 2 Iron).



Either place a House from your Player Board on an empty building site in any District or add a Carriage Upgrade to your first Carriage from the left that does not already have an Upgrade Token and has at least one Specialist. Gain 1 Victory Point.



Place a House and/or a Telegraph Station from your Player Board on the Map. The Railway Station needs to be placed on either an empty city location that is adjacent to a Track Tile, or on any city on the map with a Telegraph Station not owned by you and no Railway Station. The Telegraph Station needs to be placed on a city location with a Railway Station not owned by you and no Telegraph Station.



Get 2 Track Tiles of any type (e.g., 1 Bridge and 1 Tunnel or 2 Rails).



Take a total of 3 Resources in any combination of Wood, Iron, and/or Gunpowder (e.g. 2 Wood and 1 Iron, or 3 Gunpowder, etc.).

## Lay Track Action

Using the central District, you can perform the Lay Track action.

When you take a Lay Track action, you will add Track Tiles to the Map to create an unbroken railroad from the square one of your Train Engines is on to any city. The Track Tiles you use must have been built previously through the Train Activation action. In other words, the Lay Track action allows you to place Track Tiles you already have onto the Map, it does not allow you to build new Track Tiles.

When laying Track Tiles on the Map, you must match the Track Tile to the terrain being traversed – Bridges go on rivers, Tunnels go on hills, and Rails go on plains. You may never build on the impassable mountains.



Starting Location

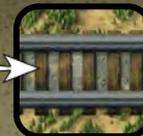
City



City.  
No Track Tiles  
can be built here.



Mountains.  
No Track Tiles  
can be built here.



Plains.  
Rails can be  
built here.



Hills.  
Tunnels can  
be built here.



Rivers.  
Bridges can be  
built here.

You must have all the required Track Tiles in your Cargo Slots to lay a continuous railroad from one of your Train Engine's current location on the Map to a square adjacent to a city. If you do not have them, you cannot perform this action at all.

Each city on the Map can have a maximum of 1 Railway Station and 1 Telegraph Station. These must belong to different players. It is never allowed for a single player to own both buildings on a city.

When you reach a city on the Map, you must build either a Telegraph Station or a Railway Station. If there is no Railway Station on the city, you may place 1 House from your Player Board onto that city. (You must always choose a House from the left-most space of a Resource section on your Player Board). If there is no Telegraph Station, you may instead take the bottom Telegraph Station from your Player Board and place it onto that city, gaining the number of VPs revealed.

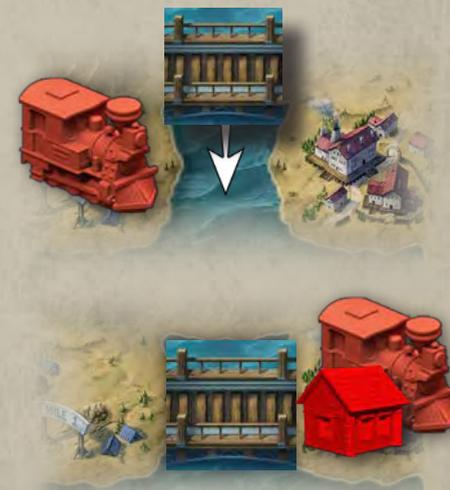
When laying Track Tiles, your action must always end with either building a Railway Station or a Telegraph Station. If not, you cannot perform this action! You may bypass closer cities if you like, provided the last Track Tile you lay results in establishing a new route to a city on the Map. If a city has tracks adjacent to it, but does not have a Railway Station or a Telegraph Station on it, then the city is not connected. This can happen when someone bypasses a closer city in order to reach one further away.

Depending on how many Railway Stations you have on the Map you get some bonuses:

If this is your first Railway Station, then you get Carriage 1. Place it to the right of your Board. You also get a free Specialist of your choice and place them on this Carriage. In addition, you now have 3 more Cargo Slots.

If this is your second Railway Station, you get Carriage 2. Place it to the right of your Carriage 1. You now have 2 more spaces for Specialists, and 3 more Cargo Slots.

If this is your third Railway Station, you get Carriage 3. Place it to the right of the Carriage 2. You now have 2 more spaces for Specialists, and 3 more Cargo Slots.



When laying Track Tiles, you can take any path you like, even bypassing closer cities, but the last Track Tile you lay must result in a new route to a city. That is to say: a line of track that connects two cities in a way that they were not connected before.

When you finish laying your Track Tiles and establishing a new route, move your Train Engine to the city you just connected to your railroad.

## Sharing Track and Using other Player's buildings

- When laying Track Tiles, your railroad must start where one of your Train Engines is currently located and end at a city on the Map. In doing so, you are allowed to use Track Tiles that have already been laid – Track Tiles do not belong to anyone.
- You are allowed to use as many buildings belonging to other players as you please. This allows you to build long railroads using existing Track Tiles. Remember, however, that you only get VPs for the railroad route to the closest city, which may not necessarily be the city your Train Engine started on.

## Scoring

Find the shortest path between the city you just created a new route to and the **closest** other city or starting location on the Map (not necessarily the one your Train Engine originated from). If there are more than one shortest paths, you choose which one you will use for your scoring. Each new Track Tile (placed during this action) that is part of the **shortest** path between those cities awards you 2 VP. All other Track Tiles that you placed during this action award you 1 VP each.

Each time your Train Engine moves through or ends up on any other player's building during its journey (Railway Stations and/or Telegraph Stations), the owner of that building gains 3 VP.



*The red player uses the Lay Track action to lay 1 Bridge Track Tile to connect to a new city. They earn 2 VP, as this city was not previously connected at all.*

*They then place a House from their Player Board on the newly connected city as a Railway Station.*

*Finally, they move their Train Engine to the new city.*

*Since the red player had a second Worker next to the Lay Tracks District (a multiplier), they get to build a second route as part of the same Lay Track action. They choose to use their other Train Engine (on the other side of the map).*

*They lay 1 Tunnel Track Tile and score 2 VP for this railroad.*

*The player decides to place a Telegraph Station on the newly connected city. They check where the Telegraph Station comes from on their Player Board. It was placed on top of the "1 VP" space, and so earns them 1 VP.*

*Finally, they move their Train Engine to the city with the Telegraph Station.*



# Lay Track Examples



The green player now executes the Lay Track action. They lay 3 Bridge Track Tiles and 2 Rail Track Tiles to connect to the same city as the red player, bypassing the closer city on the Map.

As this city was already connected to a closer city, they only get 1 VP per Track Tile - for a total of 5 VP.

The city already has a Railway Station on it, so the red player gets 3 VP.

The green player adds a Telegraph Station to this city, gaining 1 VP, as this is the first Telegraph Station they have placed.

Finally, they move their Train Engine to the city.

On their next turn, the green player executes the Lay Track action again, deciding to connect the city they bypassed on their last turn. As there is already a railroad between this city and the one their Train Engine is in, they do not need to create one. (Since the city does not have any building on it, it is not yet "connected.")

Since they did not lay any Track Tiles, the green player earns no Victory Points.

Next, they place a Telegraph Station on the city. As this is the second such station to be removed from their Player Board, they earn 2 VP.

Finally, they move their Train Engine to the new city.





The red player chooses the Lay Track action to place 2 Rail Track Tiles on the Map.

They get 2 VP per Track Tile for the shortest railroad to the nearest city. In this case, the nearest city is the one occupied by the green player's Telegraph Station.

In order to connect to the city, the red player has to pass through the green Telegraph Station, so the green player earns 3 VP.

The red player places a Railway Station on the newly connected city.

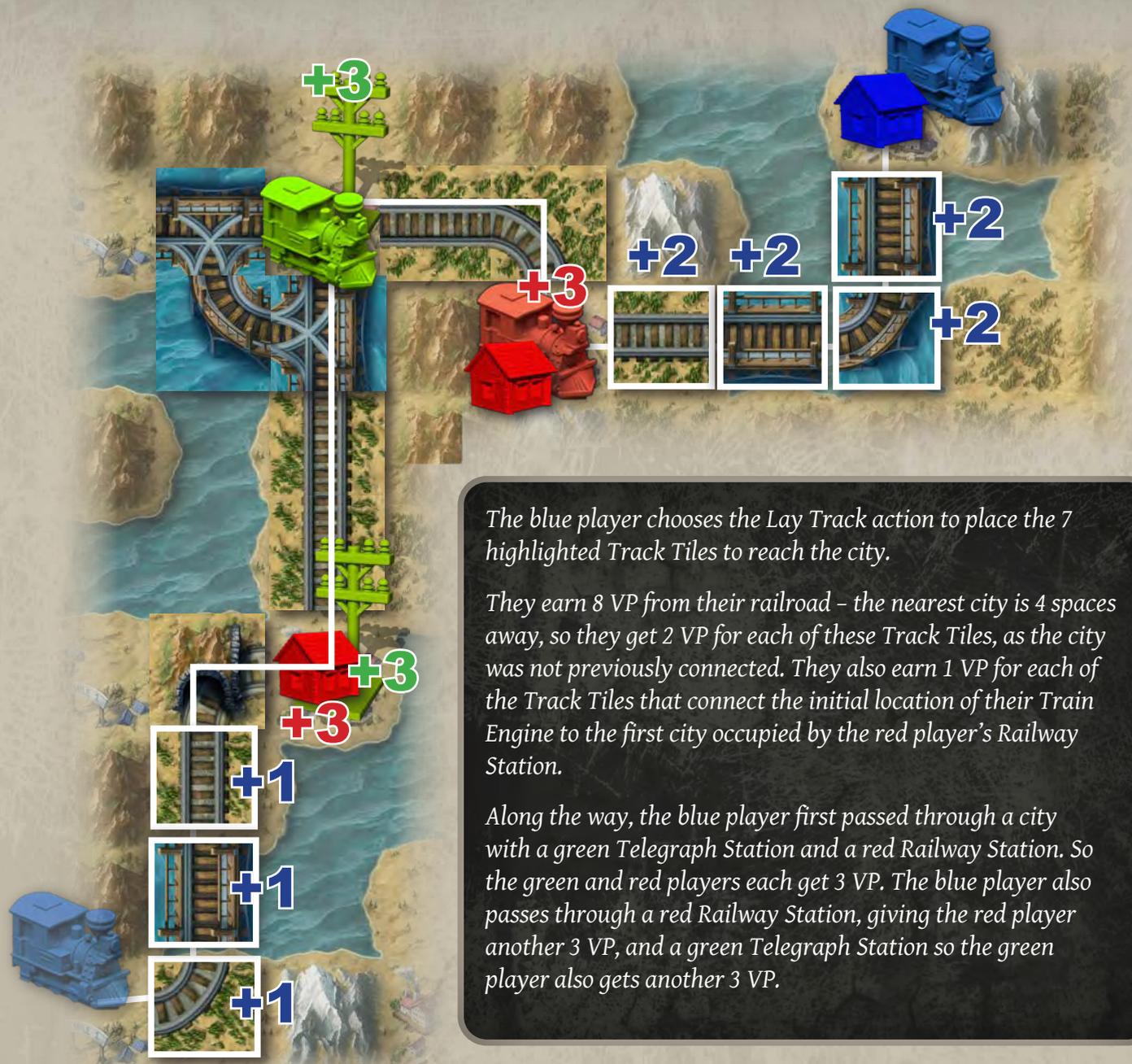
Finally, the red player moves their Train Engine to the city they just connected.

Now, consider if the red player had laid an extra Track Tile - the highlighted Tunnel Track Tile shown to the right. The shortest path is still 2 Track Tiles long, so they would still get 4 VP for the 2 Rail Track Tiles, but they would earn an additional 1 VP for the Tunnel Track Tile.

Also, because they no longer need to pass through the city with the green Telegraph Station, the green player would not earn any VP!

If the red player had the extra Tunnel Track Tile, this would be the better move.



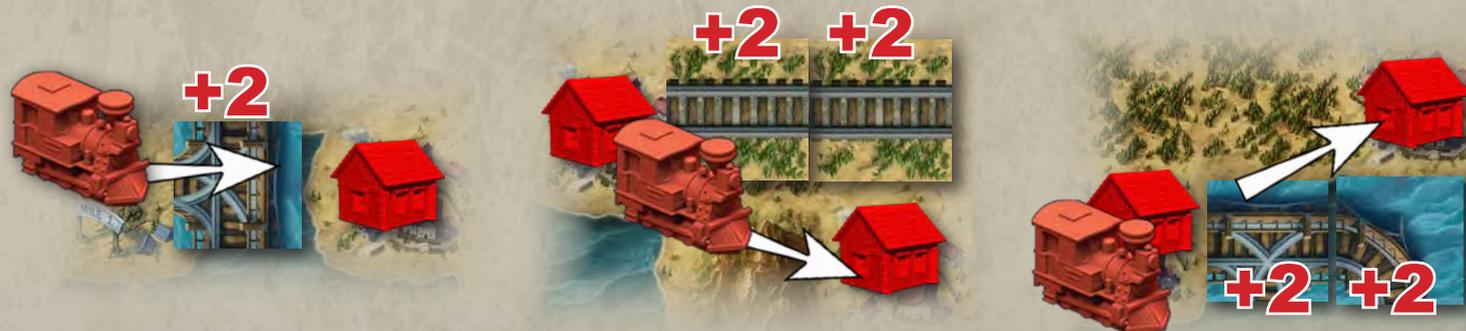


The blue player chooses the Lay Track action to place the 7 highlighted Track Tiles to reach the city.

They earn 8 VP from their railroad – the nearest city is 4 spaces away, so they get 2 VP for each of these Track Tiles, as the city was not previously connected. They also earn 1 VP for each of the Track Tiles that connect the initial location of their Train Engine to the first city occupied by the red player’s Railway Station.

Along the way, the blue player first passed through a city with a green Telegraph Station and a red Railway Station. So the green and red players each get 3 VP. The blue player also passes through a red Railway Station, giving the red player another 3 VP, and a green Telegraph Station so the green player also gets another 3 VP.

It doesn’t matter whether you use a straight Track Tile, a T-Junction, or a Crossroads. Tiles do not need to match when they are placed on the map. For example all the following combinations are valid:



Although not necessary, feel free to exchange your Track Tiles with ones from the Supply (if available) to make your route look more realistic.

# Action Bonuses

The effect of an action can be boosted in two ways: either by having more than one of your Workers adjacent to the District, or by discarding a Cowboy Hat. Each extra adjacent Worker and/or Cowboy Hat you discard gives you one action bonus.

The effect of an action bonus is slightly different for each type of action, as described below:



Collect 1 additional Resource per action bonus. The extra Resource's type needs to match the District being used. For example, let's say that because of your Player Board state, you normally collect 2 Wood for an action. If you have 1 extra adjacent Worker next to the "Collect Wood" action, you collect 3 Wood.

The special action can also be performed multiple times. For example, if you have only one Worker adjacent to the action and discard one Cowboy Hat, you will get 3 Wood, and you will be able to spend up to 2 Gunpowder to place 2 Carriage Upgrades.

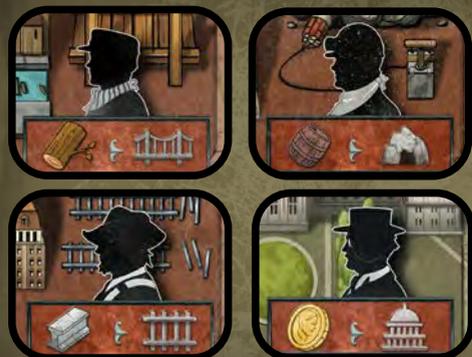


Each Lay Track action allows you to lay Track Tiles and make ONLY ONE new route from one of your Train Engines to a city on the Map. The Action bonus allows you to do this multiple times.

For example, you have 2 Workers adjacent to the Lay Track action. On your turn, you can connect up to 2 cities on the Map by essentially executing the Lay Track action twice. You fully resolve the first action and then execute the next one.



The Action bonus allows you to execute this action multiple times, hiring more than one Specialist, paying Resource costs as normal. You must fully resolve the first action before executing the next, spending Resources and placing each Specialist in the correct empty space on a Carriage.



For each action bonus, you may resolve the Foreman's ability one additional time. You do NOT resolve your entire train multiple times, just the Foreman's ability.

For example, if you have 2 Workers adjacent to the Activate Train District with the Financier and you also discard a Cowboy Hat, you will activate your train by resolving your Foreman's ability 3 times and the rest of your train once.

# End of the Game

The end of the game is triggered when there is a complete railroad from one side of the Map to the other, regardless of who laid the Track Tiles. The player who lays the Track Tile(s) that completes the route receives 15 Victory Points immediately.

Players continue taking their turns until everyone has had an equal number of turns. (i.e., until the player to the right of the first player finishes their last turn)



## End Game Scoring

Players now receive Victory Points according to the number of Railway Stations and Telegraph Stations they have on the Map according to this table:

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		2	4	7	10	14	18	23	28	34	40	47	54	62	69	75	80	84	87

A player with 11 Railway Stations and 3 Telegraph Stations on the Map would earn 69 Victory Points.

Each player also receives 1 Victory Point per Track Tile in their Cargo Slots.

## Scoring Goals

Finally, the Scoring Goals are resolved one at a time from left to right. If there is only one player that has achieved a goal's objective, they get 3 Victory Points. In the event of a tie, no one gets these Victory Points.

	Most Railway Stations on the Map		Most Crew in Carriages		Most Financiers in Carriages		Most Iron in Cargo
	Most Telegraph Stations on the Map		Most Engineers in Carriages		Most Coin in Cargo		Most Gunpowder in Cargo
	Most Houses on the Game Board		Most Miners in Carriages		Most Wood in Cargo		Most Upgrades on Carriages

The player with the most Victory Points wins. In the case of a tie, the player with the Most Houses on Districts wins. If there's still a tie, the player with the most Railway Stations and Telegraph Stations on the Map wins. If there's still a tie, players rejoice in their shared victory.