



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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Help & Support: If you have any issues with your game's components, contact our Support Team at the following email address: support@vesuviusmedia.com

In your email, please be sure to include photos of your game and your full shipping information in case we will need to replace a missing/damaged component.

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 spots on their Player Board, starting with the highest multipliers (x4) and going to the lowest. Each player starts with 11 Houses, that leaves one spot of your choice empty, showing a "+1". The Resource related to this spot will produce 2 Resources when collected, instead of the usual 1.
4. Each player places 1 Telegraph Station on every Victory Point spot on their Player Board.
5. Based on the number of players playing the game, each players keeps a specific amount of Workers (shown in the table on the right) and returns the rest in the box. You place the Workers next to your Player Board.
6. Each player places their Score Marker on the 0 spot of 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" spots of the Congress panel of the Game Board.
9. Place the remaining Resources, Cowboy Hats, Senator Tokens, Carriages, Carriage Upgrades (based on number of players) and Track Tiles at 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 piles face up on the board.
11. Shuffle the 12 Scoring Goals and place four face up in their spots on the Game Board. Place the remaining Scoring Goals back to the game box.
12. The player who most recently saw the Pacific Ocean is 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. Players now choose their starting locations from the spots along either the left or right hand edges of the Map. Starting with the last player in turn order and progressing in a counter-clockwise order, players each place one Train Engine on one of the starting locations of their choice on the Map. Now, in clockwise order, starting with the first player, each player places their second Train Engine on ANY starting location on the OPPOSITE side of the Map to the Train Engine they have already placed. So, this is a snaking draft of starting positions and each player will end up with a Train Engine on either side of the Map.

Players	Number of Workers
2	6
3	4
4	3



1-11: Callouts pointing to various buildings, a train, and resource icons on the top board.

2, 3, 4, 7: Callouts pointing to a train engine and a red building in the inset.

5: Callout pointing to five red worker figures.

13: Callout pointing to a red train engine on a track.

2, 7: Callouts pointing to a red building in the inset.

5: Callout pointing to five purple worker figures.

1: Callout pointing to a small inset on the bottom board.

9: Callout pointing to various resource icons.

4: Callout pointing to two red train cars.

Goal

The goal of the game is to connect the east coast with 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, 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 on any Scoring Goals completed.

Player Area

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 to the right and Telegraph Stations to the left. There are many ways of removing these from the Player Board. Removing a House will increase the production of Resources. Removing a Telegraph Station will award the Victory Points shown beneath.



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 spots for Specialists, 3 spots for Resources and one for a Carriage Upgrade. When you hire a new Specialist you must always place them in the first free spot to the left of your Player Board.

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 the reserve.



On the Game Board there are 9 Districts, 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.



Between each District, is an Action spot, as shown to the left. On your turn you may either place a Worker from your reserve onto a free Action spot, 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 related to the action you are performing, the action is “**multiplied**”.

If all Action spots adjacent to a District are occupied by other players, **and you have no Workers adjacent to it**, you may place your Worker on top of the District instead. All Workers, on Action spots adjacent to this District or on the District itself, return to their owner’s reserve. In compensation, each player that had their Workers returned through this action, receives one Cowboy Hat per Worker returned. You can never have more than two Cowboy Hats. Instead of getting more Cowboy Hats than you can carry, get one Resource of your choice from the Supply. Cowboy Hats are placed on their indicated spots on your Player Board.



The blue player, wants to take the Crew Build Track action, but there are no empty Action spots next to the action and they do not already have any Workers adjacent to the District.



Blue places their Worker directly onto the District, rather than on an Action spot. Red takes back their Worker 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 acts as a multiplier for 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 in your turn you have no other choice 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 spots), they must be removed first.

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



Districts

On the Game Board there are 9 Districts, 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 spot next to the “Collect Gunpowder” District will give you Gunpowder.

The amount of Resources you collect is indicated by the state of your Player Board. If all slots, of the specific Resource, are covered by Houses then you collect only one of that Resource. There are many actions that allow you to remove Houses from your Player Board. This increases your Resource production to two if one House is removed, or four if all three Houses are removed.



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



For example, this player will receive 1 Wood when they choose the action “Collect Wood”, 2 Coins if they choose the action “Collect Coin”, 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 spot in a District. You always choose 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 a free slot 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 free city location of the Map as a Railway Station. The city needs to be connected with a Track Tile. You always choose 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.

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 an amount 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 relevant panel on the Game Board (shown below). On the panel you can see the type of each 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 will perform their action a number of times equal to their assigned Carriage. So, a Crew in Carriage number 2 would allow you to spend 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 your reserve, taking the appropriate Specialist token and placing it on a free Specialist spot 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 spots where you can place the Specialists you hire. If your train has more than one Carriage, when hiring a new Specialist you always place them in the leftmost free spot, filling one Carriage before moving to the next. Placing a Specialist on Carriage 3 awards you the Victory Points shown in the slot.



To hire an Engineer in the second slot of the 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 spot 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 assigns a specific type of Specialist to your train as a Foreman. In the images below you can see these Districts and their associated Foreman.



When you activate your train, your Foreman, Carriage Upgrades and all the Specialists on your train are resolved, allowing you to manufacture Track Tiles and 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 from left to right its Specialists.

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 reserve 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. As they are in Carriage 2, the player may perform their action twice, paying 2 Wood from their reserve and producing 2 Bridge Track Tiles.

Carriage Upgrades

In 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 keep in the Reserve only the tokens that correspond to a number of players equal or less than the current number of players. For example, if you play with 3 players then keep the tokens with the icons of 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 onto 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 shown 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



Carriage Upgrades can only be added to the first Carriage from the left that does not already have an Upgrade Token and 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 along the top spots 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 does a Financier action, spends 1 Coin and slides 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, you pay 1 Coin, this means that you need to perform multiple actions to use Senators with a greater cost. For example, to use a Senator with cost 2 Coins, you must use 2 Financier actions, 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 relevant District), or you can combine Financier actions together to pay for more expensive Senators. For example, if you have 2 Financiers in Carriage 1, or a Financier Foreman and a Financier Specialist in Carriage 1, you could combine both these actions to use a single Senator Token with the cost of 2 Coins.

Another option is to RESET the Senators. In this action, ALL Senator Tokens on the lower spot of the Congress panel are moved back to the top spot. 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 spots, 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 to an empty building spot in a District, or add a Carriage Upgrade on the 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 to the Map. The Railway Station needs to be placed on a free city location that is adjacent to a Track Tile, and the Telegraph Station needs to be placed on a city location with a Railway Station not owned by you.



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 from Wood, Iron 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 choose the Lay Track action, you place Track Tiles on the Map so that there is a continuous railroad from the location of one of your Train Engines to a city. The Track Tiles you will use in this action must have previously been built by using the Train Activation action. The Lay Track action allows you to place Track Tiles you have previously built onto the Map. It does not let you build new Track Tiles.

When laying Track Tiles onto 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

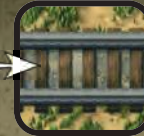
City



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 in your reserve all required Track Tiles to lay a continuous railroad from your current Train Engine location on the Map to a location 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 the Map. (You must always choose a House from the left most spot of a Resource section on your Player Board). If there is no Telegraph Station, you can place one of your Telegraph Stations underneath the Railway Station gaining the relevant amount of VPs shown on your Player Board.

When laying Track Tiles, your action must always end up in either building a Railway Station or a Telegraph Station. If not, you cannot perform this action! You can bypass closer cities if you like, provided the last Track Tile you lay results in establishing a new type of connection 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 on the right of your Player Board, and also get a free Specialist of your choice and place them on this Carriage. Also, you now have 3 extra Cargo slots.

If this is your second Railway Station, you get Carriage “2”. Place it on the right of the Carriage “1”. You now have 2 extra spots for Specialists, and 3 extra Cargo slots.

If this is your third Railway Station, you get Carriage “3”. Place it on the right of the Carriage “2”. You now have 2 extra spots for Specialists, and 3 extra 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 connection type to a city. That is, it connects two cities that were not previously connected in that way.

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

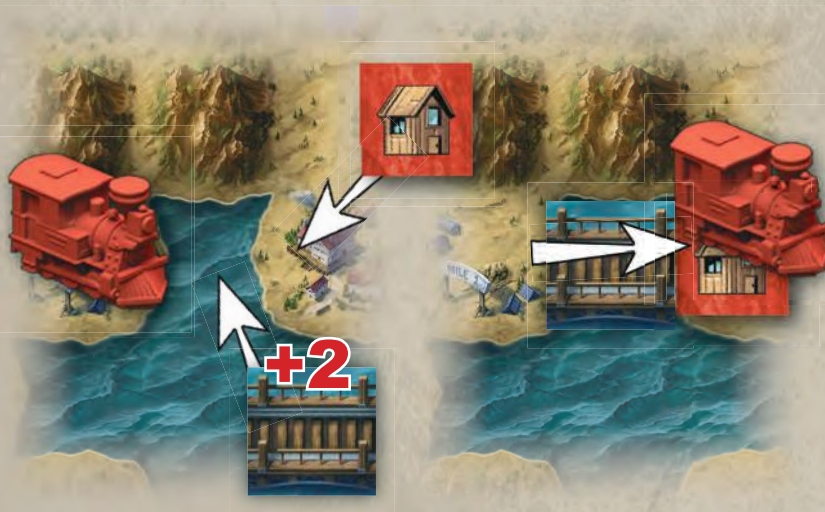
Sharing Track and Using other Player's buildings

- 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 connection to the closest city, which may not necessarily be your city.

Scoring

Find the shortest path between the city you just created a new connection to and any other city on the Map (not necessarily the one your Train Engine originated from). Each new Track Tile (placed during this action) that is part of the shortest path awards you 2 VP. All other Track Tiles that you placed award you 1 VP each.

For any opponent's building (Railway Station or Telegraph Stations) that your Train Engine passes through or ends up on during its journey to the newly connected city, their owner receives 3 VP.



The red player starts the game by using the Lay Track action to lay 1 Bridge Track Tile 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 onto the newly connected city as a Railway Station.

Finally they move their Train Engine to the new city.

Using the same Lay Track action, the red player is also able to lay Track Tiles on the other side of the Map as well.

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" spot, 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, 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.

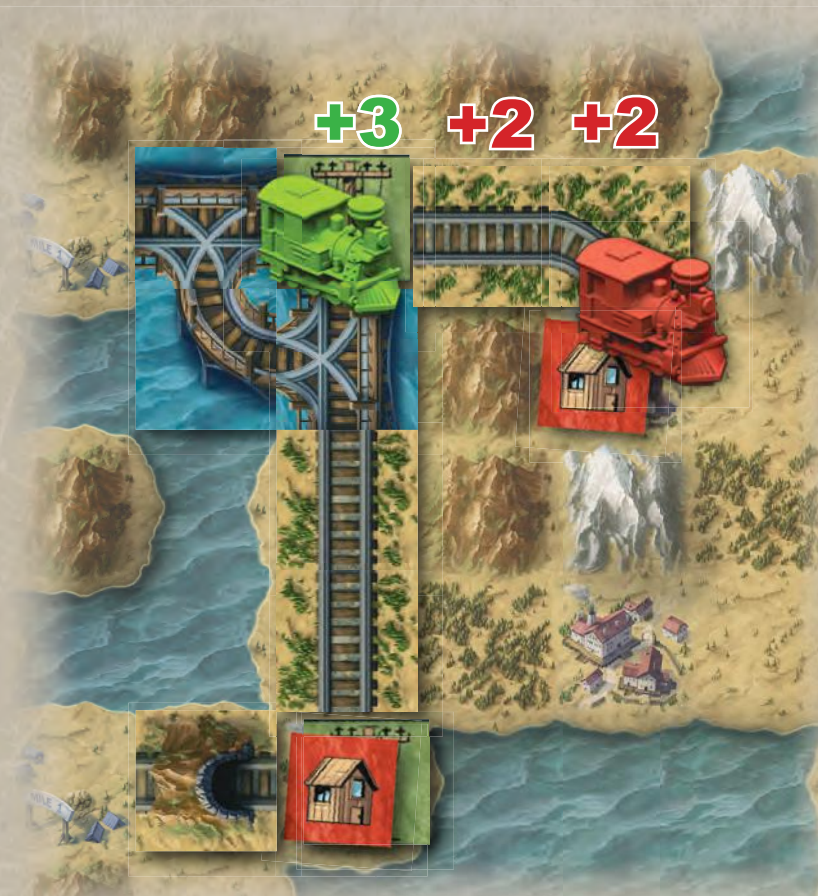
On their next turn, the green player executes the Lay Track action again, deciding to connect the city they bypassed on their last turn. As there is already a railroad between this city and the other, they do not need to create one. Also, as the city does not already have any buildings on it, it is not connected.

As 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 of 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.

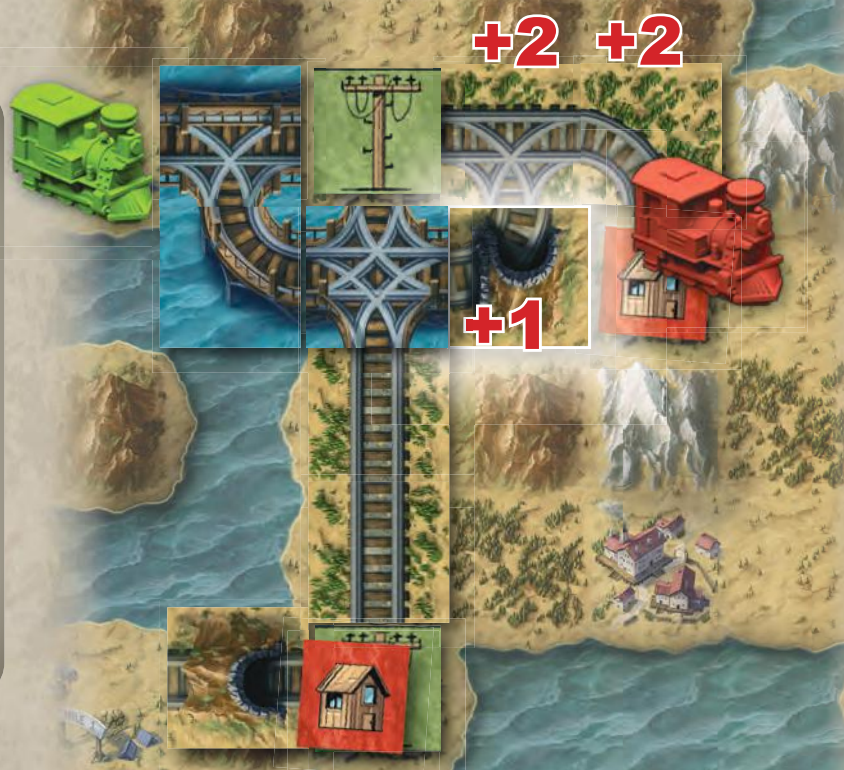
The red player places a Railway Station on the newly connected city.

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.



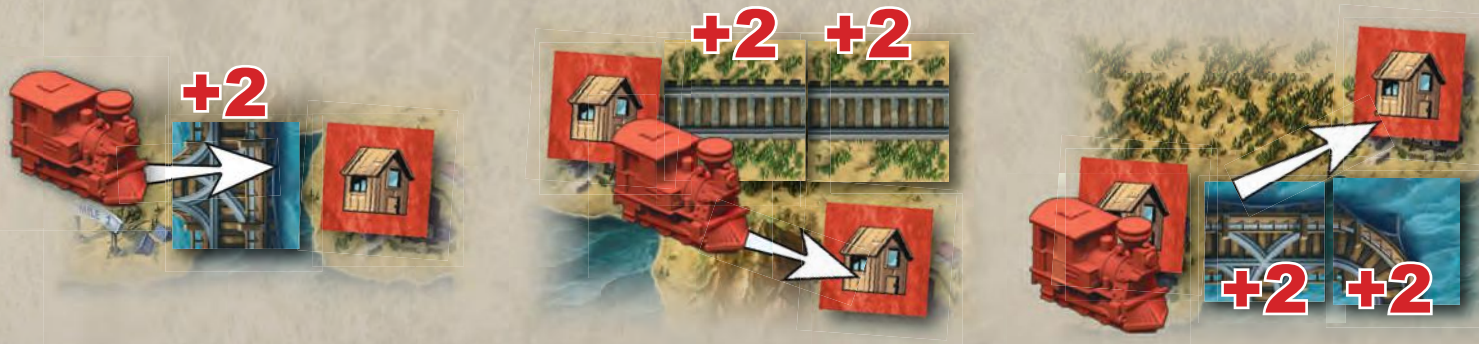


The blue player chooses the Lay Track action to place the 7 highlighted Bridge Track Tiles to reach the city.

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 Bridge Track Tiles that connect the initial location of their Train Engine with 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 player both 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 Crossroad. 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 Bonus

The effect of an action can be boosted in two ways: either by having more than one of your Workers adjacent to the relevant 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 the action bonus is slightly different for each type of action, and it is described below:



Collect 1 extra 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 in 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 connection 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.



You may hire multiple Specialists, 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 free spot on a Carriage.



For each action bonus, you may resolve the Foreman's ability an extra 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 complete the connection receives 15 Victory Points immediately.

Players continue taking their turns until everyone has had an equal number of turns.



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 12 Railway Stations and 2 Telegraph Stations on the Map would earn 69 Victory Points.

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

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 the Carriages

The player with the most Victory Points wins. In the case of a tie, the player with the most Houses on the Game Board 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.