

RAILS of EUROPE



RAILS EUROPE

Designed by Glenn Drover

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Introduction

It is mid 19th century Europe. The railroads that first appeared in England are now appearing on the European mainland. Wealth and prestige await the person who can tap into the resources and demands of the continent. Do you build through the mountains of Southern Europe, or across the expanse of Western Russia? If you are fortunate enough, maybe you can sign a charter agreement with a strategically located town or even a capital. A continent awaits the Rails of Europe.

Rails of Europe is an expansion map for Eagle Games's very popular railroad boardgame. You will need the pieces from the basic game (track and city tiles, shares, money, empty city markers, trains and first player marker) to play Rails of Europe.

The basic gameplay has not changed except where noted. For basic rules questions please refer to the basic game rule manual. Any modification or change to a basic rule is presented here.

Components

Gameboard The map of Europe at the beginning of the railroad era in the mid 19th century. The map is divided into hexes. Each hex may contain a city, mountains (brown) or open terrain (green). Water (blue) may be present and ridges (dark brown lines) may run along the sides of some hexes.



Railroad Baron cards



Railroad Operation cards



Starting the Game

Railroad Barons Once the gameboard has been set up (cubes have been randomly placed in the cities) players are each dealt two Railroad Baron cards. Each player chooses one baron to be kept in front of the player face down and places the other baron face down out of the playing area. At the end of the game players reveal their baron card and if a player has met the requirements of the card, he or she then receives the victory points at that time.

Note: Lisbon is a Portuguese city and does not count towards King Alfonso XII's objective.

Gameplay

Hex Classification Mountain hexes are identified by a dot. If a mountain hex contains water it is still considered a mountain hex. If a non-mountain hex has any water (blue) it is considered a water hex and the building cost for that hex is \$3000. If a hex does not have a dot or water, it is treated as open terrain.



Major Lines Operations cards no longer include major lines. Instead, major lines are available throughout the game. Major lines are identified on the board. As in the basic game, once a major line has been completed by a single player it cannot be scored by anyone else.

Strategy

As a result of the smaller map and the different geography of Europe (more mountainous) the game brings players into competition earlier.

- There is often a land grab in the middle of the map early. This early building needs to be balanced carefully with the number of shares issued.

- Issuing several shares early in the game to build out your network is very dangerous. The maximum income in this game does not go as high or last as long as the basic game.

- Now that major lines are available from the beginning, be aware of where they are and work to incorporate completing (or preventing opponents from completing) one or two lines into your game strategy.

Issuing Shares Players may only issue shares when cash is needed to make a purchase or pay for a bid. Only the shares needed to make the payment may be issued. (For example if a player has \$0 and needs \$16000 to build track, the player may issue 4 shares, but he or she cannot issue any more shares in conjunction with this purchase).

New Operations Cards

Passenger Line – The first player to deliver 4 of the 6 goods colors earns this card and the bonus points. To keep track, players place goods cubes in front of them (1 of each color as the player makes a delivery) until a player delivers a fourth color and then all cubes that were in front of the players are returned to the goods bag.

Capital Charter – Once a player has chosen a capital charter, he or she receives one victory point for every connection built to (or from) the city after the City Charter has been taken. (For example, if a player chooses the Paris capital charter and there are already two connections to Paris, then the maximum points the player could receive from the Paris capital charter is 4.)

City Charter – Once a player has chosen a city charter, no other player may build into the city on the card except the card's owner. The charter has no effect on track that was already built into the city when the charter was chosen.

Tunnel Engineer – When a player chooses this card, he or she can use the card during one future build and all mountains and ridges are half price for that build (\$2000 each).

Ending the Game

The number of empty city markers that ends the game (same mechanics as the basic game) depends on the number of players:

3 Players: 11 Empty City Markers

4 Players: 13 Empty City Markers

5 Players: 15 Empty City Markers

Credits

Game Design – Glenn Drover

Map Concept and additional design – Jim Provenzale, Jacoby O'Connor, Paul Niemeyer, Sean Brown and Keith Blume

Artwork – Paul Niemeyer and David Oram

Gameboard Art – Paul Niemeyer

Rulebook – Keith Blume

Graphic Design – Jacoby O'Connor and Jim Provenzale; Fast Forward Design Associates

Production and Assembly - QP

Playtesting – Jack Provenzale, the Elgin Eagles (Michael Pennisi, Ray Petersen, Matthew Sweet, Alan Reeve, Jim Kehoe), Six Feet Under (Ben Rhoads, Rich Waldbiesser, Sue Waldbiesser, Shannon Carr, Emily Caine, Marco DeLaurentis, Eric Gibson, Rob Pusch, Andy Pogorzelski), Funagain Games (Nick Medinger, Margaret Harrington, Matt Ackerson, Mike Vediner), Linda Pedlow, Stephen Pedlow, Rainy Day Games (Steve Ellis, James Eastham, Brent Edington, Perry Lee, Dan Morgan, Ken Waters, Brian Collins), The Game Parlor (Joshua Daniel Welch, Christopher Michael Welch, Steven R. Schwartz, Michael Robert Petko, David Haldeman), Shad Brown, George Marino, Terry Scarbeary, Leslie Lightstone, Alex Soued, Brian Blume, Tom Wham, James M. Ward, Todd Bookman, Mike Carr, Jennifer Waldbiesser, Jim Forsythe, Connor Forsythe, and W. Eric Martin.

RAILS of EUROPE

ACTIONS

- Build Track
- Urbanize (\$10,000)
- Improve Engine
- Deliver One Goods Cube
- Select a Railroad Operation Card

COSTS TO BUILD TRACK

- | | |
|--|--------------------|
| ■ Open (green hex) | \$2,000 |
| ■ Mountains (white dot) | \$4,000 |
| ■ Water (any water within hex) | \$3,000 |
| ■ Crossing a Ridge (dark brown hex-side) | \$4,000 additional |

