



Rulebook



2-4



14+



60-120



Game Setting

In the late 19th century, during the early Meiji era, Japan opened its first railway line between Shimbashi and Yokohama. This new mode of transportation sparked a railway boom across the country.

Local entrepreneurs, hoping to capitalize on this railway boom, began establishing new companies one after another.

However, as Japan entered the Taishō and Shōwa eras, these small regional companies were gradually absorbed into larger railway corporations, operated by powerful tycoons. As players, you will take on the roles of these powerful tycoons, building and managing your own railway empires.

Manage your resources - Money, Materials, Technology, and Coal - to see which tycoon will gain the most renown.

Gameplay Overview

Railway Boom is played over the course of four rounds, and the player with the most VP (Victory Points) at the end of the game wins. Each round consists of six phases. Four of these phases are further divided into an Auction Step and a Turn Step.

In the Auction Step, players will use their resources to compete for turn order in the following Turn Step. Depending on the situation, going first may provide significant advantages.

In the Turn Step, players will perform actions such as purchasing trains, expanding their railway network, developing technologies, and earning large amounts of VP.

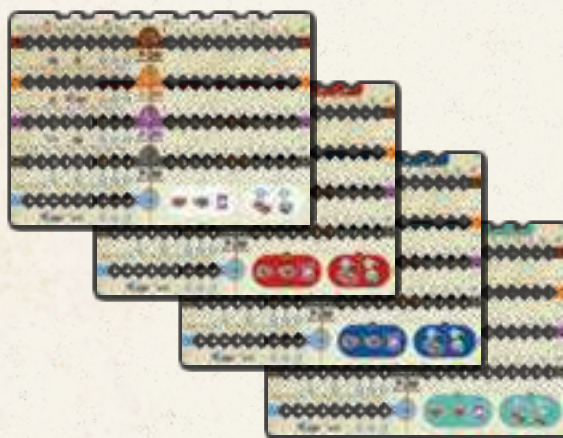
Use these actions wisely to build the top railway company in the country!

Components

1 Game Board



4 Player Boards



2 Rulebooks (Japanese, English)



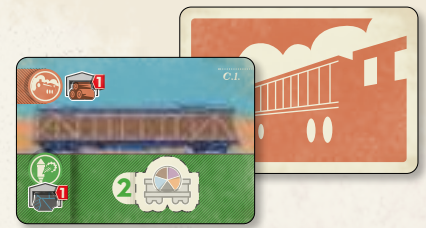
4 Starting Locomotive Cards



22 Locomotive Cards



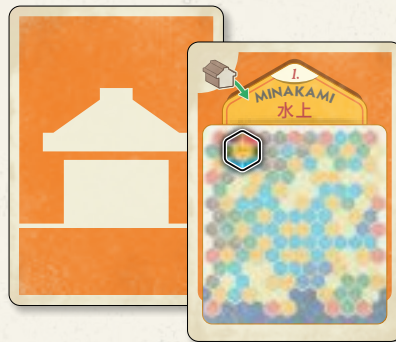
30 Carriage Cards



74 Development Cards



36 Station Cards



18 Objective Cards



7 Route Cards



1 Adjustable Bid Priority Tile (For 2 or 3 player games)



100 Resource Tiles

5 types x 20 tiles



Location Variety Tiles

(Not recommended for first time players)

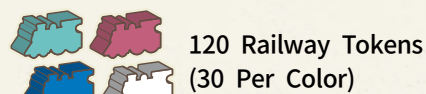
36 Regular City Tiles



14 Tourist City Tiles



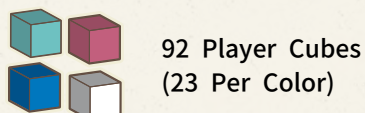
Tokens



120 Railway Tokens
(30 Per Color)



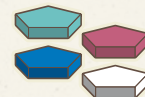
16 Station Tokens
(4 Per Color)



92 Player Cubes
(23 Per Color)



4 Bidding Discs
(1 Per Color)



4 VP Tracker Tokens
(1 Per Color)



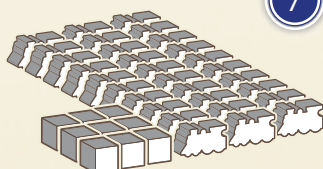
4 Indicator Tokens

Game Setup

- 1 Place the **Game Board** in the center of the table
- 2 Place a number of **Indicator Tokens** equal to the number of players near to the **Game Board**. Return any unused **Indicator Tokens** to the box.
- 3 If playing a 2 or 3 player game, place the **Adjustable Bid Priority Tile** on the Bid Priority Space with the corresponding player count visible. If playing a 4 player game, return the **Adjustable Bid Priority Tile** to the box.
- 4 Shuffle the 18 **Objective Cards** and 7 **Route Cards** separately, face down. Then, draw 4 **Objective Cards** from the deck and place them on the designated space to the right side of the **Game Board**. Repeat this process with the **Route Cards**, drawing 4 of them and placing them on the designated spaces on the left side of the **Game Board**. Return the remaining 14 **Objective Cards** and 3 **Route Cards** to the box.
- 5 Shuffle the 22 **Locomotive Cards** (making sure NOT to include the 4 **Starting Locomotive Cards**), 30 **Carriage Cards**, 36 **Station Cards**, and 74 **Development Cards** separately in face-down piles to form their respective decks. Then, place them in their designated areas near the **Game Board**.
- 6 Separate the 100 **Resource Tiles** by type and place them near to the **Game Board**.
- 7 Each player selects a player color and takes the corresponding **Player Board**, 23 **Player Cubes**, 30 **Railway Tokens**, 4 **Station Tokens**, 1 **Bidding Disc**, 1 **VP Tracker Token** and 1 **Starting Locomotive Card** of the same color.

If there are 3 or fewer players, place Player Cubes from an unchosen player color(s) on the **Objective Cards**. In a 3-player game, place 1 **Player Cube** on each of the **Objective Card** (4) icons (a total of 4 Cubes). In a 2-player game, place an additional **Player Cube** on each (3) icon as well (a total of 8 Cubes). The same unused player color can be used for all 8 placed Player Cubes. Return any unused player boards, tiles, cards and tokens to the box.

- 8 Each player prepares their own **Player Board** by taking the following steps:
 - a) Place a **Player Cube** on each Level 1 space (furthest position on the left) on all 5 Income Tracks on the left side of the **Player Board**.
 - b) Place a **Player Cube** on each space labeled "8" on all 4 Resource Tracks on the right side of the **Player Board**.
 - c) Finally, place an additional 4 **Station Tokens** and 4 **Player Cubes** in alternating order in their designated spaces at the top of the Player Board.



7

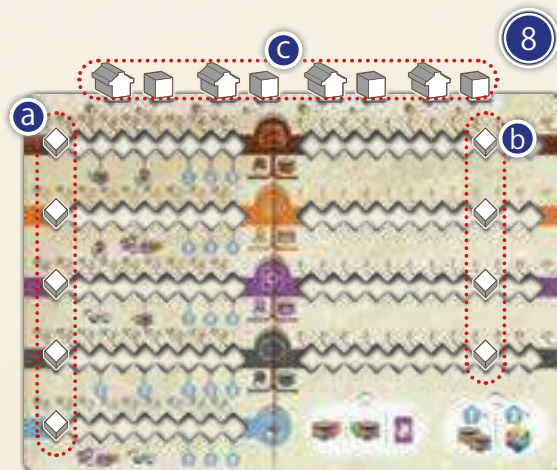
- 9 Initial order for the first Auction Step is first determined by each player drawing 1 **Station Card** from the **Station Card** deck and revealing it. The player who revealed the Station Card with the highest number places their Bidding Disc face up on the Auction Track on the Game Board, in the right most open white space above the Bid Priority Space. The remaining players continue to do the same, placing their own **Bidding Discs** in the next open white space according to the descending order of the **Station Card** they revealed. Once all players have placed their **Bidding Disc**, return all revealed **Station Cards** to the box.
- 10 Each player places their **VP Tracker Token** on the space marked with a "0" on the VP Track. Players will then place one of their **Cubes** on the Home Platform marked with "0."

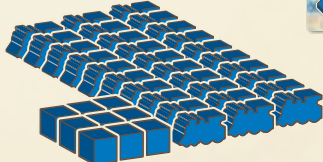
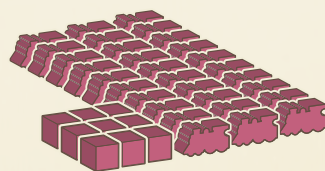
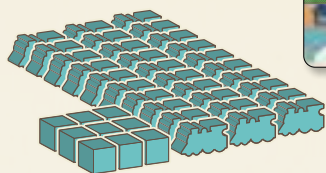
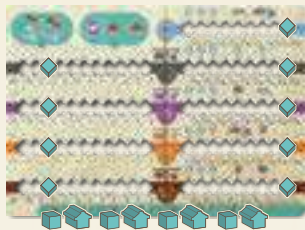
*It is recommended to skip step 11 when first time players are participating.

- 11 Place the Regular City Tiles and Tourist City Tiles face down into 2 separate piles. Randomly place the relevant tile type face up over each Regular City or Tourist City space on the Game Board.



Space for displaying cards during the Auction Step and Development Phase.





Game Board and Player Board Overview

Game Board



1 Auction Track

This track is used during an Auction Step (Pg.8) to manage turn order. The values range from a minimum of 0 (White space) to a maximum of 20.

2 Bid Priority Space

Used during an Auction Step (Pg.8), this chart shows the number of resources paid according to each position.

3 VP Track, Home Platform

Players will manage their VP using their **VP Tracker Token**. Whenever a player exceeds 50 VP, move their cube on the Home Platform one space to the right to indicate they have earned 50 VP. Then, place their **VP Tracker Token** on the space that represents their total VP minus 50.

4 Phase Tracks

The phases for each round are displayed in order from the left side of the Game Board. The cards used in each phase are placed in stacks around the board. For phases marked with an auction symbol, an auction will take place. After the auction, actions will be performed in numerical order. Mandatory actions are those that the current player must perform. Optional actions are those that the current player can choose to perform.



Auction Symbol



Mandatory Action



Optional Action

5 Map

The Map is made up of hexagonal terrain spaces. By placing your **Station Tokens** and **Railway Tokens** on these spaces, you will form "railways." Each terrain space can hold only one **Station Token** or **Railway Token** per player. A player may not place more than one of their own tokens on the same terrain space.

Terrain Spaces

There are a total of 7 different types of terrain spaces.



The dark blue area under the map represents the ocean and Railway Tokens cannot be placed there.

Regular City Details



1 Name of the city.

2 Regular City space number.

3 Resources gained from the space. Referenced when placing a token here.

4 The amount of power gained when placing a Station Token here.

5 The amount of power required in order to place a Railway Token here.

Player Board



1 Income Track

This indicates how much of each resource you earn during the Income Phase. Your current income level and amount of resources earned are indicated at the top left of each space. The icon at the bottom of the space represents the effect that is triggered when a Cube stops or passes through that space.

2 Resource Track

This is used to manage your stock of each resource. The space where a Cube is placed indicates the current amount of that resource. If you exceed 10, place an additional Cube on the "10" space to show that you have more than 10. If you exceed 20 as well, move the additional cube from the 10 place to the right side of the Player Board to indicate there are more than 20. Repeat the steps above if you exceed 30, 40, and so on.

3 Placement Area for Station Tokens and Player Cubes for Objective Cards

Place Station Tokens and Player Cubes for Objective Cards that will be used for each round. When all of these Tokens and Cubes have been used at the end of Round 4, players will proceed to Final Scoring and the game will end.

Icon Effects



Gain VP equal to the number shown.



Draw 2 cards from the top of the Development Card deck. You may then purchase 1 of them at a reduced cost of -1 Technology. Return any unpurchased cards to the bottom of the Development Card Deck in a random order.



You place a Railway Token on a space that is adjacent to a Railway you own. (Do not pay any power)



Choose one resource and increase its Income Level by 1.



Gain 2 resources of your choice.

Game Flow

Railway Boom is played over the course of four rounds. After that, final scoring takes place and the game ends.

Each round is divided into the following phases



Phases marked with a are divided into two parts: the Auction Step (first half) and the Turn Step (second half).

The rules for the Auction Step are the same across all relevant phases. These rules are explained during the **I. Train Phase**.

The same rules apply in the **II. Expansion Phase**, **III. Development Phase**, and **VI. Objective Phase**, so please refer back to the explanation as needed.

Free Actions

Free actions can be performed at any time, as many times as you like.



Resource Conversion

You may convert 2 resources (other than VP) into 1 resource of another type.

※ Example: Convert 1 and 1 into 1 .

Using Development Cards

Activate the effects of a Development Card. To indicate it has been used, turn the activated card sideways. Sideways Development Cards are reset to the upright position at the end of the **VI. Objective Phase**.

Activate



I. Train Phase

In this phase, you will purchase Locomotives and Carriages that will run on your railways.

Draw the following number of cards from the decks:

- **Locomotive Cards:** equal to the number of players
- **Carriage Cards:** number of players + 2

Place these cards face up in a row.

Here is an example of the layout for a 4-player game:



Locomotive Card Details

- 1 Indicates the card type and number
- 2 The cost in Coal required to operate this card
- 3 The number of Resource Tiles that can be placed on this card



Carriage Card Details

- 1 Indicates the card type and number
- 2 The cost (Materials) required to purchase this card
- 3 The cost (Coal) required to operate this card
- 4 The number of VP gained when this card is operated
- 5 The effect triggered when this card is operated



Auction Step

During the Auction Step, players bid to determine the turn order for the upcoming Turn Step. The resource used for the bidding depends on the phase:

- I.  **Train Phase** -  Materials
- II.  **Expansion Phase** -  Money
- III.  **Development Phase** -  Technology
- VI.  **Objective Phase** - The resource depicted on the Objective Card for that round.

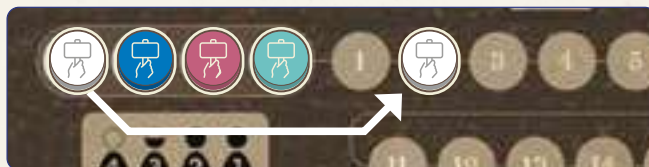
Since this is the I.  **Train Phase**, the resource used for bidding will be  **Materials**.

The player furthest back (left) on the Auction Track will start the bidding for the current Locomotive and Carriage Cards. When bidding, players will either:

A. Move their bidding token to an unoccupied space at a higher number than their current position on the Auction Track.

A) Move to an unoccupied space with a higher number:

Choose an uncovered space with a higher number than your current space and place your Bidding Disc there. You must also have in your possession a number of relevant resources equal to or more than the value printed on the space in order to place your Bidding Disc there. Turn order discounts are not taken into consideration until after all players have locked in their bid, so you are limited to placing your Bidding Disc on values you can pay the full cost for.



※ **Note:** The initial white space represents a value of 0.

※ **Note:** You may use the Free Action, Resource Conversion, to place your disc on a space you can afford after the conversion.

B) Confirm Bid on current space:

Flip your Bidding Disc face down on your current space to finalize your bid. You will no longer participate in the current auction.



The Auction Step continues until all players have chosen B, at which point the Auction Step ends.

Locomotive and Carriage Effects



► Gaining Resources

For each Resource Tile placed on the card, gain one of that resource. Resource Tiles can be placed onto Locomotives (or certain Carriages) at any time during the Operation Phase. You may also choose to keep them in your supply, unused.

❗ Once a Resource Tile has been placed, it cannot be removed for the remainder of the game.



► Conditional Effects

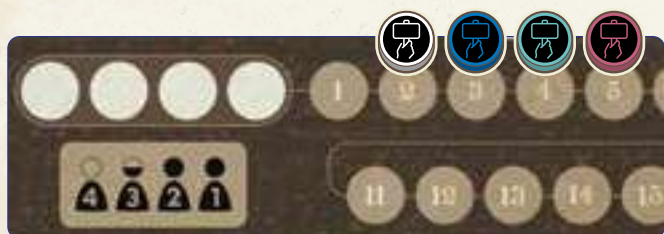
Refer to all Resource Tiles placed on the connected train in question (a single Locomotive Card and all connected Carriage Cards).

Each time this condition is met, gain the corresponding resource or increase your Income Level as indicated.

Starting with the player whose Bidding Discs ended the Auction Step on the highest value space on the Auction Track, each player pays resources according to the Bid Chart.

On the Bid Chart:

- This indicates that you will pay the exact number on the space that your Bidding Disc occupies.
- ◐ This indicates that you will pay half of the number shown on the space that your Bidding Disc occupies (Rounded up).
※ For example, if your token is on space 3, you pay 2 resources
- This indicates that you will not pay any resources.

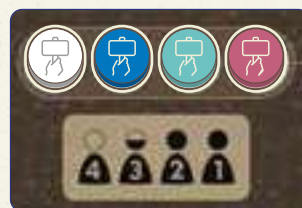


Once all players have paid the necessary resources, slide the Bidding Discs back to the white spaces, making sure to retain their left-to-right orientation and then flip them face up.



Turn Step

In the Turn Step, each player takes their turn one at a time, starting with the player furthest to the right on the Auction Track.



On your turn, perform the following actions in order:

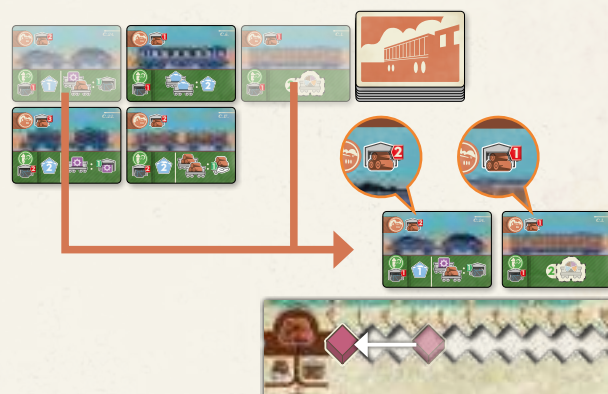
1) Acquire a Locomotive

Choose and acquire 1 Locomotive Card.



2) Purchase Carriage Cards

You may purchase up to 2 Carriage Cards. To purchase, pay the cost shown in the upper-left corner of the card. If all Carriage Cards have already been purchased, you are unable to buy any.



The Locomotive Card and Carriage Cards that you acquire are placed in front of you.

Once all players have taken their turns, any unpurchased Carriage Cards are returned to the box. After that, proceed to the **II. Expansion Phase**.

II. Expansion Phase

In this phase, players will decide on the cities for their stations and place Railway Tokens. Draw a number of Station Cards from the top of the Station Card deck equal to the number of players. Then, place an Indicator Token on the city indicated by each Station Card on the board map.

Here is an example for a 4-player game:



Auction Step

An auction is held in the same way as in the **Train Phase**, using Money as the bidding resource.

Turn Step

In the turn step, each player takes their turn one at a time, starting with the player furthest to the right on the Auction Track.

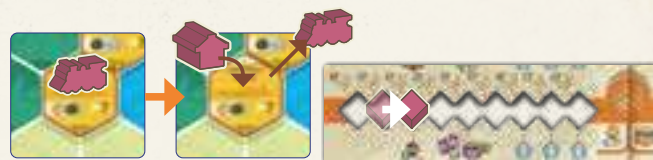
On your turn, perform the following 2 actions in order:

① Station Placement

Choose one of the cities on the map with an Indicator Token that has not yet been selected by another player, and take the leftmost Station Token from your own Player Board and place it there. Increase your Income Level of the resource(s) printed on the tile where you placed your Station Token by 1. If there are 2 resources printed on the same tile, increase the Income Level of each by 1.



※ If you place a Station Token in a city where one of your Railway Tokens is already placed, return that Railway Token to your supply and increase any single resource Income Level by 1.



Example: Choose Money and increase the Income Level by 1.

② Route Construction

During your turn, you will gain Power (used for placing Railway Tokens) from the city where you placed your Station Token this turn. Use this Power to place Railway Tokens extending from your Station. On the bottom of each hex you will find the Power cost to place a Railway Token in that space.



Additional Information

• When spending Power to place a Railway Token on a space occupied by another player's piece (either a Station Token or a Railway Token), you must pay 1 additional Power per piece on that space.

※ **Note:** When placing a Station Token in step ①, no additional Power is required even if other players' pieces are present on the space.



• During this step, you may not place a Railway Token on any of your existing railways that are not connected to the Station Token placed this turn. However, if you connect to one of your existing railways with a Railway Token, they are now treated as part of the same railway.



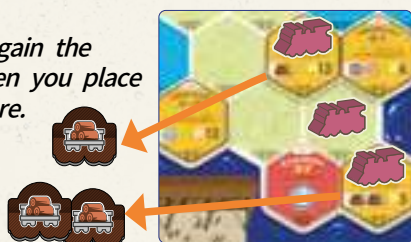
If you want to place more Railway Tokens than your current Power allows, you can choose to pay any amount of  Money Resources from your current stock to gain an equal amount of addition Power.

※ **Note:** Any unused Power will be lost at the end of your turn, so be sure to use it efficiently.



When you place a Railway Token in a city, you will gain the Resource Tiles depicted for that city. If 2 resources are shown, you will gain each of the corresponding Resource Tiles.

※ **Note:** You only gain the Power of a city when you place a Station Token there.



Types of Resource Tiles



VP Tile



Money Tile



Coal Tile



Materials Tile



Technology Tile

Resource Tiles can be placed on Locomotives (and some Carriages) during the **V. Operation Phase**. By operating a card with a Resource Tile, you will gain the corresponding resource.

When you place a Railway Token on a Tourist City, immediately trigger the effect shown in that city.

Icon Effects



Gain VP equal to the number shown.



Draw 2 cards from the top of the Development Card deck. You may then purchase 1 of them at a reduced cost of -1 Technology. Return any unpurchased cards to the bottom of the Development Card Deck in a random order.



Choose one resource and increase its Income Level by 1.



Gain 2 resources of your choice.

After all players have taken their turns, return the Indicator Tokens on the Game Board to the side of the board, and return any used Station Cards back to the box. After that, proceed to the **III. Development Phase**.

Route Cards

Route Cards allow players to earn VP by connecting the cities listed on the card with their own Railways. Once a player connects the cities, they immediately place one of their Cubes on that Route Card. If there are no other player's Cubes on the card, the player will earn the VP on the left side of the card. If another player's Cube is already placed on the card, the player will earn the VP on the right side of the card.

Route Card Details

- 1 The two Cities that need to be connected
- 2 The VP awarded to the first player to complete the connection
- 3 The VP awarded to players who complete the connection after the first player



III. Development Phase

In this phase, you will develop your railway company's technology.

Draw a number of Development Cards equal to 3 per player from the top of the Development Card deck. Reveal them and arrange them in rows, with each row containing 3 cards as a set. Arrange the Development Cards in each row so that their costs increase from left to right.

Example for a 4-player game:



Development Card Details

- 1 The name of the Development Card
- 2 Indicates the card type and number
- 3 The cost (Technology) required to purchase this card
- 4 The effect of this card
- 5 Effect trigger timing



Timing of Development Card Effects

- Instant effect** that activates immediately after being obtained. After activation, place the Development Card in a facedown pile in front of you.
- Automatic effect** that activates anytime, and everytime, the specified condition is met.
- Round effect** that can be activated once per round at a timing of your choice. After activating the effect, turn the Development Card sideways, and keep it that way until you turn it back at the end of the round.

Auction Step

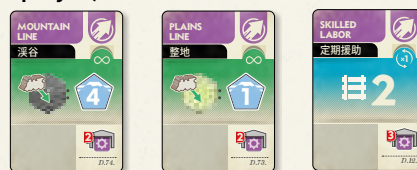
An auction is held in the same way as in the **I. Train Phase**, using **Technology** as the bidding resource.

Turn Step

In the Turn Step, each player takes their turn one at a time, starting with the player furthest to the right on the Auction Track.

On your turn, perform the following 3 actions in order:

- 1 Choose one available set (a row of three face-up Development Cards that has not been selected by another player)



- 2 From the chosen set, select a Development Card with the lowest cost and gain it for free (without paying its cost).



- 3 You may then purchase one or both of the remaining cards in the chosen set by paying their respective Technology costs.



Any cards acquired or purchased are placed in front of that player. Remember that instant effects activate the moment you obtain the card, and should now be placed facedown. After all players have taken their turns, collect and return any unpurchased Development Cards to the bottom of the Development Card deck in random order. Then proceed to the **IV. Income Phase**.

Development Card Effects



Subsidy

Gain the resources shown.



Skilled Labor

Active during the **II. Expansion Phase** to gain additional Power.



Specialty Product

Gain the Resource Tiles shown.



Locomotive Lease

Return one Locomotive Card from your play area to the box and gain VP. Any Resource Tiles on that Locomotive Card are placed besides the Game Board.



Investment

Pay 1 VP to increase the listed Income Level.



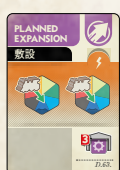
Investment Strategy

Pay the listed resource to increase the indicated resource's Income Level by 1.



Major Investment

Pay any resource other than VP to gain the indicated amount VP.



Planned Expansion

Place the indicated number of Railway Tokens, one at a time, on spaces adjacent to your existing railways. (No Power is required)



Tactical Expansion

Pay the listed resource to place a Railway Token on a space adjacent to your existing railways. (No Power is required)



Industrial Growth

Raise your Income Level by the amount shown.



Coastal Line

Each time you place a Railway Token in a space adjacent to the ocean, gain 1 VP.



Inlet Line

Each time you place a Railway Token on an Inlet space, you gain 2 VP.



Crossing Line

Each time you place a Railway Token on a space that is occupied by another player's Railway, you gain 1 VP.



Aggressive Spending

Each time you pay 5 or more resources during an Auction Step, you gain 2 VP.



Economical Spending

Each time you do not pay resources during an Auction Step, you gain 1 VP.



Efficiency

By activating this card during the **V. Operation Phase**, the operating cost of one Carriage becomes 0 coal.



Tourist Line

Each time you place a Railway Token on a Tourist City space, gain 2 VP



Forest Line

Each time you place a Railway Token on a Forest space, gain 3 VP.



River Line

Each time you place a Railway Token on a River space, gain 1 VP



Plains Line

Each time you place a Railway Token on a Plains space, gain 1 VP



Mountain Line

Each time you place a Railway Token on a Mountain space, gain 4 VP

IV. Income Phase

In this phase, each player will gain income from their railway company's industry. All players carry out this phase simultaneously. Referencing your own Player Board, first check how much you gain of each resource according to the number preceded by a "+" symbol to the right of your current level on each Income Track.

※ **Note:** The number of resources gained is not the same as the number of your Income Level (grey).



Once all players have received their resources, proceed to the **V.  Operation Phase**.

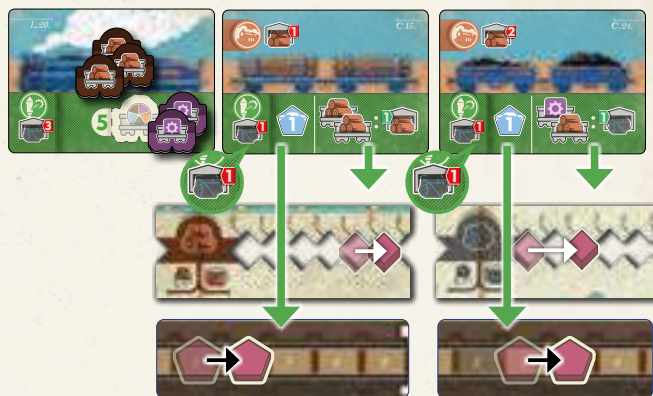
V. Operation Phase

In this phase, you will use Coal to operate your trains and gain benefits through transportation. All players carry out this phase simultaneously. Perform the following steps in order:

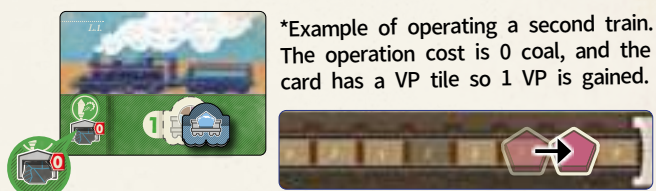
- ① Choose a Locomotive you have not already chosen to operate this phase. You may attach any number of Carriages to the back of the Locomotive in any arrangement you like, as long as you will be able to pay the operation cost in coal for the Locomotive and all Carriages either with the amount of coal you currently have, or by making up the difference by gaining coal via the effects of the cards you plan to activate. Next, pay the Locomotive's Operation Cost in coal to activate its effect (explained in detail later).



- ② Resolve the Carriages attached to that Locomotive one by one, in order from front to back. Carriages function the same way as Locomotives: pay the Operation Cost (Coal), gain VP, and activate the effects (explained in detail later).



Once step ② is complete, you may operate another Locomotive by returning to step ① and repeat this process as many times as you have the necessary resources to do so.



*Example of operating a second train. The operation cost is 0 coal, and the card has a VP tile so 1 VP is gained.

※ **Note:** Each Locomotive and Carriage card can only be operated once per round.

※ **Note:** Locomotives cannot be attached to other Locomotives. Complete the operation of one Locomotive and all of its attached Carriages before beginning to operate another Locomotive.

※ **Note:** If you come to realize while paying operation costs for a train that you don't actually have enough coal to pay for each connected card, return your VP and resources to what they were before starting step ① and start over again, making sure to adjust your carriages as needed to be able to pay the full cost.

Once all players have operated all of the trains they intended to run, proceed to the **VI.  Objective Phase**.

Locomotive and Carriage Effects



► Gaining Resources

For each Resource Tile placed on the card, gain one of that resource. Resource Tiles can be placed onto Locomotives (or certain Carriages) at any time during the Operation Phase. You may also choose to keep them in your supply, unused.

❗ Once a Resource Tile has been placed, it cannot be removed for the remainder of the game.



► Conditional Effects

Refer to all Resource Tiles placed on the connected train in question (a single Locomotive Card and all connected Carriage Cards). Each time this condition is met, gain the corresponding resource or increase your Income Level as indicated.

VI. Objective Phase

In this phase, players bid for opportunities to earn large amounts of VP at the end of the game.

Objective Card Details

- 1 The name of the Objective Card
- 2 Indicates the card type and number
- 3 Indicates the resource used for bidding in this round
- 4 Indicates the relevant condition being referenced to earn VP
- 5 This shows the VP multiplier you gain from this card, represented with a Cube. means it is used in a game of 3 or more players, while is used in games with 4 players.



Auction Step

An auction is held in the same way as in the **1. Train Phase**. The resources used in the auction are listed on the current round's Objective Card.

means that players can use any resources in any combination in order to pay their bid (other than VP).

Turn Step

In the Turn Step, each player takes their turn one at a time, starting with the player furthest to the right on the Auction Track.

During their turn, each player places the leftmost available Player Cube above their Player Board on the space with the highest VP multiplier among the spaces where other Cubes for this Objective Card have not yet been placed. At the end of the game, you will earn VP by multiplying the number of times you met that objective's condition by the chosen multiplier. Once all players have placed their Player Cubes on this round's Objective Card, the round ends. Each player will return any sideways Development Cards back upright, then proceed to start the next round from another **1. Train Phase**.

If this is the 4th round (all Objective Cards have Cubes placed on them from each player), then proceed instead to Final Scoring.

Objective Card Effects



Residential Tycoon

The number of your Railway Tokens on Plain Spaces x VP



Forest Tycoon

The number of your Railway Tokens on Forest Spaces x Indicated VP



Mountain Tycoon

The number of your Railway Tokens on Mountain Spaces x Indicated VP



Water Tycoon

The number of your Railway Tokens on Rivers and Inlet Spaces x Indicated VP



Tourism Tycoon

The number of your Railway Tokens on Tourist City Spaces x Indicated VP



Terrain Tycoon

The number of different types of spaces you have placed your Railway Tokens x Indicated VP

※ **Note:** A maximum of 7 types: Plains, Forest, Mountain, River, Inlet, Normal City, Tourist City



Cargo Mogul

The number of Locomotive Cards you own that can hold 4 or more Resource Tiles x Indicated VP



Development Mogul

The number of Development Cards you own x Indicated VP

※ **Note:** This includes your Development Card Discard pile as well.



Fleet Mogul

The total number of Locomotive and Carriage Cards you own x Indicated VP



Humble Investor

The lowest Income Level you obtained on your Player Board x Indicated VP



Material Investor

Your Player Board's Material Income Level x Indicated VP



Money Investor

Your Player Board's Money Income Level x Indicated VP



Tech Investor

Your Player Board's Technology Income Level x VP



Coal Investor

Your Player Board's Coal Income level x Indicated VP



Stock Investor

Your Player Board's VP Income Level x Indicated VP



Express Tycoon

The number of spaces with your Railway Tokens lined up in a straight line x Indicated VP

※ **Note:** "Straight Line" refers to Railway Tokens arranged in a continuous straight line horizontally, diagonally to the right, or diagonally to the left



City Tycoon

Choose a Normal City that has one of your tokens on it. Count the total number of tokens on all the spaces surrounding that city x Indicated VP

※ **Note:** Tokens include both Railway Tokens and Station Tokens.



Partnership Tycoon

The number of spaces where both your Tokens and the Token of at least one other player are present x Indicated VP

※ **Note:** Tokens include both Railway Tokens and Station Tokens.

Final Scoring



First, resolve each round's Objective Card one by one.

Multiply the number of conditions achieved for each Objective Card by its multiplier to gain VP.

Next, gain 1 VP for every 2 resources you possess.

Finally, choose one of your own Railways, and gain 2 VP for each Railway Token on that Railway.

After that, compare the total VP of all players. The player with the most VP wins.

If there is a tie, the tied player with the most Railway Tokens on the Game Board wins.

If there is still a tie, the player with the highest total Resource Tiles (Including those placed on Locomotives and Carriages) wins.

If there is still a tie, the player who is furthest ahead (to the right) on the Auction Track wins.

Scoring Example



Remaining Resources: 4 Materials, 0 Money,
2 Technology, 1 Coal
7 Resources / 2 VP = 3 VP

Your own
Railway
10 Spaces
x 2 VP
= 20 VP

Base Score
55 VP



8 Spaces x 2 VP
= 16 VP



3 Cards x 6 VP
= 18 VP



8 Cards x 1 VP
= 8 VP



Level 6 x 3 VP
= 18 VP

Total Score: 138VP



Game Design : Hisashi Hayashi

Game Development : Simone Luciani

Illustration : Ian O'Toole

Rulebook Graphics : Tsutomu Dejima

Editor : Atsushi Hashimoto, Marcello Bertocchi

Project Manager : Kensuke Suzuki

Global Expansion Lead : Patrick Flanagan

English Rulebook Translation : Evan Kelley

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2F, Fuundo Building, 1-2 Kanda Ogawamachi, Chiyoda-ku, Tokyo 101-0052, Japan

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Product Details

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