

RAILWAYS of PORTUGAL

Contents

- Goal Cards (10) • Operations Cards (34)
- A 375 x 617mm game board • Player-aid sheets (4)

Introduction

Portugal is the Westernmost country in Europe. With a coastline that spans over 700km facing the Atlantic Ocean, Portugal uses well-travelled shipping routes in order to develop its industry.

The Portuguese mainland is a crucial geographical presence for the two autonomous island regions — Madeira and the Açores. Most of the exports from these regions are directed to the mainland.

While the sea routes for tourism and goods play a role of great importance to the livelihood of these islands, they also offer luxury products of superb quality to the European continent as well.

Railways of Portugal is an expansion map for Railways of the World, designed for 2, 3 or 4 players. You will need the pieces from the Railways of the World base game or the Railways of Nippon base game to play it. The rules for this expansion are the same as those of Railways of the World, with the following exceptions presented below:

Setup

At setup, place 3 goods cubes in the Açores, 3 goods cubes in Madeira and 2 goods cubes in each remaining city.

In this expansion, Baron cards are replaced by Goal Cards. Randomly deal two to each player, who discards one; and chooses and hides the other until the end of the game when it is revealed and scored if the goal is met.

Although there are no black cities at the start of the game, place the black cubes randomly along with all the rest of the cube colors. Remember to shuffle all 7 Service Bounties and randomly make 4 available at the start of the game. Remove the other 3 from the game.

Maritime Connections

There are 10 maritime connections in Railways of Portugal. Each counts as 1 link for all purposes. As a round action, a player may establish a maritime connection by paying \$6 and placing a track marker on one unoccupied connection space.

A player may never own more than one connection between Madeira and Sagres. Likewise, a player may never own more than one connection between the Açores and Lisboa.

When moving a goods cube between Madeira and Sagres or the Açores and Lisboa, the acting player chooses which of the established connections to use. The owner of the chosen connection earns the income (\$1).

Connecting to Lisboa

Each player can only make one connection to Lisboa per *Turn* (a Turn consists of three Rounds), be it by land or by sea. The black-outlined hex next to Lisboa is unplayable.

The Açores and Madeira

At the end of each *Turn*, the Açores and Madeira each receive an additional, new random cube, drawn from the bag (a symbol has been added to the Turn Phases Chart on the board as a reminder of this). This phase only occurs until the beginning of the Industrial Age (see below).

Urbanizing Black Cities

The cost for urbanizing a black city is \$5.

Industrial Age

The Industrial Age begins as soon as there is a black city tile in play. This may occur because:

- 1) A Black City is Urbanized for \$5; *or*
- 2) As soon as there are 3 Empty City Markers on grey cities, you immediately place a black city tile on the grey city hex that just became empty. Do not place any new cubes on this tile as you would during an Urbanizing action.

NOTE: As soon as the Industrial Age begins, the Açores and Madeira stop receiving a new cube at the end of each Turn.

Ending the Game

The number of Empty City Markers that triggers the end of the game depends on the number of players:

- **2 Players:** 9 Empty City Markers
- **3 Players:** 10 Empty City Markers
- **4 Players:** 11 Empty City Markers

Remember to reduce your score by 1 Victory Point for every bond certificate issued. The high score, as indicated on the score track, is the winner.

As the map becomes crowded, remember that players can build crossover track pieces as necessary but cannot redirect another player's track. The cost for building crossover tracks is the same as for regular tracks. These may only be built when crossing over an existing section of track, including your own.

Credits

Game Design: Vital Lacerda

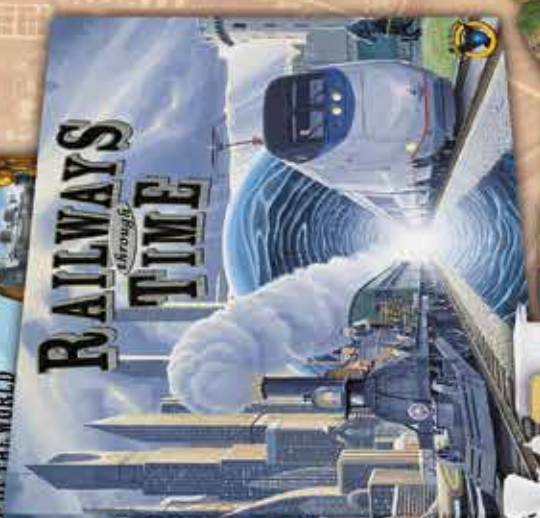
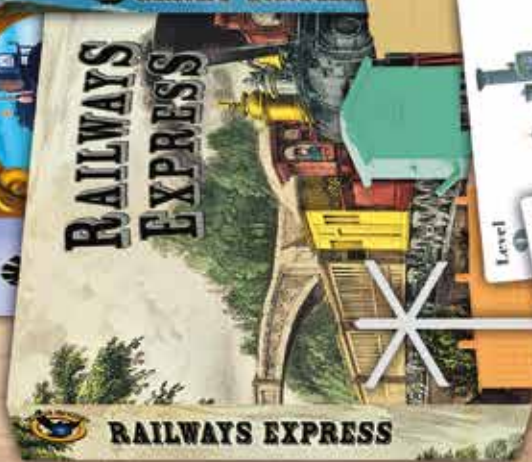
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Graphic Design: João Tereso **Cover Art:** Ian O'Toole

Additional Development: Ralph H. Anderson and Randal Lloyd

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Railways of the World series available at Eagle-Gryphon.com