

OVERVIEW

Welcome back to Railroad Revolution!

New opportunities are calling, giving you another way for you to enjoy the game. The Railroad has evolved.

Railroad Evolution changes the gameplay and introduces different strategies for players to discover.

This expansion set includes a new game board and features:

- ♦ A different scoring system for Telegraph connections.
- ♦ Wagons and Tenders which connect to your trains in order to make them more powerful.
- ♦ A new customizable “Performance” scoring system, including player board extensions.

The train is leaving the station. All aboard!

To use this expansion, a copy of the game *Railroad Revolution* is required.

All the standard rules of *Railroad Revolution* apply unless specified otherwise.

COMPONENTS

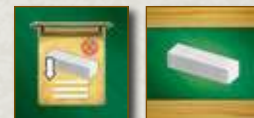
- 1 Game Board
- 4 Player Board Extensions
- 1 Scoring sheet
(you can also download it at www.whatsyourgame.eu)



- 20 Performance tiles in 4 types (5 each of A, B, C, D), indicated by their backs.



- 8 Reward tiles in 2 types (4 rails and 4 buildings), indicated by their backs.



- 5 Telegraph VP tiles



- 12 Wagons (black back) and 6 Tenders (grey back)



INITIAL PREPARATION

STEP 1. THE GAME BOARD:

Use the Game Board from this expansion instead of the one from the base game.



STEP 2B. PLAYER BOARD EXTENSIONS (ADD THIS STEP AFTER STEP 2. PLAYER BOARDS):

Each player takes a Player Board Extension in their chosen color and places it next to their Player Board. Place the remaining rail and building (the one you set aside during step 2 of the base game) on the corresponding slots of the extension (they are no longer needed for the Setup tiles, but are used instead for the Reward tiles; see page 5).



STEP 6B. WAGONS AND TENDERS (ADD THIS STEP AFTER STEP 6. TRAINS):

1) Place the Tenders on the table in a face-up stack to the left of the Game Board, next to the Tender section of the Trade Area.

2) Shuffle the Wagons and randomly place them face up on the table next to each of the 6 Wagon sections of the Trade Area, forming 6 rows of 2 Wagons each.



3-Player game: Form 4 rows of 2 Wagons and 1 row of 1 Wagon, starting at the top.

2-Player game: Form 3 rows of 2 Wagons, starting at the top.

Put the remaining Wagons back in the box.

STEP 8. PERFORMANCE MARKERS:

Place 2 Performance markers of each color back in the box; only 1 Performance marker per player will be used during the game.

Place each player's Performance marker on the table, next to the bottom space of the Performance Track (at the right edge of the Game Board).



**STEP 8B. PERFORMANCE AND REWARD TILES
(ADD THIS STEP AFTER STEP 8. PERFORMANCE
MARKERS):**

1) Sort the Performance tiles face down according to the letter on their backs.

Set aside at random 1 Performance tile for each letter (they will be used in Step 12. Setup tiles; see ahead).

2) Shuffle the remaining Performance tiles, then randomly place them face up on the table next to these symbols of the Performance Track, forming 3 rows of 4 Performance tiles each.



Put the remaining Performance tiles back in the box.

3) Shuffle the Reward tiles, then randomly place them face up on the table next to these symbols of the Performance Track, forming 2 rows of 4 Reward tiles each.



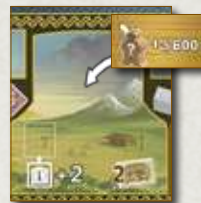
*3-Player game:
randomly put back in
the box 1 Performance
tile per letter, and 1
Reward tile per type
(rail or station). Form
rows of 3 tiles each.*

*2-Player game:
randomly put back in
the box 2 Performance
tiles per letter, and 2
Reward tiles per type
(rail or station). Form
rows of 2 tiles each.*

*In both cases, put the
remaining Performance
tiles back in the box.*

STEP 11. TELEGRAPH:

The bottom of the Game Board depicts the Telegraph line divided into 7 sections (not 8 as in the base game).



a) Shuffle the Telegraph tiles and randomly place one face up in each of the 5 central Telegraph sections (i.e. leaving the leftmost and the rightmost empty).

Place the remaining Telegraph tile back in the box.

b) Shuffle the Telegraph VP tiles and randomly place one face up in each of the 5 leftmost Telegraph VP slots.



STEP 12. SETUP TILES:

Place the Setup tiles of the base game back in the box.

From the 4 Performance tiles previously set aside (step 8B.), randomly choose a number of them equal to the number of players in the game. Place them face up next to the Game Board.

Proceed with randomly associating the tile with a Worker, and then with Players choosing a combination of 1 tile and 1 Worker in reverse turn order, as in the base game.



The Worker goes in the Player's supply as usual.

The Performance tile goes in the Player Board Extension in the bottom right corner.



TELEGRAPH ACTION

There are no more Telegraph sections that include a Deal icon. All other rules of the Telegraph Action still apply. The other changes regarding the Telegraph are relevant to the Scoring at the end of the game (*see page 6*).

TRADE ACTION



When you **take a rail or building** to trade it, do not discard it, but **place it in the Trade Area of the Game Board on either a Wagon section or the Tender section.**



Only 1 rail and 1 building can be placed in each Wagon section.

The Tender section can have an unlimited number of rails and buildings.

Whenever you place a rail or a building in a Wagon section, take one of the Wagons next to it.

Whenever you place a rail or a building on the Tender section, take a Tender, if any are remaining.

In both cases, **connect it to one of your Trains**, placing it face up next to the Train. You can connect it to either a face-up or a face-down Train. Once connected to a Train, Wagons and Tenders cannot be moved or removed.



Each Train can be connected to a maximum of 1 Wagon and 1 Tender.

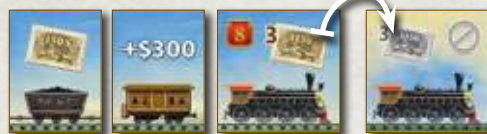
If you don't have an available Train, place the Wagon or Tender face up in front of you. If, in a following turn, you take a Train, connect the Wagon or Tender to it.

If you have multiple unconnected Tender/Wagon tiles, you may choose which to connect when you next take a Train.

All other rules of the Trade Action still apply.

WAGONS AND TENDERS:

Every time you flip a Train face down, you may receive its bonus and also the bonus of its connected Wagon and/or Tender. (*See Reference Sheet for a description of the bonuses.*)



Example: You have this Train with a Wagon and a Tender connected to it. You flip your Train face down, and you get: 3 Shares (bonus of the Train) + \$300 (bonus of the Wagon) + 1 Share (bonus of the Tender).

NOTE: You only get the bonus of the Wagon and the Tender when you flip the connected Train face down. When you flip it face up, you don't take any bonus (Train, Wagon, or Tender).

PERFORMANCE TRACK

Every time the base game rules mention “advance on the Performance Tracks”, it should be taken to mean “gain Advancement points” instead.

You can use Advancement points to do one of two things (if you gain multiple advancements, you can always split the total advancements between the two):

A. MOVE YOUR MARKER UP IN THE PERFORMANCE TRACK:

Each step costs 1 Advancement point, with the first step being to move your Performance marker from the table onto the bottom space on the track.

NOTE: on the left side of the track, there are some additional costs that you must pay to pass certain points: \$300, 2 Shares, or 1 Worker.



If you stop or pass through a slot with these symbols, you may take **one** of the Performance tiles from the row alongside, and place it on your Player Board Extension in an empty slot with the depicted numeral (I or II).

NOTE: You can only take a Performance tile if you have an empty slot in the matching row on your Player Board Extension.



If you stop or pass through a slot with this symbol, you may take **one** of the Reward tiles from the row alongside, and place it face up in front of you. To take the tile, you must discard a Worker. **NOTE:** During the game, you can only take a maximum of 1 rail and 1 building Reward tile.

During any of your turns, you may discard one or both of your Reward tiles and take their bonuses: Take the rail or building (as indicated on the tile) from your Player Board Extension (the ones you placed there during Step 2B. of the setup), and place it in a rail space or City (as indicated on the tile) at no cost. You don't trigger any deal and you don't take any reward (primary or First Station bonus). You must follow the usual connection rules.

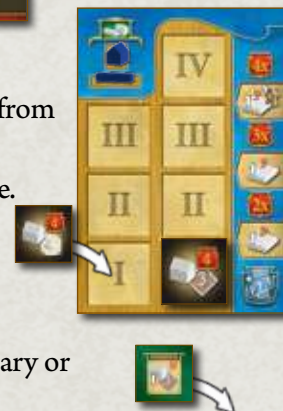
NOTE: It is possible to take more than one tile per turn (one per row you passed or stopped by in that turn).

B. MOVE YOUR PERFORMANCE TILES UP IN THE PLAYER BOARD EXTENSION:

The cost for moving is indicated at the side of the slots. For example, to move a Performance tile from row I to row II, it costs 2 Advancement points.

NOTE: To move from row III to row IV, you must also discard 1 Worker. From row III to row IV, you can move orthogonally or diagonally. Only 1 tile can be present in each slot.

At the end of the game, score VP according to the position of the tiles on your Player Board Extension and how well you met their conditions (see page 6 for details about the scoring, and the Reference Sheet for a description of the Performance tiles).



SCORING

The scoring for the Telegraph connections and the Performance Tracks are changed as follows (all the other scoring rules still apply):

TELEGRAPH CONNECTIONS:

Each player who built a Telegraph Office in two adjacent Telegraph sections is awarded VP according to the corresponding condition and Telegraph VP tile or the depicted VP.



- For the rightmost connection, you score 4 VP for each City of a different level you connected.

NOTE: only the number of different levels is taken into account (regardless of how many Cities you connected in total).

Example: you connected a total of 7 Cities of 3 different levels with your rails. You score 12 VP.



- For the other connections, multiply the number of Stations you have built in the indicated level of City by the VP depicted on the tile.

Example: you have 2 Stations in the level 1 Cities. You score 14 VP.

PERFORMANCE TRACK AND PERFORMANCE TILES:

a) Score the highest amount of VP reached or passed by your marker in the Performance Track.

b) For each tile on your Player Board Extension, multiply the VP depicted on the tile by the number of times you satisfy its condition.

Then, if the tile is on row II or higher, multiply that result by the VP multiplier depicted to the side of its row.

Example:

For your upper tile, you score for each of your Stations in a level 3 City. You have 2.

You score 32 VP: 4 VP on the tile x 2 Stations in level 3 Cities x 4VP depicted at the side of the row.

For the other tile, you score for each of your A and B completed Milestones. You have 4.

You score 12 VP: 3 VP on the tile x 4 Completed A and B Milestones.



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