

RIDE THE RAILS AUSTRALIA & CANADA

RULES OF PLAY

3-5 players, about an hour

COMPONENTS

1 Game Board

These Rules

A REMINDER OF PLACEMENT RULES

- The first locomotive of any given Railroad must be placed in one of the cities that displays its color.
- A Railroad may only have one locomotive in a hex.
- Except for the first locomotive placed, each placed locomotive must connect adjacently to at least one of that Railroad's existing locomotives.
- Each hex holds a maximum of two locomotives, except Toronto.

AUSTRALIA

This expansion uses the base game rules, except where listed below:

SETUP

Perth and Brisbane do not receive a Passenger.

Phase 2: Build Railroad Track

The dark grey hexes with red X's are the Australian Alps. No track may be built in the Australian Alps.

If a player builds track in a **Mountain hex** (or hexes), the total number of locomotives able to be placed by that player is reduced by **two**. The reduction is only ever two placements, no matter how many Mountain hexes are placed on in a turn.

The maximum number of locomotives able to be placed when crossing into Mountains:

3 Players - up to **6** locomotives

4 Players - up to **3** locomotives

5 Players - up to **2** locomotives



Long Distance Hexes: The grey hexes with a circle (left) each denote long distances. These include Perth and Brisbane. Building track in one of these hexes consumes the player's entire track placement turn. Regardless of player count, only 1 locomotive can be placed in each Long Distance hex.

PERTH BONUS: Whenever a player builds track into Perth, they immediately receive 50 points. This consumes the player's entire track placement turn.

BRISBANE BONUS: Whenever a player builds track into Brisbane, they immediately receive 20 points. This consumes the player's entire track placement turn.

There is no Transcontinental Bonus.

Phase 3: Ride the Rails

Railroads **may not begin** transporting passengers in Perth or Brisbane. Railroads **may end** transporting passengers in Perth or Brisbane.

CANADA

This expansion uses the base game rules, except where listed below:

Phase 2: Build Railroad Track

The maximum number of locomotives a player may place has changed:

3 Players - up to **7** locomotives

4 Players - up to **5** locomotives

5 Players - up to **4** locomotives

There are no Mountains in this expansion.

There is no limit to the number of Railroads permitted in Toronto.

TORONTO BONUS: Whenever a player builds track into Toronto, they immediately receive \$3. A player **starting** a Railroad in Toronto receives \$2. While there is no limit to the number of locomotives permitted in Toronto, each Railroad can only have one locomotive in the city.



INTERCOLONIAL BONUS (from the Canadian Constitution Act of 1867): The first player to connect all three cities with the green link icon (Sault Sainte Marie, Windsor, and Québec City) immediately receives \$8. Only complete links may be used to collect the bonus. This takes place of the Transcontinental Bonus.



Impassable Hexsides: In numerous hexes near Montreal and Québec City, there are red Impassible lines. There is also another red Impassible line located south of Toronto. Railroads may not directly build track across these Impassible Hexes.



Phase 3: Ride the Rails

Impassible Hexsides: Railroads may not carry Passengers directly across Impassible Hexes.