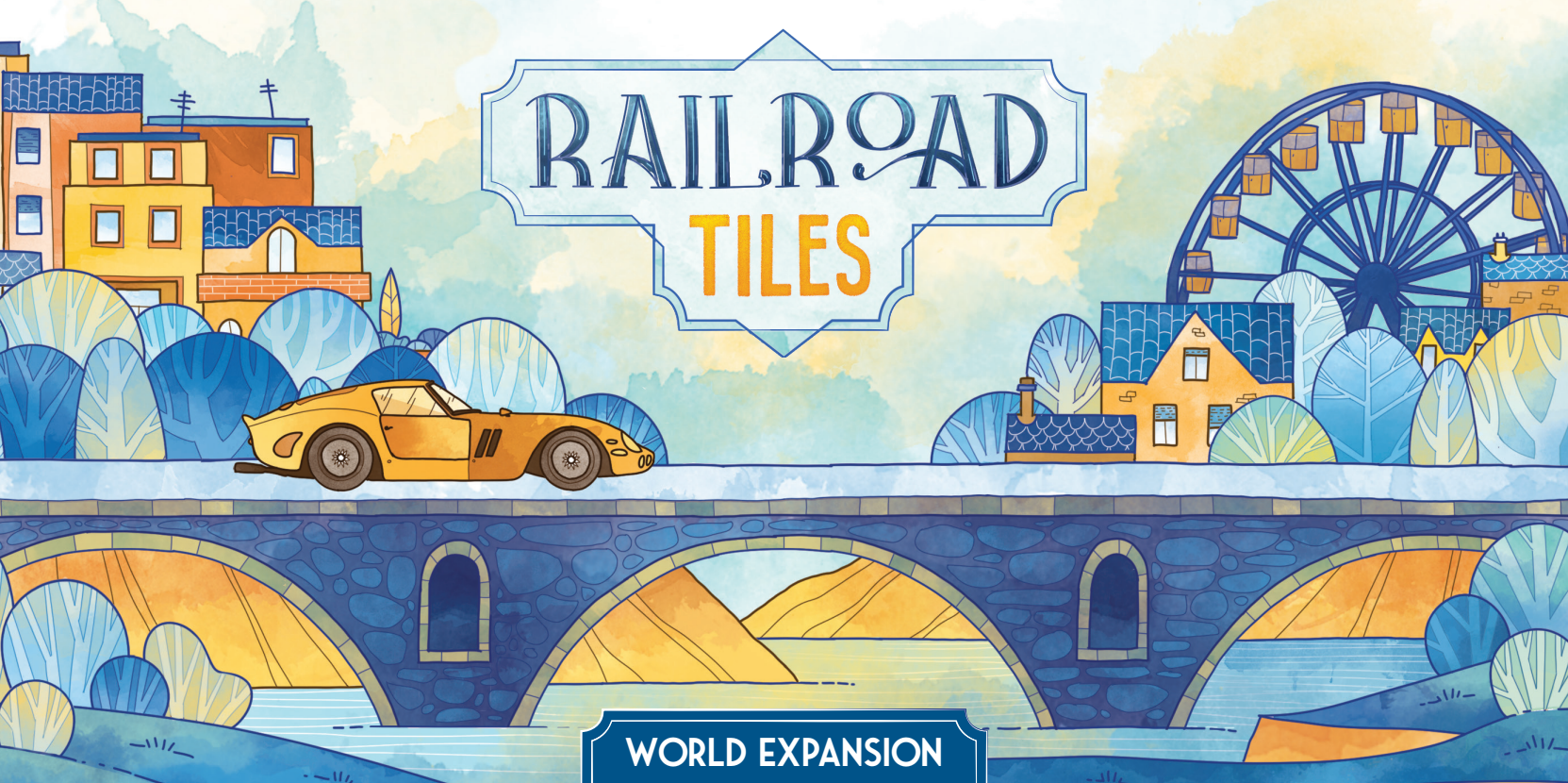


# RAILROAD TILES

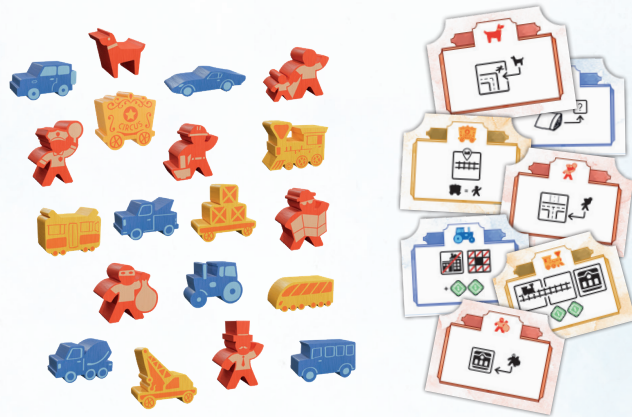


## WORLD EXPANSION

## COMPONENTS



**40 OBJECTIVE TILES**  
(4 TILES FOR EACH SET: SWAMP, THEME PARK, QUARRY, RACING STANDS, OBSERVATORY, CEMETERY, FACTORY, HOTEL, MILITARY BASE, AND JUNKYARD)



**76 SPECIAL PAWNS AND 19 REFERENCE TILES**  
(4 PAWNS AND 1 TILE FOR EACH SET: RACING CAR, BUS, TOW TRUCK, CEMENT MIXER, TRACTOR, OFF-ROAD VEHICLE, CIRCUS WAGON, STEAM TRAIN, LIGHT RAIL, CRANE WAGON, CARGO WAGON, BULLET TRAIN, FAMILY, MECHANIC, POLICE OFFICER, MAYOR, THIEF, TOURIST, AND DOG)

## PLAYING WITH OBJECTIVES

This expansion includes 10 additional sets of Objective tiles; they work exactly like those in the Core Game.

When playing with the World expansion, you can use all Objectives from the Core Game, this expansion, any other expansion, or any combination of these options.

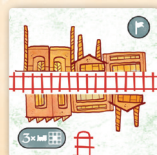
## SCORING CONDITIONS



**SWAMP**  
The Swamp must not have any Traveler Pinpoints on the tiles that surround it.



**JUNKYARD**  
The Junkyard must not have any Town tiles in the spaces surrounding it.



**FACTORY**  
The Factory must have at least 3 Trains on the tiles that surround it.



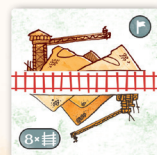
**HOTEL**  
The Hotel must be in the same row and/or column as at least 4 Stations. This tile counts as a Town tile.



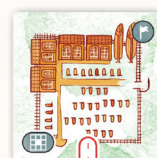
**THEME PARK**  
The Theme Park must have at least 2 Cities connected to it only through Highways.



**OBSERVATORY**  
The Observatory must be placed in the same row or column as at least 6 other tiles.



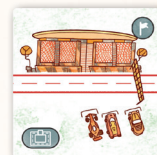
**QUARRY**  
The Quarry must be part of a continuous path with at least 8 connected Railroad segments; in case of looping paths, the same Railroad segment cannot be counted more than once.



**CEMETERY**  
The Cemetery must be completely surrounded by other tiles (8 tiles).



**MILITARY BASE**  
The Military Base must not have any Stations on the tiles that surround it.



**RACING STANDS**  
The Racing Stands must be part of a Highway loop: a path made of Highway segments that returns to the starting point, passing through each segment only once.

# PLAYING WITH SPECIAL PAWNS

To play with Special pawns, you need to pick **1 set for each type** (Car, Train, and Traveler). If you want to randomly select the sets to play with, you can shuffle the Reference tiles and draw 1 for each type.

## ADDITIONAL SETUP

Place the **Reference tiles** for the chosen Special pawns in the middle of the table so they are visible to all players. Use them as a reminder of the rules for the Special pawns in play.

Then, take **1 Special pawn** of each chosen type and place them in front of you: each player should have exactly 1 Special Car, 1 Special Train, and 1 Special Traveler.

## GAMEPLAY

When placing pawns, if you already have **at least 2 pawns of a certain type** (Car, Train, or Traveler), you may choose to place your corresponding **Special pawn** instead of a regular pawn of that type. You are not forced to place the Special pawn right away; you may do so later, as long as you place the Special pawn as your **3<sup>rd</sup> or subsequent** pawn of that type.

When you place a Special pawn, you get **Prestige points** according to the **regular scoring rules** for a pawn of that type. *For example, when you place a Special Car, you score 1 point + 1 additional point for each other Car that is connected to that pawn's Pinpoint only through Highways.*

In addition, Special pawns can provide **bonus points** or activate **special effects** when placed while meeting specific conditions. The placement requirements for each Special pawn are described below.

### SPECIAL CAR PAWNS



#### RACING CAR

When you place the Racing Car, you gain 2 additional points if there are no other Cars connected to this pawn's Pinpoint within 2 tiles distance only through Highways.



#### TRACTOR

When you place the Tractor, you gain 2 additional points if there are no Town tiles in the spaces surrounding it.



#### TOW TRUCK

When you place the Tow Truck, you may remove any Car pawn connected to this pawn's Pinpoint only through Highways to gain 2 points.



#### CEMENT MIXER

When you place the Cement Mixer, you may draw a Route tile from the bag. If you do, you **must** place the tile following the regular rules.



#### BUS

When you place the Bus, you gain 2 additional points if there is at least 1 Traveler connected to this pawn's Pinpoint only through Highways.



#### OFF-ROAD VEHICLE

When you place the Off-Road Vehicle, you gain 2 additional points if there is a "Dead-End Highway" tile connected to this pawn's Pinpoint only through Highways.

### SPECIAL TRAIN PAWNS



#### STEAM TRAIN

When you place the Steam Train, you gain 2 additional points if there is a Station connected to this pawn's Pinpoint within 2 tiles distance only through Railroads.



#### CIRCUS WAGON

Once placed, the Circus Wagon counts as a Traveler Pinpoint.



#### LIGHT RAIL

When you place the Light Rail, you gain 2 additional points if there is a Town tile that is part of a City which is connected to this pawn's Pinpoint only through Railroads.



#### CRANE WAGON

When you place the Crane Wagon, you can move a previously placed tile (without any pawns on it) to a new position in your play area, following the regular placement rules.



#### CARGO WAGON

When you place the Cargo Wagon, you gain 2 additional points if there are no Stations on the tiles that surround it.



#### BULLET TRAIN

When you place the Bullet Train, you gain 2 additional points if there is a "Straight Railway" tile connected to this pawn's Pinpoint only through Railroads.

### SPECIAL TRAVELER PAWNS



#### FAMILY

When you place the Family, you gain 2 additional points if there is at least 1 Traveler connected to this pawn's Pinpoint only through either Highways or Railroads (without switching at Stations).



#### MECHANIC

You may place the Mechanic on a Train Pinpoint. If you do, you gain 1 additional point.



#### POLICE OFFICER

You may place the Police Officer on any tile where 3 or more Highway segments intersect, even without a Pinpoint. If you do, you gain 1 additional point.



#### MAYOR

When you place the Mayor, you gain 2 additional points if it is placed within your Biggest Rectangle at the time when you place it.



#### TOURIST

You may place the Tourist on any tile that you placed during the current round, even without a Pinpoint.



#### THIEF

You may place the Thief on any tile with a Station, even without a Pinpoint.



#### DOG

You may place the Dog on any tile containing a Traveler, even without an empty Pinpoint.

## CREDITS

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