

# Prussian Rails

## GAME PARTS:

- 1 Game Board
- 24 Railroad Stocks, 3 for each railroad
- 30 Player Disks in 5 different colors, 6 per player
- 12 orange Sächsische track cubes
- 13 purple Köln-Mindener track cubes
- 14 green Berlin-Hamburger track cubes
- 15 yellow Main-Wesel track cubes
- 16 red Badische track cubes
- 17 blue Bayerische track cubes
- 18 brown Niederschlesische track cubes
- 21 black Preußische Ostbahn track cubes
- Money: 52 \$1, 52 \$5, 24 \$25, 24 \$100
- These Rules
- Note: A small cup must be provided for Determining Player Order.



## Setting Up

Lay out the game board.

Each player should take a color set of 6 Player Disks. A player's disk color has no relation to a railroad's track cubes of the same color, taking green Player Disks does not mean that player is running the green railroad. They should put one of these Disks on the '0' box of the Player Income track. They should keep the remaining 5 Disks in front of them. Put any unused Player Disks back in the box, they are not used.

Select one person to be the Banker. The Banker gives each player their starting money, 3 Players: \$40 each, 4 Players: \$30 each, 5 Players: \$24 each

Put a black **Preußische Ostbahn** cube in Königsberg, a cube on the \$3 space on the Railroad Income track and the remaining 19 track cubes along with the Preußische Ostbahn Stocks next to the Prüßische Ostbahn section of the gameboard.

Put a brown **Niederschlesische** cube in Breslau, a cube on the \$2 space on the Railroad Income track and the remaining 16 track cubes along with the Niederschlesische Stocks next to the Niederschlesische section of the gameboard.

Put an orange **Sächsische** cube in Leipzig, a cube on the \$1 space on the Railroad Income track and the remaining 10 track cubes along with the Sächsische Stocks next to the Sächsische section of the gameboard.

Put a blue **Bayerische** cube in München, a cube on the \$3 space on the Railroad Income track and the remaining 15 track cubes along with the Bayerische Stocks next to the Bayerische section of the gameboard.

Put a yellow **Main-Wesel** cube in Kassel, a cube on the \$2 space on the Railroad Income track (the Main-Wesel doubles one city income) and the remaining 13 track cubes along with the Main-Wesel Stocks next to the Main-Wesel section of the gameboard.

Put a red **Badische** cube in Mannheim, a cube on the \$1 space on the Railroad Income track and the remaining 14 track cubes along with the Badische Stocks next to the Badische section of the gameboard.

Put a purple **Köln-Mindener** cube in Essen, a cube on the \$1 space on the Railroad Income track and the remaining 11 track cubes along with the Köln-Mindener Stocks next to the Köln-Mindener section of the gameboard.

Put a green **Berlin-Hamburger** cube in Wittenberge, a cube on the \$1 space on the Railroad Income track and the remaining 12 track cubes along with the Berlin-Hamburger Stocks next to the Berlin-Hamburger section of the gameboard.

Now we auction off one share of each of the 8 railroads to the players:

## Initial Auctions

One share of the **Preußische Ostbahn** is put up for auction, use the Player Disks to randomly determine who makes the first bid. The minimum bid for any railroad stock is \$1. Bidding continues clockwise. If a player passes, they may not re-enter the bidding. If no one bids for a stock, the offering player gets it for free. The money paid for the stock is put in the Preußische Ostbahn area, along with the track cubes and stocks. This is the railroad's Treasury and is used to pay for expanding the railroad with building track.

One share of each of the remaining railroads (Niederschlesische, Sächsische, Bayerische, Main-Wesel, Badische, Köln-Mindener, Berlin-Hamburger) is also auctioned off in this order and in this manner. The first bidder in each auction is the player who bought the last stock.

After all initial shares have been sold, the Player Turn Order is determined.

## Determine Player Order

Each player must compute their current Player Income and place one of their Player Disks in that box on the Player Income track. A Player's Income is the sum of their share's income.

**Example:** Dave has a Preußische Ostbahn share (\$3) and a Niederschlesische (\$2) share. He chose the blue Player cubes and puts one in the \$5 box on the Player Income track.

After all players have placed their Player Income Disk in the appropriate box, players place Disks in the cup.

The player(s) with the highest player income puts one Player Disk in the cup.

The player(s) with the next highest player income puts two Player Disks in the cup.

The player(s) with the next highest player income puts three Player Disks in the cup.

The player(s) with the next highest player income puts four Player Disks in the cup.

The player with the lowest player income puts five Player Disks in the cup.

**Example:** Dave has \$5 Player Income, both Pete and Vince have \$3 Player income, Burt has \$2 and John has \$1 income. Dave puts 1 Disk in the cup, Pete and Vince each put 2 Disks in the cup, Burt puts 3 Disks in the cup and John puts 4 Disks in the cup.

Shake the cup and draw as many Disks as there are players in the game, one at a time. The first Disk drawn is placed in the '1' box of the Turn Order track, the second in the '2' box and so on. Undrawn Disks are returned to the players.

The Player whose Disk is in the '1' box goes first, choosing one of the 3 actions listed below. When they are done, they take back their Disk. Now, the Player whose Disk is in the '2' box takes a turn, etc. When the Disks are gone, Player Order is determined again.

Note that not every player may get a turn every round. The higher their income, the less the chance to have a turn in a round. They are still allowed to fully participate in the Capitalization action.

## SEQUENCE OF PLAY

During their turn, a player must choose one of the 3 choices:

- **Pass**
- **Capitalization**
- **Expansion**

Play continues with the next Player shown on the Player Turn Order track. If there are no more cubes on the Player Turn Order track, it is time to Determine Player Order again.

### Pass

A player may Pass and do nothing.

### Capitalization

Railroads are Capitalized by the sale of Stock. The player selects an unsold share of railroad stock in a Railroad's Treasury and puts it up for auction. The player is not required to bid for the stock, they may instead just Pass.

The minimum bid for a Stock is \$1. Bidding starts with the player offering the stock.

A **third** share of railroad stock **may not** be auctioned until all railroads have sold their second share.

Bidding continues clockwise. If a player passes, they may not re-enter the bidding. If no one bids for the stock, the offering player gets it for free. The money paid for the stock is put in the Railroad's Treasury, next to any remaining Stock. and track cubes.

After the Railroad share is sold, increase the buying player's income on the Player Income track by the share income.

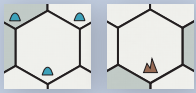
**Example:** Vince buys a share of the Preußische Ostbahn. The Preußische Ostbahn has an income of \$8 on the Railroad Income track. Vince moves his red cube from \$31 to \$39 on the Player Income track.

## Expansion

Expansion allows a player to have one Railroad build track. Each Railroad has a number of Track cubes of its color. Placing a cube in a hex shows that a railroad has built track in that hex. Each railroad begins in a specific city. The track built must connect back to that railroad's Home City using only that railroad's track.

The Railroad must pay for the track built with money from its Railroad Treasury. A railroad may build up to 3 track during an Expansion, although some railroads have exceptions, these are listed at the Special Abilities/Limitations section at the back of these rules. The player choosing the Expansion must have at least one share of that railroad's stock to have that railroad build track. The player choosing the Expansion decides what track is built.

### Railroad Building Costs



Each hex has a cost. Most hexes cost \$2, **Hills** cost \$3 and **Mountains** cost \$4. It costs \$2 to build into a Berlin Approach hex. It costs \$2 to build into the large Berlin Urban zone. If another railroad is already in the hex, building track there may cost more (Urban hexes) or might be forbidden (Rural hexes and Berlin Approaches).



**Urban hexes** (hexes with a name) may have multiple railroads in the hex. The first Railroad to build track in that hex must pay the cost to build the track. The second railroad building track in the hex pays an extra \$1 **City Penalty**. The third railroad building track in the hex pays an extra \$2 City Penalty. The fourth railroad building track in the hex pays an extra \$3 City Penalty, etc. An exception is the Niederschlesische, which never pays a City Penalty.



**Berlin** is considered to be a single Urban area.



**Rural hexes** (hexes without a name) may only have **one** railroad in the hex.



**Berlin Approaches** (the hexes surrounding Berlin) may only have one Railroad in the hex. Additionally, a Railroad may build **only one** Berlin Approach in the game.

### Increasing Railroad Income

When a railroad builds track into an Urban hex, the railroad gains income from the City. Most Cities add \$1 in income. Some Cities, like Berlin, add more than \$1, the amount is shown in red in the hex. **Example:** Dresden supplies \$2 income to every railroad with track in Dresden.

The additional income received must **immediately** be added to the Railroad's income on the Railroad Income track. Also, any additional income must be **immediately** applied to any player owning stock in that railroad.

**For example**, if the Sächsische built track into Berlin, the Sächsische income would be increased on the Railroad Income Track by 3, the number shown in the Berlin area. Vince owns 2 shares of the Sächsische. His player cube on the Player Income track must be increased by \$6.

When an Expansion is completed, check to see if the railroad has **directly** connected to another, previously unconnected railroad. If this is the case, it is time to **Pay Dividends** from the bank.

**For example**, the Preußische Ostbahn builds into Posen and directly connects to the previously unconnected Niederschlesische. It is time to Pay Dividends!

On a later turn, the Preußische Ostbahn builds into Frankfurt an der Oder and again connects to the Niederschlesische. No Dividends are paid, as they were **not** previously unconnected. The Niederschlesische just happens to connect to the Sächsische at Dresden. The Preußische Ostbahn and the Sächsische are **not** directly connected.

### Pay Dividends

When an Expansion is completed, check to see if the railroad has **directly** connected to another, **previously unconnected** railroad(s). Indirect connections through another railroad do not matter. When a railroad has directly connected to another, previously unconnected railroad(s), it is time to Pay Dividends. All 8 Railroads now pay Dividends to their shareholders. The Dividend paid from the bank for each share of Railroad stock is the income of that railroad, as shown on the Railroad Income track.

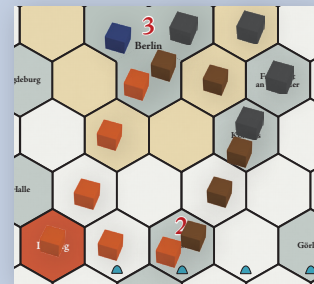
**Example:** The Berlin-Hamburger connects Berlin, Wittenberge, Hamburg, Lübeck and Kiel, its Railroad Income is 9. If Pete owns 2 shares of the Berlin-Hamburger, he receives \$18.

The railroad that built the new direct connection(s) pays **DOUBLE** Dividends to the shareholders. Building more than one new direct connection makes no difference.

**Example:** The Sächsische expands, building a Berlin Approach and into Berlin. Please see the graphic to the right. In the graphic, the Sächsische, the Berlin-Hamburger, the Niederschlesische and the Preußische Ostbahn are shown.

The Sächsische now directly connects to the Berlin-Hamburger. Since the Sächsische built the track, the Sächsische receives a double Dividend. The Sächsische now directly connects to the Preußische Ostbahn. Note that the Sächsische already had an indirect connection to the Preußische Ostbahn, through the Niederschlesische. Indirect connections do not matter.

All 8 railroads now pay Dividends and the Sächsische pays **double** Dividends, because it has directly connected to another, previously unconnected railroad(s).



## Ending/Winning the Game

The game ends if, at the Determine Player Order step, each railroad directly connects to two other railroads or if all players agree that this is not possible. The player with the most money wins the game. Ties are possible.

## Special Abilities/Limitations

Each Railroad has a special ability or limitation, based upon their history.

### Preußische Ostbahn

**1852 Königsberg 20 track Black**

The Preußische Ostbahn may place up to 4 track cubes during Expansion. They were very efficient.

### Niederschlesische

**1847 Breslau 17 track Brown**

The Niederschlesische pays no City Penalty. This railroad carried coal, everyone wanted them.

### Sächsische

**1842 Leipzig 11 track Orange**

The Sächsische may only place 1 or 2 track cubes during Expansion. This was one of the first railroads and they had many difficulties.

### Bayerische

**1852 München 16 track Blue**

When the Bayerische expands, the cost to place each track is \$1 less per hex. This later railroad had learned from others and had excellent engineers.

### Main-Weser

**1849 Kassel 14 track Yellow**

The Main-Weser doubles the income of the highest income city in its network. It had strong support from both local business and government.

### Badische

**1852 Mannheim 15 track Red**

The Badische may place one rural track (of its 3 allowed track) per Expansion for free. The regional state put a lot of money into this railroad.

### Köln-Mindener

**1849 Essen 12 track Purple**

The Köln-Mindener may not spend more than \$5 during any Expansion. This privately held railroad focused on dividends, expansion was a lower priority.

### Berlin-Hamburger

**1842 Wittenberge 13 track Green**

The Berlin-Hamburger pays no Dividends to its shareholders until it connects Berlin to Hamburg. It had a very dedicated charter.

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If you have comments, questions, or suggestions, please write to us at:

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