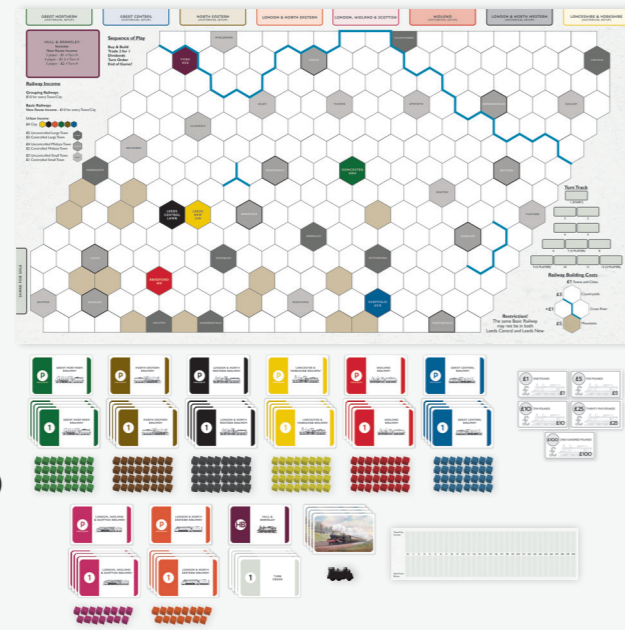


WEST RIDING REVISITED

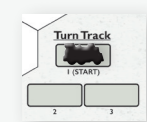
GAME PARTS:

- 1 Game Board
- 1 Income Track Board
- 6 Sets of 32 colored basic Railways cubes (black, blue, brown, green, red and yellow)
- 2 Sets of 15 colored grouping Railways cubes (pink, orange)
- 1 purple Hull & Barnsley Ownership Certificate
- 6 Finished Railway cards
- 1 Set of 5 Turn Order Cards
- 1 set of 8 red Midland Railway (MR)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 8 black London & North Western Railway (LNWR)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 8 brown North Eastern Railway (NER)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 8 blue Great Central Railway (GCR)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 8 green Great Northern Railway (GNR)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 8 yellow Lancashire & Yorkshire Railway (LYR)
- basic Railway stocks: the President's share and numbered shares 1-7
- 1 Set of 12 orange London & North Eastern Railway (LNER)
- grouping Railway stocks: the President's share and numbered shares 1-11
- 1 Set of 12 pink London, Midland & Scottish Railway (LMSR)
- grouping Railway stocks: the President's share and numbered shares 1-11
- 1 Locomotive turn marker



Setting Up The Game

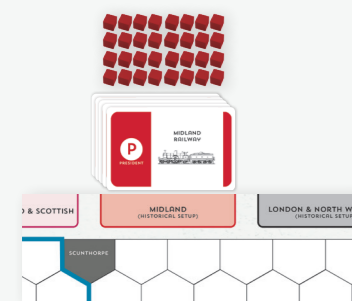
Put the Gameboard in the middle of the table with the Income Track below it.



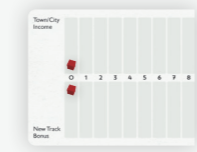
Put the Locomotive on the 1 square of the Turn Track.



Each color-coded set of Railway stocks is numbered. Please sort each stack, with the President's share on the top of the stack and the highest number share on the bottom of the stack.



Place the red Midland Railway (MR) stocks in the listed area at the top of the gameboard. Place the red MR track cubes in the same off board space. This space will also hold the railway's treasury money. The Home City of the red MR is the red city, Bradford.



Place two of the red track cubes on the Income Track, one to record Town/City income and one to record any New Track Bonus.

Do the same with the other five basic Railways:
 black London & North Western Railway
 brown North Eastern Railway
 blue Great Central Railway
 green Great Northern Railway
 yellow Lancashire & Yorkshire Railway

After this is done, place the stocks for the grouping Railways (pink, orange) in their respective areas, along with their control cubes.

Then place an orange cube on Doncaster, Sheffield and York. This denotes the control of those Cities by the LNER.

Then place a pink cube on Bradford, Leeds Central and Leeds New. This denotes the control of those Cities by the LMSR.



Now put Share #1 and #2 of the London & North Eastern Railway in the area marked Publicly Held Shares area on the right side of the map.

Do the same with shares #1 & #2 of the London, Midland & Scottish Railway.

These represent shares in these companies already in the hands of people outside the game.



Place the purple Hull & Barnsley Certificate in the Hull & Barnsley box on the gameboard.

Select a banker and give each player £7.

The blue Turn Order cards used depend upon the number of players. Use all 5 in a five player game and only 1, 2 and 3 in a three player game.

Shuffle the Turn Order cards, each player takes one. The player drawing the lowest number card is the starting player. This First Player starts with the Buy & Build phase of the Sequence of Play.

SEQUENCE OF PLAY

Each Phase (like Buy & Build) is completed before the next Phase begins. Use player Turn Order in each Phase, beginning with Player #1.

Buy & Build

Trade 2 for 1

Dividends

Turn Order

End of Game?

Buy & Build

Each Player, in Turn Order, must offer a share of a basic Railway (not a grouping Railway!) for sale from the stack of unsold shares. Take the stock and place it in the Stock for Sale area to the left of the map.

Bidding Rules

Bidding begins with the player offering the stock and continues in Turn Order. If a player passes, they are out of the bidding.

Minimum Initial Bid

The minimum bid for a Railway stock is the cost of building the cheapest new Route. If the Railway cannot build any new Route, the stock cannot be put up for auction and a different Railway's stock must be auctioned. If no Railway may build a new Route, this phase is over. A player putting a stock up for sale may Pass on the stock. If no one buys the stock, it is returned to the stack.

The moment a player has purchased a Railway share, they take the share, put their bid money on it and they **must now build a new Route** for it using the bid money on the share. If they are the President of the Railway, they are allowed to also use any money in the Railway Treasury (£0 at the start of the game). After the new Route is built, any unspent bid money is placed in the Railway's Treasury with their remaining cubes & unsold stock.

Building Rules

Building costs are shown on the map, with £3 for a Countryside hex, £5 for Mountain hex, +£1 when crossing a river and £1 for Town/City (Urban) hex. Placing one of the Railway's cubes in a hex shows that the Railway has built track in that hex.

A Railway's **first** route must begin from its Home City. For example, Leeds Central is the London & North Western Railway's Home City. The stocks are color coded, matching the Home Cities. The Railways do not place a cube on their Home City.

Note that the 6 basic Railways use their cubes to build track. The 2 grouping Railways use their cubes to denote control of a Town or City.

When two basic Railways affiliated with the same grouping Railway occupy a Town hex, place a cube of that grouping Railway in that Town Hex, unless the other grouping Railway already has a cube in that hex. This shows control of the Town.

In the **standard** game, the green Great Northern Railway, the blue Great Central Railway and the brown North Eastern Railway are affiliated with the orange London & North Eastern Railway. That is why an orange cube was placed on Doncaster, Sheffield and York during setup.

Building Restrictions:

- Only one Railway may occupy a Countryside or Mountain (Rural) hex.
- A Railway may not build into both Leeds Central and Leeds New.
- A Railway must build a completely new Route from a City or Town (Urban) hex they currently occupy through one or more Rural hexes to a new Urban hex they do not currently occupy.
- The Railway must build the cheapest or the shortest available Route between the two Urban hexes.

New Track Bonus

When the player has built the new Route, they should record the New Track Bonus on the Income track using one of the Railway's cubes. The New Track Bonus is £1 for each new hex built.

Hull & Barnsley

Instead of offering a share of a basic Railway, the player may offer the Hull & Barnsley ownership certificate up for auction if it is not owned. The minimum bid for the Hull & Barnsley ownership certificate is 10£. The Hull & Barnsley does not build track.

President

When any player has more shares of a Railway than the current President of that Railway, that player immediately becomes President of the Railway and exchanges one of their shares for the President's share.

Finished Railway Check

After each player's Buy & Build, check to see if a Railway is finished. A Railway is finished if it is no longer possible for that Railway to build a new route. This may be due to one of three reasons:

- 1) The railway does not have enough track cubes to build a New Route.
- 2) The railway is blocked from building any future New Route.
- 3) A railway has no more unsold stock.

If a railway is finished, place a Finished Railway card in its Treasury area as a reminder.

Trade 2 for 1

Each player, in Turn Order, may trade 2 shares of basic Railways for one share of the affiliated grouping Railway. The two shares may be from two different basic Railways, as long as both basic Railways are affiliated with the same grouping Railway.

Place the two shares in the Publicly Held Shares area. The first acquired share of a grouping Railway must be the President's share. Later shares may either be from the stack of unsold stock of that grouping Railway or from the Publicly Held Shares box.

No trade may occur that would change the President of a basic Railway, but a trade that changes the President of a grouping Railway is allowed.

Dividends

Now Dividends are paid!

First, the owner of the **Hull & Barnsley** is paid. The dividend depends in the number of players and the current Turn number. The formula is shown on the map.

Example: The H&B pays £8 in the 5th turn of a 4 player game.

Next, the shareholders of the **grouping Railways** (pink LMSR and orange LNER) are paid. Multiply the number of cubes of the grouping Railway on the map by £10. Divide the result by the number of outstanding shares. This is easily noted by looking at the share number on top of the stack of unsold shares. Round down and pay each player that much for each of their shares. Any remainder from the division goes into the grouping Railway's treasury.

Example: The pink LMSR has 5 cubes on the map, for a total of £50. The topmost stock on the LMSR's unsold stack is a '3'. $50/3=16$, so the dividends paid to shareholders is £16. Pete has the President's share and receives £16. Dave has share 1 and receives £16. Share 2 is in the Publicly Held Shares box and the £16 is left in the Bank. As the income was £50 and only £48 was paid, £2 is put in the Railway's treasury.

Finally, the shareholders of the **six basic Railways** are paid. The total income for a basic Railway is the combination of any New Track Bonus and the Urban income.

The **New Track Bonus** for a Railway has been recorded with a cube on the Income Track.

The **Urban Income** values are shown on the map.
£4 Home City

£5 Uncontrolled Large Town (no pink/orange)
£3 Controlled Large Town (pink/orange cube)

£4 Uncontrolled Midsize Town (no pink/orange)
£2 Controlled Midsize Town (pink/orange cube)

£3 Uncontrolled Small Town (no pink/orange)
£1 Controlled Small Town (pink/orange cube)

Add the New Track Bonus to the Urban Income, this is the Total Railway income. Divide this by the number of outstanding shares. This is easily noted by looking at the share number on top of the stack of unsold shares. Round down and pay each player that much for each of their shares. Any remainder from the division goes into the basic Railway's treasury.

Example: In the first turn of the game the red Midland Railway built from its Home City of Bradford to Halifax. Its New Track Bonus is £1 for the rural hex and £1 for the town hex, £2 total. Its Urban Income is £4 for the Home City of Bradford and £5 for the Uncontrolled Large Town of Halifax, £9 total. Adding both together $£2+£9=£11$.

The topmost unsold Midland share shows a '1', so only one share is outstanding. Harry has the President's share and receives the £11.

After the dividends for a basic Railway have been paid, reset the corresponding New Track Bonus cube to zero.

Turn Order

The player with the most cash gets Turn Order #1 and so on. If ties exist, maintain previous turn order between the tying players. Check for the End of Game. If the game is not over, advance the Locomotive to the next space on the Turn track.

End Of Game?

The game ENDS when

- 1) When the Locomotive has reached the square denoting End-of-Game, with the correct number of players
- OR
- 2) If all 6 basic Railways have Finished Railway cards in their Treasury area.

Execute the BIG PAYOFF. The WINNER is the player with the most money.

THE BIG PAYOFF

Where everything is liquidated and sold off for cash! Please follow these steps in the order shown:

LIQUIDATION OF THE HULL & BARNESLEY RAILWAY

The owner of the Hull & Barnsley Railway Certificate receives £10 from the Bank.

LIQUIDATION OF BASIC RAILWAY TREASURIES

Any money in a basic Railway's treasury is divided by the number of outstanding shares and this value of cash is dispensed to the holders of each outstanding share, with any remainder going to the President.

EXCHANGE OF BASIC RAILWAY STOCK

All players, in Turn Order, now exchange their shares in basic Railway companies into shares of related grouping Railways 2 for 1. Any odd shares are not exchanged. Hold on to them.

VALUATION OF GROUPING RAILWAYS

Now the grouping Railway's treasuries receive £10 for every city they control (pink or orange cube).

LIQUIDATION OF BASIC RAILWAY STOCK

The Presidents of the grouping Railways now pay the holders of odd shares of affiliated basic Railways £4 for each odd share from the grouping Railway's treasury.

LIQUIDATION OF GROUPING RAILWAY TREASURIES

Any money in a grouping Railway's treasury is divided by the number of outstanding shares and this value of cash is dispensed to the holders of each outstanding share, with any remainder going to the President.

The player with the most money WINS the game. Ties are possible.

The Non-historical Setup for advanced players.

The non-historical set-up provides a different gaming experience for players who are skilled with the standard historical set-up.

The historical affiliation of the basic Railways with the grouping Railways is not used!

Instead, randomly determine which basic Railways are affiliated with each of the grouping Railways.

The affiliated basic Railway stocks, cubes, etc, are placed on the side of the map associated with the grouping Railway.

Put pink cubes on Home Cities controlled by the LMSR and orange cubes on Home Cities controlled by the LNER.

The rest of the game is unchanged.

Developer's Note:

Han Heidema was the consummate train gamer. He had one of the largest, if not the largest, collections of train games in the world. I enjoyed my extended stays at his beautiful home in Wolfheze, watching the Dutch InterCity trains go by every now and again. A mathematician by training, in retirement he became the Editor of *Spell*, the Dutch board game magazine. His recent passing is a great loss for gamers everywhere. His discerning intellect and innate generosity will be missed by all. I applaud Jay Tummelson of Rio Grande Games for his decision to produce Han Heidema's *West Riding Revisited*.

John Bohrer

Game Design: Han Heidema
Game Development: John Bohrer
Graphic Design and Illustration: Todd Sanders

The license for *West Riding Revisited* has been kindly granted to Rio Grande Games by Winsome Games.

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

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