Important note:

The help text on the train cards is intended for *Levels 2 and 3 only*. When playing a Level 1 game, it is important to remember that type 2 trains are scrapped by the purchase of the **first type 5 train**, and not the first type 4 train as is printed on the card..

The Bank

Denomination	Quantity	Total
$1	**30**	$30
$5	**20**	$100
$10	**27**	$270
$20	**30**	$600
$50	**20**	$1,000
$100	**20**	$2,000
$200	**10**	$2,000
	Total:	**$6,000**

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Drew says:

1 2 3 4 5 6

"These are the numbered tokens"

18EZ Level 1

1.1) Setup

Not all of the components will be used in a given level. For Level 1, set the main map board in the center of the playing area (as the financial board is not used in level 1, we'll refer to the map board as "the board.".) At one end of the board lay out the bank, and at the other end lay out the tiles. Tiles should be separated into stacks of like-numbered tiles (i.e. all of the #8 tiles in one stack, all of the #9 tiles in another stack, and so on.) With the game set up in this manner, players at one end can access the bank to assist players at the other end. Those players can, in turn, assist with tiles.

Since all transactions in Level 1 will be done in $10 increments, it is not necessary to use the $1 and $5 bills.

A number of type 2, 3, 4, and 5 trains equal to the number of players should be placed on the appropriate spaces in the bottom right corner of the board. Type 6 and 8 trains are not used in Level 1. Each player receives $170 starting cash.

1.2) Starting the game

The tokens numbered 1-6 should be placed in the box top, and each player draws one. Players are seated clockwise around the table in the order indicated by their token. These tokens are no longer needed for level 1. This is the one random event in the game. Everything else, you've done to yourself.

Players will now, in turn, select which one of the 6 major railroads they will operate. (Minor railroads and systems are used in Level 3 *only*.) The player recieves the company charter, and *one* of the tokens bearing that railroad's logo. Each railroad is slightly different, but these differences aren't so big that this choice will make or break your gameplay, so don't sweat this decision too much. The starting cash should be placed on the charter in the space marked "Treasury."

1.3) Sequence of a Railroad Operating Turn:

- Build or upgrade track
- Run trains
- Collect income
- Buy trains

Each step is optional, and may be skipped. However, actions *may not* be followed in *any other* order. Therefore a given action may not be returned to later if skipped. (For instance: a railroad may not skip running trains to buy a train, and then go backward through the sequence to operate the new train.)

1.4) Building track

The track on which trains operate is represented by colored hexagonal **tiles**. These tiles are placed on **hexes** on the hexagonal grid which is printed on the board. A railroad may lay *or* upgrade *one* tile per **Operating Round (OR.)**

The hexes on the map, and the tiles can be broken down into three basic categories. **Large Cities**, **Small Cities**, and **open track**. Cities are represented by circles on the map, and tiles. Small cities are small black circles, and large cities are large white circles. (Or are colored to match the railroad which starts in that city) Tiles may only be placed onto hexes of the same type. (i.e. only large city tiles may be placed on large city hexes, only small city tiles on small city hexes, and only open track tiles on open hexes.)

Initially, only yellow tiles are available, but those tiles may be upgraded in later phases of the game to improve the routes of the track, and the value of the cities (more on this later.) *The first tile laid on any unimproved hex must always be yellow.*

The city of Metropolis, which is already yellow, may be upgraded to green when green tiles become available. Only tiles marked "Metropolis" may be laid on this hex. Metropolis tiles may only be used on the Metropolis hex.

The six red, **off-board** areas of the map are not considered hexes, and tiles may not be laid on them at any time.

If a new railroad's home city (identified by its logo and color) is unimproved, (has not had a tile laid on it) the first tile laid by that railroad must be on their home city. The railroad's one Station Marker token is then placed within the white circle on the tile. Once placed, a Station Marker may not be moved for the remainder of the game.

In order for a company to lay additional tiles, it must be able to trace a legal route from its home station, to the hex where the
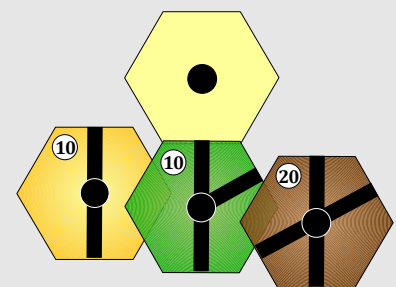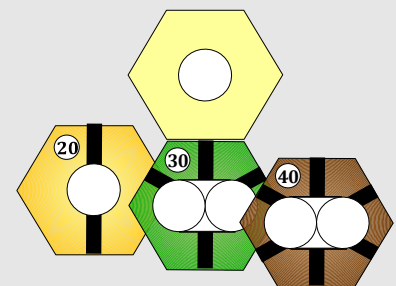
Clay says:

"An example set-up for Level 1"
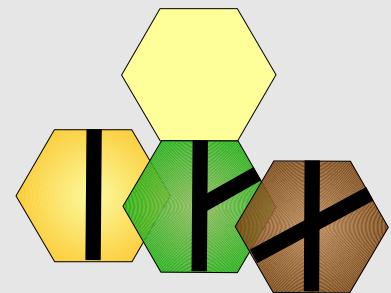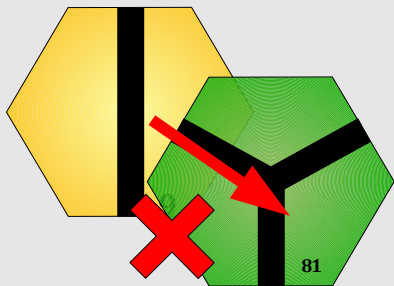

"This is an open hex, & tiles"

"This is a small city hex, & tiles:"

"This is a large city hex, & tiles"
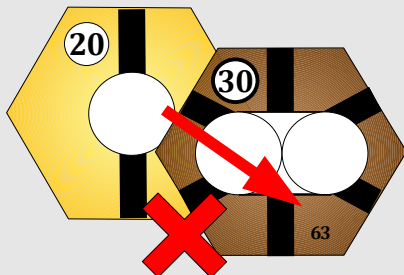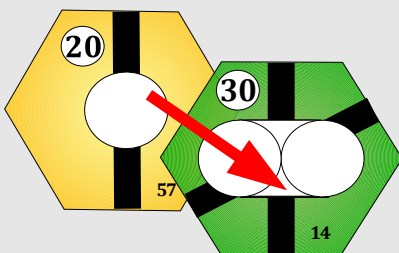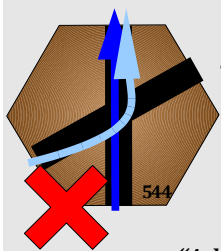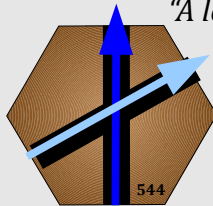
tile is to be laid. This route may not be interrupted by another company's Station Markers. The new track must constitute an extension of the railroad's existing track. The company may, however, extend their track beyond the capability of any of their trains to run. It is not required that the railroad actually use the track it has built on its turn.

 Track may never be built that would lead off of the hex grid at the map's edge, but it may dead-end within the hex grid.

1.5) Upgrading Track

 As the game progresses, it becomes possible to upgrade track which was built earlier. When upgrading track, the original tile is removed from the board, and placed back with the other available tiles. Then the new tile is put on the board in its place. In Level 1, new colors of tiles become available as follows:

- Once the first type 3 train is sold, *green* tiles may be used to upgrade *yellow* tiles.
- Once the first type 5 is sold, *brown* tiles may be used to upgrade *green* tiles.

 Note: no color may be skipped in the upgrading of track on any given hex. (for instance, a railroad may not replace a yellow tile with a brown one. A green tile must be laid first.)

 When upgrading a tile, the routes of the original track must be maintained. (i.e. The new track *may*, and will go in new directions, but *must* still go in *all* of the same directions as the tile being upgraded.) A table is included at the back of the book to show possible upgrades for each tile.

 In order to upgrade a tile, the laying railroad must be able to trace a legal route to the hex in question.

 When city tiles are upgraded, all Station Markers and tokens must be replaced onto the new tile.

 The two pre-printed grey hexes may *never* be upgraded.

1.6) Running Trains

 Railroads generate income by running their trains between cities. A **legal route** is a continuous line of connected cities, at least one of which includes the running railroad's Station Marker. A legal route must consist of *at least two* cities (a start point, and an end point.) The maximum number of cities to which a train may run in a turn is equal to its type (i.e. a type 3 train may run to three cities, regardless of the distance between them, and so-on.) The following rules apply to tracing a **legal route**:

- The cities on the route must be connected by track (duh.)
- A train may *not* reverse direction during its run, or run again over *any* portion of the track which it has already used (although it may use multiple *sections* of track on the same tile.)
- If multiple trains are run, they may each run to the same *tiles*, (including city tiles,) as long as the two trains do not use any of the same *track* (although they may use separate sections of track on a tile.)
- No city along the route may be skipped, (i.e. every city along the route *must* be counted.)
- A railroad may *begin, and/or end* its run on one, or more of the red off-board locations, but they may not be run *through.*
- Each city may only be used *once* by a single train.
- No route may pass through any city which has all of its spaces for Station Marker tokens filled by other railroad's Station Markers, but it may begin and/or end its route in such cities.
- A railroad may completely change routes from one turn, to the next, as long as the new route is in compliance with all of the rules.

The income from a train's route is determined by adding the value of all of the cities along the route. A city's **value** is found in the small white circle on the tile (or hex.) In the case of the six red off-board locations, the value will vary depending on the current color phase. The current value will be marked in the square of the highest color of tiles which may be played. (i.e. in green phase, use the value in the green square, etc.) The income from a railroad's turn may be determined by adding together the value of each train's run.

1.7) Collecting Income

Income is paid by the bank to the player. This money should be placed on the company charter in the space marked "Treasury."

## 1.8) Buying trains, and the results of train purchases

As a company's last action in an operating round, it may choose to purchase trains. The keen observer will note that this option occurs after running trains. This means that trains bought may not be operated until the *next* operating round. Due to this fact, a railroad may not run trains in its first operating round in existence. (Yeah, it sucks... Sorry.)

Drew says:

"Here's an example to show you how to calculate the value of a run. Say you have a type 4 train, and you're running the PS&W.

In the example, The game is in green phase, so you have upgraded the tile on your home city of Purple Springs. Metropolis has not been upgraded.

You may start your run in the off-board location called West. You don't necessarily need to start, or end at your station. As long as you pass through your station during your run, it's legal."
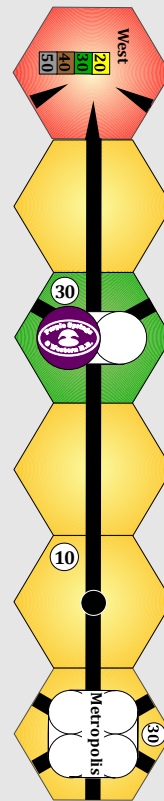
Stop 1: West
Value: $30
Total so far: **$30**

Stop 2: Purple Springs
Value: $30
Total so far: **$60**

Stop 3: A Small City
Value: $10
Total so far: **$70**

Stop 4: Metropolis
Value: $30

Total for this train: $100

"Add up the runs for all of the railroad's trains in this manner, then total them all up together. The sum is the railroad's income for the round. Payment is made from the bank to the player."

In Level 1 only, a railroad may only own one train of each type (i.e. one type 2 train, one type 3 train, etc.) Trains purchased from the bank must be bought in order. (i.e. The first type 3 train is not available until *all* of the type 2s have been sold. The first type 4 is not available until all of the type 3s have been sold, and so-on.)

If a railroad is buying the last train of a given type, it may also buy the first train of the next type, provided they have the funds to do so.

Trains may only be purchased from the bank for the full sticker price printed on the card. When purchased, trains are placed on the company's charter, in the space marked "Trains."

When the purchase of a train causes a phase change, (consult the phase chart on the board) The change effects *all* players.

When the purchase of the *type 5* train triggers a phase change which makes the type 2 trains obsolete, *all* type 2s are immediately removed from play, without compensation.

1.9) Ending the Game

In level 1 only, the game ends at the end of the round in which *any* player obtains a type 5 train, *and* $1000. If the bank runs out of money before the end of the turn, it will issue IOUs, which will be figured into the player's totals. Players must keep track of the money owed to them by the bank. As in real life, the player with the most money wins.

Tile manifest (Tile ID # / Quantity available)							
3	2	14	3	142	1	63	7
4	2	15	2	143	1	145	1
5	3	19	1	144	1	146	1
6	7	20	1	619	7	147	1
7	3	80	2	716	1	544	1
8	10	81	2			545	1
9	14	82	2			546	1
57	3	83	2			717	1
58	2	141	1				

Not used in Level 1:	455	2
	718	1