

LIGHTNING TRAIN

TURN ORDER

1) Operations Phase (in ANY order)

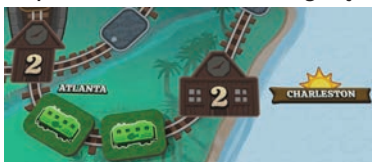
► Build a Rail Line (once per turn)

Play trains from your boarding area to completely fill an empty path on the game board.

Requires: a contract (and, if it's a mountain line:).

Score for each star icon on one end of the path.

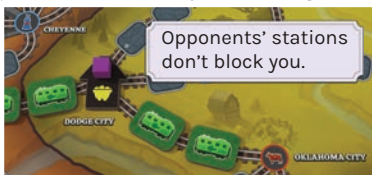
Option 1: Build from a starting city



Option 2: Build to or from your station



Option 3: Build from your existing rail line



► Make a Delivery

Bring a good to a station that needs it, from the closest connected city.

Requires: (or spending a starting delivery token).

Award for each rail line on the route, and for the destination station.

► Assign Trains to Your Railyard

Fill an empty slot with a train from your boarding area.

Requires (for some actions): you have built the necessary number of stations.

► Railyard Actions

Move trains to your warehouse to take the action.

Line Storage: Use this train to "Build a Rail Line."

Build Station: Place a station in a city of matching size, then mark it with the leftmost cube from your railyard.

Requires: a contract and trains equal to the city's cost.

Use Explosives: Choose one for this turn:

— Build rail lines on mountain paths.

— Build an extra rail line.

Secure Contract: For any one region, for this turn.

Industrialize: Flip this board, adding two slots.

Go Public: Flip this board; for the rest of the game...

Get a Lightning Train for each of your ; and

Score on each turn you generate 7 or more.

► Play Action and Upgrade Cards

Play a card from your hand.

Action: Do what it says, then discard it.

Upgrade: Play next to your company board for ongoing benefits. Requires (for most cards): you have built the necessary number of stations.

► Spend Money

Buy new chips from the market.

You may also:

Take a Loan (once per turn): Gain 1.

Pay off a Loan: Spend 4 to return it from your boarding area to the bank.

► Other Chip Actions

Such as scoring points.

2) Turnover Phase (in order)

► Empty Your Boarding Area

If you used starting contracts to build, trash ONE, then move your remaining chips to your warehouse.

► Refill Your Boarding Area

chips go in the marked slots.

If your bag empties, refill it from your warehouse.

Stop when all five regular slots are full.

ICON REFERENCE



Action card. Draw a card from the action deck.



Action/Mogul card. If you have at least one card in your hand, draw a card from either the mogul deck or the action deck. Then discard a mogul or action card from your hand.



Any contract. Choose any one region. You gain a contract for that region for the rest of this turn.



Bankroll. If you generate the money shown (or more) during your turn, gain the benefit shown.



Bonus. When filling your boarding area, chips with this symbol go in the slots with the same symbol first.



Build a station (at no cost). It does not count against your limit of one station per turn, and may be built after the Transcontinental Railroad has been established.



Conductor. When you first gain a chip with this symbol, place a locomotive from your personal supply in your warehouse. Subsequently, for every two conductor icons in your boarding area, take a Lightning Train.



Construction. You may build one additional rail line this turn.



Lightning Train. Place a basic train chip from your personal supply in your boarding area.



Loan. You may take one loan during your turn to gain 1. (This does not help you trigger bankroll effects.) You may spend 4 to return a loan from your boarding area to the bank.



Mogul card. Draw a card from the mogul deck.



Money. The total money value on all the chips in your boarding area is the amount you can spend this turn.



Payoff. Each time you earn points from building a rail line this turn, double those points.



Points. Any time you score points, advance your score marker on the score track.



Stations required. A chip, upgrade card, or railyard actions marked this way requires that you have built the number of stations shown (or more).



Trash. Remove from the game a chip in your boarding area or warehouse. Some chips require that you trash them when you use them. Loans return to the bank.



Tunnel. You are allowed to build rail lines on mountain paths (marked with brown slots) during this turn.



Venture. You may make one delivery. Also, if you have a Public Company, you take a Lightning Train.