



Frequently Asked Questions (and Tips)

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(In subsequent updates, new and revised entries will be marked with a *)

Strategy Tips and Rules You May Have Missed

(In addition to the tips found on page 22 of the rulebook.)

I'm having trouble building rail lines. Am I missing something?




Make sure you're aware of the rule about building next to a station (rulebook page 8, Build a Rail Line):

If you have a station in the city on either end of the rail line, you may take and use one basic train from your supply. (One only, even if you have a station on both ends.)

Build stations in strategic positions and use this rule to get free trains from your supply. (This free train can even be used for short, one-slot rail lines, meaning you don't need to use any trains at all from your boarding area!)



Don't forget to take a locomotive whenever you acquire a chip with a **conductor** icon (rulebook back cover).

Early in the game, it's better to assign a locomotive to your railyard than place it on the game board. Building rail lines with basic trains leaves your bag packed with more powerful chips (including locomotives, which have a  icon giving you more to work with on your turn).



Try to trash at least two of your starting contracts during the early part of the game. Rail lines and stations in these

regions can fill up quickly, making these contracts less valuable than new chips with contracts for other regions. (Plus, you'll draw your better chips more often if these starting contracts aren't in your bag anymore).

Frequently Asked Questions



construction — A contract lasts for an entire turn. When you are able to build more than one rail line during your turn, you may do so multiple times in the same region using a single contract.

“direct connection” — Not all of your rail lines have to be connected. This term (rulebook page 8, Build a Rail Line) means that only the rail line you are building *right now* must be connected: to (at least one of) a starting city, a city where you have a station, or one of your existing rail lines.

A station doesn't have to be connected to anything. It's common to build one in a new part of the board, then build a rail line from it.

Opponents' stations do not “block” you from building a rail line. If one of your rail lines is connected to a city with an opponent's station, that rail line is still a direct connection allowing you to build any other rail line out of that city.