RIDE THE RAILS
FRANCE & GERMANY

COMPONENTS

1 Game Board	These Rules	

A REMINDER OF PLACEMENT RULES

- The first locomotive of any given Railroad must be placed in one of the cities that displays its color.

- Except for the first locomotive placed, each placed locomotive must connect adjacently to at least one of that Railroad's existing locomotives.

- A Railroad may only have one locomotive in a hex.

- Each hex holds a maximum of two locomotives, except Paris or Berlin. There is no limit to the number of locomotives permitted in either of those cities.

FRANCE

This expansion uses the base game rules, except where listed below:

Phase 2: Build Railroad Track

The four cities colored Red, Blue, and Black (Lille, Valenciennes, Sedan, and Metz) may only hold one locomotive, and a Railroad may only occupy up to two of these cities. Therefore, the Red and Blue Railroads cannot begin in the same city.

Paris Entry hexes: The six hexes surrounding Paris are Paris Entry hexes. A Railroad may **only occupy one** Paris Entry hex. A Paris Entry hex may only hold one locomotive.

PARIS BONUS: Whenever a player builds track into Paris, they immediately receive $10. There is no limit to the number of locomotives permitted in Paris, but each Railroad can only have one locomotive in the city.

There is no Transcontinental Bonus.

Impassable Estuaries: At four locations along the Atlantic Ocean coastline, there are red Impassible lines. Railroads may not directly build track across these Impassible Estuaries.

Phase 3: Ride the Rails

Impassible Estuaries: Railroads may not carry Passengers directly across Impassible Estuaries.

End of Round

Paris Travels: At the end of each round, if Paris does not have a Passenger token, place a Passenger token in Paris.

GERMANY

This expansion uses the base game rules, except where listed below:

SETUP

The two Berlin city hexes are considered to be one single space. Place only one Passenger in Berlin.

Phase 2: Build Railroad Track

The Orange Railroad does **not** pay a penalty when building track in a Mountain hex. The Orange Railroad may build track in a Mountain hex without the -1 placement penalty.
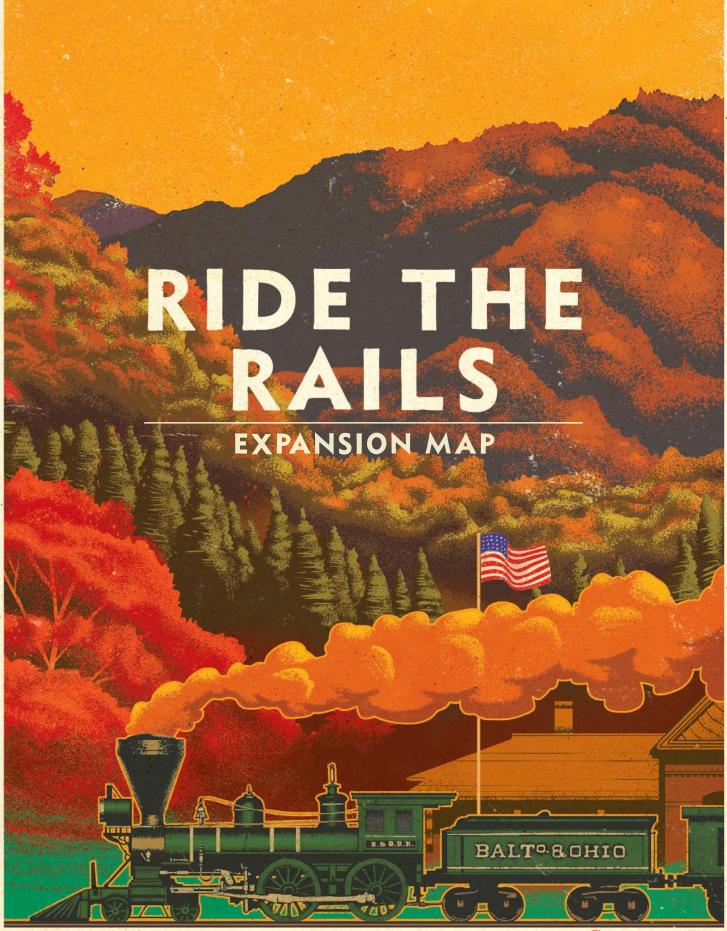
BERLIN BONUS: Whenever a player builds track into Berlin, they immediately receive $3. There is no limit to the number of locomotives permitted in Berlin, but each Railroad can only have one locomotive in the city.

At the end of Round 3, the Purple Railroad becomes available. The Purple Railroad must start in any Purple & Black city that does not contain 2 locomotives. The Purple Railroad may also start in Berlin.

GREATER GERMANY BONUS: The first player to connect all the cities with the green link icon (Berlin, Hamburg, Köln, München, and Dresden) immediately receives $12. Only complete links may be used to collect the bonus. This takes place of the Transcontinental Bonus.

RIDE THE RAILS

EXPANSION MAP

FRANCE & GERMANY

One double-sided board featuring two new maps to expand your game of Ride the Rails.