

# Rail line

You don't feel like reading the rules? Watch the video tutorial instead!



Europe, the second half of the 19th century. The Industrial Revolution is in full swing, due to the rapidly developing railways. New lines weave a net across the continent and one steam locomotive after another rolls along them, carrying agricultural crops, industrial raw materials, mail and passengers. Rivalling railway companies compete to see whose line will connect the most lucrative destinations. Will it be yours?



## COMPONENTS

- 6 Locomotive figures (2 for each colour)
- 37 Railway cards (12 A cards, 25 B cards)
  - 1 Starting Station card
  - 1 Final Station card
  - 4 Curve cards
  - 1 Starting player card
- 3 Pencils
- 1 Pad of Record Sheets (Additional sheets can be printed at <https://na.albi.cz/rail-line>)



## GAME OBJECTIVE

The goal of the game is to build a railway line that will connect the most attractive destinations in the most efficient way. The player with the highest score wins the game.

## COURSE OF THE GAME

Players take turns in clockwise order. On a player's turn, they **must** play one Railway card and **may** perform one Optional action.

## PLAYING A RAILWAY CARD

The player selects one card from their hand or from the Railway card offer on the table and adds it to the last card connected to the starting station so that all three railway tracks connect (the card cannot be turned or rotated in any way). If the player played a card from the Railway card offer, replenish the offer from the B deck to 4 cards. Cards in hand are not replenished.

## Moving a Locomotive

After adding a card each player moves their faster (in the first turn, or if both Locomotives are in the same distance, choose any of your two Locomotives) Locomotive along their own track that was extended by the newly played card.

*Note: A player's faster Locomotive of the two is the one that is currently further away from the Starting Station. The slower Locomotive is the one that is closer to the Starting Station. If both Locomotives are the same distance, both are counted as faster and slower at that moment (and the player chooses one of them for the movement).*

## GAME SETUP

- 1) Give each player a Record Sheet, 2 Locomotives of the same colour and a pencil.
- 2) The game begins with the player who last travelled by train. If you travelled together or don't remember, determine the starting player randomly. This player takes the starting player card and places it in front of them.
- 3) First, the starting player chooses which side of the Starting Station card will be face up. Next, place the Curve and Final Station cards in the centre of the table according to the following layout. There should be space for exactly 8 cards between both station cards.
- 4) Sort the Railway cards by their backs into two decks: Deck A and Deck B. Shuffle both decks.
- 5) Deal each player 4 cards from Deck A (in a two-player game, return unused cards to the box). Then, draw 4 cards from Deck B face-up on the table to create the Railway card offer. Place Deck B face-down next to the playing area.
- 6) Each player places both of their Locomotives on the Starting Station card, beginning with the starting player and continuing clockwise. Each player chooses one free track for both of their Locomotives to follow and places them on the corresponding starting space. Each track can only take the Locomotives of one player. Each player then marks the symbol depicted next to their starting space on their Record Sheet.



## Marking Symbols

Each player **must** then mark on their Record Sheet the symbols of the stations to which they have moved their fast Locomotive. If there is no station on its track, the player marks nothing and the locomotive stands on the track on the last added card. When the 8th card in the row is placed, players mark the symbols from the 8th card and then move their faster

locomotive to a station on the Curve card. They can perform the *Move the slower Locomotive* action for free (see Optional action). After the Curve, players carry on to place the cards on the left side of the Curve card. After the second Curve, they place the cards on the right side.

The player always finds the row with the corresponding symbol on their Record Sheet and marks the leftmost unmarked box in that row. If all the boxes in that row are already marked, the player earns up to 2 Coins for each additional symbol of the same type (represented by Coin symbols at the end of each row). The player circles the Coins at the bottom of their Record Sheet. Coins can be used to pay for Optional actions or at the end of the game, where they are worth 1 Victory Point each. Used Coins are crossed out.

*Note: Players mark the symbol markings simultaneously. If order is important, proceed clockwise from the starting player.*



*Example: Charles, playing red, connects a Railway card, moves his Locomotive along the track, and marks the next empty boxes for Forest and Sawmill symbols on his Record Sheet. Anne, playing blue, also moves her Locomotive and marks the next empty box of a Passenger symbol.*

## OPTIONAL ACTIONS


After playing a card, the player may perform one Optional action before it's the next player's turn. Spent Coins are crossed off on the player's Record Sheet and cannot be used again. A maximum of one Optional action can be taken each turn.



### Move the slower Locomotive

Cost: 1 Coin

The player can move their slower Locomotive 1–5 stations and mark the symbol depicted **on the station where their movement ended** on their Record Sheet. If there are two symbols at a station, the player chooses one and marks it. Do not mark any symbols you passed along the way.

*Note: In stations with this symbol  (on Curve cards), players immediately perform this action outside their turn without paying a Coin.*



### Play a second Railway card

Cost: 1 Coin

The player may play a second Railway card from the hand or from the offer. The player lays out a card and all players move their faster Locomotive and mark the symbols of the stations they have moved to.



### Discard a type A Railway card

Cost: free

The player may discard one Railway card A from their hand to gain 1 Coin, which they immediately mark on their Record Sheet.



### Gain any symbol

Cost: 2 Coins

The player may spend 2 Coins to gain any symbol, marking an unmarked box in the leftmost position in the chosen row. This Optional action can only be performed once per game! Record the use of this Optional action by marking the appropriate box on your Record Sheet.

## THREE PLAYER SPECIAL ACTION

In a three-player game, each player has the option, **four times per game**, to give up a symbol gained on their opponent's turn, not marking it on their Record Sheet, and receive a Coin instead. This Coin is marked in the designated section of the Record Sheet.

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## END OF THE GAME

The game ends when the last Railway card is played, connecting the Starting Station card with the Final Station card (a total of 24 Railway cards have been placed on the table). The game also ends when the B deck runs out. In both end-of-game cases, finish a round so that each player has the same number of turns before the game ends. If it is not possible to add a card when the final round is played, remaining players can play an Optional action.

Before the Victory Points are scored, each player, starting with the starting player, may still play one final Optional action (except for *Play a second Railway card*).

Players then add up the Victory Points on their Record Sheet. The player with the most Victory Points wins the game. In case of a tie, the player with the most remaining Coins wins. If the tie persists, all tied players win.

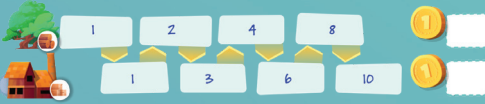
There are two variants of Record Sheets in Rail Line that work slightly differently. Their specifics are described in the following passage.

## FINAL SCORING

Players earn Victory Points based on the **rightmost marked box** in each row. Some boxes require additional conditions to earn Victory Points.



## Forest and Sawmill



The chain goes not only downward, but also alternately upward from the Sawmill to the Forest. The player can mark boxes gradually in the Forest and Sawmill rows independently. In the final scoring, only the rightmost boxes of an **unbroken chain** are counted.

## Sugar Beet and Sugar Factory



To be allowed to mark boxes in the next section, the Sugar Factory left of a red line must be marked first.

## Factory



The Factory does not connect to the steel chain on this sheet. The more Factory boxes are marked, the more VP the player earns for some remaining Coins at the end of the game. The rightmost marked box indicates how many points you receive for your remaining Coins. The number to the left of the Coin symbol indicates how many Coins can be exchanged for these additional points. Extra Coins give you one point each.

*Example: Charles has 5 remaining Coins at the end of the game, and all 3 Factory boxes are marked. Therefore, at the end of the game, he gets a total of 17 Victory Points for his Coins: 4 Coins are valued at 4 Victory Points each, the extra 1 Coin is valued at 1 Victory Point.*

## Glassworks



The first player to mark all boxes gets 8 Victory Points, all others only a maximum of 4. If more than one player reaches the maximum in the same turn, they all get 8 points.

Example scoring – Record Sheet II

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