

Advanced 1833

Stations

There are 3 Station cards added to the deck at the start of the game; shuffled in prior to the deck being divided into a top half and bottom half. Station cards are used to build Corporate Railroad Stations on a player's existing routes. Stations affect Corporate route bonus values for all routes of all players with routes that include the city on which the station is built.

Building a station is the only action a player may perform when it is his turn; he may not build/extend routes, play a Re-Shuffle card, draw cards to his hand, or discard any card other than the Station card he is playing. When a Station card is played, the player may place a Corporate RR Station marker on any city on any of his routes provided that city is connected (via linked routes if necessary) to the corresponding Corporation's Home City. A station may be placed regardless of the presence of an intervening blocking city (see below). Once placed, a station is assumed to be present in that city for all of that city's cards (on all players' routes), although only 1 Station Marker is placed on one city card. Players may opt to place the smaller station markers on any other players' routes that also include that city. The small station markers do not prohibit the building of another station on that city card; they are only reminders that that city has a station on another player's route.

A Station may not be built on a city card that has a Station marker already placed (small station markers do not prohibit building of stations on a card). Therefore the maximum number of stations that can be built on a city is equal to the number of city cards available for that city. Once placed a station may never be removed. A player does NOT have to hold a Corporation card to build a station for that Corporation.

Played station cards are turned in to the discard pile once the player has placed his station. A discarded station is eligible for pick-up by other players per the standard discarded card rules. Station cards may NOT be played once the last card in the draw deck has been drawn (end game conditions). There is a game limit of 6 stations per Corporation for use by all players.

Scoring

Corporate bonus scoring is slightly different in the Advanced game, but is still based on Corporation cards held by a player at the end of the game. Corporate bonus points are awarded for each city on a player's routes that has a connection to the Corporation's Home City without passing through an intervening blocking city. Each city may only be counted once per Corporation bonus regardless of how many of that city's cards a player has on his routes. A city may be used (counted) on multiple Corporation bonuses (as applicable based on the Corporation cards a player holds).

Cities that contain a Corporation's Station (on any players' routes) count double their city value for that Corporation's bonus points provided that city (station) has a connection to the Corporation's Home City without passing through a blocked city.

A player always has the option of using Private RR's in establishing qualified Corporation bonus connections; i.e. you do not have to count a Private RR penalty if the Corporation is not gaining any bonus points by use of that connection.

A blocked city is a city that contains a station or Home City of an opposing Corporation without also having a station (or Home City) of the scoring Corporation. A blocked city does not provide any Corporation bonus points.

Note that Corporation bonus routes are based on a player's routes; therefore the same city on different players' routes may be blocked for one player and not blocked for a different player.

Diesel Locomotives

There are 6 Diesel Locomotive cards that are shuffled into the deck during the first re-shuffle in the game. Diesel Locomotive may only be used to extend an existing route that uses either a Level 2 or 3 locomotive. Diesels may not be used to build/create new routes. The city limit of a Diesel route is 6 cities.

Personality Re-Shuffle Cards

Each Re-Shuffle card has the picture of a famous 19th Century Railroad personality. When a player plays a Re-Shuffle card he is awarded a special bonus based on the personality of the card played as follows:

Gould: Prior to the Re-Shuffle, select any 3 cards from the discard pile, discard any excess cards (based on hand limit) and proceed to Re-Shuffle.

Judah: Prior to or After the Re-Shuffle (player's option), select the top 3 cards from the draw deck, keep any or all and discard any excess cards (based on hand limit) to the discard pile.

Pullman: Prior to the Re-shuffle, randomly pick up to 3 cards from any player, keep 1, return the others to the player. Discard excess card if over hand limit.

Vanderbilt: After you complete your initial turn after the Re-Shuffle, you may immediately take another turn.