



2P



20-30M



12+



nano  
games

# RAILWAYS FOR 2 ALBAN VIARD



ALBAN  
VIARD  
STUDIO  
GAMES  
PLUS

Other than the differences listed here, all rules of the *Railways* base game still apply.

## Components

You need **2 copies** of *Railways*.

## Goal of the Game

Create a railway network in 120 years by building rail links and new buildings, and moving passengers, to earn as much profit as you can.

**Setup** (see illustrated example on page 4)

With the components of **one copy**:

- Place the **Tracking card** to the right of Player 1.
  - Place **3 cubes** near the Tracking card. 1 will track **Capital**, 1 will track **Profit**, and 1 will track **Pollution**. Place the **Pollution** marker on **1**; set the other 2 cubes aside for now.
  - Place the final **6 cubes** in front of Player 1 to act as **Link markers** during the game.
- Shuffle the **8 Map/Action cards**.
  - Draw **4** of them, and place them Map side up in a 2x2 grid. It is fine if the railways do not connect at the card edges.
  - Place the next **3 cards** Action side up to be Player 1's hand of Action icons.
  - Set the final card aside, Map side up to start the **pool**.
- On each of the **4 Map cards**, place **1 die** on a building of your choice **R L C I**. 2 of the dice must be set to **1** to represent 1 passenger each; the other 2 must be set to **2** to represent 2 passengers each.
  - Place **1 die** to the left of the map set to **1**. This is the **Decade die**, used to track the game rounds.
  - Place **1 die** to the right of Player 1 set to **2**. This is Player 1's **Railworker die**.
  - Place the final **3 dice** in front of Player 1, set to **1, 2, and 3**, respectively, as Player 1's Building dice. Numbers on the dice represent Passengers in those buildings.

**Note:** You both play on a shared, central, 6-card map. There is only one cube color to represent rail, so built links do not belong to either player.

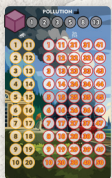
**With the components of *the other copy*:**

- Place the **Tracking card** to the right of Player 2.
  - Place **3 cubes** near the Tracking card. Again, 1 for **Capital**, 1 for **Profit**, and 1 for **Pollution**, with the **Pollution marker on 1**; set the other 2 aside for now.
  - Place the final **6 cubes** in front of Player 2 to act as **Rail markers** during the game.
- Find the **4 Map cards** that **match** the 2×2 map on the table. It is crucial that they are the same 4 cards as in the map.
  - Return any 2 of them to the box; add the other 2 to the map to make it 3×2 (in either direction).
  - Place the next **3 cards** Action side up to be Player 2's hand of Action icons. These do not need to be the same 3 cards Player 1 received (*but at least 2 of them naturally will be*).
  - Tuck the final card under the pool.
- Use 4 dice to place Passengers on the map. Place these on the buildings depicted on the 2 new cards added to make the full 2 Player map.
  - On the new cards, set **2 of the Passenger dice to 1**, and the other **2 to 2**.
  - Place **1 die** to the right of Player 2 set to **2**. This is Player 2's **Railworker die**.
  - Place **3 dice** in front of Player 2, set to **1, 2, and 3**, respectively, as Player 2's Building dice.
  - The final die is the **First Player marker**; give it to the player who last rode a train. They set the die to 6 and turn it 45° to show it is the First Player Marker.

## Setup Example

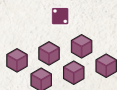
### Player 1

Tracking Markers



Tracking Card

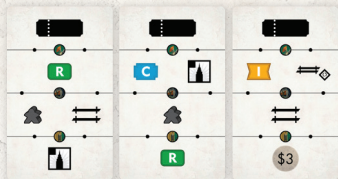
Player 1's  
Railworker  
Die



Link Markers



Player 1's  
Building Dice



Player 1's  
Cards in Hand

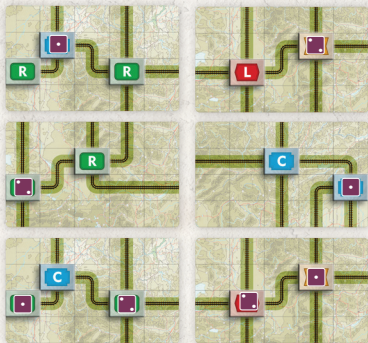


First  
Player  
Marker

Decade  
Die



The Map



### Player 2

Tracking Markers



Tracking Card

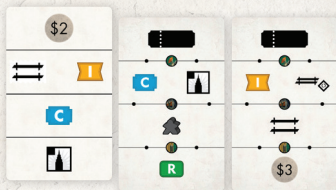
Player 2's  
Railworker  
Die



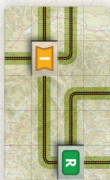
Link Markers



Player 2's  
Building Dice



Player 2's  
Cards in Hand



Cards in the Pool

## Phases of turn

Each turn consists of 5 phases:

1. Player 1 takes a first action
2. Player 2 takes a first action
3. Player 2 takes a second action
4. Player 1 takes a second action
5. Record a decade

## Buy a Complete Rail Link

- Because both players use the same cube color for railway links, you only increase the single shared network.

## Move a Passenger

- Links don't belong to anyone, so your passengers can use any links; they score as in the solo game.

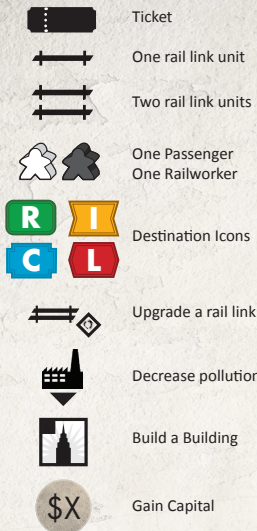
## Record a Decade

- Give the die that represents the **First Player marker** to the other player.
- Increment the Decade die.

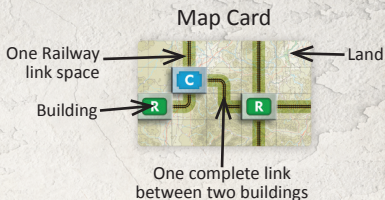
## End of the Game

- The player with more Profit is the winner. In case of a tie, the player with the lower Pollution level is the winner. If still tied, the player with more **Capital** wins. If even still tied, both players win the game.

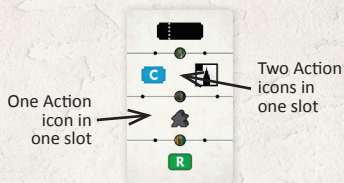
## Iconography of Action Icons



## Card Anatomy



## Action card with 4 Action slots



## ACKNOWLEDGMENTS

Game: Alban Viard  
Graphic Design: Todd Sanders and Sampo Sikiö  
Rulebook Editing: Nathan Morse