

NARROW GAUGE APPALACHIA



A game by Chevee Dodd

Components

1 Board
1 Deck of 48 Track cards
1 Deck of 9 Contract cards
34 Share Certificates in 5 different colors (valued 1, 2, and 3)
140 Locomotives (20 black, 20 orange, 30 red, 30 yellow, 40 blue)
5 Company tiles (1 each black/orange/red/yellow/blue)
16 City tiles (3 purple, 3 pink, 5 blue, 5 green)
2 Build tokens (double sided)
4 Commodity dice (d6)
Money (small cards or poker chips - needs to be able to be hidden for bidding)

About

Railways were the lifeblood of Appalachian towns during the age of steam. They opened the region to trade and brought laborers to work the coal seams filling the hills. Building these railways was not cheap as steep mountains and narrow river valleys made tunneling and bridge construction a constant necessity. Early on, narrow gauge rails dominated as they were cheaper to construct and could navigate tighter turns as the newly laid track often followed mountain streams.

Narrow Gauge: Appalachia is a two-player game about building railways in the Appalachian Mountains. Players gain interest in railroad companies and commodity markets by building track and connecting cities. The game is played over three rounds comprised of laying track and earning dividends. After the third round, the player with the most money remaining wins.

2 Players

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Ages 14+

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45-60 Minutes

Design: Chevee Dodd

Art: Chevee Dodd

Special Thanks: Em, Ben Nicholson, Dan Ward, Mark Bordenet, JonGetsGames, Tyler Brown, Matchstick

Thank You!

Thanks for taking the time to check out Narrow Gauge: Appalachia. Players like you are the reason I enjoy making games and I'd love to hear from you!

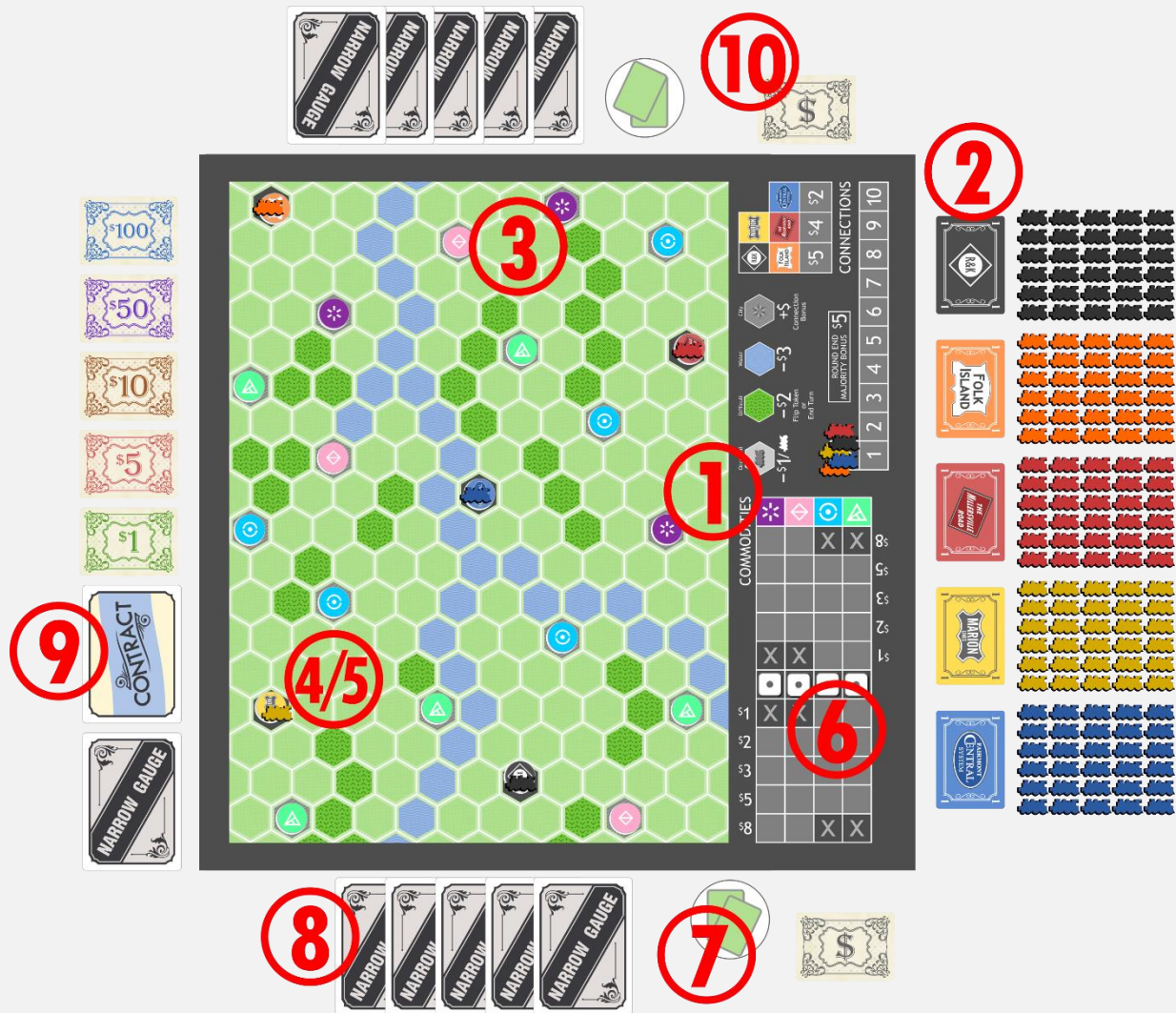
I consider this game to be in Early Beta. I've tested it dozens of times and have enjoyed playing it, but that doesn't mean it's finished. Far from it. I need more players like you taking a look at the game and letting me know how things went.

If you have any questions, comments, concerns, or other feedback, let me know!

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Rulebook Version 1.6



Setup

1. Place the board between the players with the Commodity and Connection tracks to your left or right.
2. Separate the Share Certificates by Company and value. Place the certificates with a value of 1 near the board in piles, separated by Company. These are available for the first round. Place the other shares aside for now.
3. Mix up the City tiles and place one in each grey City space on the board.
4. Mix up the Company tiles and place one in each black space on the board showing the + symbol.
5. Place one Locomotive of each color on the corresponding Company tile. Place a second Locomotive for each Company on the 0 space of the Connections track. Put the remaining Locomotives in piles beside the board in reach of both players.
6. Set the value of the four Multiplier dice to 1 and place 1 on the light 'X' spot of each Commodity track. This is known as the Center Divide.
7. Give each player one build token.
8. Shuffle the Track cards and deal five to each player. Set the remaining Track cards face down near the board to form a draw pile. Leave room for a discard pile as well.
9. Shuffle the Contracts and place them face down near the board.
10. Separate the money by denomination and place the piles near the board to form the Bank. Give each player \$20.

Rounds

The game takes place over a series of three rounds. During a round, you take alternating turns, claiming one Share Certificate, and placing Locomotives on the board. When only two Share Certificates remain, the round ends and Dividends are paid.

At the start of the second and third rounds, replace the Share Certificate piles with the appropriate certificates for that round.

First Player Auction

At the start of each round, a blind auction is held to determine who takes the first turn. Flip over the top three Contracts and place them face up on the table.

Each player secretly chooses a bid and reveals them simultaneously. You may bid any amount of money, including zero.

- The winner of the bid chooses one of the face up Contracts with a value equal to, or lower than, their bid. They take that card and become the first player for the round.
- The loser of the auction chooses and takes one of the remaining Contracts with a value equal to or lower than their bid.
- Both players pay their bids to the Bank, even if there is a tie.
- If there is a tie, bid again.

If any of the following circumstances arise, determine the first player randomly. Players do not receive Contract cards if:

1. neither player has any money remaining
2. both players bid zero
3. you tie a second time

After both players have taken their chosen Contract (or passed), return the leftover Contract(s) to the box. They will not be used in this game.

Note: I prefer to play with money hidden, but most train games keep money open. Do whichever you enjoy.

RANDOM TURN ORDER: If you do not wish to hold auctions each round, or this is your first game, you can skip the auction for first player. Shuffle all Contract cards and deal two to each player. Choose one to keep and reveal them simultaneously. Discard the remaining cards. Note the state in the bottom right corner of your chosen Contract. Players take turns in alphabetical order by state.

Note: when using this rule, shuffle all the Contracts between rounds including those kept and those discarded. You may get to use the same Contract multiple times!

Contract Cards

Each Contract describes how to use the card. When a card says Flip, it means that you may only use it once this round and once used it is turned face down. Otherwise, the card's bonus is in effect for the entire round. Discard your Contracts at the end of the round.

MORE POWER: If you like a bit more variability in your games, do not discard your Contracts at the end of the round. Flip any used Contracts face up. They may be used again in future rounds!

On Your Turn

Each turn consists of four consecutive steps. Players take alternating turns until the round ends.

Step 1 (Required)

Take one Share Certificate from the available shares and place it on the table in front of you.

Step 2 (Required)

Play one Track card from your hand face up on the table and then place corresponding Locomotives of the Company matching the Share Certificate you took in Step 1. Choose a space on the board that contains a Locomotive of your chosen Company. The hex on the card with a heavy outline and Locomotive represents the space you chose. Place Locomotives on the board exactly as shown on the card.

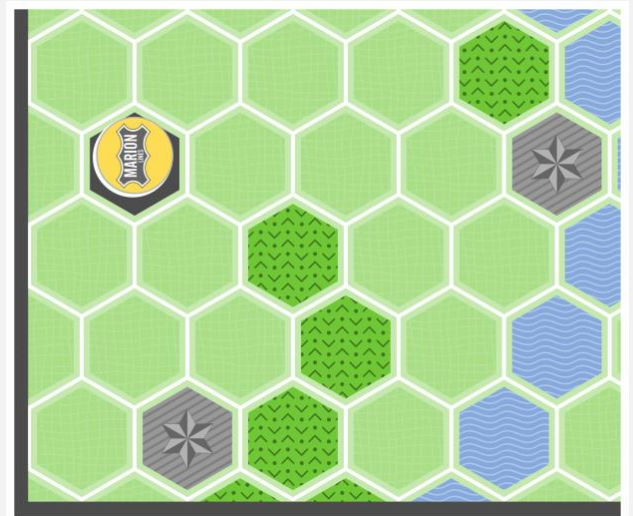


Track cards may only be played in a vertical orientation (long side to your left/right). You may rotate the card 180 degrees as desired.

Each space may contain only one Locomotive of each color. If the card you play would cause you to place a second Locomotive of the same color on a space, skip that placement and place any remaining Locomotives.

You **must** place at least one new Locomotive on the board. If the card and space combination you chose would cause you to place no new Locomotives, you must choose a different card/space.

Place the played Track card on the discard pile. You must pay all penalties and gain bonuses before continuing with your turn.



Spaces on the Board

Each full hexagon on the board is considered a space for the purposes of these rules. Half or partial hexagons printed around the edge of the board are not considered spaces and cannot hold Locomotives. City, Water, and Difficult Terrain spaces are detailed on the side of the board for your reference.

Company tiles are not considered Cites. You may NOT build additional Locomotives on Company tiles.



You must place all new Locomotives shown on the card. If you cannot because of these restrictions, you may not play the chosen card.

Penalties and Bonuses

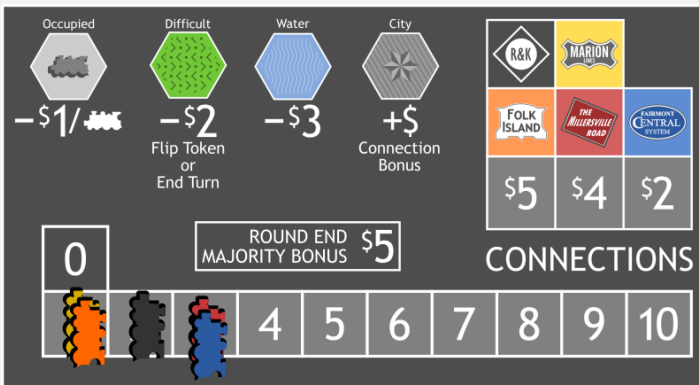
When placing Locomotives, you may be required to pay penalties for the spaces you place them on. If you cannot afford these penalties, you cannot use the card/space combination you chose. If you cannot play a card due to these restrictions, your turn is over. Skip ahead to Step 4.

- Pay \$1 per Locomotive to the Bank for any space that contains another Company's Locomotives.
- Pay \$2 to the Bank for each Difficult space.
- Pay \$3 to the Bank for each Water space.
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Connections

Placing a Locomotive on a City space earns you a Connection bonus. Advance the corresponding Locomotive one space on the Connection track to a maximum of 10. Multiply this new value by the amount shown in the Dividend chart. Gain the resulting total from the Bank.

Note: These penalties and bonuses stack.



You make a new Connection with Fairmont Central System (Blue). You move the marker one space to the right (4) and take \$8 from the bank (4 x \$2)

Commodity Market

Placing Locomotives on City spaces earns you a market share for that City's Commodity. Move the Commodity die one space towards your side of the board for each Share Certificate you own in the connecting Company. Ignore the 'X' spaces.

When moving the die across the center divide, increment the value of that die by +1 to a maximum of 6. *Note: Do not increment the die the first time a connection is made.*

COMMODITIES	✱	◇	⊙	△	
			X	X	8s
					5s
					3s
		●			2s
	X	X		●	1s
	X	X	X	X	
	\$1	X	X		
\$2	●		●		
\$3					
\$5					
\$8			X	X	

You make a Connection to a green City (triangle icon) with a company which you own 2 Share certificates. You rotate the Multiplier die on the green track to 4 and move it down two spaces (ignoring the center divide) to the \$2 row.

DISCOVERY: The Commodity market plays a key role in deciding the victor. If you want to make the Commodities a bit more interesting, do not reveal the City Commodity markers at the start of the game. Instead, leave them face down on the City spaces and only reveal them once a player places a Locomotive on a City.

Step 3 (Optional)

If the white side of your Build token is showing, you may play a second card. Discard the card and place Locomotives for your chosen Company as described in Step 2.

If the dark side of your Build token is showing, you may not play a second card. Flip the token to the white side and proceed to Step 4.

Build Token and Difficult Terrain

Your build token starts the game on the white side, indicating that you may play two cards per turn. If you choose to play a second card on a turn and you also placed a Locomotive on Difficult Terrain, flip your Build token to the dark side. You will only be able to play a single card on the following turn.



Can play 2 cards.



Can only play 1 card.

Step 4 (Required)

Refill your hand: you may discard any number of cards, then draw Track cards from the draw pile until you have five cards in hand. If the draw pile runs out of cards, shuffle the discard pile to form a new draw pile.

Opponent's Turn

It is now your opponent's turn and they follow the same steps as listed above. Alternate turns back and forth in this manner until there are exactly two Share Certificates remaining. After the turn in which only two Certificates remain, proceed to the End of the Round.

End of the Round

Pay Dividends

Dividends are now paid for each Company and Commodity. All money paid is taken from the Bank.

Majority Shareholder Bonus

The player with the most Share Certificates for each Company is the Majority owner. Gain \$5 from the Bank for each Company in which you are the Majority owner.

Commodities Bonus

For each Commodity, the player with the Multiplier die on their side of the middle division earns a Commodity bonus. Multiply the value shown on the Multiplier die by the value to the left of the row to determine the bonus earned.

New Round

If this was the third round, proceed to the End of Game. Otherwise, discard the unclaimed Share Certificates, discard both player's Contract cards, and begin a new round.

End of Game

The game ends after all Dividends are paid in the third round. Total your remaining money. The player with the largest total wins. If there is a tie, total the value of Multiplier dice on each side of the center divide. The player with the lowest total wins. If there is still a tie, play again!