EGG will also make available an upgrade expansion for players with the base game (map and cards only)

**Railways of Nippon Draft Rules**

2-4 players  
120 minutes  

**Introduction**

*Railways of Nippon* is a stand-alone version of *Railways of the World (ROTW)*. Its unique board and cards are also available as an expansion for *Railways of the World*. Played as an expansion, you will need the pieces from the base game of *Railways of the World* (track and city tiles, bonds, money, empty city markers, trains and first player marker) to play *Railways of Nippon*.

**Components**

The new game board for *Railways of Nippon* is a map of Japan at the beginning of the railroad era in the late-19th century. There are new Baron cards and Operations Cards for the Railways of Nippon.

**Railroad Operation cards**

**Starting the Game**

Refer to the basic rules for the setup of this game.  
For a two-player game, reduce the number of goods cubes placed in each city by one (to a minimum of one goods cube per city).

**New Operation Cards**

**Long Distance**

This card is available from the start of the game. The first player to lay up to 4 or more track segments in a single link gains 2 additional points on the income track.

**Hot Spring**

When a player chooses this card, they immediately play the build track action. On this build track action, they gain 1 point on the income track for each hex built on a Mountain hex.

**Local Campaign**

Gain three points on the income track if X city is cleared of supply cubes.

**Coal-fueled Engines**

Pay half price (rounded up) on a single future Upgrade Engine action.

**Heavy Locomotive**

This card is available from the start of the game. The first player to upgrade to a Level 4 train gains 4 points on the income track.

**Ending the Game**

The number of empty city markers that ends the game (same mechanics as *Railways of the World*) depends on the number of players:

- **2 Players:** 10 Empty City Markers  
- **3 Players:** 12 Empty City Markers  
- **4 Players:** 14 Empty City Markers  
- **5 Players:** 16 Empty City Markers