

# RAILROAD EVOLUTION - REFERENCE SHEET

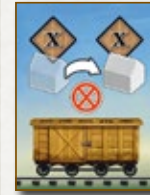
## WAGONS AND TENDERS



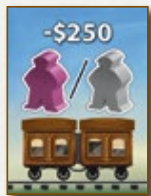
Pay \$300 to gain a Worker of your choice from the **common supply** and immediately promote it. If you do not have any available Milestones, you cannot take the Worker.



Gain 1 Share. You may also remove all Workers from your Player Board and place them back in your personal supply.



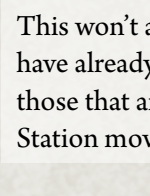
Move 1 of your built Stations to another City. You do not need to be connected to that City. Do not pay the cost and do not take any reward (primary or First Station bonus).



Pay \$250 to gain 1 of the 2 depicted Workers.



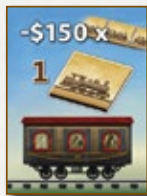
Pay \$100 to gain 1 Advancement point or \$200 to gain 2 Advancement points.



This won't affect any Milestones you have already completed, but will affect those that are still in progress, should the Station move to/from a relevant City.



Move 1 of your built rails to another available rail space. Do not pay the cost and this does not trigger any deal.



Pay \$150 for each Train you already have in front of you to take a Train tile, following the usual rules.



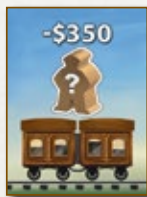
Move 1 of your built Telegraph offices to another Telegraph section. Do not gain any Shares and do not take the bonus of any Telegraph tile.



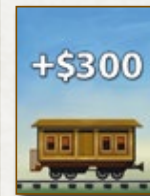
Moving rails with this bonus may mean you are no longer connected to a certain level of City, or that rails no longer occupy spaces with specific icons.

This won't affect any Milestones you have already completed, but will affect those that are still in progress should the required rails be moved.

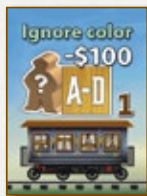
Note that with the use of this bonus it is also possible that your rails no longer make up a single continuous network of unbroken track; however for all the relevant purposes, you remain connected to a City provided at least 1 of your rails is adjacent to it.



Pay \$350 to gain a Worker of your choice from the common supply.



Gain \$300.



Pay \$100 to promote 1 Worker. You may ignore the color requested on the Milestone. *Example, the Milestone requests 1 Orange Worker. You pay \$100 and promote a White Worker instead.*



**Tender**

Gain 1 Share.

**NOTE:** Tenders are all identical.

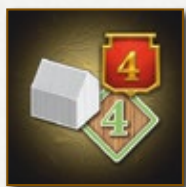


# PERFORMANCE TILES

**NOTE:** don't forget to multiply the score from each tile (as explained below) by the VP multiplier at the side of its row, if applicable (see Rulebook, page 6).



Score the depicted amount of VP for each of your rails in rail spaces with the depicted icons.



Score the depicted amount of VP for each of your Stations in Cities of the depicted level.



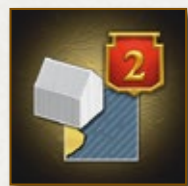
Score the depicted amount of VP for each of your completed Milestones with the depicted letters.



Score 3 VP for every 2 Trains you have in front of you (regardless of whether they are face-up or face-down).



Score 3 VP for every 3 rails you have in rail spaces.  
**NOTE:** rails in the Trade Area do not count.



Score 2 VP for each of your Stations in Cities that border the Oceans.  
**NOTE:** Duluth and Chicago border the lakes, so they do not count.



Score 4 VP for each of your Stations in Cities whose Primary Reward is "gain Advancement points".



Score 2 VP for each of your Stations in Cities of different levels. *Example: You have 2 Stations in level 1 Cities, 1 Station in a level 3 City, and 2 Stations in level 5 Cities. You have Stations in Cities of 3 different levels, so you score 6 VP (times the Player Board VP multiplier).*



Score 2 VP for each of your Stations in the First Station slots of Cities.