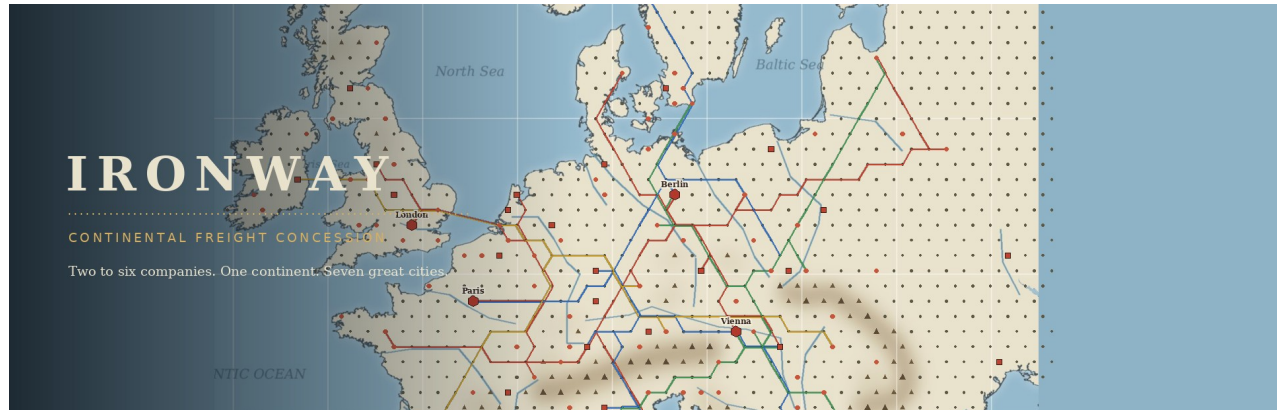


IRONWAY

CONTINENTAL FREIGHT CONCESSION · RULEBOOK



Ironway is a rail building and haulage game for two to six companies played on a milepost map of Europe. Every company starts with the same treasury and the same blank map. Track costs money to lay, freight earns it back, and the first company holding 220 with all seven great cities joined to one stretch of its own line takes the concession.

This rulebook describes the complete game as implemented. Nothing here needs to be looked up while playing: the interface prices every route before you commit to it and marks every waybill you are able to fill.

1. The board

The map carries 1538 **mileposts** laid out as a triangular lattice over land, so every milepost has up to six neighbours. 148 cities sit on mileposts of their own. Coastlines and the courses of the great rivers are drawn from real geography, and so are the goods each city ships.

Milepost types

Milepost	Shown as	Cost to build across
Plain	small dot	1
Hill	ringed dot	2
Mountain	triangle	3
Alpine	capped triangle	5
Town	small red circle	3
City	red square	4
Great city	red hexagon	6

A link between two mileposts costs the average of the two mileposts it joins, rounded up. Crossing one of the great rivers adds 2. A sea crossing between two ferry ports costs 12 to open, and using one ends the rest of that turn's movement.

Great cities

The seven great cities are London, Paris, Madrid, Rome, Berlin, Vienna and Athens. Track into a great city is the most expensive on the map, and three companies may share a link into one where only two may share any other link.

Sea crossings

Crossing	Ports
Strait of Dover	Dover - Calais
North Sea	Harwich - Hoek
Irish Sea	Holyhead - Dublin
North Channel	Stranraer - Belfast
The Sound	Helsingor - Helsingborg
Fehmarn Belt	Gedser - Rostock
Baltic	Trelleborg - Sassnitz
Gulf of Bothnia	Stockholm - Turku
Gulf of Finland	Helsinki - Tallinn
Messina Strait	Villa S.G. - Messina

Crossing	Ports
Tyrrhenian	Civitavecch - Olbia
Strait of Otranto	Brindisi - Igoumenitsa
Adriatic	Ancona - Split
Bosphorus	Istanbul - Varna

2. Setting up

Choose two to six companies and name them; any seat may be run by the computer. Every company begins with 50 in the treasury, no track, no train on the map and three waybills in hand. The map deal number seeds the demand deck, so the same number always deals the same game.

3. Sequence of play

The first 2 turns are **survey turns**: building only, with a budget of 40 each turn. From turn 3 onward every turn has two phases in this order:

1. **Movement.** Run your train along track you own or rent, loading and delivering at the cities it reaches.
2. **Building.** Lay new track up to a budget of 20, or instead spend 20 on a train upgrade.

Track is paid for out of the treasury. The budget only caps how much may be laid in a single turn; it is not an allowance and it does not accumulate.

4. Building rail

- Your first line must start at a city. Everything laid afterwards must join a milepost your network already touches.
- Hover any milepost to see the cheapest route to it from your network and what it costs; click to lay the whole route if the budget and treasury allow.
- At most two companies may share a link. Three may share a link running into a great city.
- Track, once laid, is permanent and cannot be sold, moved or destroyed.

5. Running freight

Your train begins off the map. On any movement phase, click a city on your own network to bring it into service there. After that it runs a fixed number of mileposts each turn along usable track.

- Load a good in any city that produces it, as long as a wagon is free. Loads may be set down anywhere at no cost.
- Deliver a load to a city named on one of your waybills to bank the fee. The filled waybill is discarded and replaced at once.
- Running over another company's track costs 4 to that company, once per turn per company, however much of their line you use.
- A sea crossing consumes whatever movement is left in the turn.

Trains

Train	Mileposts per turn	Loads
Freight	11	2
Fast Freight	14	2
Heavy Freight	11	3
Superfreight	14	3

An upgrade costs 20 and takes the place of building for that turn. From the starting freight you may buy speed or capacity first; the second upgrade gives you both.

6. Events

Some cards in the demand deck are events. They resolve the moment they are drawn - which happens when a waybill is filled and replaced - and their effects last a single round.

Event	Effect
Gauge Dispute	Incompatible gauge on a junction line. You may not build on your next turn.
Alpine Blizzard	Passes are shut. Every train moves 4 fewer mileposts for one round.
Dockers Strike	Ferry crews walk out. No sea crossing may be used for one round.
Excess Profits Tax	The revenue office calls. Every company holding 150 or more pays 15.
Derailment	Your train leaves the rails. It loses all loads and stops where it stands.
River Flood	Bridges are under water. River crossings cost double for one round.
Fuel Shortage	Coal is short. Every train moves 3 fewer mileposts for one round.
Boom Market	Prices spike. Your next delivery pays half as much again.

7. Winning

A company wins the concession at the end of any of its turns when it holds at least 220 in the treasury and all seven great cities lie on one connected stretch of its own track. Rented track does not count toward the connection: the line must be yours.

There is no losing position other than being beaten to it. A company that overspends simply builds more slowly until freight income recovers.

8. Controls

Action	Control
Pan the map	Drag with the mouse or one finger
Zoom	Wheel, pinch, the + and - buttons, or the + and - keys
Fit the whole map	The square button, or the 0 key
Price and lay a route	Hover a milepost during the building phase, then click
Bring the train into service	Click one of your cities during the movement phase
Run the train	Click any highlighted milepost
Load or set down goods	Click a goods chip under Your company
Deliver	Click the highlighted line on a waybill
End the phase or turn	The gold button, or Enter

The game saves itself after every action in this browser. Reopening it offers to resume the saved game; starting a new game replaces the save.

9. Goods and where they come from

Good	Shipped from
Bauxite	Budapest, Patras
Beer	Munich, Prague, Dublin
Cars	Turin, Munich, Barcelona
Cattle	Cork, Limerick, Rennes
Cheese	Bern, Rotterdam, Dijon
Chemicals	Frankfurt, Basel, Rotterdam, Antwerp
China	Clermont, Dresden
Citrus	Valencia, Seville, Palermo
Coal	Katowice, Essen, Cardiff, Ostrava
Copper	Belgrade, Seville
Cork	Lisbon, Porto
Fish	Bergen, Aberdeen, Coruna, Gdansk
Flowers	Amsterdam, Nice
Glass	Prague, Venice
Iron	Bilbao, Gothenburg, Kosice
Machinery	Stuttgart, Zurich, Nuremberg, Turin
Marble	Florence, Athens, Split
Oil	Bucharest, Aberdeen, Bergen
Olives	Seville, Athens, Bari, Split
Paper	Helsinki, Stockholm, Turku
Salt	Krakow, Salzburg, Cartagena
Ships	Gdansk, Hamburg, Glasgow
Steel	Essen, Katowice, Bilbao, Liege
Textiles	Manchester, Milan, Lodz, Porto
Timber	Bergen, Oslo, Riga, Turku
Tobacco	Thessaloniki, Sofia, Istanbul
Watches	Geneva, Bern
Wheat	Debrecen, Odessa, Timisoara
Wine	Bordeaux, Porto, Dijon, Florence
Wool	Leeds, Zaragoza, Skopje

A waybill pays roughly in proportion to the distance from the nearest producer to the city that wants the goods, with a premium on goods only one or two cities ship. Long hauls across the Alps or over a sea crossing are where the money is, and where the building bills are too.

10. Cities of the map

Great citys

Athens, Berlin, London, Madrid, Paris, Rome, Vienna.

Citys

Amsterdam, Barcelona, Belgrade, Birmingham, Bordeaux, Brussels, Bucharest, Budapest, Copenhagen, Dublin, Essen, Florence, Frankfurt, Gdansk, Glasgow, Hamburg, Helsinki, Istanbul, Katowice, Kyiv, Lisbon, Lyon, Manchester, Marseille, Milan, Munich, Naples, Odessa, Oslo, Prague, Rotterdam, Seville, Sofia, Stockholm, Stuttgart, Thessaloniki, Warsaw, Zurich.

Towns

Aarhus, Aberdeen, Ancona, Antwerp, Bari, Basel, Belfast, Bergen, Bern, Bilbao, Bologna, Bratislava, Bremen, Brest, Brindisi, Bristol, Brno, Cagliari, Calais, Cardiff, Cartagena, Civitavecch, Clermont, Cluj, Cologne, Constanta, Cork, Coruna, Debrecen, Dijon, Dover, Dresden, Durres, Edinburgh, Gedser, Geneva, Genoa, Gothenburg, Graz, Hannover, Harwich, Helsingborg, Helsingor, Hoek, Holyhead, Igoumenitsa, Innsbruck, Kaliningrad, Kosice, Krakow, Le Havre, Leeds, Leipzig, Liege, Lille, Limerick, Liverpool, Ljubljana, Lodz, Luxembourg, Lviv, Malmo, Messina, Minsk, Montpellier, Nantes, Newcastle, Nice, Novi Sad, Nuremberg, Olbia, Ostrava, Palermo, Patras, Porto, Poznan, Rennes, Riga, Rostock, Salzburg, Sarajevo, Sassnitz, Skopje, Southampton, Split, Stranraer, Strasbourg, Szeged, Tallinn, Timisoara, Toulouse, Trelleborg, Trieste, Turin, Turku, Valencia, Varna, Venice, Villa S.G., Vilnius, Wroclaw, Zagreb, Zaragoza.

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