

The Yorkshire Dales are famed for their tranquility and understated beauty, but less so for their railway history. 'Last Train to Wensleydale' seeks to redress that imbalance by recreating the period when optimistic railway companies built lines over land that was 'fit only for a goat to travel'. You take the role of a railway promoter, backed by the investments of hundreds of local landowners. Your aim is to build lines that can make a profit from the transport of passengers, quarried stone, and cheese! However, money is not the only resource you require. Many locals will oppose your schemes and only with influence in the government will you be able to build over

their land. Your company is far too small to be able to have its own engine works, so contacts with the major operators will help you acquire second-hand trains and rolling stock. You will also need to be on good terms with the two local major railway companies, the Midland Railway and North Eastern Railway. Without their support you will not be able to link to their networks, nor will you be able to negotiate the sale of your lines when they become unprofitable (as they surely will).

'Last Train to Wensleydale' is for three to four players and should take around 90 to 120 minutes to play.

Overview

Last Train to Wensleydale has much in common with many other railway games in that you will be building track with the aim of moving goods, with the final aim to score the highest number of victory points. However, there are a number of diversions on the way that might trip you up, so please pay attention.

Before the game starts the board needs to be seeded with passengers and goods. This is done in a random manner, with pieces being drawn from the bag. Passengers come in two colours, with red ones wishing to travel to a Midland Railway town, and green ones wishing to travel to a North Eastern Railway town. White 'passengers' are not passengers but represent land owners who object to you building on their land. There are two types of goods, stone and cheese. Stone needs to be brought down from the hills to an adjacent town, from where it can then be shipped. Cheese can be shipped along any train line going into the area.

The game consists of four or five turns, depending on the number of players. Each turn consists of a number of phases, ten in all, although a number involve only minor house-keeping.

The first part of each turn will see you attempting to gain influence points. Eight sets of influence points are available each turn and these will be auctioned off. There are four types of influence. Government influence (white) is required to overcome land owners who oppose you building on their land. Train influence (brown) is crucial for acquiring second-hand engines and rolling stock, without which you cannot move goods and passengers. Influence in the Midland Railway (red) and the North Eastern Railway (green) can be used to allow you to connect with their stations and persuade them to take over unprofitable track.

The amount of influence players have in government and trains will also determine the order of play for building track and moving goods and passengers.

You will start each turn with twelve investment cubes added to the number you already hold, up to a maximum of fifteen cubes. These represent large amounts of capital which you are responsible for investing in the construction of railways and the greasing of certain palms to gain influence. To a certain degree investment cubes and influence points are interchangeable, in the sense that you use cubes to gain influence but then can convert influence into points to allow you to build track.

There is also a profit and loss track to gauge how well your company is doing. This track does not give you any 'real' income, as any profit or loss would be too small when compared with the sums represented by the investment cubes. It does help to end the game as far up this track as possible, as your position on the track equates to victory points in the final tally.

Building track is fairly straightforward. The map consists of three terrain types, lowland, valleys, and hills. You can only build in lowland and valley areas. Links are placed across the boundaries of areas to show a connection between them. Building entirely in lowlands will cost one build point. Building partly or entirely in valleys will cost two build points. You pay investment cubes and influence points to meet the total build point cost of a line. There are a number of restrictions on how you can build your track, the main one being that you can only build track as a single continuous series of links. You cannot fork the track that you lay, or place track on two separate lines, it has to be laid with a clear beginning and end. It is possible to create forks in later turns by connecting to track laid in previous turns.

Once you have laid your track you will need to purchase engines and rolling stock. If you look at the top of the board you will see twelve trains arranged into three rows. Each train can carry a certain number of

passengers and goods, as indicated by the symbols above the carriage and goods wagon. You can buy up to three trains, but never more than one from any particular row. You pay train influence points for these. The capacity of each train that you buy limits the number of passengers and goods that you can take from the board.

Once you have shipped passengers and goods you check to see whether you have made a profit or a loss. You add up the value of the passengers and goods you moved this turn and then subtract the number of track links you have on the board. Where you end up on the Profit and Loss track will determine your position in the order of play for the next turn.

Goods and passengers are not replenished once the game is underway, which means that once a region has been stripped of pieces any track running through it will become a financial liability. It is now that you have the opportunity to pass off such unprofitable lines to one of the two big train companies. This will require you to expend company influence points.

At the end of the game you will score a number of victory points equal to the number of passengers and goods you shipped during the game. You will score a bonus for sets, a set being one of each type of goods and passengers, so there is an incentive to move a balanced range of pieces. To this total you either add or subtract your present Profit and Loss level, depending whether you are making a profit or a loss. You also subtract from your total one point for each track link you have on the board.

And that's that. If you have any questions please either email me at martin@warfroggames.com or check [Boardgamegeek](http://Boardgamegeek.com) to see if any other souls have asked the same question.

Components



10 Player tokens per player



60 white Stone cubes



60 orange Cheese cubes



15 Player track links per player



5 red Midland Railway influence tokens



5 green North Eastern Railway influence tokens



5 white Government influence tokens



5 brown Train influence tokens



3 Player train pieces per player



60 red Midland Railway track links



60 green North Eastern Railway track links

1 cloth bag



15 Player investment cubes per player



25 red Midland Railway passenger pieces



25 green North Eastern Railway passenger pieces



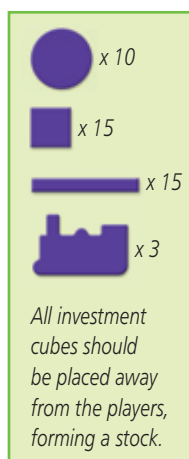
25 white Opposition pieces



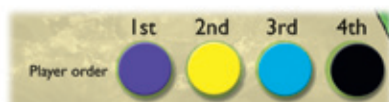
1 turn marker

Starting the Game

Each player should select a set of pieces. Each set consists of ten player tokens, fifteen investment cubes, fifteen track links, and three train pieces. Each player must place their investment cubes to one side, forming a stock.

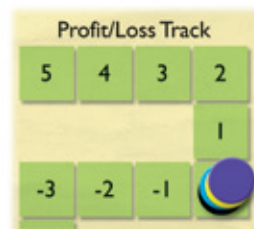


Randomly determine who will go first. The order of play will go clockwise from this person. Mark the order of play with player tokens on the Order of Play track.

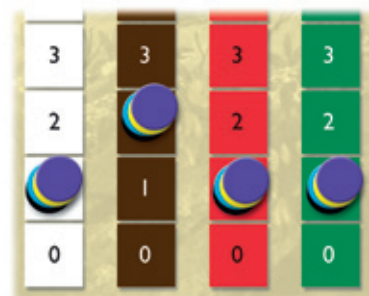


Each player places one token on each of the following tracks, in the space indicated:

The '0' space of the Profit and Loss track.



The '1' space of the Government Influence track, the '2' space of the Train Influence track, and the '1' space of both the Midland Railway and North Eastern Railway Influence tracks.



The order in each stack must match the order of play, going from first player on top, to last player on the bottom. The order of stacking may be of significance during the game in determining the order of play.

Place all of the cheese and stone cubes in the bag. Randomly draw and place two cubes in each hill and lowland area on the board. Do not place any cubes in valley areas or in any area containing a minor or major town. All areas that should have cubes in are indicated by either a white or an orange square.

After placing cubes in each legitimate area remove any cubes that do not match the cube colour printed in the area. In this manner any cheese cube in a hill area will be removed from the board. Similarly, any stone cubes in a low land area will be removed. All cubes removed in this way should be placed back in the game box. Remove any remaining cheese and stone cubes from the bag and place back in the game box.



EXAMPLE: Two stone cubes were drawn for the hill area, while one stone and one cheese cube were drawn for the lowland area next to it. Once all cubes have been placed the stone cube must be removed from the lowland area. Note that no cubes are placed in the Richmond area.

Place all of the passenger pieces, including the white 'Opposition' pieces, in the bag. Randomly draw and place three pieces in each major town, (not red or green company towns). Then randomly draw and place two pieces in each minor town. Major towns are marked with squares while minor towns are marked with circles.

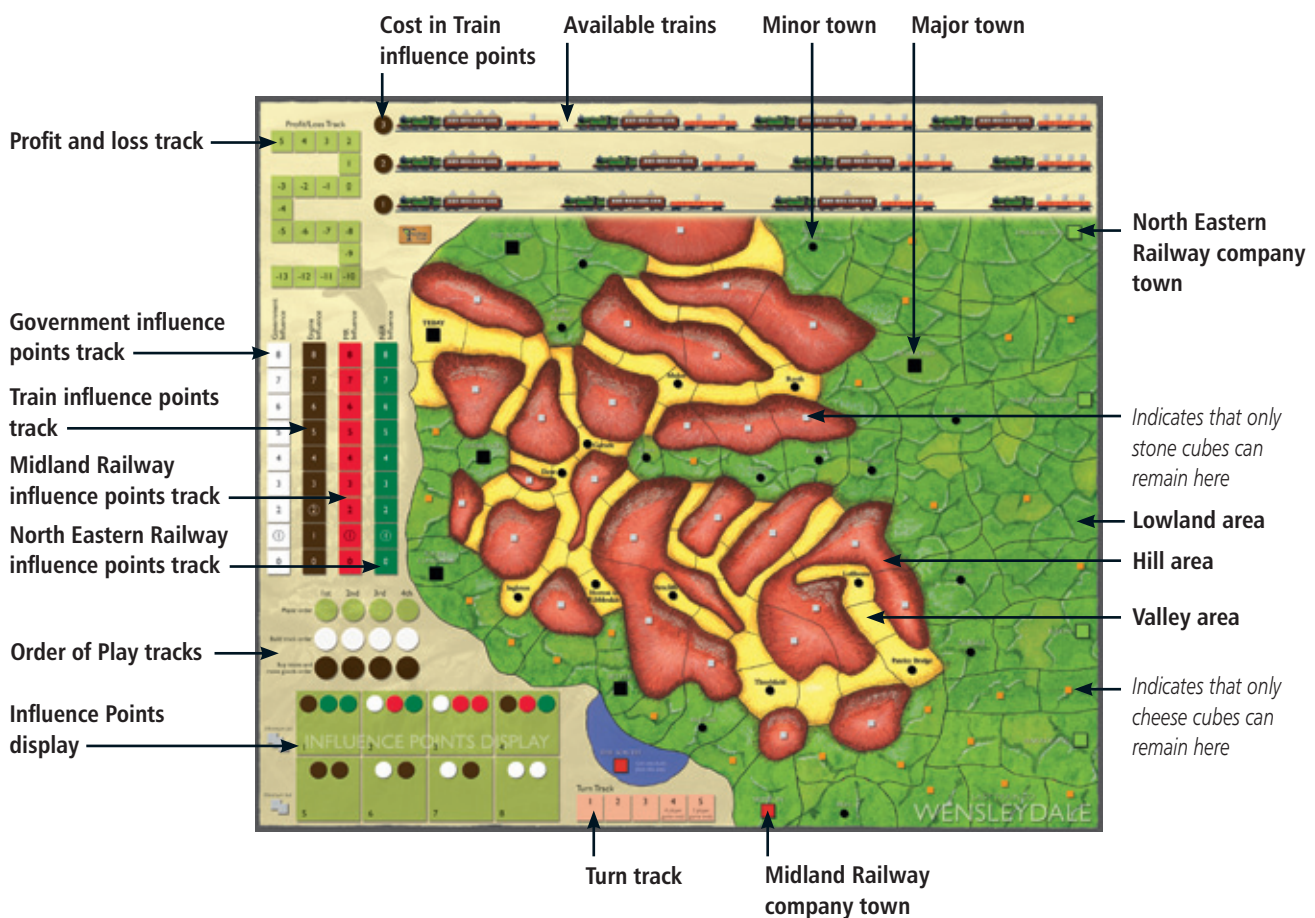
Place the Midland Railway and North Eastern Railway track links by the side of the board, to form a stock.

Place the game marker on the first space of the Turn Track.



EXAMPLE: Richmond has had two red and one green passenger pieces drawn and placed in it. Reeth has had a red and a green placed in it. Bedale has had a green and a white 'Opposition' piece placed in it. Note that no passenger pieces are placed in North Allerton as this is a North Eastern Railway company town.

The Board



Playing the Game

'Last Train to Wensleydale' is played over four or five turns, depending on the number of players. With four players the game lasts for four turns. With three players the game lasts for five turns.

Each turn consists of the following phases. Each phase must be completed before play can progress to the next phase.

1. Investment cubes
2. Influence points
3. Auction influence points
4. Orders of play
5. Build track
6. Buy trains and move goods/passengers
7. Profit and loss
8. Order of play
9. Takeovers
10. End of turn

Phase one: Investment cubes

An investment cube represents a large amount of capital. This capital would be made up of contributions from local land owners and businessmen, who could see the advantage of being connected to the national rail network.



Each player now takes twelve investment cubes of his colour from the stock. If a player has fewer than twelve cubes in the stock then he draws whatever cubes he has left. The maximum number of cubes that a player can hold is fifteen. Note that players retain any investment cubes that they did not expend in the previous turn.

Phase two: Influence points

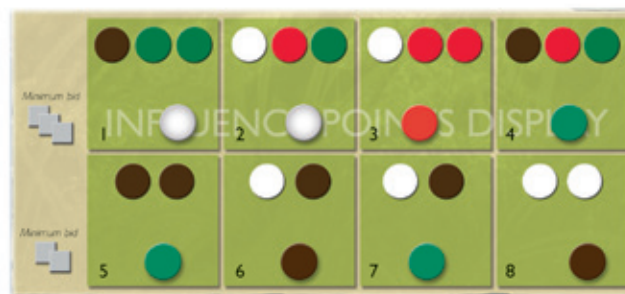
Success in the railway business depends on the connections you make with different companies and government officials. You will use this influence to gain an edge against your competitors.



There are four colours of influence. You can have influence with the two major railway companies in the region, which are the Midland Railway (red), and the North Eastern Railway (green). Influence in these two companies will allow you to build from their lines and convince them to take over the running of your unprofitable routes. You also have train influence with the various engine yards around the country (brown). As your company is far too small to buy new engines you depend on this influence to be able to acquire decent second-hand engines and rolling stock. Finally, you have influence with the government (white), which you can call on to ignore landowners opposed to your building plans.

You gain influence points in an auction, where you must spend investment cubes. In this phase you get to see what influence points will be available to be purchased.

Make sure all of the influence tokens are placed in the bag. Randomly draw and place one influence token in each Influence box. The token placed in each box adds to the points already marked there.



EXAMPLE: The first box already has one train and two *NER* influence points marked in it. After the random draw a white government token has been added to this set. Whoever wins the auction for this box will collect all four of the influence points shown.

Phase three: Auction influence points

You will now bid for the influence points available. The order of bidding is shown on the Player Order track. In that order each player must make one bid, unless they already have two bids in existence. This procedure is repeated until all players have bids in two influence boxes OR no more bids can be made.

Making a bid means placing some of your investment cubes in one of the Influence boxes. You can make a bid in a box already containing another player's cubes, but the number that you place must exceed the number they have in the box. If you over-bid somebody in this way then you return their investment cubes to them. You can never over-bid yourself.

The minimum bid that you must make is equal to the number of fixed investment points in the box, i.e. in the four boxes along the top row the minimum bid would be three investment cubes, as each of these boxes has three fixed influence points. The minimum bid in the lower row would be two investment cubes.

If a player already has two bids in play and it comes to his turn to bid again then he does nothing. Play passes to the next player. However, if one of his bids is subsequently displaced then he will have to bid the next time it comes to his turn to do so.

Once all players have two bids in play then the auction ends and players add the influence points they have purchased to their totals. If a player has expended all of his cubes on one bid then not only is he very stupid but he will not be able to bid in a second box. In this case the phase would also end.

Influence points are now recorded on tracks around the board. The order in which influence points are added to totals is important. The influence boxes are numbered from one to eight. This indicates the order in which points are added, going from the lowest numbered box to the highest numbered one. Thus whoever won the bid in box '1' adds the points from that box to his totals. Then the player who won the bid in box '2' adds the points from that box to his totals.

You move your player tokens up the various tracks to show your new totals. As players will often have the same totals it will be necessary to stack tokens. If you move your token to a space already occupied by one or more player tokens then you place your token on top of the stack of tokens. This order of stacking is important, as you will see later.

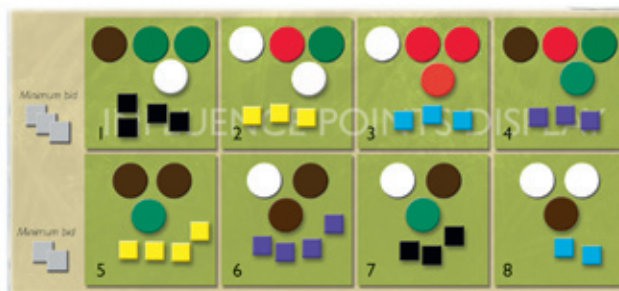
Once all players have added all of the influence points to their totals then the game proceeds to the next phase. If your token is already in the highest space on a particular influence track then you cannot gain any more influence points of that type, i.e. the tracks imposes a limit on the amount of influence you can acquire. However, you would move to the top of the stack.

Phase four: Orders of play

The orders of play for building track and moving goods and passengers are now set.

The order of play for building track is determined by how many government influence points (white track) each player has. The player who has the most government influence points will take the first position. The next highest will take the second position, and so on.

The order of play for buying trains and moving goods and passengers is determined by how many train influence points (brown) each player has. The player who has the most train influence points will take the first position. The next highest will take the second position, and so on. If two or more players are tied for influence points then the player who is on top of the stack of discs takes precedence.

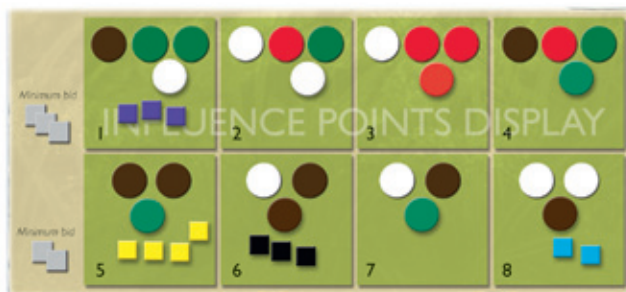


In the fourth round only purple can bid and decides to place cubes in the only remaining empty box. Note that he must still make a bid of three cubes, as that is the minimum required for a top row box.

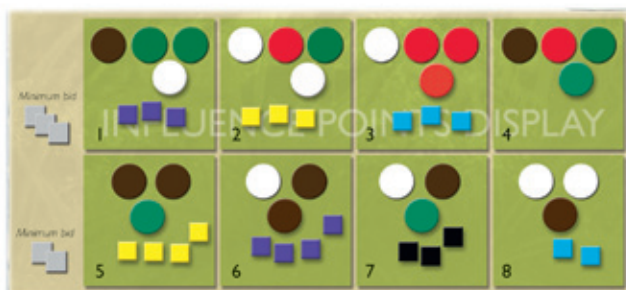
Players now record the influence points they have gained. The order in which they are added to tracks is important, you must go from box 1 to box 8.

Government Influence	Engine Influence	HR Influence	NER Influence
8	8	8	8
7	7	7	7
6	6	6	6
5	5	5	5
4	4	4	4
3	3	3	3
2	2	2	2
1	1	1	1
0	0	0	0

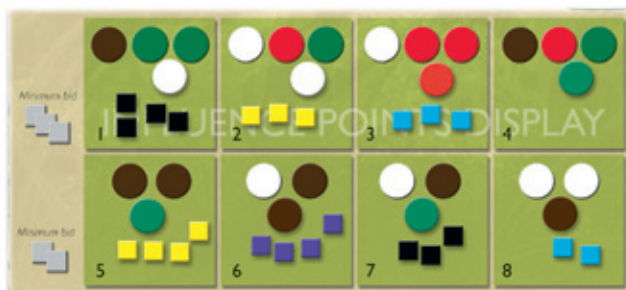
EXTENDED EXAMPLE OF PHASES TWO AND THREE:



The order of play is purple-yellow-blue-black. After the first round of the auction the players have made the bids shown above.



In the second round of bids purple has decided to over-bid black on box 6.



In the third round of bids only black is able to make a bid as the other players all have two bids on the display. Note that players cannot over-bid themselves. Black gets some payback by over-bidding purple in box 1.

After points are added the Influence Point display looks like this. Hopefully you can see why the order in which points are recorded is important. Black and yellow are both tied on government and train influence points, which means the order in which they are stacked determines the order of play between them.

Player order	1st	2nd	3rd	4th
Build track order	Black	Yellow	Blue	Purple
Buy trains and move goods order	Black	Yellow	Blue	Purple

Phase five: Build track

During this phase each player will have the opportunity to build one series of track links. A series means an unbroken chain of links that has a clear origin and where no forks are made from the chain (although forks may still occur as they may be created by joining with track links laid in previous turns).

The order of play for this phase is shown on the Build Track Order display.

When it comes to your turn to build track you may build one series of track links, which may consist of as many track links as you wish. Once you have finished building track links the next player in order may build track links. Once each player has had the opportunity to build one series of track links the phase ends and the game progresses to phase six.

In the first turn you must build your first track link from an area containing a company town, which will be either a red Midland company town or a green North Eastern company town.

In subsequent turns you can build from an area containing a company town or an area that you already have connected to with your track links. Note that you could spur from an area that you already have two or more links running into.

All of the track that you build in a single turn must be contiguous. Each track built must be built from the area that the previous piece of track was built into. You cannot fork your track during the build phase. After you have finished building you must be able to demonstrate that all of the track built forms a single continuous line and that it was built in sequence from an initial starting point. Your final track piece does not have to connect to a town, it may lead into a lowland or valley area.

Note that although you cannot fork during your build track turn it is possible to create forks in later turns by building from or crossing over previously constructed track links.

When you build one track link it must be placed such that it crosses the border between two areas. Only one track link can be built across the border between two areas.



You cannot build track links into or out of a hill area.



The area marked 'The South' can only be built from, you can never build track into it.



The term 'build points' will be used to quantify the cost of building track links.

The cost to build one link between two lowland areas is one build point.



The cost to build one link between a lowland and a valley area is two build points.



The cost to build one link between two valley areas is two build points.



When you build a link into or out of an area containing a company town then you must expend one influence point of the correct type in addition to your regular build costs. If you built into and then out of an area containing a company town then you would still only pay one additional influence point, you do not pay twice.

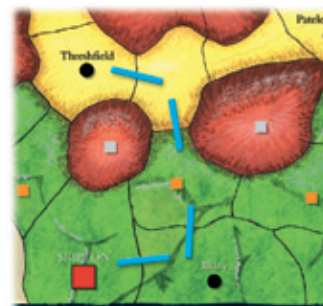
Company towns

There are two companies in the game, Midland Railway and North Eastern Railway. At the start of the game all red major towns are company towns belonging to the Midland Railway and all green major towns are company towns belonging to the North Eastern Railway. As soon as one of these two companies connects their track to a major or minor town then that town becomes a company town. It is possible for a town to be connected to both companies. If this is the case then if you connect to or build from the area containing this town then you must expend one MR influence point and one NER influence point.



After you have completed building track links calculate the total cost in build points. You pay this amount using investment cubes and influence points. Each investment cube is worth one build point. Each influence point is worth one build point. You must expend investment cubes before you can expend influence points. When you expend influence points you decide which track you wish to remove them from and move your disc down the requisite number of spaces.

EXAMPLE: The blue player builds the series of links shown here. The build cost is six. In addition one point of red Midland Railway influence must be expended as the blue player built from a Midland company town.



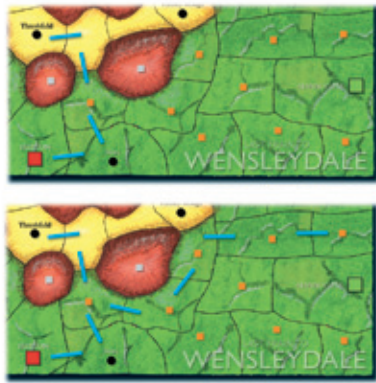
If there are one or more white 'opposition' pieces in the area into which you wish to build then you must expend one white government influence point for each opposition piece in the area. After expending the necessary number of influence points you remove the opposition piece or pieces from the area and place to one side.



EXAMPLE: The yellow player builds the series of track links shown above. The cost is five build points. In addition one point of green North Eastern Railway influence must be expended to allow the first piece of track to be built from Northallerton. Also, one point of white government influence must be expended to remove the white opposition piece in Bedale.

EXAMPLE OF A LEGAL BUILD:

BUILD: The blue player has already built the track links shown in a previous turn. In the present turn he can start a new series of track links from one of the areas he already has track running into.



EXAMPLE OF A LEGAL BUILD: In this example the blue player has had his track taken over by the Midland Railway. He is able to build from Threshfield as it is now a company town. He would have to expend one MR influence point to do so.



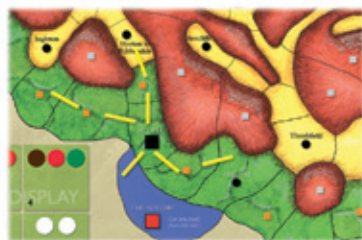
EXAMPLE OF AN ILLEGAL BUILD:

In this example yellow is attempting to restrict access to 'the South' by building from Skipton, into 'The South' and then on to Settle. This is not a legal build as you cannot build track into 'The South', only from it.



EXAMPLE OF AN ILLEGAL BUILD:

In this example we can see that yellow has already built track to Horton in Ribblesdale in a previous turn. In the present turn yellow starts building track from Settle towards Hellfield. He then builds track out from the other side of Settle towards Ingleton. This is not a legal build as all of the track builds do not follow as a single series and neither end of the series of tracks starts from a legal starting point.



Phase six: Buy trains and move goods/passengers

As with all good train games, there comes a time when you have to actually move things. Goods come in two types; stone represented by white cubes, and cheese (and other dairy related products) represented by orange cubes. Passengers also come in two types, those that wish to move to a Midland Railway company town and those that wish to move to a North Eastern Railway company town. Before you can move any goods or passengers you must acquire trains and rolling stock. Your company is too small to be able to build its own trains and new ones are too expensive, therefore you are forced to acquire second-hand engines and rolling stock. To do so you must expend train influence points, which represent influence with the major locomotive companies.

The order of play for this phase is shown on the Buy Trains and Move Goods order display.



When it comes to your action in this phase you have a choice between buying a train or moving **one** piece (either goods or passenger). You can also choose to pass but if you do so you will not be able to perform any more actions in this phase.

Once each player has had the opportunity to perform an action the procedure is repeated until each player has performed as many actions as he is able or wishes to. In this way you will be able to move everything that you are able to in the present turn. The phase will only end when all players have opted to pass. It is possible for you to buy a train, then move goods and passengers, and then buy another train, then go back to moving goods and passengers, and so on.

If you choose to buy a train you must pay a number of train influence points equal to the cost of the train.



The available trains are arranged into rows, each of which has a cost associated with it. All trains in the top row cost three train influence points each, all those in the middle row cost two points, and those in the bottom row cost one point. When you pay for a train you reduce your number of train influence points accordingly and then place one of your train pieces on the particular train you have purchased.



EXAMPLE: The purple player has bought a train from the middle row, which costs two train influence points.

Note that all trains are available to be purchased, you do not have to buy them in any particular order.

You may buy up to three trains in all, although you can only buy one in a round of play. You can never own more than one train in a single row. Each train can only be purchased by one person, i.e. only one train marker per train.



EXAMPLE: It is now purple's turn to have another action. He wishes to buy another train. He may only buy one from the top row or the bottom row as he already has a train in the middle row.

As the purchase of trains is so crucial within the game you are able to exchange any three 'points' for one train influence point, but only at the point at which you require the point to buy a train. Influence points and investment cubes should be expended to make up this three point cost. You can exchange points and cubes for as many train influence points as you require in this manner, but no more than what is needed to buy the train.

Once you have at least one train you then have the option to move goods and passengers. You can move one goods cube or one passenger piece in a single action.

Each train has spaces for passengers and goods. When you move a passenger piece or a goods cube you remove it from the board and place it in an empty slot on one of your trains. Cheese and stone must be moved to a slot on a goods wagon. Passengers must be moved to a slot on a passenger carriage.



EXAMPLE: A train is normally made up of a tank engine pulling a passenger carriage and a goods wagon. In some cases there will only be a passenger carriage or a goods wagon. The train above has slots for one passenger and three goods cubes.

Unlike some other train games, stone and cheese cubes are not actually moved to a specific destination. Rather, you will simply load your trains with the goods, which are then assumed to be delivered along your network of tracks. Therefore, in order to move goods you must simply build track to the appropriate area, subject to the following conditions.

A cheese goods cube can be moved if you have a train link running into the area. You cannot move these cubes from an area that has track links belonging to the Midland or North Eastern Railway running into it. Remove such cubes from the board when this situation arises.

A stone goods cube can be moved if you have a train link running into a town that is in an area adjacent to the hill area containing the desired cube. Effectively the stone is being moved down the hillside to the town, where it is then loaded onto the train. You cannot move a stone cube to a company town and then place it on your train. If the only towns that a stone cube can be moved to are company towns then this cube should be removed from the board.

Passengers, however, are moved to specific destinations. A passenger can be moved if you have a train link running into the area containing the passenger, and that you can show that the passenger can be moved along a continuous series of your own links to a company town that matches the colour of the passenger. A passenger cannot be moved from a company town of the same colour, e.g. a green passenger in a green company town cannot be moved. Once again, this piece should be removed from the board.



EXAMPLE: In the first turn yellow built the track links shown above. It's easy to see which passengers and goods can be moved, so in the first round of the Move Goods and Passengers phase yellow spends three train influence points and buys the train to the right. As there is no competition for any of the goods and passengers along the route the player knows he will eventually be able to move three green passengers, the cheese, and the stone. His train will end up as shown on the right.



EXAMPLE: In this example the order of play is important. The stone cube in the hill area marked '1' can be moved by either purple or blue. It makes sense for the player who goes first to move this cube as their second action (the first being to buy a train). The stone cube in hill area '2' can only be moved by the purple player as the blue player could only move it to a company town (Threshfield). Similar, blue is unable to move the stone cube in hill area '3'. As well as two stone the purple can move up to three red passengers and two cheese cubes, train slots allowing. The blue player cannot move the red passenger in Threshfield as he is already in a red company town. The red passenger piece should be removed from the board as it is impossible for it to be moved at any point in the game. The stone in hill area '3' can also be removed from play for the same reason.



EXAMPLE: The purple player has managed to create a series of track links linking both a red company town and a green company town. This is a handy position as it means he can move passengers in two directions, red passengers heading towards Hawes, and green passengers heading towards Leyburn. The red passenger in Hawes cannot be moved, neither can the green one in Leyburn. The remaining three red passengers can be moved to Hawes. The two green passengers can be moved to Leyburn. The stone in hill area '1' cannot be moved by purple, as the only adjacent town is a company town. The two stone in hill area '2' can be moved as they can go to Redmire, even though a company town is adjacent to the hill area. The two cheese cubes in lowland area '3' cannot be moved by yellow as they are in an area connected to by a major company. They should be removed from the board. The cheese in the area between Hawes and Aysgarth is available to be moved by purple. All of this potential movement, of course, depends on which trains are purchased.

As you are not forced to form a contiguous network during the game you may end up with separate series of track links. You can move goods and passengers from any links you have on the board, not just the series that you built in the present turn. Trains that you purchased are regarded as operating on all of your networks, not just the one built in the present turn.

Very often players will not be competing for goods and passengers. To speed up the game once it becomes clear that players do not wish to buy any more trains and that there are no cubes or passengers that can be claimed by more than one player then players should simply claim all of the pieces that they can do so legitimately.

Phase seven: Profit and loss

Players now calculate their profit and loss for the turn. Your profit is determined by the goods and passengers you moved in the present turn. Each stone cube moved is worth £2. Cheese cubes, red passengers, and green passengers are all worth £1 each. You add together the amounts earned to make a total profit. You then subtract £1 for each track link of your colour that is on the board. Once you have a final total you adjust your disc on the Profit and Loss track. Players must adjust their discs in present Player order.

Remember that when discs are moved that they should be placed on top of any discs already in the space that they end up in. If a player has a final profit/loss of zero then he would move his disc to the top of the stack in its current space.

EXAMPLE: The purple player has moved two stone, one green passenger, and one red passenger. His net profit is £6. He has seven track links on the board so his final profit is -£1. He must move his disc one space down on the Profit & Loss track.

A player can never go above £5 profit, nor can he go below negative £13.

Once all players have calculated and recorded their profits and losses they should remove all goods cubes and passenger pieces from the



trains they own. These cubes and pieces should be kept in front of their position, as they will score again at the end of the game. All players should remove their train pieces from the board and return them to their own stock.

Phase eight: Order of play

The order of play on the Player Order display should now be adjusted according to the players' positions on the Profit and Loss track. The player in the highest position will go first, followed by the next highest player, and so on. In the case of a tie on the track the player highest up the stack takes precedence. Players' discs on the Player Order display should be moved to show the new order of play.



Phase nine: Takeovers

When you launched your railway company you will have slightly exaggerated the potential for large profits to your gullible investors. The reality is that it's very difficult to make money from a small railway company and that before losses start mounting up the best option is to get rid of the unprofitable parts of your network to one of the two major companies operating in the region.

In player order, once around, each player can negotiate a take-over by either the Midland or North Eastern Railway of one series of track links. To do so will require the expenditure of influence points in the colour of the company that is taking over the series of links.

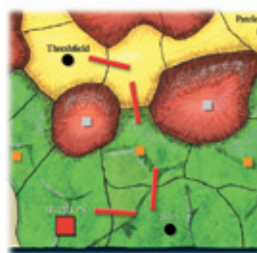
When it comes to your turn in this phase you can select some or all of your track to be taken over by either the Midland or North Eastern Railway. For each point of influence that you expend in the corresponding company you can replace up to two of your track links with those of the major company. However, there are restrictions, as follows:

All of the track to be taken-over must form a single series of links; you cannot have track that is forked taken-over in a single turn.

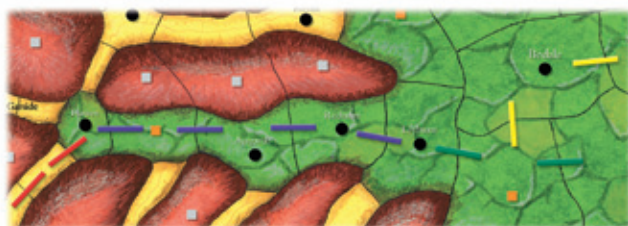
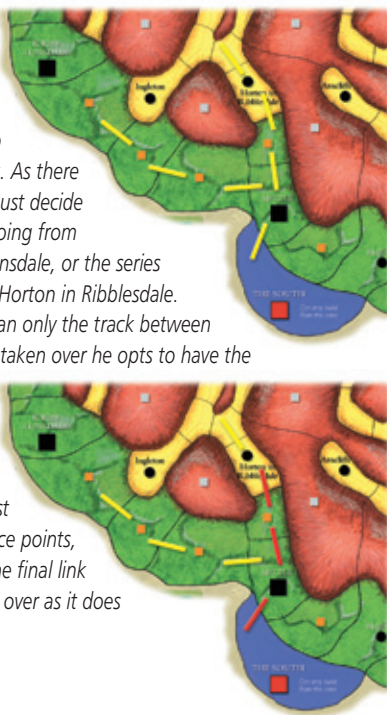
The first track link in the series must connect with a company town of the same colour as that taking over the track.

The final link in the series must end in an area containing a major or minor town, i.e. all of the track taken over will start and end with a major/minor town.

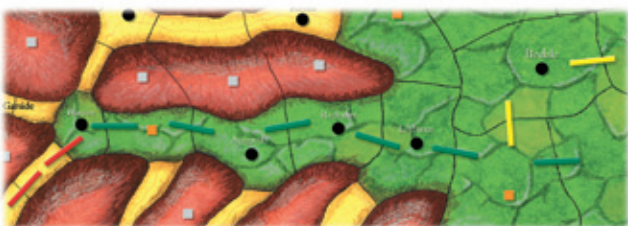
EXAMPLE: The blue player has a series of links as shown here. He decides that he wants the Midland Railway to take over the track. As the series of links starts with a Midland company town and ends with a minor town there is no problem in blue converting all of the track links to red ones. He must expend two MR influence points to do so.



EXAMPLE: By the second turn the yellow player has constructed the network shown here. He can only select the Midland Railway to take over part of his network. As there is a fork in the network he must decide between the series of links going from 'The South' towards Kirby Lonsdale, or the series going from 'The South' past Horton in Ribblesdale. As the first option would mean only the track between 'The South' and Settle being taken over he opts to have the series of tracks between 'The South' and Horton in Ribblesdale taken over. He replaces three of his track pieces with red ones. He must then expend two MR influence points, which is not very efficient. The final link in the series cannot be taken over as it does not end in a town area.



EXAMPLE: The purple player has the luxury of being able to choose which of the two major companies takes over his track. Note that he cannot have different parts taken over by different companies in the same turn, it's one or the other. He decides to let the North Eastern Railway take over his track. Note that it is also legal for the Midland Railway and North Eastern Railway to connect to each other.



You can choose not to have any of your tracks taken over if you wish.

Phase ten: End of turn

It is now the end of the turn. The turn marker must be moved on to the next space along the Turn Track. If the turn marker is already in the fourth space and there are four players then the game will now end. If the turn marker is already in the fifth space and there are three players then the game will now end. If the game has not ended then please start a new turn.

Winning the Game

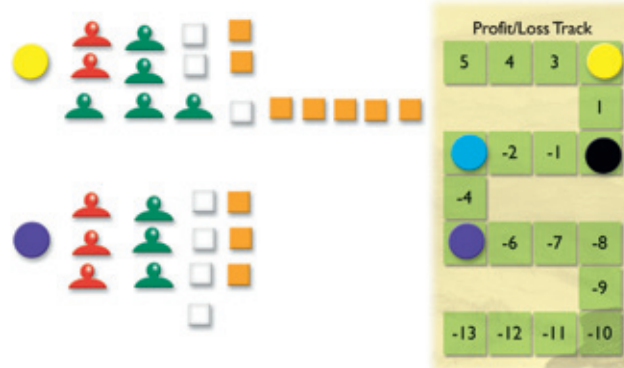
All players now calculate their final victory point totals.

For each passenger piece and goods cube that you moved during the game (and which should be in front of your position) you score 1VP. For each set of pieces that you hold you score an additional 2VPs. A set comprises of one stone, one cheese, one red passenger and one green passenger.

You adjust this total by your present position on the Profit and Loss track, i.e. if you are in profit then you add the level of profit to your total and if you are making a loss then you reduce your total by whatever loss you are running.

You then subtract one from your total for each track link you have on the board.

The player with the highest victory point total is the winner. In the case of a tie the tied player who has the higher position on the Profit and Loss track is the winner.



EXAMPLE: Yellow and purple have ended the game with the pieces shown above. Yellow has seventeen pieces in all. He can make up two sets, earning him a bonus of 4VPs. He has ended on £2 on the Profit and Loss track. His final victory point total is 23VPs.

Purple has thirteen pieces, with which he can make up three sets. He must subtract five from this total due to his final profit and loss figure. His final victory point total is 14VPs.

Designer Notes

If it was not for the love of a particular type of cheese on the part of my wife then this game would probably not exist. The cheese in question is Wensleydale with mango and papaya and the only place that we can get it from is the creamery in Hawes. As a result many trips have been made up to the Yorkshire Dales, and with each trip the odd train book would 'accidentally' fall into my pocket (all paid for, of course). When I was looking around for a train game to design after Steel Driver it occurred to me that one set in the Dales would prove to be a challenge, given that not many railways were built there. However, those that were are quite stunning. The best example would be the famous line from Settle to Carlisle, with its breathtaking Ribbleshead viaduct.

The research was not too onerous as there are not that many books on the subject. However, that does not mean that the game was easy to design. When I set down to put together a game I'm looking for a hook to hang the game on. In this case it was the take-over mechanism. In my mind this represents an important feature of railway building at the time – that small lines were built, failed to deliver the expected profits, and then were quickly absorbed by a larger company.

It is very rare that a new design works first time, but without wanting to sound too big-headed, this one did. The game you see here is almost identical to the very first playtest copy. If only life were always so easy. I suppose it makes up for the torture that was Brass.

Once again, I'm not going to give tips on playing the game. It's a train game, try to move stuff. To be honest, I'm not that good at playing the game – I usually come third or fourth.

Hopefully you will enjoy the first, and probably last, game about moving cheese by railway. And if Nick Park is reading this please don't sue me for the line on the back of the box – I've had enough of legal cases!

Credits

Game designed by Martin Wallace

All illustrations by Mike Atkinson

Graphic design by Solid Colour

Playtested by Simon Bracegirdle, Andy Ogden, Don Oddy, Stewart Pilling, Teik Chooi Oh, Richard Dewsbery, Chris Boote, and many kind players at Leiria Con, Baycon, and Stabcon.

Thanks to Julia Wallace, James Hamilton, Chris Dearlove, Ravindra Prasad, and the Wensleydale Creamery.

You can check out the latest Warfrog games at: www.warfroggames.com

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The rules to 'Last Train to Wensleydale' are © Martin Wallace 2009.

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