

Union Pacific

A game for 2-6 players by Alan R. Moon. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Players develop the routes of 10 railway companies and invest in them.

- Each company has a number of locomotives and a number of shares shown on reference cards and share cards.
- Each company may develop only on types of track (no line, black line, dashed line, or white line) shown for it.
- An additional overarching company, Union Pacific, has shares for investments but no locomotives in the game.

The board shows:

- Track sections between pairs of cities, each with 1-4 spaces (company colored or neutral) for locomotives.
 - Each section has a type (no line, black line, dashed line, or white line), that may limit company expansion.
- 1 main station for each company, and, by it, 1 (most companies) or 2 (green) spaces for its start locomotive(s).

The 40 track cards have 14 with no line, 7 with a black line, 9 with a dashed line, 6 with a white line, and 4 wild.

Setup

Shuffle the track cards. Deal each player 3 facedown. Stack the rest facedown by board.

Separate the locomotives by color and put them in the designated bins in game box.

- Each bin shows a number that is the number of locomotives of the color the bin is for.
- Put 2 green locomotives in the marked green spaces on the board and 1 of each other color in its marked space.

Stack the Union Pacific share cards by board. (These are identical so face-up/facedown does not matter.)

Give each player 1 summary card and 1 Union Pacific share card.

Shuffle the other (non Union Pacific) share cards and deal each player 4 facedown.

Set up initial player investments:

- Each player chooses 1 of their 5 share cards (1 Union Pacific and 4 others).
- Players simultaneously reveal their choices, and each player displays their card face-up in front of them.

Set up the other (non Union Pacific) share cards:

- Deal 4 face-up by the board.
- Count out 6 cards. Set them aside facedown.
- Count out 18 cards. Shuffle 1 dividend card into them. Put them aside facedown.
- Shuffle 3 dividend cards into the remaining share cards. Put them facedown by the board, starting the draw deck.
- Stack the 18+1 cards on the draw deck.
- Stack the 6 cards on top.

[Alternative share card setup:](#)

- Deal 4 face-up by the board.
- Count out 4 stacks of 6 cards, facedown.
- Separate the remaining share cards into 4 approximately equal stacks. Shuffle a dividend card into each of these.
- Form a draw deck by stacking alternating dividend and non-dividend stacks, with a dividend stack on bottom.

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Play

Starting with the youngest player, take turns clockwise until the 3rd (2 players) or 4th (3+ players) dividend is paid. On each turn, a player either builds or invests.

Build

Draw a Track Card

Draw the top of the deck. If this empties the deck, shuffle the discards to form a new draw deck.

Play a Track Card and a Locomotive

Play a track card to the discard pile.

Take any locomotive from the supply and place it:

- On an empty train space with a type of track shown on the card.
- The type of track must be one allowed for the company (shown on reference cards and share cards).
- The company must not already have a locomotive on the track section (segment between two cities).
- The track section must connect (share a city) with a section which has a locomotive of the company.

Take a Share Card

Take a face-up share card, the top of the general share card deck, or a Union Pacific share card.

- When a face-up card is drawn, replace it from the top of the deck.
 - If all 4 cards are of the same company, remove them from the game and draw replacements.
- Whenever a dividend is drawn, put it aside and replace it with another draw from the deck.
 - If another dividend card is drawn, also put it aside and replace it. Repeat as necessary.

Immediately after taking a share, a player may discard any share from their hand, removing it from the game (unrevealed), and draw a Union Pacific share card.

Pay Dividends

After a player's turn, if one or more dividend cards were drawn, pay dividends for each card.

- Multiple dividend cards simply multiply payouts of general companies. For Union Pacific, use the table.

With 2 players, treat the 3rd (and last) dividend specially:

- Pay dividends as if there were a 3rd player having all the remaining shares in the supply (general draw deck, face-up share cards, and Union Pacific shares).

For each company other than Union Pacific, if the company has any shareholders:

- The primary dividend is \$1 million for each locomotive it has on the board plus \$1 million for its main station.
- The secondary dividend is half the primary dividend, rounded down.
- Pay the players with the most and second-most shares the primary and secondary dividends, respectively.
- If only one player has shares of a company, pay them both dividends.
- If there is a tie for first, add the two dividends and divide among the tied players, rounded down.
- If there is a tie for second (but not first), divide the secondary dividend among the tied players.

Union Pacific pays (in millions of dollars) increasing amounts for the 2nd, 3rd, and 4th dividends of the game:

	1 st	2 nd	3 rd	4 th
1 st shareholder	0	10	15	20
2 nd shareholder	0	8	12	16
3 rd shareholder	0	6	9	12
4 th shareholder	0	4	6	8
5 th shareholder	0	2	3	4

- In ties, add the dividends for the positions covered by the tie (for example, 2nd, 3rd, and 4th for a 3-way tie for 2nd) and divide among the tied players, rounded down.
- Unused table positions are not paid (for example, a sole shareholder receives only the 1st place dividend).

Game End

After the last dividend is paid, the player with the most money wins.

Invest

Draw a Track Card

Draw the top of the deck. If this empties the deck, shuffle the discards to form a new draw deck.

Play Share Cards

Play 1 or more shares of 1 railway company or 1 share from each of 2 railway companies face-up in front of you.

- Overlap cards of the same company and keep cards organized so other players can easily see your holdings.

Discard a Track Card

Discard any track card to the discard pile.