



Tom Russell Trans-Siberian Railroad

In the late 19th century, the Russian government commissioned a project to build a railroad that would connect Moscow in the west with Vladivostok in the east. The players in the game are competing to start railroads, build track and earn income all while extending their track network farther and farther east across the great expanse of Russia. Players must be careful that they keep the government happy or risk losing ownership of their railroads. The Tsar is not above taking over control of any railroad that falls too far behind! The player with the most money in cash and stock at the end of the game is the winner.



COMPONENTS

- 1 Game Board
- 26 Railroad Stock Certificates
(5 each of Red, Blue, Green, and Yellow, 3 each of Black and White)
- 192 Railroad Track Link cubes; 32 each of color
(Red, Blue, Green, Yellow, Black and White)
- 4 Marker Cubes used for the Dividends, Timing, Phase, and Nationalization Tracks
- 5 Player Boards
- Game Money (30 x \$1, 10 x \$5, 30 x \$10, 10 x \$50)
- Rulebook

Stock#: RIO593

Qty: 10/case

Players: 3-5

Ages: 14+

Game Length: 60 minutes

UPC: 65132005937

Available: June/July 2020

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