

Overtime

This card gives its owner right to build two routes in the same turn. The faster building cost him an extra fee of one locomotive card.

The card may be played in any of his turns. Including the one in the final round.

The overtime card may be combined with the public line card.

Discard after use.

Public Line

This card gives its owner right to use one of his turns to build a route in a color not in use by any player.

The Public Line card pays for the route and the player is not rewarded with any points for building it.

All players can regard the route as if it were their own.

Discard after use.

Ghost Line

This card is kept till the end of the game.

Its owner may then claim an unused route as a ghost line, in exchange for four penalty points.

The ghost line connects two cities, but counts as having zero length in the hunt for the longest route.

Smart moves

The squares at the edge of the game board have little pictures on them. On every tenth square is an eagle or flower inscribed in a circle.

When your play piece ends up on an eagle, you pick a ticket card and may keep or discard it.

On a flower, you may get rid of a ticket card already in your possession.

Wild cards

An unexpected discrepancy between supply and demand for a certain type of transport gives room for speculation.

Draw a wagon card from the stack.

Cards of that color counts as locomotive cards during the game.

Lines in the color are built with a free mix of cards.

In case a locomotive card is drawn, draw a new card.

Jackpot

This card gives its owner right to pick up all the five turned up train cards in one of his turns.

He cannot choose to pick up cards from the stack and he may not do anything else in the same turn.

Discard after use.

Veto

This card gives its owner right to temporary stop the building of a route.

The punished player must take his cards and wagons back and loses his turn.

The card cannot be played in the final round.

If kept till the end, the card gives the owner four extra points.

Discard after use.

Carte blanche

This card is kept till the end of the game.

Its owner may then use it to buy freedom from the responsibility of finishing the route on one ticket card and thereby save himself from withdrawal of points from that card.

Quarantine

A city is cursed by plague and is isolated as a means to stop the disease from spreading.

Draw a ticket card and put a coin on the city that corresponds to the tickets starting point.

No routes can be built to the city during the game.

Unfinished routes to the city is still punished by withdrawal of points.

Risk capital

The railroad industry has caught the attention of the banks and is rumored to be a promising branch for investment.

All players rolls two dice before the game starts and are rewarded with the additional number of train cards the dice shows.

There are six green cards with additional rules.

The rules is to be treated like spice.

If you think they add to the taste of the game, use them. Otherwise, don't.

Shuffle the cards and draw one of them if you do not agree which ones to use. You can also roll a die to decide who should have the right to choose.

Enjoy the ride !

Andreas Ericson - 2006

Mix deal

This card gives its owner right to buy a connection between to cities and pay with wagon cards of mixed colors.

The cards does not have to be differently colored.

Two wagon cards counts as one locomotive card, in case a ferry line is built.

Discard after use.

Exchange

This card gives its owner right to buy cards from the stack or from the five open cards with cards from his hand, with a one to one exchange rate.

For every new card he buys, his play piece is moved one step back.

The player may perform other tasks directly after finishing the exchange.

Discard after use.

Russian roulette

This card is kept till the end of the game.

If the owner does not end him a last chance to win. He chooses a number:

Two, three, four or five.

He then picks the number of ticket cards he staked, looks at them and discards one of them. He then gets the points and penalty the cards declare.

Good times

Two cities have had remarkable industrial upswing and have employed all transport they have found.






At the end of the game, turn up a ticket card from the stack of remaining cards.

Every connection to the two cities on the card are rewarded with four points.

A player passing through both cities is rewarded with sixteen points.

Tax rules

New tax rules have changed the outcome of rail building dramatically:

| | | |
|---|---|---|
| 1 X  | = | 2 |
| 2 X  | = | 3 |
| 3 X  | = | 4 |
| 4 X  | = | 6 |
| 5 X  | = | 8 |