

## 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 til the end of the game. Its owner may then claim an unused route as a ghost line. An unregistered connection.

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

More than one player with a ghost line card can use the same route as a ghost line.

## 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 til the end, the card gives the owner four extra points.

Discard after use.

## Carte blanche

This card is kept til 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.

## 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 til the end of the game.

If the owner does not end in first place, the card gives him a last chance to win.

He chooses a number:

Two, three, four or five.

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