

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.

Good times

Four cities have had remarkable industrial upswing and have employed all transport they have found. The return on investment for the railway to the cities has been much higher than expected.

At the end of the game; turn up two ticket cards from the stack of remaining cards.

Every connection to the four cities on the cards are rewarded with twice the number of points as the length of the connection.

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.

Tax rules

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

$$\begin{array}{lcl} 1 \times \text{locomotive} & = & 2 \\ 2 \times \text{locomotive} & = & 3 \\ 3 \times \text{locomotive} & = & 4 \\ 4 \times \text{locomotive} & = & 6 \\ 5 \times \text{locomotive} & = & 8 \end{array}$$

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 !

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