

SETUP

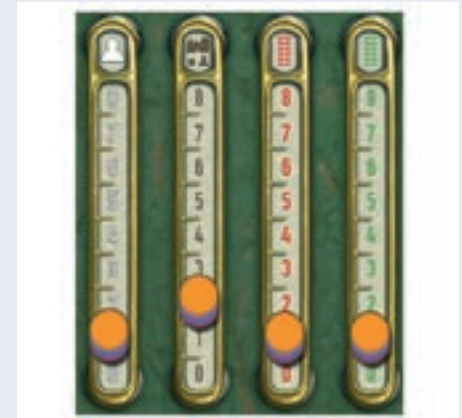
Each player should select a set of pieces. Each set consists of nine player tokens, fifteen investment cubes, fifteen track links, and three train pieces. Each player must place their investment cubes to one side, forming a stock.t.

Randomly determine who will go first. The order of play will go clockwise from this person. Mark the order of play with player tokens on the three play order displays (Build Track, Buy Trains/Transport, Player Order).



Each player places one token on each of the following tracks and in the following spaces:

- The '0' space of the victory point track.
- The '0' space of the Profit and Loss track.
- The '1' space of the Government Influence track,
- the '2' space of the Train Influence track,
- and the '1' space of both the red and green area Influence tracks.



The order in each stack must match the player order, going from first player on top, to last player on the bottom. The order of stacking is of significance during the game in determining the order of play.

Place all of the cheese/post and stone/beer cubes in the bag. Randomly draw and place two cubes in each hill/hop (recognizable by its stone or beer icon) and lowland (recognizable by its cheese or post icon) area on the board. Do not place any cubes in areas without an icon or in any area containing a minor or major town.



After placing cubes in each legitimate area remove any cubes that do not match the icon color printed in the area. In this manner any post cube in a hop area will be removed from the board. Similarly, any beer cubes in a lowland area will be removed. All cubes removed in this way should be placed back in the game box, along with any remaining cubes from the bag (when playing on the Nuremberg map no cubes will be left in the bag).



Next, put all passenger and landlord pieces in the bag. Randomly draw and place a number of passenger/landlord pieces on each station as specified. Special Nuremberg map: There are four stations each in which one red or one green passenger piece has to be placed, waiting there for transport (indicated by a small red or green passenger). Place these before drawing any pieces from the bag.

No pieces will be placed in towns indicated by a red or green square.



Place the red and green track links next to the game board, this is the common supply. Place the turn marker on space "1" of the turn track.



RULES SUMMARY

TURN SEQUENCE

5/4 Turns in 3-/4- player game, 5/4 Turns in 2-/3- player game, each with 10 phases.

1. INVESTMENT CUBES:

Each player takes 12 cubes (their own color) from stock, if available, adding to any cubes saved from the previous turn.

2. INFLUENCE POINTS

•In 3-/4-player game place all influence tokens in bag.

•In 2-/3-player game place 4 each of white and brown and 2 each of red and green influence tokens in bag.

Draw and place one token in each Influence box.

3. AUCTION INFLUENCE POINTS

•In Player Order, players must make one bid for all influence points (drawn and printed) in an Influence box.

•Minimum bid 3 top row, 2 bottom row.

•Bid by placing investment cubes in the Influence box. If another player's cubes are already present in that box, must bid higher; return their cubes to them.

•Continue till all players have bids in 2 Influence boxes OR no more bids can be made.

•In the order shown in the Influence boxes (1- 8 or 1 - 6), add influence won to players' totals on the appropriate Influence Tracks (max. 8/track). If a token is already at new total, place player disc on top of the stack. Players take investment cubes from boxes back into their stock.

4. PLAYER ORDER BUILD TRACK, BUY TRAINS/TRANSPORT

•Player Order Build Track: based on Government Influence (white).

•Player Order Buy Trains/Transport: based on Train Influence (brown).

•Ties broken by stacking order (top goes first).

5. BUILD TRACK

•Build one chain of links (no forks on a turn's build), never to/from hills or to **The South**.

•Each link connects 2 areas

•Max. one link between any two areas.

•**First turn:** must build from a company town.

•**Later:** may build from any company town or from any area already connected to your own network.

•**Pay cost = build points** (investment cubes

and influence points, ratio 1:1)

•**1 build point to connect 2 lowland areas.**

•**2 build points all other cases (also across River on Nuremberg map).**

•Must use influence points first, only then may spend any type(s) of influence.

•If building a link to/from a company town, must pay one influence of the appropriate color(s), in addition to usual build costs.

•If building to area(s) with landlord piece(s), must spend an additional government influence (white) per piece; remove landlord piece(s) from the board.

•**Company stations**

Any station that is red or green, or connected by company track to a red or green town, is a company station.

A station may be both red and green; if building a link to/from this town/station, pay one influence from both influence tracks.

•**Nuremberg extra victory points:**

1 VP/contributing track link of first Connection Nuremberg - Fürth

6. BUY TRAINS AND MOVE GOODS/PASSENGERS

(Buy Trains/Transport order, repeating till all players have passed)

•On your turn, either buy a train, move one piece, or pass.

•**Buying a Train**

Pay Train Influence points to buy an available train (max 1 player per train, max 1 train per row per player).

Cost is 3/2/1 for top/middle/bottom row.

Place one of your train tokens on the train. Only if you cannot afford payment, you may exchange any 3 influence and/or investment cubes for 1 Train Influence; repeat as necessary in order to pay for train.

•**Move Goods/Passengers**

Place token onto appropriate space of one of your trains to load. A train may move pieces on any of your links (i.e., trains work on all your tracks).

•**Cheese/Post:** may load if you have a track link into the area and no company track links are present.

•**Stone/Beer:** may load if you have track link to an area containing a non-company station that is adjacent to the area containing the cube.

•**Passenger:** may load if you have a track link into the area connected by a continuous series of your links to a passenger-colored company station. May not move passengers if they are already at a matching company town.

•**Pass:** Once you pass, you are out for the remainder of the phase.

7. PROFIT AND LOSS (PLAYER ORDER)

•Victory points (advance marker on Victory Point Track)

1 VP/passenger or good in 3 - 4 player game

1 VP/good in 2 - 3 player game

x VP/passenger in 2 - 3 player game

x = 1, 2, 3 = class of train = purchase cost

•Adjust disc on Profit/Loss Track (-13 to +5):

+ 2 £ per stone/beer moved

+ 1 £ per all other pieces

-1 £ per own track link on board

•All pieces moved are placed into players' individual score piles.

•Return train tokens to players.

8. PLAYER ORDER

Set new Player Order: based on Profit/Loss Track, with higher profit (or higher on stack) going first.

9. TAKEOVERS

May replace one contiguous set of your tracks with a company's tracks.

•Each Company Influence paid from that company allows you to replace 2 of your track links, subject to the following:

•Such track must be contiguous, no forks. The first track must connect with one of that company's towns/stations.

•The last track must end in an area containing a station.

•After replacing track link(s):

•If a company link is in an area with cheese/post cubes, remove cubes from the game.

•If only company towns are now adjacent to any stone cubes, remove cubes from the game.

•If any passenger is now in the same area as its destination company town, remove the piece from the game.

10. END OF TURN

Advance the turn marker

Put influence tokens still on influence boxes back into the bag.

Game ends after 4th turn in a 4-player or 3-player (2-3 player board) game, or 5th turn in a 2-player or 3-player (3-4 player board) game.

END OF GAME

Calculate Victory Points:

+ 2 VP per full set of pieces

(1 each of stone/beer, cheese/post, red passenger, green passenger).

VP per points on Profit/Loss Track.

- 1 VP per own track link on board.

Winner of game: most VP wins.

Tiebreaker =

higher position on the Profit/Loss Track

