# First Train to Nuremberg

During the second third of the 19th century, a rapid development of railway transport got under way. All over the world, the railway networks were growing and steam engines accelerated the progress.
175 years ago, on December 7 1835 to be precise, the first German train powered by a steam engine started operating between Nuremberg and Fürth, transporting passengers and goods. In England's region of Wensleydale transport of goods via railway tracks was started 13 years later.

First Train to Nuremberg is a revised edition of Last Train to Wensleydale.
You take the role of a railway promoter, backed by the investments of hundreds of local landowners. Your aim is to build lines that can make a profit from the transport of passengers and goods. However, money is not the only resource you require. Many locals will oppose your schemes and only with influence in the government will you be able to build over their land.

Your company is far too small to be able to have its own engine works, so contacts with the major operators will help you acquire second-hand trains and rolling stock. You will also need to be on good terms with the two local railway companies. Without their support you will not be able to link to their networks, nor will you be able to negotiate the sale of your lines when they become unprofitable (as they surely will).
With First Train to Nuremberg now two players can fully enjoy this extraordinary train game as well. Instead of cheese and stone, now beer and post will be transported, besides passengers of course. There is a new challenge when transporting passengers: They can travel first class now and thus you will gain more victory points but on the other hand, you have to buy trains that are more expensive. Additionally, you may benefit from the first connection between Nuremberg and Fürth and receive extra victory points, which may be crucial for winning the game.

What's more, you may play the original game of Last Train to Wensleydale on the flip side of the game board, or almost so. Some slight changes of the original rules work with that map as well as the rules of the first edition.
Notwithstanding the number of players and which map you choose to play with, this game is constantly offering new and manifold challenges.

## Components

5 white influence tokens

5 brown influence tokens

5 red influence tokens

5 green influence tokens

3 player train pieces per player

15 player investmentcubes per player

9 player tokens per player

15 player track links per player

35 red track links

35 green track links

25 landlord pieces (white)

25 red passenger pieces

25 green passenger pieces

60 white Stone/Beer cubes

60 yellow Cheese/Post cubes

1 turn marker

1 double-sided game board



2 double-sided extra boards:
Influence & Play Order board

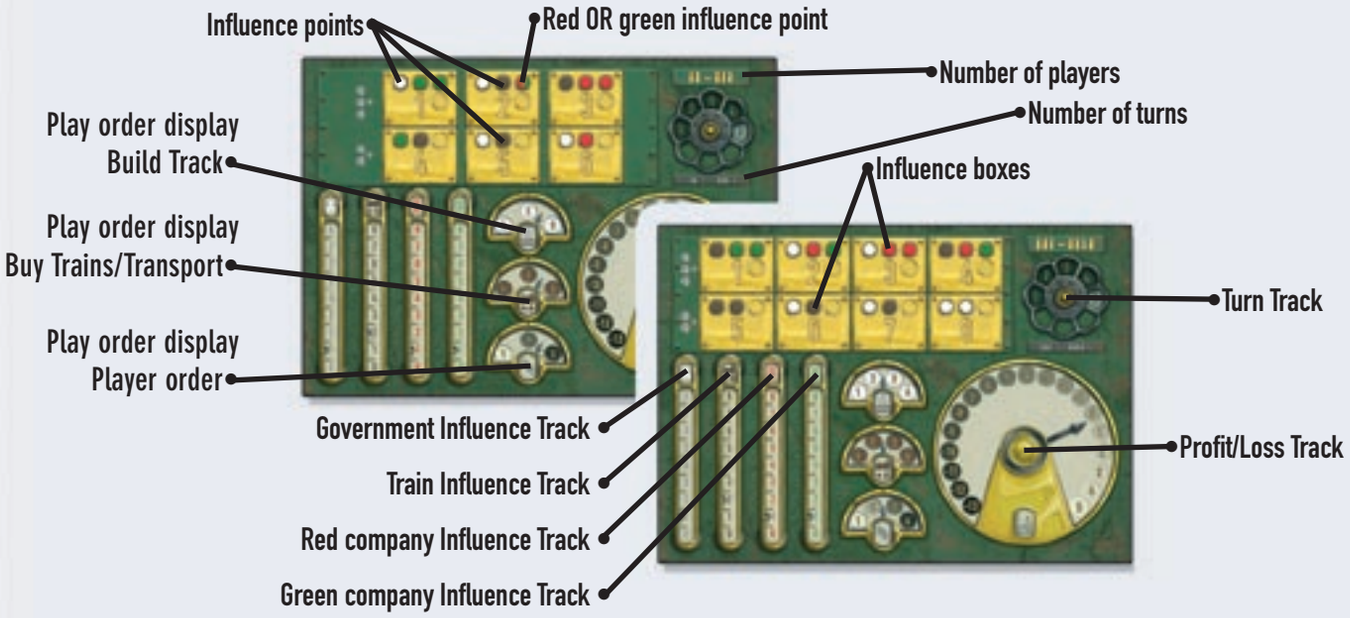


Available Trains board

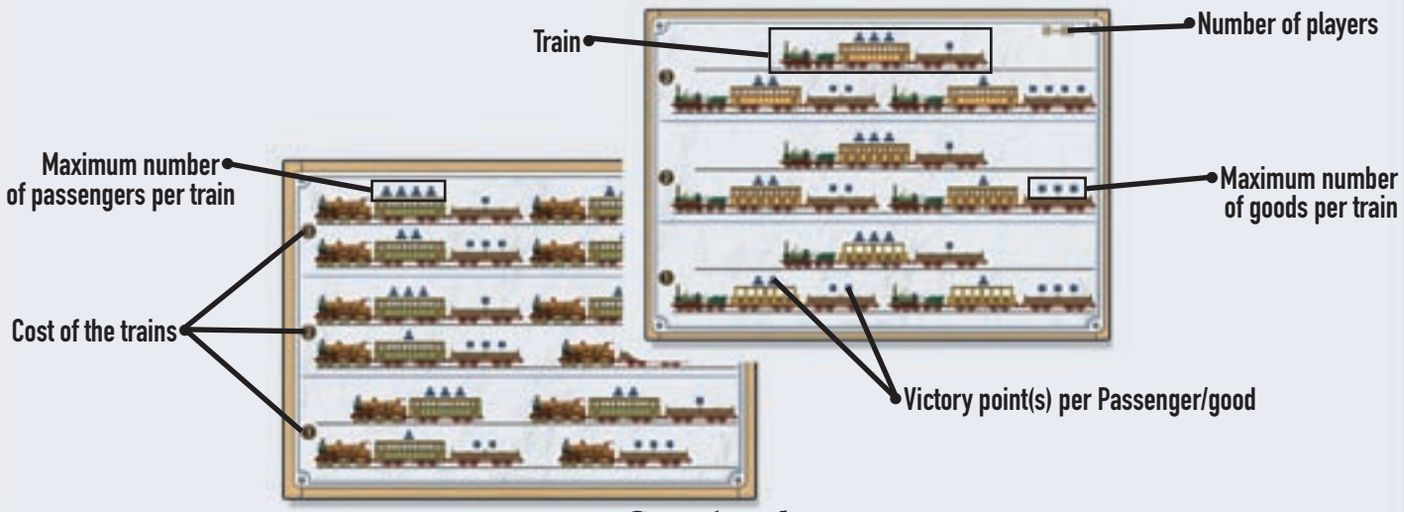


1 cloth bag

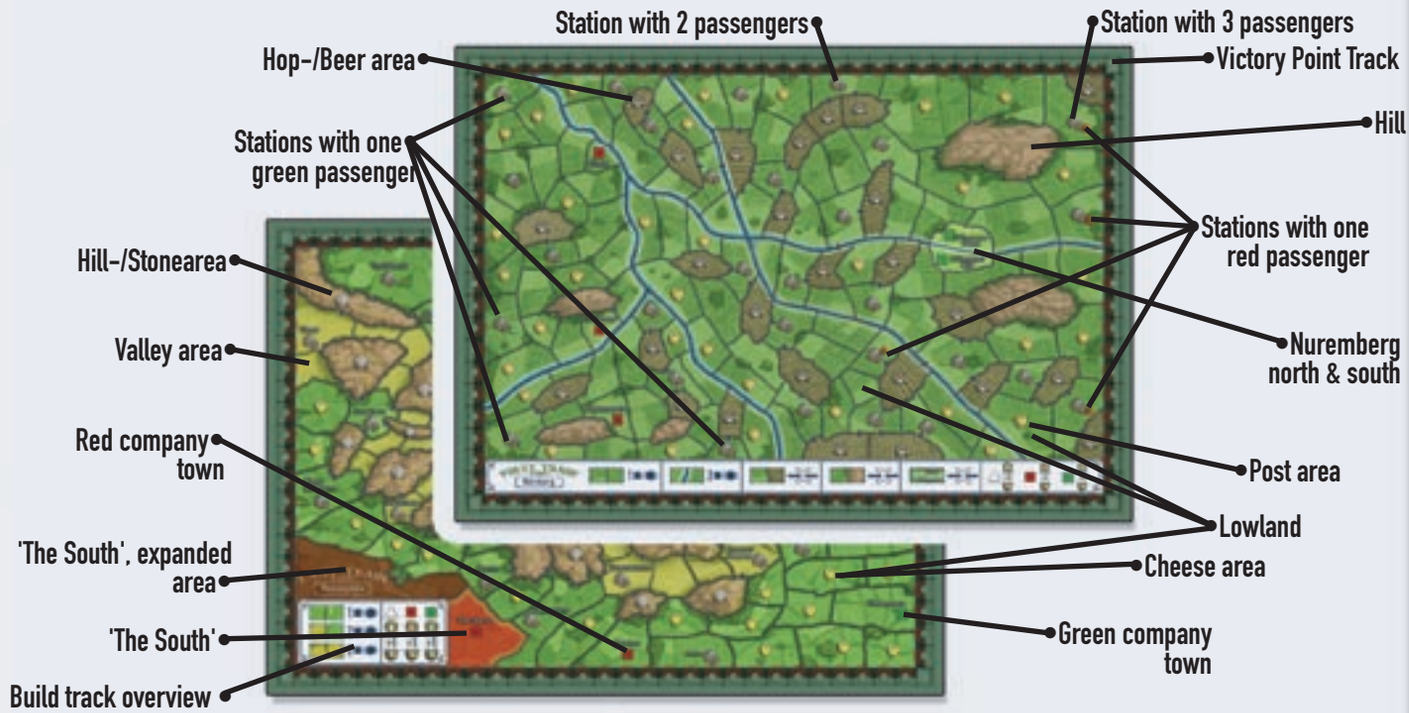
## Influence & Play Order board




## Available Trains board




## Game board



**This rule explains in detail how to play the game. You will find setup instructions and a rules summary for a quick start on the extra supplement.**

## Playing the Game

'First Train to Nuremberg' is played over four or five turns, depending on the number of players and their choice of which side of the Influence & Play Order board they want to use. Each turn consists of the following phases. Each phase must be completed before play can progress to the next phase.

**1. Investment cubes**
**2. Influence points**
**3. Auction influence points**
**4. Player order Build track, Buy trains/Transport**
**5. Build track**
**6. Buy trains and move goods/passengers**
**7. Victory Points and Profit/loss**
**8. Player order**
**9. Takeovers**
**10. End of turn**

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### Phase one: Investment cubes

An investment cube represents a large amount of capital. This capital would be made up of contributions from local land owners and businessmen, who could see the advantage of being connected to the national rail network.

Each player now takes twelve investment cubes of their color from their stock. If a player has fewer than twelve cubes in the stock then they draw whatever cubes they have left. The maximum number of cubes that a player can hold is fifteen. Note that players retain any investment cubes that they did not expend in the previous turn.

Each player takes 12 investment cubes from their stock.

### Phase two: Influence points

Success in the railway business depends on the connections you make with different companies and government officials. You will use this influence to gain an edge against your competitors.

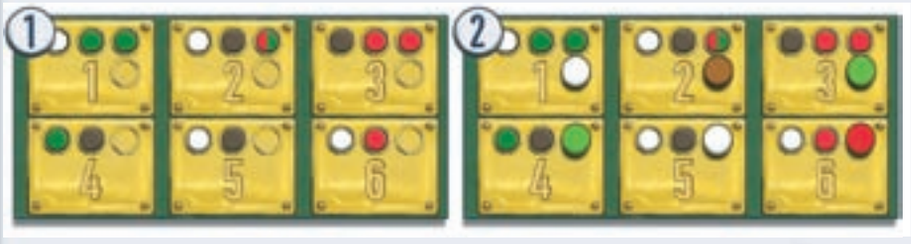
There are four colors of influence. You can have influence with the two large railway companies of the regions (red and green). This Influence will allow you to build tracks from their most prominent locations and convince the city counsils to take over the running of your unprofitable routes. You also have train influence with the various engine yards around the country (brown). As your company is far too small to buy new engines you depend on this influence to be able to acquire decent second-hand engines and rolling stock. Finally, you have influence with the government (white), which you can call on to ignore landowners opposed to your building plans.

You gain influence points in an auction, where you must spend investment cubes. In this phase you get to see what influence points will be available to be purchased.
In a 3- or 4-player game put all influence tokens in the bag, in a 2- or 3-player game put four each of the white and brown influence tokens in the bag and two each the red and green ones.
Randomly draw and place one influence token in each Influence box. The token placed in each box adds to the points already marked there.

3 to 4 players: Put all influence tokens in the bag.

2 to 3 players: Put four each of white and brown and two each of green and red influence tokens in the bag.

Randomly draw and place one influence token in each Influence box.



## Phase three: Auction influence points

Players bid in Player Order, until all players have bids in two influence boxes OR no more bids can be made.

You will now bid for the influence points available. The order of bidding is shown on the Player Order display. In that order each player must make one bid, unless they already have two bids in existence. This procedure is repeated until all players have bids in two influence boxes OR no more bids can be made.

Making a bid means placing some of your investment cubes in one of the Influence boxes. You can make a bid in a box already containing another player's cubes, but the number that you place must exceed the number they have in the box. If you over-bid somebody in this way then you return their investment cubes to them. You can never over-bid yourself.

Minimum bid for top row boxes: 3 investment cubes

Minimum bid for lower row boxes: 2 investment cubes

The minimum bid that you must make is equal to the number of fixed influence points in the box, i.e. in the boxes along the top row the minimum bid would be three investment cubes, as each of these boxes has three fixed influence points. The minimum bid in the lower row would be two investment cubes.

To over-bid somebody, the number of investment cubes you bid must exceed the number of cubes in that box.

If a player already has two bids in play and it comes to their turn to bid again then they do nothing. Play passes to the next player who has only one bid so far. However, if one of their bids is subsequently displaced then they will have to bid the next time it comes to their turn to do so.

Once all players have two bids in play then the auction ends and players add the influence points they have purchased to their totals. If a player has expended all of their cubes on one bid then not only are they very stupid but they will not be able to bid in a second box. In this case the phase would also end.

Record influence points on the influence tracks in increasing order of the numbered influence boxes.

Influence points are now recorded on the tracks of the Influence & Play Order board. The order in which influence points are added to totals is important. The influence boxes are numbered from one to eight (3 – 4 players board) or from one to six (2 – 3 players board). This indicates the order in which points are added, going from the lowest numbered box to the highest numbered one. Thus whoever won the bid in box '1' adds the points from that box to their totals. Then the player who won the bid in box '2' adds the points from that box to his totals, etc.

Special: The two-colored influence point printed in box no. 2 of the Influence & Play Order board for 2 – 3 players. The player winning the bid for this box must choose if they want an influence point of the red or the green company.

You move your player tokens up the various tracks to show your new totals. As players will often have the same totals it will be necessary to stack tokens. If you move your token to a space already occupied by one or more player tokens then you place your token on top of the stack of tokens. This order of stacking is very important. If your token is already in the highest space on a particular influence track then you cannot gain any more influence points of that type, i.e. the tracks imposes a limit on the amount of influence you can acquire. However, you would move to the top of the stack, if you would gain more influence points of that type (provided you are not on top already).

Players resume all their investment cubes form the influence boxes and put them back into their stock.

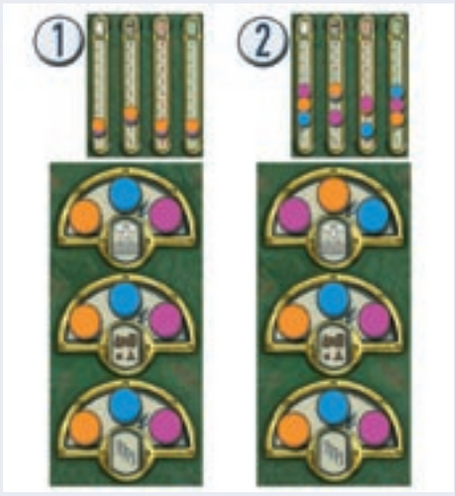
Example:
In step 2 Orange overbids Purple by three investment cubes. Finally, Purple wins the bid in box no. 6 with two investment cubes. Now the influence tracks are adjusted accordingly.
Example for Blue (continuing from the starting position): He gains one white influence point, three green influence points (he decided the two-colored influence point to be green) and two brown ones. As the influence boxes are evaluated in increasing order of their numbers, and because Orange gains his second brown influence point only from box no. 5, he is on top of Blue.



## Phase four: Player order Build track, Buy trains/Transport

The orders of play for building track and moving goods and passengers are now set.
The order of play for building track is determined by how many government influence points (white track) each player has.
The player who has the most government influence points will take the first position on the "Build Track" play order display. The next highest will take the second position, and so on.

The order of play for buying trains and moving goods and passengers is determined by how many train influence points (brown) each player has.
The player who has the most train influence points will take the first position on the "Buy Trains/Transport" play order display. The next highest will take the second position, and so on.
If two or more players are tied for influence points then the player who is on top of the stack of discs takes precedence.




Adjust the players' positions on the "Build Track" and "Buy Trains/Transport" play order display according to their positions on the influence tracks.

In case of a tie the player whose disc is higher up the stack takes precedence.

## Phase five: Build track

During this phase each player will have the opportunity to build one series of track links. A series means an unbroken chain of links that has a clear origin and where no forks are made from the chain (although forks may still occur as they may be created by joining with track links laid in previous turns).

When you build one track link it must be placed such that it crosses the border between two areas. Only one track link can be built across the border between two areas.
The order of play for this phase is shown on the "Build Track" play order display.
When it comes to your turn to build track you may build one series of track links, which may consist of as many track links as you wish (any number between 0 to maximal 15). Once you have finished building track links the next player in order may build track links. Once each player has had the opportunity to build one series of track links the phase ends and the game progresses to phase six.

In the first turn you must build your first track link from an area containing either a red town or a green town/station.
In subsequent turns you can build from an area containing a red or a green town or an area that you already have connected to with your track links. Note that you could spur from an area that you already have two or more links running into. You may branch off from an established track or join or cross an established track, thus forks my occur, but you cannot fork your track during the build phase

After you have finished building you must be able to demonstrate that all of the track built forms a single continuous line and that it was built in sequence from an initial starting point. Your final track piece does not necessarily have to connect to a town.
You cannot build track links into or out of a hill or a hop area.
The area marked 'The South' can only be built from, you can never build track into it. The light red extension of 'The South' is equivalent to the original map. However, if you want more players to have the option to be active on this part of the map, you may expand "The South" by the dark red area. Still the rule applies that you can build out of 'The South' only.
Nuremberg North and Nuremberg South may never be connected by a track link.
You can build across rivers as if they were common area borders.

Each player may build one continuous series of track links with a clear origin and without any forks.

Later a new branch may be started form an established track.

Only one track link can be built across the border between two areas.






As soon as stations are connected to the green or red railway network during the course of the game, they belong to that company. If a player wants to connect to such a station or wants to start building track from there, they must spend one adequate influence point.




Example:
Orange must spend one green influence point (since starting in Nuremberg South, a green city) and two white influence points (because of the two white landowners).
In a later turn, he might branch off form his network (even build loops).

When you build a link into or out of an area containing a red or a green town/station then you must expend one influence point of the correct type in addition to your regular build costs. If you built into and then out of an area containing a red or a green town/station then you would still only pay one additional influence point, you do not pay twice.

Right from the start there are two big railway companies – one serving the red and the other one serving the green towns. As soon as one or more of a player's track links are sold to the rail network of one of the two big companies (see Phase 9 "Takeovers"), any neutral stations connected to these track links become part of the red or green railway network. You now may start building your track links from these areas or connect to these areas, expending one influence point of the correct type. It is possible for a town/station to be connected to both company's network. If this is the case then if you connect to or build from the area containing this town/station you must expend one red influence point AND one green influence point.

If there are one or more white landlords in an area you want to build into you must expend one white influence point for each of these landlords. Then remove all landowners from this area and put them back in the game box.




As soon as the towns of Nuremberg and Fürth are connected for the first time, all players contributing to this connection immediately gain one victory point for each of their track links.

When using the Nuremberg map you will have the opportunity to claim extra victory points. When, by placing one or more track links, the two towns of Nuremberg and Fürth are connected for the first time by a continuous chain of track links all players contributing to this connection immediately gain one victory point for each of their track links which is part of this connection. (No player gains victory points for any track links of this connection belonging to the red or green rail network.) Always use the shortest connection between Nuremberg and Fürth when calculating victory points (loops are not considered). In case there are forks in this connection all players concerned qualify for victory points, depending on the number of their contributing track links.

Example:
Nuremberg and Fürth are connected. Players involved are Orange (starting from Nuremberg South is the shorter track), Blue, and Purple (because of the fork). Orange gains 5 victory points, Blue gains 3 and finally Purple qualifies for 6; no victory points are awarded to the red company.



After you have completed building track links calculate the total cost in build points.

The term 'build points' will be used to quantify the cost of building track links.

The cost to build one link between two lowland areas is one build point.

The cost to build one link between a lowland and a valley area is two build points (only when using the Wensleydale map).

The cost to build one link across a river is two build points (only when using the Nuremberg map).
(See legends on the maps.)




Only if lacking investment cubes, you may expend any influence points on a ratio of 1:1 when paying building costs.

You must pay this amount using investment cubes and influence points. Each investment cube is worth one build point. Each influence point is worth one build point. You must expend investment cubes before you can expend influence points. When you expend influence points you decide which track you wish to remove them from and move your token down the requisite number of spaces.

### Phase six: Buy trains and move goods/passengers

As with all good train games, there comes a time when you have to actually move things. Goods come in two types:

| | Wensleydale map | Nuremberg map |
|---|---|---|
| White cubes | Stone | Beer |
| Yellow cubes | Cheese | Post |

Passengers also come in two types, those that wish to move to a town of the red company and those that wish to move to a town of the green company. Before you can move any goods or passengers you must acquire trains and rolling stock. Your company is too small to be able to build its own trains and new ones are too expensive, therefore you are forced to acquire second-hand engines and rolling stock. To do so you must expend train influence points, which represent influence with the major locomotive companies.

The order of play for this phase is shown on the "Buy Trains/Transport" play order display (see Phase four).

When it comes to your action in this phase you have a choice between one of the following actions:

- Buy a train
- Transport one piece (either goods or passenger)
- Pass (when doing so you will not be able to perform any more actions in this phase)

Buy a train or transport one goods cube/passenger piece or pass.

If you want to transport passengers or goods you must previously have bought at least one train, paying with train influence points.

Once each player has had the opportunity to perform an action the procedure is repeated until each player has performed as many actions as they are are able or wishes to. It is possible for you to buy a train, then move goods and passengers, and then buy another train, then go back to moving goods and passengers, and so on. In this way you will be able to move everything that you are able to in the present turn. The phase will only end when all players have opted to pass.



Buy a train: Expend train influence points according to the row; no player can own more than one train of each train category; each train can only be purchased by one player.

If you choose to buy a train you must pay a number of train influence points equal to the cost of the train.
On the extra Available Trains board, the available trains are arranged into six rows, each of which has a cost associated with it. All trains in the two top rows cost three train influence points each, all those in the two middle rows cost two points, and those in the two bottom rows cost one point. When you pay for a train you reduce your number of train influence points accordingly and then place one of your train pieces on the particular train you have purchased.

Only if lacking train influence points and only when buying trains, you may expend any influence points and/or investment cubes on a ratio of 3:1.

Note that all trains are available simultaneously to be purchased, you do not have to buy them in any particular order.
You may buy up to three trains in all, although you can only buy one as one action.
You can never own more than one train of each train category.
Each train can only be purchased by one player, i.e. there can be only one train marker per train.

Each train can transport the number of passenger and/or goods pieces as shown.

As the purchase of trains is so crucial within the game you are able to exchange any three 'points' for one train influence point, but only at the point at which you require the point to buy a train. Influence points and investment cubes should be expended to make up this three point cost. You can exchange influence points and investment cubes for as many train influence points as you require in this manner, but no more than what is needed to buy the train. (You cannot exchange points and cubes in this way in advance.)

Once you have at least one train you then have the option to move goods and passengers. A train is normally made up of a tank engine pulling a passenger carriage and a goods wagon. In some cases (only for 3 – 4 players) there will only be a passenger carriage or a goods wagon.
You can move one goods cube or one passenger piece in a single action (each passenger or goods piece stands for many passengers or a big load of goods respectively).
When you move a passenger piece or a goods cube you remove it from the board and place it in an empty slot on one of your trains. Cheese/post and stone/beer must be moved to a slot on a goods wagon. Passengers must be moved to a slot on a passenger carriage.
Unlike some other train games, stone/beer and cheese/post cubes are not actually moved to a specific destination. Rather, you will simply load your trains with the goods, which are then assumed to be delivered along your network of tracks. Therefore, in order to move goods you must simply build track to the appropriate area, subject to the following conditions:

Stone/beer cubes can be transported only from areas adjacent to the area containing the cube.

- A stone/beer goods cube can be moved if you have a train link running into a station that is in an area adjacent to the hill area/hop area containing the desired cube. Effectively the stone (representing many stones) is being moved down the hillside to the station or the beer (representing hop, which has been harvested and used for brewing) is being moved in barrels to the station, where it is then loaded onto the train. You cannot move a stone/beer cube to a station belonging to a red or green company and then place it on your train. If the only stations that a stone/beer cube can be moved to are part of a company's network then this cube should be removed from the board.

Cheese/post cubes and passengers can be transported if you have a train link running into the area.

- A cheese/post goods cube can be moved if you have a train link running into the area. You cannot move these cubes from an area that has track links belonging to the red or green company running into it. Remove such cubes from the board when this situation arises.

Passengers must be transported along your own links to a town belonging to the matching company.

Passengers, however, are moved to specific destinations. A passenger can be moved if you have a train link running into the area containing the passenger, and if you can show that the passenger can be moved along a continuous series of your own links to a town/station belonging to the company matching the color of the passenger. A passenger cannot be moved from a station belonging to the company of the same color, e.g. a green passenger in a green station cannot be moved. Once again, this piece should be removed from the board.




Example:

With a total of nine actions Orange has bought two trains and transported seven passengers/goods (T).

P: This green passenger cannot be transported, because he is at a green station already.

G: The post cube and the two hop cubes cannot be transported, because the red/green companies are operating in the adjacent areas.

L: One post and one beer cube remain on the game board; they can be transported in later turns.

As you are not forced to form a contiguous network during the game you may end up with separate series of track links. You can move goods and passengers from any links you have on the board, not just the series that you built in the present turn. Trains that you purchased are regarded as operating on all of your networks, not just the one built in the present turn.

Very often players will not be competing for goods and passengers. To speed up the game once it becomes clear that players do not wish to buy any more trains and that there are no cubes or passengers that can be claimed by more than one player then players should simply claim all of the pieces that they can do so legitimately. This will shorten game play and helps avoiding downtime.

## Phase seven: Victory Points and Profit/loss

Players now calculate their victory points and their profit and loss for the turn.

### Victory points:

You gain victory points by transporting passengers and goods. When using the Available Trains board for 3 – 4 players each passenger piece and each goods cube is worth one victory point. The players advance their victory marker accordingly when transporting passengers or goods.

Victory points for transport: each goods cube 1 VP, each passenger 1 – 3 VPs, depending on which Available Trains board you use.

When using the Available Trains board for 2 – 3 players each goods cube again is worth one victory point. However, transported passengers are worth victory points now according to carriage classes. Each passenger travelling first class (trains which had cost three train influence points) is worth three victory points; each passenger travelling second class (trains which had cost two train influence points) is worth two victory points and finally each passenger traveling third class in the cheapest trains (which had cost only one train influence point to purchase). This is easy to remember: each transported passenger is worth as many victory points as was the purchase price (in train influence points) of the train they take. The players advance their victory marker accordingly when transporting passengers or goods.

Profit and loss:

Transported passengers and cheese/post cubes +£1 each

stone/beer cubes +£2 each

each track link on the board of your own color –£1

Example:
Orange gains six victory points for the three passengers he has transported and four victory points for the four goods.
He earns one money each for the three passengers and the two post cubes, two money each for the two beer cubes. His expenses for his railway network are eight money. His total is 1 ( 9 – 8) and he advances his marker on the Profit and loss display by one space.

Adjust Player Order according to players' positions on the Profit and loss display.

Each player may sell one continuous single series of links (no forks); for each influence point of one of the two companies you spend this company will take over up to 2 of your track links.

## Profit and loss:

Your profit is determined by the goods and passengers you moved in the present turn less expenses for your rail network. Each stone/beer cube moved is worth £2. Cheese/post cubes, red passengers, and green passengers are all worth £1 each. You add together the amounts earned to make a total profit.
You then subtract £1 for each track link of your color that is on the board. Once you have a final total you adjust your disc on the Profit and Loss display of the Influence & Play Order board. Players must adjust their discs in present Player order. Remember that when discs are moved that they should be placed on top of any discs already in the space that they end up in. If a player has a final profit/loss of zero then they would move their disc to the top of the stack in its current space.
A player can never go above £5 profit, nor can they go below negative £13.




Once all players have calculated and recorded their profits and losses they should remove all goods cubes and passenger pieces from the trains they own. These cubes and pieces should be kept in front of their position, as they will score again at the end of the game. All players should remove their train pieces from the board and return them to their own stock.

## Phase eight: Player order

The order of play on the Player Order display should now be adjusted according to the players' positions on the Profit and Loss track. The player in the highest position will go first, followed by the next highest player, and so on. In the case of a tie on the track the player highest up the stack takes precedence. Players' discs on the Player Order display should be moved to show the new Player Order.

## Phase nine: Takeovers

When you launched your railway company you will have slightly exaggerated the potential for large profits to your gullible investors. The reality is that it's very difficult to make money from a small railway company and that before losses start mounting up the best option is to get rid of the unprofitable parts of your network to one of the two big companies operating in the region.

In player order, once around, each player can negotiate a take-over by either the green or the red company of one series of their own track links. To do so will require the expenditure of influence points in the color of the company that is taking over the series of links.

When it comes to your turn in this phase you can select some or all of your track to be taken over by either the green or the red company. For each point of influence that you expend in the corresponding company you can replace up to two of your track links with those of the company. However, there are restrictions, as follows:

All of the track to be taken-over must form a single series of links; you cannot have track that is forked taken-over in a single turn.

The first track link in the series must connect with a town/station of the same color as that company taking over the track. This can be a previously neutral station which has been connected to the red or green rail network.

The final link in the series must end in an area containing a town/station, i.e. all of the track taken over will start and end with a town.

You can choose not to have any of your tracks taken over if you wish.



Example:
Orange may have his track of six track links taken over by the red company, spending three red influence points. He could cede only two track links to the green company, because he has only two green influence points. The branch leading to the post cube cannot be taken over (being a fork) now and not in later turns, because this part of his network does not connect to a station or town.

### Phase ten: End of turn

Now the turn marker must be moved on to the next space along the Turn Track. Depending on the number of players the game will end after four or five turns as shown below the space of the Turn Track.
If the game has not ended then a new turn starts. To start the new turn, put all influence tokens still in the influence boxes back into the bag.

## End of the game and winner

Once the game has ended all players calculate their final victory point totals.

Adding to their victory points gained during the course of the game for transporting passengers and goods each player now scores an additional 2VPs for each set of pieces that they hold. A set comprises of one stone/beer, one cheese/post, one red passenger and one green passenger.

You adjust this total by your present position on the Profit and Loss display, i.e. if you are in profit then you add the level of profit to your total and if you are making a loss then you reduce your total by whatever loss you are running.

You then subtract one from your total for each track link you have on the board; this is your final result.

The player with the highest victory point total is the winner. In case of a tie the tied player who has the higher position on the Profit and Loss track is the winner.

Victory points:
Previous points from transporting passengers and goods +

2VP/set (a set comprises one passenger of each clor and one godds cube of each type) +/-

points on Profit and Loss display -

1 for each own track link on the board.



## Some hints from experienced railway tycoons:

The initial conditions of both maps are quite different. On the Wensleydale map things are striving from one edge to the center and then to the other edge, whereas on the Nuremberg map, besides things striving towards the center and towards the establishment of a connection between Nuremberg and Fürth, there is also an ambition to go to the edges.

When building your own railway network you should try at the same time to thwart the plans of your fellow players. You should also consider well in advance any takeovers of your network – which towns/stations are best to connect to?

Depending on starting positions, the connection Nuremberg-Fürth may grant crucial victory points, if you keep your costs low, or rob you blind.

You should keep a keen eye on the distribution of passengers and goods for collecting sets.

When auctioning the influence points always try to consider what the other players might want most. Overbidding is any easy way to make the most wanted influence boxes more expensive.

You will gain many victory points by transporting passengers first class, but this may lead to your costs getting out of control.

Do not forget that your profit will never be more than £5 but your losses may be as low as £13.

Concerning takeovers it's worth considering if your benefit of sagging expenses outweighs the other players' gain to be able to expand their networks from additional new towns/stations.

## Rules easily forgotten:

The order of play as shown on the Player Order display is relevant for auctions (Phase 3) and for takeovers (Phase 9).

You must bid at least three investment cubes on the top row of influence boxes and at least two on the lower row.

Return any investment cubes used during the auction to your stock.

Return any investment cubes used when building track to your stock.

When building track it must be one continuous series of track links with a clear origin and a clear ending without any forks.

If lacking investment cubes, you may expend any influence points on a ratio of 1:1 when paying building costs.

When building a link into or out of an area containing a red or a green town then you must expend one influence of that color; when building a link in an area with one or more landowners you must expend one white influence point for each of these.

After expending white influence, landowners are removed from the game board.

You buy trains by expending train influence points. Only if lacking train influence points, you may expend any influence points and/or investment cubes on a ratio of 3:1.

You can transport stone and beer by your own train link running into a town/station of an adjacent area.

You gain 2 VPs for each transport of one stone or one beer; you gain 1 VP for each transport of one cheese or one post or one passenger.

For each influence point of one of the two companies you spend, this company will take over up to 2 of your track links. All of the track taken over must start and end with a town.

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