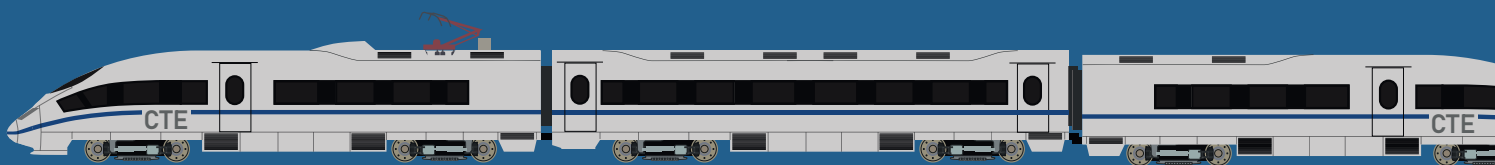


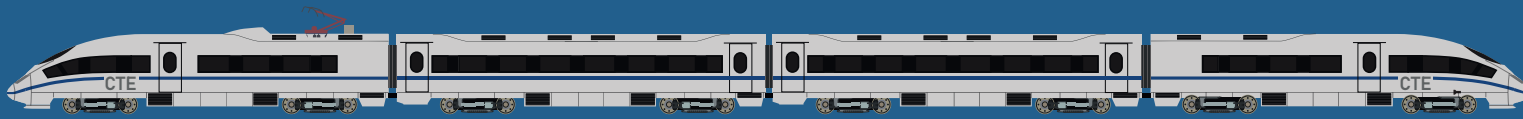
TRAINS OF EUROPE



BY JUSTIN JURA



Game Instructions (EN)



Trains of Europe

by Justin Jura

1. Game objective

Europe needs your railway company, because more and more people are using trains again! In **Trains of Europe**, the European Union (EU) invites tenders for new rail connections for passengers and goods throughout the continent. In doing so, it relies on **competition**: your private railway companies fight for the best contracts, the most suitable trains and the ideal route network in order to make as much profit as possible.

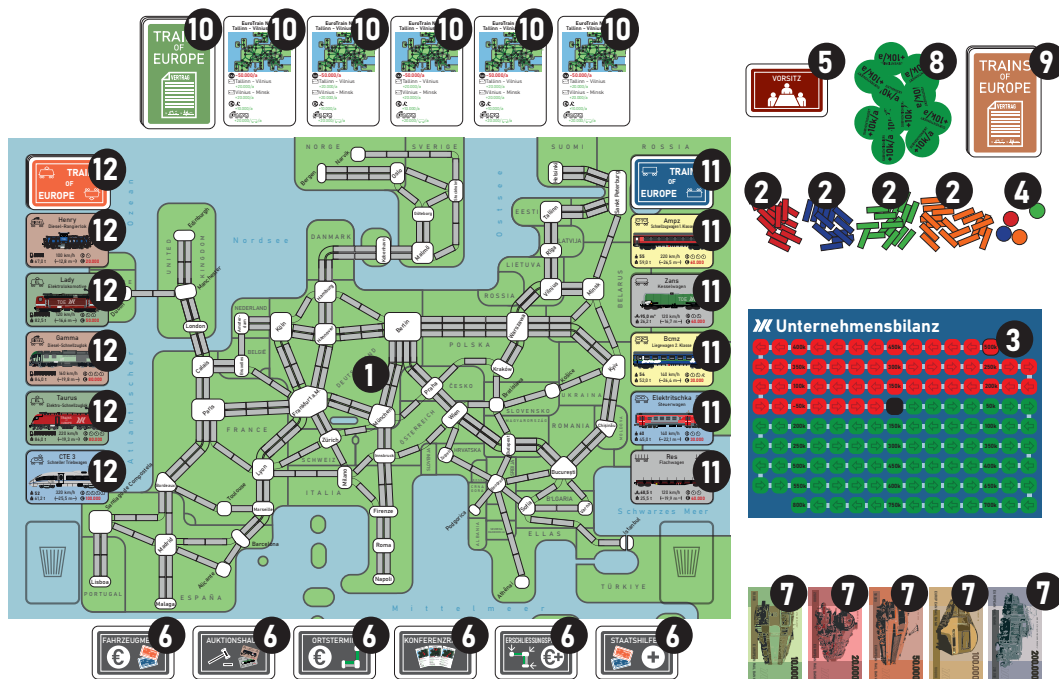
To do this, you'll have to compete for route licenses, trade with train manufacturers, and even seek one or two

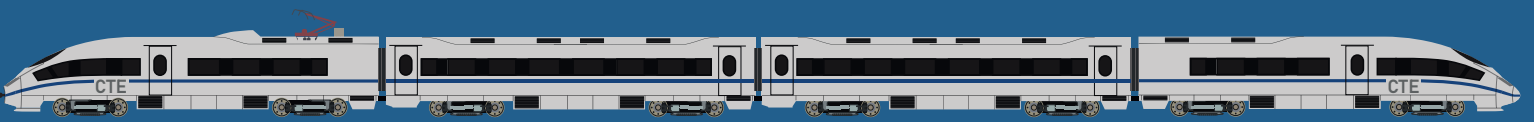
government aids. This requires so much coordination that you have formed the **Union of Trains of Europe (TOE)**. In the TOE, you take turns deciding which of the 6 possible tasks (called **phases**) you want to perform together in each fiscal year (called a **round**). This requires strategic action, skillful cooperation and also always a pinch of risk. What will be your style: fast growth or long-term master plan?

The player who can show the highest profit on the balance sheet after at least **3 completed contracts** wins the game. The game also offers you the opportunity to play **advanced variants** at various points, which you can complete **independently**. For example, the **advanced end** takes into account additional factors, as well as challenging, environmentally conscious sustainability aspects.

2. Game components

- 1 game board: map of Europe, on which you mark the route sections for which you have paid route fees with your route sticks; also, to store the locomotive / power car as well as wagon / control car cards
- 192 track sticks: 48 sticks each in red, green, orange and blue
- 4 balance sheets: ("Unternehmensbilanz") used to track the company's current annual (fiscal) profit
- 4 wooden tokens: each in red, green, orange and blue to track the profit on the balance sheet
- 1 chairperson card: indicates who is chairing the TOE in the current fiscal year (round)
- 6 phase cards: Railroad fair, On-site meeting, Auction house, Development bonus, Government aid
- 100 banknotes: 32x €10,000, 32x €20,000, 16x €50,000, 10x €100,000, 10x €200,000
- 35 subsidy chips: to subsidize previously left-over contracts
- 74 contract cards: 9 launch contracts as well as 10 public transport and freight contracts
- 113 vehicle cards: 75 wagon / control car cards and 38 locomotive / power car cards



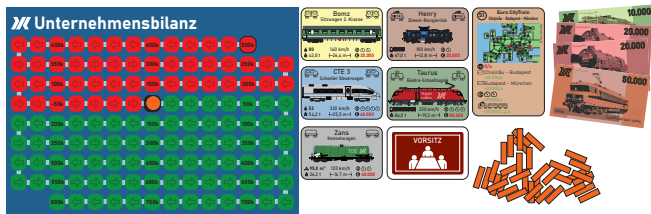


3. Game preparation

Place the game board at the center of the table. The locomotive / power car, wagon / control car and contract cards must be shuffled well and displayed as shown in the illustration on page 2, as well as the phase cards. If there are more than 2 identical vehicles, the superfluous ones are placed on the corresponding discard pile and new ones are added.

All players receive:

- 1 balance sheet
- 1 token and **48** track sticks of their respective colors
- **€100,000** liquidity in mixed bank notes as shown
- 2 locomotive / power car cards and 3 wagon / control car cards from the stack (are given out in turn)



Left-over bank notes remain with the bank, they are sorted according to their nominal value and placed on the table.

! **Note:** It is best if you designate someone to be responsible for the bank during the game.

Place the vehicle cards face up in front of you.



Advanced variant: You can also hold the vehicle cards face down in your hand.

Put your balance sheet ("Unternehmensbilanz") in front of you and place your token on the black field at "0". Then you decide, who is the first chairperson ("Vorsitz").

Note: You can choose by playing rock-paper-scissors („Schnick-Schnack-Schnuck“).

! Alternatively, you can draw with locomotive cards. To do this, take one electric locomotive and add up as many diesel locomotives as there are players. The player drawing the electric locomotive takes the chair. All vehicle cards are then being put on the discard pile.

If you are playing in rotating groups, you can also just ask who took the train last.

The 8 launch contracts are shuffled and dealt face down, one per player, beginning with the chairperson. The remaining launch contracts are out of play.

4. Course of the game

Trains of Europe has two layers: **Rounds** and **phases**. A round is a fiscal year in which players call out various phases one after another, starting with the chairperson. Every phase is being played by everyone, while the person calling out a phase gets a slight, phase-specific bonus.

There are 6 phases to choose from, but only 3 or 4 phases (whether 2, 3 or 4 players are playing) are being played out – so, choose wisely. After those 3 or 4 phases have been played out, the round (fiscal year) is over, the chair moves clockwise, all phases are set back, profit is being handed out, adding to the liquidity (everything about fiscal year, profit, and liquidity in chapter 5) and the phases start anew, leading with the new chairperson.

In the **Conference room** phase, for example, you can pick up new contracts, and at the **On-site meeting** phase you can secure your license to use specific rail sections by paying the required government fee. At the **Railroad fair** phase, you can buy suitable locomotives / power cars and wagons / control cars for your company, and at the **Auction house** phase you can auction off your used vehicles to your fellow players. Finally, if you get into financial trouble, the EU can help out, as a player calls for either the **Development bonus** phase, where everyone is being handed out a premium according to the number of cities each one has connected, or the **Government aid** phase, where everyone will generously be handed out a free locomotive / power car or wagon / control car.

The game ends when one player has 100% concluded a predetermined number of contracts:

- **3 contracts:** playing time approx. 60 min
- **4-5 contracts:** playing time approx. 90 min
- **6 or more contracts:** playing time 100+ min

With 2 players, the approx. playing time is 45, 60 or 75+ min.



Advanced variant:

You can also play without a set number of contracts to be concluded. In this case, the game ends when one of the following conditions occurs:

- A player has no more track sticks
- or -
- A player has reached the highest possible annual profit of 800k on the balance sheet.

In any case, the current round (fiscal year) is always played out until the end of the last phase.





5. Fiscal year, profit, and liquidity

Trains of Europe, at its core is a business simulation. Planning and bookkeeping is crucial, as well as money isn't just money.

Your companies have to look at three aspects of money: Fiscal year, profit, and liquidity.

A year in your finances is not a calendar year and does not end on Dec 31st. Rather, it is a **fiscal year**, ending when all business is done, in our case, at the end of a round, when the required number of phases has been played.

At the end of every fiscal year (round), you may look at your **profit**, which is kept track on your balance sheet. Your Profit is the difference between your expenses and income.

In Trains of Europe, every contract is profitable when most to all of the requirements are concluded. But: As long as you have not met any requirements, you still have to pay your expanses („tax“), which may result in negative profit.

The game is won by whoever has the highest annual profit at the end. In the **advanced end**, so-called „soft factors“ are also being recognized (to be explained).

To get there, you will need to invest in vehicles, get track usage licenses and you may even have to make up for your negative profit. And for this, you will need cash, or as it is called in the business world: **liquidity**. Because it keeps your business a flow, you see?

In the game, you will get cash for your liquidity at the end of a fiscal year (round), according to your profit, marked on the balance sheet.

Also, you will get cash for connecting as much cities as possible at the **Development bonus** phase or in selling vehicles and/or track usage licenses at the **Auction house** phase (will be explained later).

But: In order to have stable companies, a stable economy, as well as a stable currency, the EU in agreement with the TOE and the banks has various regulations for fairness of competition in place, which also will be explained (p. 9).

It is an incentive for companies, not to rest on their current success, but to rather keep investing in Europe's infrastructure, taking risks in new, maybe even bigger contracts, which will always take a heavy cut into your profits in the beginning.

6. Sequence of one round (fiscal year)

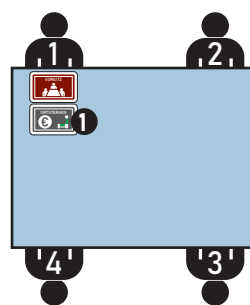
Variant for 3-4 players

The player with the Chairperson card (“Vorsitz”) starts the round (fiscal year). They call out a phase by taking one of the phase cards lying below the game board and is then the first to perform the corresponding action.

Now, in clockwise order, the other players **either** perform the action of the phase **or** pass, until everyone has had a turn. The Chairperson card remains with the corresponding player.

Example:

Anna (1) is the chairwoman. She calls out a phase **1** (On-site meeting), performs it, and gets the phase-specific bonus (here: for her, track fees are half the price). **Bob (2)**, **Chloé (3)** and **David (4)** also take turns to perform the phase (On-site meeting) or pass.



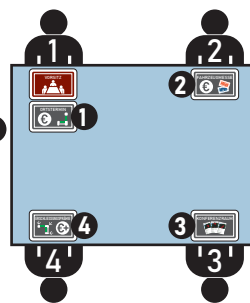
After that, the next player clockwise calls out one of the remaining phases, which, again, all players clockwise may perform or skip until everyone has had a turn in that phase.

Each player must call out a phase during a round (fiscal year). Passing on choosing one of the possible six phases is not possible. The phase cards remain with the players who called out the phase until the end of each round (fiscal year).

Example:

After everyone has participated at Anna's On-site meeting phase, **Bob (2)** calls out the next phase, executes it, and gets the bonus. **2**

Chloé (3), **David (4)** and **Anna (1)** then also take turns to perform in this phase **2** or pass. Now Chloé calls for the next phase **3** and so on.

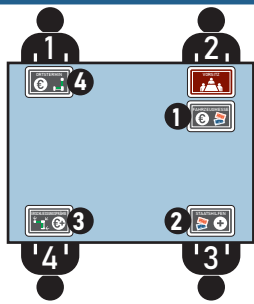


When all players have called out a phase, the round (fiscal year) ends. Now the phase cards are being put back and the Chairperson card is passed on to the next player, clockwise.



Example:

After **David (4)** is the last to call out a phase and **Anna (1)**, **Bob (2)** and **Chloé (3)** have also done so, the round (fiscal year) ends. **Bob (2)** gets the Chairperson card and is the first to call out a phase in the new round (new fiscal year).

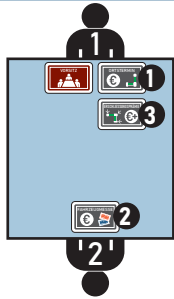


Variant for 2 Players

The round proceeds in the same way as the variant for 3-4 players, but the player with the Chairperson card calls out a third phase before the round (fiscal year) ends.

Example:

Elena (1) is the chairwoman. She is the first to call out a phase ①. Both players carry it out. **Frederic (2)** now calls out a phase ②. At the end, **Elena (1)** calls out the last of six possible phases ③. The chair now goes to **Frederic (2)**.



Each concluded contract condition earns yearly (round) profit in the amount indicated in green. Profit can be credited if the following conditions are met:



Partial route + Locomotive / Power Car: If at least one locomotive or power car is assigned to a contract and the player owns the track usage licenses to at least one partial route, the amount indicated in green for the partial route as well as the locomotive / power car are being added on the balance sheet.

Additional partial routes: Once these conditions are fulfilled, the player may acquire more track usage licenses for additional partial routes of the contract in order to add the amount indicated in green.

Partial routes don't have to be directly linked. For example, the route Berlin to Warszawa can be directly linked or going from Berlin to Praha, Kraków and then Warszawa, thus giving players the choice to use existing track usage licenses.



Wagons / Control Cars can be credited in addition if at least one locomotive or one power car is assigned to the contract and at least one partial route is concluded.

Pay attention, if 2 locomotives are required for 3 or more wagons. Tractive forces are added, the locomotives must be equal.



Additional conditions are credited last and only if all sections and all vehicles are fulfilled and all vehicles have the required (or better!) characteristics.

To fulfill additional conditions, one of these two properties will be required in the game:



Speed

All vehicles assigned to the contract must reach at least the required maximum speed.



Sleeper train

All wagons must be sleeper cars (does not (!) apply to locomotives).

When a contract condition can be credited, you move your token forward one space (10k) on the balance sheet for every +€10,000/a (a = fiscal year = round).

7. Contracts and balance sheet

Pflanzenöl — train type or cargo
 Edinburgh - Calais - Frankfurt — overview of stops
 — maximum annual profit
 — mini map
 TAX -70.000/a — annual expenses ("tax")
 — Edinburgh - Calais +30.000/a — partial routes
 — Calais - Frankfurt +30.000/a
 €+ — additional condition +20.000/a
 DIESEL — required vehicles +20.000/a

Taxes (in red) are due, annually (on the balance sheet), for all contracts, except launch contracts. Once a contract is accepted, the token on the balance sheet must be moved back by the tax amount (€10,000/a equals 1 space).



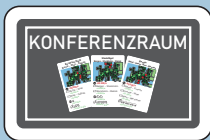
A contract is completed when all contract conditions are met. Once a contract is completed, the assigned locomotive and wagon cards are placed in their respective discard piles on the game board (thus returning them to the game) and the contract card is being flipped over so that all players can see that the contract has been completed. If a contract was subsidized by subsidy chip(s), the chip(s) remain on your balance sheet for easy balance checking.

New contracts can be accepted during the Conference room phase.

8. The phases

Note: In the big sample round starting on page 12, the application of the phases is shown in more detail.

There are the following phases:



Conference room ("Konferenzraum") Choosing new contracts

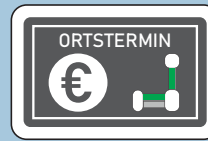
The conference room is where your railway company negotiates new contracts for public transport as well as the transportation of goods with the EU.

Bonus: Whoever calls this phase gets to choose up to 2 contracts. All others receive a maximum of 1 contract per phase.

Taxes must be immediately deducted from the balance sheet (go back by the appropriate amount). If your contract is subsidized, take the associated subsidy chip(s), place it (them) on your balance sheet and immediately credit the amount (move forward 1 step per chip).

In addition to the five open contracts, it is possible to take a random contract from the draw pile, face down. As you might end up with a contract that does not fit you at all, the EU immediately subsidizes this random contract by €10,000/a (1 subsidy chip) and you will also receive an instant bonus of €50,000 in cash from the bank for your liquidity (not (!) to be credited to your balance sheet). Are you up for the risk?

After the phase: If contracts have been picked up, they must be credited accordingly on the balance sheet. New contracts are not revealed now, but at the end of a round (fiscal year).



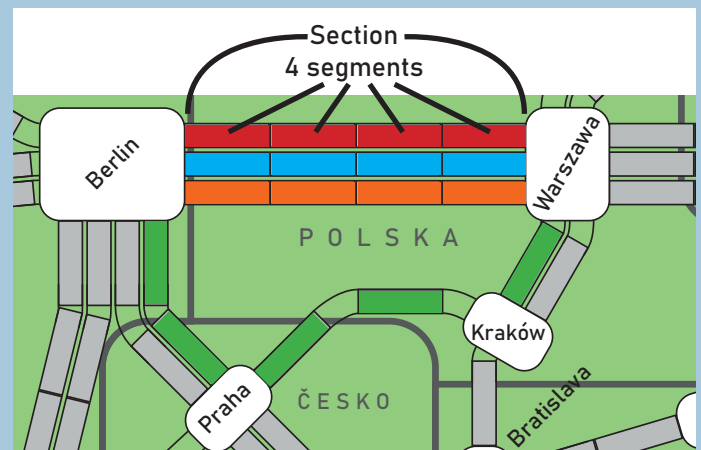
On-site meeting ("Ortstermin") Buying track usage licenses

Here, all players have the opportunity to obtain the licenses of use for route sections that they need to fulfill their contracts in return for the payment of track usage fees.

Bonus: Whoever calls this phase pays €10,000 per segment, instead of the usual €20,000.

A route is split into **sections**, which refers to the connection between two cities. Each section has one or more **segments**. Each player may develop up to two sections per phase. Also, a player has to fully buy the licenses for a complete section, meaning all the segments (up to five – like Narvik to Stockholm) in one phase.

To develop a section, €20,000 must be paid to the bank for each **segment** and the segments must be marked with the track sticks of the respective color (see illustration). For a section with two or more tracks (like Berlin to Warszawa), the price doubles for the **second user** and quadruples for the **third user**. This is why players have the choice to do a **"detour"**, in this example through Praha and Kraków, also as an incentive by the EU to link smaller cities.



The track usage fees are paid only once, the player keeps the licenses for the rest of the game! They can be sold between players in the Auction house phase.

After the phase: Every player checks if partial routes of their contracts are concluded in addition to have at least on locomotive / power car added to the contract and moves the token on the balance sheet, accordingly. You cannot add locomotives / power cars or wagons / control cars to contracts in this phase.





Railroad fair ("Fahrzeugmesse") Buy new trains

At the railroad fair, train manufacturers present their latest models of locomotives and wagons as well as power and control cars for multiple units. Here, everyone can buy them as well as put them into action on their contracts.

Bonus: Whoever calls this phase gets a free locomotive / power car or wagon / control car face-down from the draw pile.

Each player may buy **up to 2 vehicles** (1-2 locomotive(s) / power car(s) and/or 1-2 wagon(s) / control car(s)), starting with the phase calling player (who gets to buy them in addition to the free vehicle, thus up to 3 vehicles in total). The purchase prices are indicated on the respective card.

It is also possible to buy face-down vehicles from the draw piles. Concealed locomotives / power cars cost a flat €50,000, wagons / control cars €30,000. Are you going for it?

Locomotive / Power Car cards

Labels for the Locomotive / Power Car card:

- vehicle type
- designation
- traction type / category
- illustration
- number of wagons to be pulled
- net weight, length, maximum speed (not relevant for the game)
- additional condition
- purchase price

Wagon / Control Car cards

Labels for the Wagon / Control Car card:

- vehicle type
- designation
- category
- illustration
- payload / capacity
- net weight, length, maximum speed (not relevant for the game)
- additional condition
- purchase price

If face-up locomotives / power cars or wagons / control cars have been purchased during the phase, no new vehicle cards are revealed until the end of the phase (see "After the phase" to your right).

Note: Assigned vehicle cards are slid under the contract so that the corner symbols (traction type / category) stick out conveniently.

Vehicles can only be credited if at least one locomotive or power car is assigned to the contract and at least one partial route has been developed. Also, you can only add as many wagons as the assigned locomotive(s) can pull.

If a contract requires 2 locomotives, you have to assign 2 identical units. In this case, the number of wagons they can pull is added together.

Traction types / categories

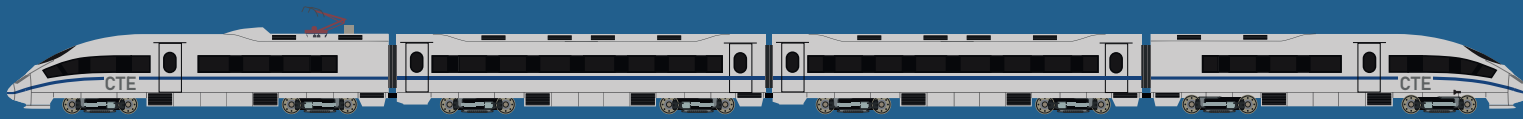
- electric locomotive (traction unit)
- diesel locomotive (traction unit)
- electric power car (traction unit)
- electric control car (wagon unit)
- passenger coach, 1st class
- passenger coach, 2nd class
- tank freight wagon (for liquids)
- closed freight wagon (for general cargo)
- open freight wagon (for bulky cargo)

Additional conditions

- vehicles certified for at least 80 kph
- vehicles certified for at least 120 kph
- vehicles certified for at least 160 kph
- vehicles certified for at least 250 kph
- vehicles suitable for night travel

After the phase: Every new or already owned vehicle can be assigned to one of your active contracts. This and the **Auction house phase** are the only phases that allow assigning vehicles to an owned contract. If a contract requirement is concluded, the token is being moved up on the balance sheet accordingly. When everyone has had a chance to buy vehicles, the remaining face-up vehicles are placed on the discard pile and 5 new locomotive / power car as well as 5 new wagon / control car cards are revealed from the draw piles. If there are now more than 2 identical vehicles face up, the superfluous ones are placed on the discard pile and new ones are revealed instead (like at start).





Auction house ("Auktionshaus") Auctioning vehicles and track sections

Here, your railway companies can put their unused locomotives / power cars and wagons / control cars, as well as their unused track usage licenses of their tracks up for sale.

Bonus: Whoever calls this phase may bid on another player's vehicle / track section first.


All players must put out at least one of their unassigned vehicles for sale. Those who have no unused locomotives / power cars or wagons / control cars do not have to put any out.

Those who wish to put out track usage licenses for their owned sections for sale must announce this. These will be bid on first.

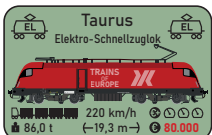
Note: You cannot sell track usage licenses if a contract (partially or fully) uses the section(s).

The minimum bid is the purchase price as indicated on the vehicle card minus €20,000, but at least €20,000. For track usage licenses, the minimum bid is €10,000 per segment and players must always acquire the licenses for complete sections (all segments connecting two cities).

Example: The wagon's factory price is €30,000.
The minimum bid is **€20,000**.



Example: The locomotive's factory price is €80,000.
The minimum bid is now **€60,000**.

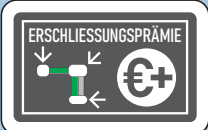


Now all players in turn can raise the bid in steps of €10,000 or pass. As soon as all but one player has passed, that player wins the bid. If no-one raises the bid after the minimum bid has been placed, you receive the vehicle at that price.

Example: Starting price is €20,000, player 2 raises to €30,000, players 3 and 4 pass. Player 2 wins the bid for €30,000.

You may bid on the vehicles of your fellow players in turn until no-one wants to bid anymore or there are no vehicles left.

After the phase: Every new or already owned vehicle can be assigned to your active contracts. This and the **Railroad fair phase** are the only two phases that allow assigning vehicles to an owned contract. If a contract requirement is concluded (including partial routes through acquired track licenses), the token is being moved up on the balance sheet, accordingly. Vehicles that were of no-one's interest and were not bet on go back to their initial owner.



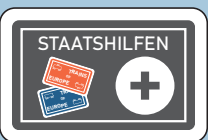
Development bonus ("Erschließungsprämie") Liquidity for connected cities

Here, the EU rewards you for connecting as many cities as possible with additional cash, which is a good opportunity to improve your liquidity.

Bonus: Whoever calls this phase gets an additional €20,000 in cash for the liquidity.

For each city that is connected to at least one other city by your track sections, you will receive €10,000 in cash.

After the phase: This is a good time for everyone to check, if some bank notes could be exchanged (like some smaller into one big note or the other way round).



Government aid ("Staatshilfen") The EU gives out new vehicles

EU is handing out some of their own vehicles, in order to assist the liberal push for more competition.

Bonus: Whoever calls this phase gets to choose first.

The chairperson draws 2 locomotive / power car cards and as many wagon / control car cards as there are players in the game from the respective draw pile. Players may choose one locomotive / power car or wagon / control car they may need, starting with the player calling out the phase. Then pass the selection clockwise until everyone has taken 1 card or pass.

Example: Three people play. Player 1 calls out the phase and draws two locomotives / power cars and three wagons / control cars and lets everybody see **openly** what is available. Player 1 chooses the most desired vehicle, player 2 (next to player 1) chooses as well. Meanwhile, player 3 does not want a new card. The phase is over.

After the phase: The remaining cards are placed on the discard pile. **No vehicles can be assigned in this phase!**





9. End of a fiscal year (end of round)

When the number of possible phases (3-4) have been called out, the round (fiscal year) ends. That also means, 2-3 phases have not been called out, **always**.

Most important, this is the time you look at your balance sheet and the **state of your profit**.

If you have a **positive profit**, you are being handed out the amount of profit in cash, adding to your liquidity. As mentioned, this is regulated by the government and the limit is a **maximum of €200,000** cash out per fiscal year (round).

If you have **negative profit**, your expenses have exceeded your income. Now, you will have to equalize your lost from your liquidity, resulting in paying back to the bank in cash.

Example: Your token is at **70k** (€70,000/a), so you will receive **€70,000** in cash from the bank.

Example: If your token is at **230k** (€230,000/a), you will receive **€200,000** in cash from the bank.

Example: If your token is at **-50k** (-€50,000/a), you will have to pay **€50,000** from your liquidity to the bank.

If you don't have enough liquidity for balancing your negative profit, you will have to deposit everything you have in cash and you have one more fiscal year (round) to fix your loss-making company.

If you fail to pay up for two years in a row, you have to file for **bankruptcy**, resulting in you being eliminated from the game.



Advanced variant: If you are insolvent for two years in a row, your assets (track sections, contracts, and vehicles) may be auctioned off to your teammates before the next round (fiscal year) starts, until you are solvent again (see "bankruptcy", p. 11).


If you are not sure whether your own or someone else's balance sheet is correct, check it ("Balance sheet check", see p. 10).



Advanced variant: If you find that someone else's balance sheet is incorrect, they must correct their balance sheet accordingly and pay you the difference in cash (see "Balance sheet check," p. 10). A balance sheet validation must be called out and performed before a new round (fiscal year).

Moving on in **preparing the next round** (fiscal year), all contracts that have not yet been accepted are **subsidized** with **€10,000/a** (a = fiscal year = round). To do this, place one subsidy chip on each contract. If there are already 2 chips on a contract, these are considered unattractive for private companies and are placed under the draw pile for contracts. Then, if necessary, turn over new contracts from the draw pile, so that a total of **5 contract cards** are always face up before each new round.

The **Chairperson card** is passed clockwise to the next player. Each time the "chair" has reached the starting player, again, the **used vehicle cards** are also returned to the game (so every 3-4 rounds). In this case, the cards from the discard piles are shuffled with those from the draw piles and placed back on the respective draw piles.

2  **Note:** In the case of 2 players, the piles are being shuffled after 4 rounds have lapsed.

Now, the next round (fiscal year) begins with the player who is now in possession of the Chairperson card.

10. End of the game

The game ends when one of the players has **completed** the predetermined number of contracts.

However, you may find yourself in a situation where you have the feeling that the game "just has started getting exciting". Then, you can agree on a **new set number** of completed contracts. For example: "Let's play until 5 contracts are concluded."

Or: you all want to find out what a completely different strategy would result in and immediately start anew.

This is why we designed Trains of Europe to be about 60 minutes (after a bit of practice) at the core game, giving you the choice! **You decide how long, how complex and how interacting you want to play.**

In any case, the game ends when one of the players has **no more track sticks** or has reached the **highest possible annual profit of €800,000/a** (a = fiscal year = round).

However, the current round (fiscal year) will still be played **to the end**, i.e. all players who have not yet called a phase in this round can still do so. This gives everyone a chance to prepare their company for the inevitable final company evaluation.

The player with the most profit wins, followed by the player with the second most profit, etc. **Congratulations!**



12. Bankruptcy

If your token is ever in the red on the balance sheet, you face negative profit. At the end of a fiscal year (round), you will have to pay up the loss from your liquidity.

If you don't have enough liquidity, you have to deposit everything you have. You then have one fiscal year (round) time to **a)** get back neutral or **b)** positive profit or **c)** gain in enough liquidity to pay the loss amount **in full** at the end of the following fiscal year (round).

Prior year shortfalls are forgiven by the banks (taking it in as calculated risk) and do not have to be paid in arrears.

However, if you are unable to pay your negative profit from your liquidity **for a second time in a row**, the bank will give up on you and you will have to file for bankruptcy. In this case you will be **eliminated** from the game. In the advanced end, you may receive all the rating points you are entitled to (see "End of the game", p. 9).



Advanced variant:

If you are out of liquidity to pay up your negative profit to the bank for the second time, you may sell out as many assets as needed in order to remain in the game.

To do so, your fellow players can bid on your **unassigned** vehicles, your **unfinished** contracts, and your **unused** track sections, similar to the Auction house phase.

To do this, they take turns before the next round (fiscal year) starts, bidding on your assets until no-one wants to raise the bid. You can then decide whether to accept the offer to sell.

The minimum bid for contracts is equal to the max. annual profit of the respective contract (indicated in **green** to the right of the mini map on the contract card) minus €20,000, but at least €20,000.

Contracts are always auctioned off including assigned vehicles and subsidy chips and are credited immediately, but you will not receive any additional cash for them (the sale proceeds go to the bank/creditors).

If a contract changes hands, both parties have to adjust their balance sheet accordingly (taxes as well as partial routes and vehicles, if applicable). Please note, that the track usage licenses are not sold together with the contract. In this, a sold negative profitable contract will help you more to stabilize your overall profit, a sold positive profitable contract will hurt your overall profit.

For unassigned vehicles, the same rules apply as in the Auction house phase, except that in principle bids can be placed on all unused vehicles. Track segments cost at least €10,000 per segment; sections must be bought in full (all segments).

If you manage to bring in enough cash to your liquidity this way or bring your balance sheet out of the red, you stay in the game.

Example:

You are insolvent, your balance sheet is at **-€50,000/a** (token at **-50k**). You only have **€20,000**.

Pflanzenöl
Edinburgh - Calais - Frankfurt

TAX **-70.000/a**
Edinburgh - Calais **+30.000/a**
Calais - Frankfurt **+30.000/a**
DIESEL **+20.000/a**
DIESEL **+20.000/a**

Gewinn: 70.000/a

At the last Conference room phase, you chose the contract shown. It has a locomotive assigned, but no partial route concluded. It is responsible for an annual loss of **-€70,000/a**.

You pay **€20,000** to the bank and play one more round (fiscal year). After that round, you still have negative profit of **-€50,000/a**.

Your fellow players can now bid for this contract.

To do this, Anna places a minimum bid of **€50,000** (max. annual profit of **€70,000** minus **€20,000**). Bob raises the bid by **€10,000** to **€60,000**, Chloé passes. Anna raises her bid to **€70,000**, Bob to **€80,000**.

Anna passes, so Bob has won the bid for **€80,000**.

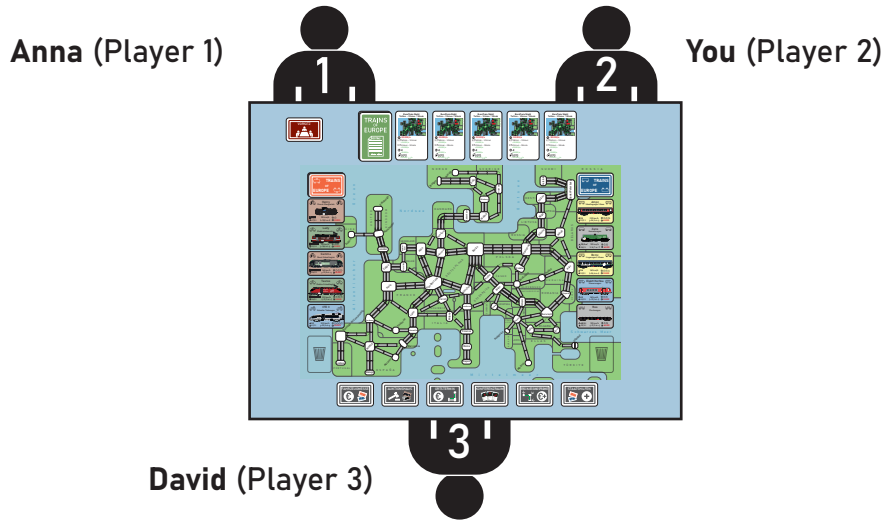
The contract, including the assigned locomotive, goes to Bob, the seller's proceeds of **€80,000** in cash go through the bank to your creditors. You may now move your token forward 7 spaces, since you no longer have to pay the annual expenses for this contract.

As an incentive, Bob is exceptionally allowed to assign his locomotive (**€20,000/a**) immediately in the course of the negotiations and to credit his Edinburgh-Calais partial route (**€30,000/a**). He therefore moves the counter back only 2 spaces.

Your balance is now **+€20,000/a**, so you are no longer in danger of bankruptcy. Thus, you **remain** in the game.



13. Example round (3 players)



Conference room phase (“Konferenzraum”)

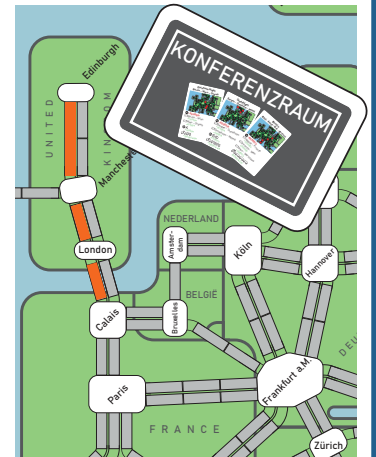
Anna sits to your right and has the Chairperson card. She calls out the **Conference room phase**. After she has chosen a contract, you pick the contract shown and put it face up in front of you. Then it's David's turn, sitting to your left.

The contract is subject to **-€70,000/a** in annual expenses and taxes each year, so you must immediately move your token back 7 spaces on the balance board.

You have already developed the Edinburgh - Calais section for another contract. However, you are not yet allowed to credit it, because no vehicles have been allocated, yet.

Pflanzenöl
Edinburgh - Calais - Frankfurt

TAX	-70.000/a	
✎	Edinburgh - Calais	+30.000/a
✎	Calais - Frankfurt	+30.000/a
🚂	+20.000/a	
🚛	+20.000/a	
🚚	+20.000/a	
🚚	+20.000/a	



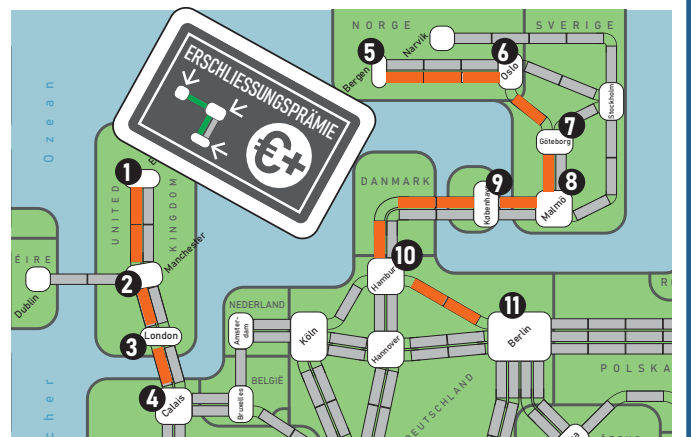
Development bonus phase (“Erschließungsprämie”)

Since you do not have enough money to either buy the necessary vehicles or develop the missing section, you call out the **Development bonus phase**.

You have connected a total of 11 cities by track sections. Each city is counted once and needs a connection to **at least one other city**. Different local networks do not need to be connected to each other in order to count. You are entitled to €10,000 for each of these 11 cities, i.e., a total of €110,000. Since you have declared the phase, the bank pays you an additional €20,000 as the bonus.

In total, you will receive **€130,000**.

Also, Anna and David each receive €10,000 from the bank for each connected city.





Example round

Railroad fair phase ("Fahrzeugmesse")

David now calls out the Railroad fair phase. Therefore, he gets a face-down vehicle from the draw pile **for free**. After he has bought two more vehicles, it is Anna's turn. When she has finished, you buy a diesel shunting locomotive for **€20,000** and another tank car for **€40,000**. You already own one tank car.

During this phase you may assign, exchange, or withdraw all your vehicles.

You assign the diesel shunting locomotive and the two tank cars to your contract.

Now you are allowed to credit your route section with €30,000/a and the three assigned vehicles with €20,000/a each. This increases your annual profit by a total of **€90,000/a**. Move your token forward **9 spaces** on the balance sheet accordingly.

The round (fiscal year) ends (see "End of a fiscal year", p. 9). You get the Chairperson card.

Pflanzenöl
Edinburgh - Calais - Frankfurt

TAX **-70.000/a**
 Edinburgh - Calais +30.000/a ✓
 Calais - Frankfurt +30.000/a ✗
 Diesel +20.000/a ✗
 Tank car +20.000/a ✗

Henry
Diesel-Rangierlokom

100 km/h (-12,8 m) **20.000**

Zans
Kesselwagen

95,0 m³ 120 km/h (-16,7 m) **40.000**

Zans
Kesselwagen

95,0 m³ 120 km/h (-16,7 m) **40.000**

On-site meeting phase ("Ortstermin")

A new fiscal year starts and you are now in possession of the **Chairperson card**. You call out the On-site meeting phase. You may now purchase the licenses to use two sections of track. You choose the sections **Calais-Bruxelles** (1 segment at €20,000) and **Bruxelles-Frankfurt** (2 segments at €20,000 each) for a total of €60,000. Since you called this phase, you pay only half, so a total of **€30,000**.

After you, it's David's turn, then Anna's. Both pay the full price of **€20,000** per segment.

Thus, you have also fulfilled the second partial route of your contract (Calais-Frankfurt) and may credit €30,000/a for it. Your annual profit increases by another **€30,000/a**, so you may move your token another 3 spaces forward.

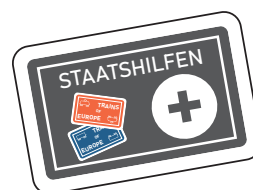
You have now fulfilled all conditions except for the bonus. The contract is **not yet finished**.

Pflanzenöl
Edinburgh - Calais - Frankfurt

TAX **-70.000/a**
 Edinburgh - Calais +30.000/a ✓
 Calais - Frankfurt +30.000/a ✓
 Diesel +20.000/a ✗
 Tank car +20.000/a ✗

Government aid phase ("Staatshilfen")

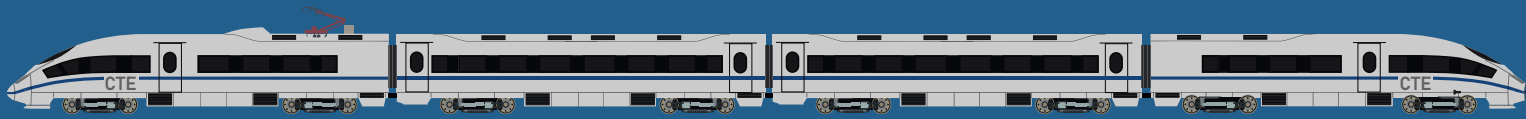
Next, David calls out the Government aid phase. He draws 2 locomotive / power car and 3 wagon / control car cards from the respective draw pile, decides on a locomotive and passes the pile on. Anna takes a wagon and you take the shown first class coach from the pile.



Ampz
Schnellzugwagen 1. Klasse

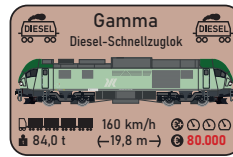
55 220 km/h (-26,5 m) **60.000**





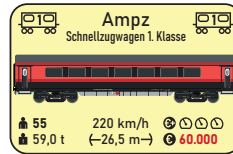
Auction house phase ("Auktionshaus")

Now it's Anna's turn to call a phase, and she chooses the Auction house phase. She puts a high-speed diesel locomotive out for sale, which you need for your speed bonus.



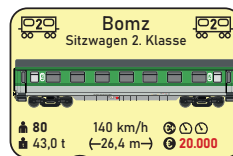
Factory price: €80,000
minus €20,000
Minimum bid: €60,000

You put out your first class coach that you received during the Government aid phase. David puts out a vehicle that no-one needs.



Factory price: €60,000
minus €20,000
Minimum bid: €40,000

Anna now gets to bid first, as she called this phase. She bids the minimum price of €40,000 (new price minus €20,000) on your coach. David is not interested and passes. So, Anna wins the bid for €40,000. She gives you the money and you give her the wagon.



Factory price: €20,000
minus €20,000, but not less than €20,000
Minimum bid: €20,000

Now it's your turn to bid. You bid €60,000 (factory price minus €20,000) for Anna's high-speed diesel locomotive. David increases the bid by €10,000 to €70,000. Since you need this locomotive to complete your contract, you raise your bid to €80,000. David passes and you win the bid for €80,000.

You can now immediately exchange your diesel shunting locomotive for this locomotive, just like during the Railroad fair phase.

Since all conditions (sections and vehicles) are fulfilled, the bonus (min. 2 speed points for all vehicles) can now also be credited with €20,000/a.

Also, the contract is now finished. Turn it over and put the vehicles on the corresponding discard piles.

The round (fiscal year) is over, the Chairperson card goes to David.



Pflanzenöl
Edinburgh - Calais - Frankfurt

TAX -70.000/a
Edinburgh - Calais +30.000/a ✓
Calais - Frankfurt +30.000/a ✓
+20.000/a ✓
+20.000/1000/a ✓

Gamma
Diesel-Schnellzuglok

Zans
Kesselwagen

Zans
Kesselwagen



You are still missing players?

Join our community now!

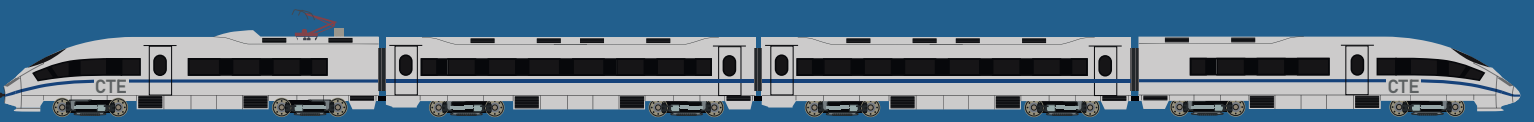
Sign up at:

www.toe-game.de

Sign up for free in the exclusive member area.

Here you will find all the information you need to network with others, share thoughts and play online with them!





14. FAQ

1. Game objective

Question:

Is it possible to run several railway companies in parallel?

Answer:

It is advisable to manage only one railway company at a time. If you want, join our Discord server to get to know more players.

2. Game components

Question:

Is it possible to reorder game components?

Answer:

Yes, you are welcome to contact us if anything is missing or broken.

3. Game preparation

Question:

Is there a fixed arrangement of game elements?

Answer:

You may arrange the off-board elements as you like, as you may have to adjust them during the game, anyways.

4. Course of the game

Question:

Is there also a single player variant?

Answer:

Unfortunately, no. But good news: Join our Discord server to get to know more players, anytime.

Question:

I play a lot of board games, should I play the advanced variants and end right away?

Answer:

Not necessarily. The core game is very well suited for beginners as well as advanced players. Every round is different, you will always try new ways and strategies. The advanced variants are more for adding depth to your liking. So go ahead and play a few "normal" rounds first, get to know the game, and then see where you want to dive deeper.

Question:

If I choose the advanced end, do I have to play everything at "advanced"?

Answer:

No. All advanced variations are suggestions and **not dependent on each other**. They are there to give you more variety and depth. Feel free to discuss in advance with the other players how you want to play.

5. Fiscal year, profit, and liquidity

Question:

There are no banknotes left, the bank is empty - what can we do?

Answer:

At this point we have to assume that you have played a lot of contracts, far beyond the 3-6. In this case, be sure to use the advanced end and invest the liquidity, for example, in the competition for the longest route network, or continue to pick up new contracts, even face down from the stack.

6. Exemplary round (one fiscal year)

Question:

Do all players have to call a phase or can they also sit out a phase?

Answer:

All players must call a phase. Within the phase, however, they can sit out.

7. Contracts and balance sheet

Question:

Can more vehicles be added to a contract for even more annual revenue?

Answer:

No, only the vehicles as indicated at the bottom of the contract card can be added and thus added to the balance sheet. Also, with regard to the advanced end, further vehicles cannot be assigned to contracts, for example, in order to not risk minus points for this.

Question:

Can we think of more contracts and play with them?

Answer:

Basically, we are happy about every idea and of course you can make the game completely your own. Just keep in mind that all of our contracts are based on relatively complex calculations so that they are fairly balanced with each other. Feel free to use our Discord server to exchange ideas.

Question:

The bonus requirements like speed or sleeper cars don't have to be fulfilled in order to make profits already, correct?

Answer:

Yes, you can first use e.g. locomotives that are too slow or normal seat wagons and already count profits for both sections and vehicles. For the bonus you have to exchange the vehicles accordingly.





8. The phases

Question:

Do cities of a contract have to be directly connected?

Answer:

They can be directly connected, but a “detour” can be taken, as well (p.6). Just make sure, there is no gap.

Question:

If I have called out the railroad fair, can I buy two vehicles, even if I already received a free vehicle?

Answer:

Yes, the caller of the phase can thus gain up to 3 vehicles in this phase for his fleet.

Question:

Do all bonuses have to be fulfilled for a contract to be considered completed?

Answer:

Yes. The bonus can only be counted last after all other requirements have been met first.

Question:

Can I sell single track segments?

Answer:

No, only whole route sections can be sold and only if there is no contract (partially or completely fulfilled) using it.

9. End of a fiscal year (end of round)

Question:

When exactly do I have to declare myself bankrupt?

Answer:

When you have a negative profit two rounds in a row and you cannot make up for it with liquidity the second time. The first time you simply give everything you have in liquidity, the rest the bank “forgets” as a gesture of goodwill.

10. End of the game

Question:

What is the definition of the longest connected route network for the advanced end?

Answer:

You determine this with your other players before the game. Either it is purely about directly connected route sections, or you also allow connected “branches” to be included.

11. Balance sheet check

Question:

Are the subsidy chips tied to a specific contract?

Answer:

The subsidy chip remains on the associated contract until it is completed. If the contract card is turned over after complete fulfillment, you place the chip on your balance sheet for clarity. In the advanced variant of bankruptcy, the chip is given away with the contract sale and may be credited (+10k).

12. Bankruptcy

Question:

Can I start auctioning off parts of my company even after the first round (fiscal year) of negative profit and insufficient liquidity?

Answer:

No, after the first negative profit round you only pay what you have left in liquidity (if it is not enough for the whole amount). Only after the next round you can auction off parts of your company.

You have further questions?

Then hit us at: toe@alexsa-verlag.de

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The creation of this game is an ongoing process.

If you would like to be a part of it, please join the community at www.toe-game.de.



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