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TRAINS OF EUROPE



**GAME INSTRUCTIONS
ENGLISH**





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) puts out new rail connections for passengers and freight across Europe to tender. It relies on competition: your private railway companies compete for the best contracts, the most suitable trains, and the ideal route network in order to operate as sustainably as possible.

To do this, you will compete for track usage licenses, procure the trains you need, and seek the occasional government aid. This requires so much coordination that you have joined together in 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 carry out together in each fiscal year, called a **round**. This calls for strategic thinking, skillful cooperation, and always a pinch of risk. What will your style be: rapid growth or a long-term master plan?

Once **at least 3 contracts have been fully completed**, the player with the most economically sustainable company wins. At the end of the game, factors such as sustainability aspects are considered in addition to the profit your companies have earned.

The game also offers you the option to use **advanced variants** at various points. These can be added independently of one another.

2. Game Setup

! **Attention!** Despite our greatest care, a number of errors slipped into the final print files for the contract cards in this version (v4-3). Before your first game, replace the incorrect cards with the cards from the correction pack. In the unshuffled deck, you can find them by counting from the green launch contracts onward.

The incorrect cards are:
5, 15, 30, 31, 33, 34, 37, 42, 50, 55, 61, 73, 75, 76, 78, 79.

Place the game board in the middle of the table. Now take the contract cards (blue backs) out of their compartment in the game box and shuffle them thoroughly. Place the deck above or next to the game board and reveal 5 contract cards. The locomotives now go into the compartment from which you removed the cards, while the wagons remain in their compartment; these are the respective supplies. Shuffle the vehicles (locomotives and wagons) well in their compartments. Now draw 5 locomotives and 5 wagons

while looking in another direction and place them face up on the corresponding spaces on the game board. If more than 2 identical vehicles are on display, return the extra copies and reveal new ones instead.

You can also place the quick reference cards nearby so that you can check what to do in each phase whenever needed.

Each player receives:

- 1 token and 48 track sticks in one color
- EUR 100,000 in mixed banknotes as shown
- 1 locomotive and 2 wagons from the supply (dealt randomly in turn)



The remaining banknotes stay with the bank. Sort them by denomination and store them in the large compartment of the game box. On page 3 of the source layout, you can see how the box is best used as the bank.

! **Note:** Choose one person to manage both the bank and the vehicles (locomotives and wagons). That person receives the Bank card.

Place the vehicles given to you (1 locomotive and 2 wagons) face up in front of you. Put your token on the black Start space on the annual profit track at the edge of the game board. Now determine who receives the first Chairperson card.

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

Alternatively, you can draw locomotive cards: take one electric locomotive and diesel locomotives until you have as many locomotives, as there are players. Whoever draws the electric locomotive face down receives the Chairperson card. Then place the locomotives on the discard pile.

If you often play in changing groups, you can also simply ask who most recently traveled by train.

Shuffle the 8 launch contracts and let each player draw 1 contract face down, beginning with the Chairperson. The remaining launch contracts are out of the game and are set aside.





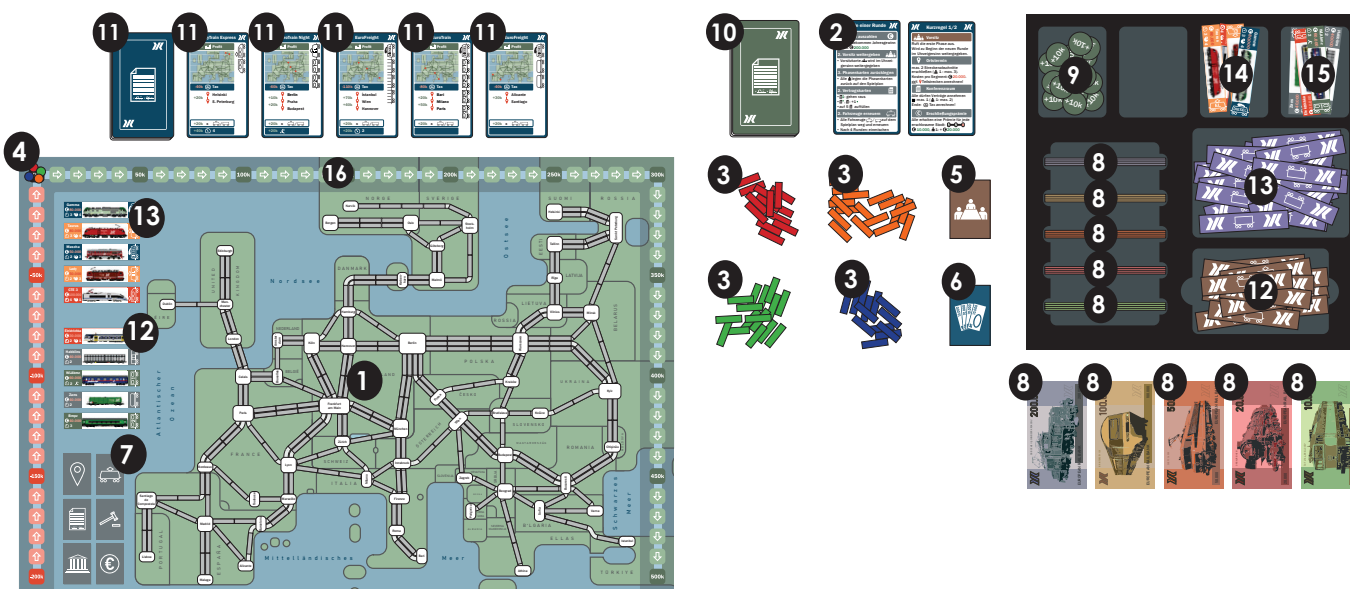
3. Game Components:

- 1 1 game board:** a map of Europe on which you mark the route sections operated by you with your track sticks
- 2 6 information cards:** 2 quick-reference cards, 1 end-of-round/game card, each in German and English
- 3 192 track sticks:** 48 each in red, green, orange, and blue
- 4 4 tokens:** one each in red, green, orange, and blue to mark profit on the **16** annual profit track on the game board
- 5 1 Chairperson card:** indicates who holds the chair of the TOE in the current fiscal year (round)
- 6 1 Bank card:** given to the player who agrees to manage the bank
- 7 6 phase cards:** On-site Meeting, Railroad Fair, Conference Room, Auction House, Government Aid, Development Bonus
- 8 100 banknotes:** 32x EUR 10,000, 32x EUR 20,000, 16x EUR 50,000, 10x EUR 100,000, 10x EUR 200,000
- 9 36 subsidy chips:** used to subsidize contracts that have not yet been taken
- 74 contract cards:** **10** 8 launch contracts (green) as well as **11** 66 passenger and freight contracts (blue)
- 120 vehicles:** **12** 82 waons and **13** 38 locomotives

Use the game box for storage (as shown below).

Keep separate discard piles for **14** locomotives and **15** wagons.

Game Setup:



Advanced variant:

If you want more tension and tougher competition, you can play with hidden information.

Simply place all vehicles in front of you that do not belong to a contract, meaning they are not assigned, face down. This makes it harder for the other players to see what you are planning in the later course of the game.

4. Course of the Game

The game mechanics of Trains of Europe essentially have two levels: **rounds** and **phases**. A round is a fiscal year in which you, beginning with the Chairperson, call phases one after another. Every phase is played by everyone, with a small phase-specific bonus for the player who called it.

There are 6 phases to choose from, but only 3 or 4 phases are called each round, depending on whether 2, 3, or 4 people are playing - so choose carefully. After these 3 or 4 phases have been played, the round, meaning the fiscal year, ends. The Chairperson card is passed clockwise, all phase cards are returned, profit is paid





out as cash, and the next round begins with the new Chairperson calling the first phase.

In the **Conference Room**, for example, you can take on new contracts, and in the **On-site Meeting** you can secure licenses to use certain route sections by paying track usage fees. At the **Railroad Fair**, you buy suitable locomotives and wagons, and in the **Auction House** you auction your surplus vehicles and unused track usage licenses to one another. If you run into financial difficulty, the EU can help through the **Development Bonus**, which rewards you for connected cities, or through **Government Aid**, which generously grants you a locomotive or a wagon free of charge. You can find everything about the phases in Chapter 8.

The game ends when one player has completed a predetermined number of contracts:

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

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



Advanced variant:

You can also play without setting a target number of completed contracts in advance. In that case, the game ends when one of the following conditions occurs:

- A player has no track sticks left
- or -
- A player has reached the highest possible annual profit of 500k on the game board.

In any case, the current round (fiscal year) continues until the last phase is completed.

5. Profit and Cash

At its core, Trains of Europe is a business simulation. Planning and accounting are crucial, and money is not all the same.

There are two levels of money in Trains of Europe: annual profit and cash.

Your **cash** is also called liquidity in the business world. Your companies remain liquid as long as you have enough cash to buy the locomotives, wagons, and track usage licenses you need for your contracts and to settle any debts at the end of the fiscal year (round).

Annual profit, on the other hand, is tracked on the annual profit track around the edge of the game board. It is the

difference between your **annual income and annual expenses**.

At the end of each fiscal year (each round), you receive cash equal to your annual profit. If you are in the negative, meaning in the loss zone, you must pay in the corresponding amount instead.

Annual income is shown in green and annual expenses in red, **+30k** means **income of EUR 30,000 per year**, while **-70k** means **annual expenses of EUR 70,000**. At this point you neither receive nor pay cash; instead, you move your token on the annual profit track. **One space equals 10k, i.e. EUR 10,000 per year**.

All amounts that concern liquidity, meaning cash, are always written out in full. For example, the locomotive "Henry" costs **EUR 20,000**. Written-out amounts are always paid or received in cash.

The game is won by the player with the most sustainable company at the end. In addition to annual profit, sustainability aspects are also taken into account in the final evaluation (see Chapter 9).

These rules are intended to encourage your companies not to rest on their success, but to keep investing in European infrastructure and to take risks with new, perhaps even larger contracts. Such contracts may initially have a negative effect on annual profit, but can move your company forward in the long term.

6. Sequence of a Fiscal Year (Round)

Variant for 3-4 Players

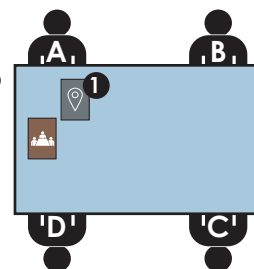
The player with the Chairperson card begins the fiscal year. They call a phase by taking one of the phase cards lying on the game board. They are the first one to carry out that phase.

After that, the other players may carry out the same phase in clockwise order or pass, until everyone has had one turn. The Chairperson card and the phase card remain with the relevant player.

Example:

Anna (A) has the "Chairperson" card. She calls a phase (On-site meeting), carries it out, and receives the bonus (here: 3 route segments instead of 2).

Bob (B), Chloé (C) and David (D) then take turns either carrying out the phase (On-site meeting) as well or passing.



Then the next player clockwise may call one of the remaining phases, which all other players may again



carry out in clockwise order or pass until everyone has had one turn. The phases are explained in detail in Chapter 8. You will also find a brief overview on the quick-reference cards.

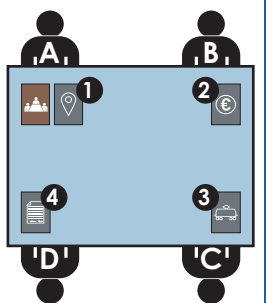
During a round (fiscal year), every player must call one phase. It is **not permitted** to forgo choosing one of the six possible phases.

The phase cards remain with the players who called them until the end of the round.

Example:

After everyone has carried out the On-site meeting called by Anna, **Bob (B)** calls the next phase **2**, carries it out, and receives the bonus.

Chloé (C), David (D) and **Anna (A)** then take turns either carrying out phase **2** as well or passing. Chloé then calls the next phase **3**, and so on.

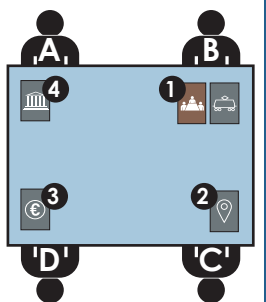


When everyone has called one phase, the round (fiscal year) ends. The phase cards are returned and the Chairperson card is passed to the next player clockwise. Please also observe the information in Chapter 9 and the End of Round Checklist information card

Example:

After **David (D)** has called the last phase and **Anna (A), Bob (B)** and **Chloé (C)** have also carried it out, the round (the fiscal year) ends.

Bob (B) receives the "Chairperson" card and is the first to call a phase in the new round.



Variant for 2 Players

2 The round proceeds in the same way as in the 3-4 player variant. However, before the round ends, the player with the Chairperson card calls a third phase.

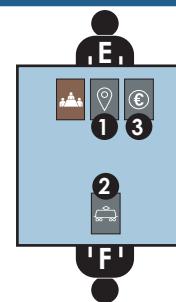
For the 2-player variant, choose launch contracts that lie close to one another. This ensures that your route networks are not too far apart and that you still have to compete for track usage licenses.

Beispiel:

Elena (E) has the "Chairperson" card. She is the first to call a phase **1**. Both players carry it out.

Frederic (F) then calls phase **2**. At the end, Elena (E) calls the last phase **3**.

The "Chairperson" card now passes to **Frederic (F)**.



In addition, for the Railroad Fair only 4 locomotives and 4 wagons are revealed each round.

7. Contracts and Annual Profit

train category — EuroTrain Night

max. annual profit (difference between annual expenses and annual income) — Profit

mini map —

annual expenses („tax“) — -50k Tax

partial routes and annual income — +10k Berlin, +20k Praha, +20k Budapest

annual income per vehicle — +20k x

additional condition — :20k

required vehicles —

The annual expenses („tax“, shown in red) are due each year for all contracts except launch contracts. As soon as a contract has been taken, your token on the annual profit track must be moved back by that amount (+/-10k equals 1 space).

Each fulfilled contract condition generates the annual income shown in green. Income can be credited when the following conditions have been met:



Locomotive + partial route: If at least one locomotive has been assigned to a contract and you own the track usage licenses for at least one partial route, the green amount for that partial route as well as the assigned vehicles may be credited.

Additional partial routes: If you have bought track usage licenses for further partial routes, you may immediately credit them for all relevant contracts. Move your token forward on the annual profit track by the green amount shown.



The partial routes do not have to be completed in the order shown on the contract card. You may therefore use and combine existing track usage licenses even if that means taking a detour.



Wagons can be credited once at least one locomotive has been assigned to the contract and at least one partial route has been fulfilled.

Please note that for 3 or more wagons, 2 identical locomotives are sometimes required. In that case, the pulling power of both locomotives is added together.



Additional conditions can only be credited once all partial routes have been completed and all required vehicles, meaning locomotives and wagons, have been assigned to the contract.

The following properties may be required:



Speed

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



Sleeper train

All wagons assigned to the contract must be sleeper cars or couchette cars. This **does not apply** to locomotives.

As soon as a contract condition has been fulfilled, move your token forward on the annual profit track by 1 space per 10k, meaning per EUR 10,000 of annual income.

A contract is completed once all contract conditions have been fulfilled. Then place the locomotives and wagons assigned to that contract on the discard pile in the box, so that they can return to the game later. Turn the contract card over so that everyone can see that the contract has been completed.

If a contract has been subsidized by one or more subsidy chips, the chips remain with you so that annual profit can always be checked later (maximum annual profit plus the value of the chip).

It is advisable to take on new contracts in good time during the **Conference Room** phase, even before your current contracts have been completed, so that you can continue expanding your company. However, if it is already foreseeable that the game will end soon, because someone is close to completing the final contract they need, you should think carefully about whether a new contract is still worthwhile.

8. The Phases



Hinweis: The example round beginning on page 13 explains the application of the phases in detail by way of example.

There are the following phases:



On-site Meeting

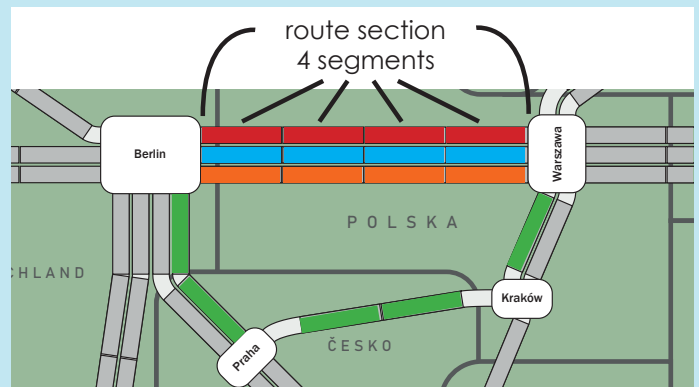
Acquire track usage licenses

Here you can acquire the track usage licenses for route sections that you need to fulfill your contracts by paying track usage fees.

A route is divided into **route sections**, each of which connects two cities. Each route section consists of one or more **segments**. In each phase, you may acquire licenses for up to 2 route sections. You must always buy the licenses for all segments of one route section in a single purchase (up to five segments, as for example from Narvik to Stockholm).

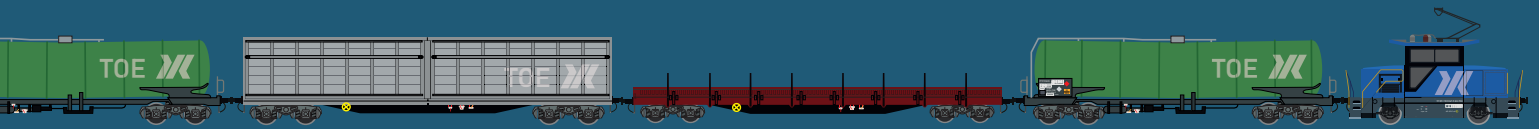
Bonus: The player who calls this phase may acquire licenses for 3 route sections instead of 2.

For a license to one route section, you pay a one-time fee of EUR 20,000 in cash per **segment** to the bank. Mark the segments with your colored track sticks. If a route section has two or more tracks that can be used by several companies at the same time, for example Berlin to Warszawa, the price doubles for the **second track** and quadruples for the **third track**. For this reason, and as an EU incentive to connect smaller cities, you may also take a **“detour”** for example via Praha and Kraków.



You pay the track usage fees once from your cash. You keep the licenses for the rest of the game and may use them for any number of contracts. You may, however, auction them to one another in the **Auction House**.





End of the phase: If you have now fulfilled new partial routes for your contracts and at least one locomotive has already been assigned to each of those contracts, you may move your token forward accordingly on the annual profit track. Please note: locomotives and wagons **may not be** assigned to contracts in this phase.



Railroad Fair

Buy new vehicles

The rail vehicle industry presents its latest locomotive and wagon models at the Railroad Fair. You may buy them here and then assign them to your contracts.

You may buy **up to 2 vehicles**, locomotives and/or wagons, starting with the player who called the phase. The purchase prices are shown on the relevant vehicle cards.

Bonus: Whoever calls this phase may buy **up to 3 vehicles** in total.

If there is nothing suitable on display, you may also buy random vehicles from the supply. Face-down locomotives cost a flat **EUR 50,000** and face-down wagons cost **EUR 30,000**. Reach into the relevant supply without looking.

Locomotives

name — picture — category

price — **Taurus** 80.000 —

top speed — 3 — 4 —

pulling power (max. number of wagons) — 8 —

Wagons

name — picture — category

price — **WLA0mz** 60.000 —

top speed — 2 —

sleeper car bonus (where applicable) —

No new face-up vehicle cards are revealed for vehicles bought during this phase. They are replenished only at the end of the round (see Chapter 9).

ETN EuroTrain Night

+50k Profit

-60k Tax

+10k Berlin

+20k Praha

Budapest

Hinweis: It is best to slide assigned locomotives and wagons underneath the contracts to save space. If you lift the contract card, you can quickly see whether all assigned vehicles meet the requirements.

Vehicles can only be credited if at least one locomotive has been assigned to the contract and you hold at least one track usage license for a partial route. In addition, only as many wagons can be credited as the assigned locomotive or locomotives can pull.

Note: In the case of trainsets, meaning electric power cars and electric control cars, different vehicles may also be combined.

If a contract requires 2 locomotives, you must assign 2 identical units. Their pulling power is added together.

Example: You assign the locomotive "Lady" twice, and each one can pull 3 wagons. The pair can now pull 6 wagons in total.

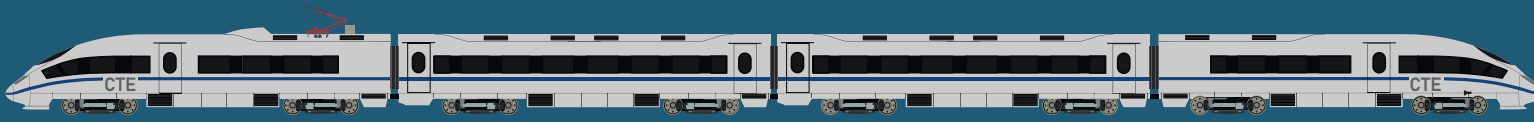
Traktionsarten/Kategorien

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

Bonus-Bedingungen

- 1 approved for at least 80 km/h
- 2 approved for at least 120 km/h
- 3 approved for at least 160 km/h
- 4 approved for at least 250 km/h
- suitable wagons for overnight service





End of the phase: You may now assign or swap all vehicles you own to your active contracts. This is possible only in this phase and in the **Auction House** phase.

Once everyone has had the opportunity to buy and/or assign vehicles, the phase ends. The vehicles on the game board are replenished only at the **end of the round** (see chapter 9).

Remember to move your token on the annual profit track if your contract income changes as a result.



Auction House

Auction vehicles and track usage licenses

Here you may offer unused locomotives and wagons, as well as unused track usage licenses, for sale.

Bonus: The player who calls this phase may place the first bid on an offered vehicle or track usage license.

You must offer at least one of your unassigned vehicles for sale. Anyone who has no unused locomotives or wagons naturally cannot offer anything.

If you would also like to offer track usage licenses for sale, you must announce this. These are auctioned first.

The minimum bid is the purchase price shown on the vehicle card minus EUR 20,000, with a simultaneous minimum of EUR 20,000. For track usage licenses, the minimum bid is EUR 10,000 per segment. Licenses must always be bought for complete route sections, i.e. all segments between two connected cities.

Note: You may not sell track usage licenses if a contract, whether partially or fully completed, uses those route sections, even if that contract has already been completed.



Conference Room

Take on new contracts

In the Conference Room, you choose new passenger and freight contracts that suit your railway company.

Bonus: The player who calls this phase may take up to 2 contracts. All other players may take at most 1 contract during this phase.

You must immediately apply the annual expenses ("tax") on the annual profit track by moving back by the corresponding amount. If a contract is subsidized, the relevant subsidy chips remain on the contract (more on this in Chapter 9). Their value is applied immediately, meaning you move forward again by 1 step per chip.

If you wish, you may instead take a random face-down contract from the draw pile. Because there is a risk that you will receive a contract that does not fit your company at all, the EU immediately subsidizes that random contract with 10k, meaning 1 subsidy chip. In addition, you receive an immediate cash bonus of EUR 50,000 from the bank.

End of the phase: If contracts have been taken, they must be applied accordingly on the annual profit track. New contracts and subsidy chips are replenished only at the **end of the round** (fiscal year), not immediately (see chapter 9).

Example:



The wagon's purchase price is EUR 30,000.
The minimum bid is **EUR 20,000.**



The locomotive's purchase price is EUR 50,000.
The minimum bid is now EUR 30,000.

The player who called the phase places the first bid. After that, all players may raise the bid in EUR 10,000 increments in clockwise order or pass. As soon as everyone except one player has passed, that player wins the auction. If nobody raises after the minimum bid has been placed, the minimum bid stands. The next player clockwise may then bid on one of the offered items.

Example 1: Bob places the starting bid of EUR 20,000 for one of Anna's vehicles. Chloé raises to EUR 30,000 and David passes. Bob does not raise any further. Chloé wins the vehicle for EUR 30,000





Example 2: places the starting bid of EUR 30,000 for one of David's vehicles. Bob and Chloé pass. Anna wins the vehicle for EUR 30,000.

When nobody wants to bid anymore or all offered vehicles have been auctioned, the phase ends.

End of the phase: Exactly as in the **Railroad Fair**, you may now assign or swap all vehicles you own to contracts. This is possible only in these two phases. Remember to move your token accordingly if your contract income changes. Vehicles for which no bids were placed remain with their owner

If the selection contains two identical vehicles, one of them is exchanged for a different random vehicle.

End of the phase: The remaining vehicles are placed in the appropriate discard compartments in the game box.

Important: In this phase, vehicles may not be assigned to contracts. In addition, you must choose one vehicle and cannot skip your turn.

9. End of a Fiscal Year (End of Round)

When 3 (2 or 3 players) or 4 (4 players) phases have been called, the round, meaning the fiscal year, ends. This also always means that 2 to 3 phases were not called.

Look at where your company stands financially on the annual profit track. The profit generated in that round is paid out to you in cash. **The upper limit is EUR 200,000.** Anything above that must be paid as corporate tax and is withheld directly by the bank

If you made a **loss**, meaning negative profit, your annual expenses exceeded your annual income. In that case, you must pay the loss to the bank in cash.



Development Bonus

Cash for connected cities

In this phase, the EU rewards you for connecting as many cities as possible with additional cash, making this a good opportunity to improve your liquidity.

Each city in your route network that is connected to at least one other city earns you EUR 10,000 in cash.

Bonus: The player, who calls this phase, receives an additional EUR 20,000 in cash.



Government Aid

Receive vehicles from the EU free of charge

The EU provides you with vehicles from the fleets of state-owned railway companies that are no longer needed.

Bonus: Whoever calls this phase chooses first.

The player managing the bank draws 2 locomotives and as many wagons from the supply as there are players in the game.

If two identical vehicles are included, one of them is exchanged. The player who called the phase chooses a locomotive or wagon first.

The remaining vehicles are then passed clockwise until everyone has taken one vehicle. Two vehicles remain.

Example: Three people are playing. Anna calls the phase. Chloé, who manages the bank, presents Anna with 2 locomotives and 3 wagons. Anna chooses one of the cards, then Bob chooses, and Chloé chooses last.

Example: If your token is at **70k**, the bank pays you **EUR 70,000** in cash.

Example: If your token is at **230k**, the bank pays you **EUR 200,000** in cash.

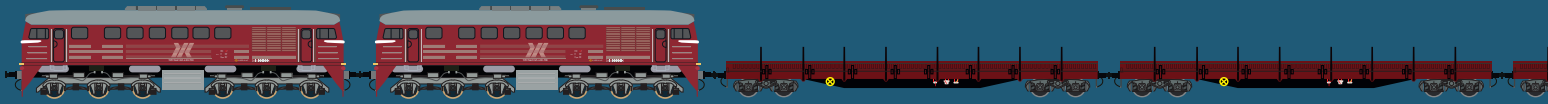
Example: If your token is at **-50k**, you must pay **EUR 50,000** in cash to the bank.

If you do not have enough cash to cover your loss, pay in as much as you still have. You then have one further fiscal year, one round, to turn your company around (see chapter 12).

Now prepare the **next round**. First, all face-up contracts that have not been taken receive a **10k subsidy**. Place one subsidy chip on each contract. If a contract already has 2 chips, it is considered unattractive to your companies and is placed under the draw pile. Then reveal new contracts as needed so that **5 contract cards** are available again at the start of the new round.

The **Chairperson card** is passed clockwise and all **phase cards** are returned to the corresponding spaces on the game board.





All **vehicles** still on the game board are placed in the discard compartments in the game box and are shuffled back into the supply after no later than four rounds. Now shuffle the wagons and locomotives thoroughly and reveal five new locomotives and five new wagons. This also applies if the Railroad Fair was not called in the previous round. If three identical vehicles are on display, one is exchanged.

The next round, meaning the next fiscal year, now begins. The player, who has the Chairperson card, may call the first phase.

10. End of the Game

The game ends once one player has fully **completed** the predetermined number of contracts, at least three.

You may also agree during the game on a **new target number of completed contracts** if you do not want to stop yet. For example: Let's play until someone has completed 5 contracts.

Or you may prefer to find out how a completely different strategy would play and simply start again from the beginning.

The core game lasts only about 60 minutes once you have some practice, and you can decide for yourselves **how long, how complex, and how interactive you want it to be.**

In any case, the game ends if one player has **no track sticks** left or reaches the **highest possible annual profit** of **500k.**

The current round is **always played to the end.** That means everyone who has not yet called a phase in that round still does so. This gives all players the chance to prepare their company for the unavoidable final company evaluation.

This evaluation includes not only your annual profit, but other factors as well.

Company Evaluation:

The TOE evaluates all of its member companies. In addition to annual profit, further aspects of your economic conduct are scored using a points system. This is intended to motivate you to pursue more sustainable strategies, to implement the EU's environmentally focused policy, and to provide the population with the best possible infrastructure.

While money is often referred to as a "hard factor", other aspects are considered "soft factors". At the end of Trains of Europe, both hard and soft factors are evaluated by means of a points system. You can gain points as well as lose them. The player with the highest overall number of evaluation points wins.

Evaluation points are awarded as follows:

- **+1 point per started 100k of annual profit**
(examples: 90k = 1 point; 210k = 3 points)
- **+2 points per completed contract**
- **+1 point per partially completed contract**
(at least 1 locomotive and 1 partial route)
- **+1 point per started 5 connected cities**
(up to and including 5 cities: **+1**; from 6 cities onward: **+2**; and so on)

Additionally, the following bonuses are awarded (only once; in case of a tie, they are split):

- **+2 points for the largest continuous route network.**
Count the number of connected segments. Only the largest subnetwork of each player counts, but all of its branches count as part of that network.
- **+2 points for the highest number of countries traveled through.**
Count all countries with cities connected to your route network.

The following factors lead to point deductions:

- **-1 point for each contract without any fulfilled condition**
=> for you to not hoard contracts so other players can't take them
- **-1 point for every 3 unused vehicles, with the first 3 vehicles ignored**
(up to 3 vehicles: no deduction; 4-6 vehicles: **-1**; 7-9 vehicles: **-2**; and so on)
=> unused vehicles are rotting away, negative environmental impact
- **-1 point per started EUR 100,000 of cash on hand, with the first EUR 300,000 ignored**
(up to and including EUR 300,000: no deduction; EUR 310,000-EUR 400,000: **-1**; and so on)
=> So you are incentivized to not hoard cash and instead invest it into your company

You may track your evaluation points with your token on the annual profit track. Simply move one space forward from the Start space for each positive point and one space back for each negative point.



11. Tax Audit

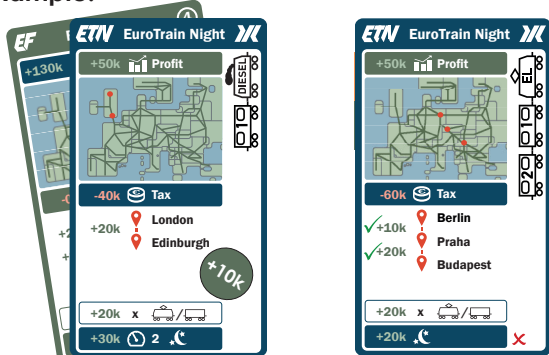
At the end of the game, before the final evaluation takes place, you may verify annual profit. To do so, each player checks the business figures of the player sitting to their left.

First add together the **maximum annual profit** of all completed contracts. This value is shown in **green** above the mini map on each relevant contract card as "Profit".

Then subtract the **tax amounts** of all incomplete contracts and add back the **annual income** from all already fulfilled contract conditions of the incomplete contracts.

Finally, add **10k** for each subsidy chip.

Example:



Contract 1 + 2: These contracts are completed; deduct the tax (-60k) and all conditions, including the bonus, are fulfilled. Here you may add up a total profit of 130k and 50k. The subsidy chip also adds 10k.

Contract 3: Here you add the revenue for the two partial routes (10k and 20k) as well as for the two vehicles (20k each). For this partially fulfilled contract, the current annual profit is 10k.

Correct business figures for all contracts:
 Annual profit Contract 1 (130k) + Contract 2 (50k)
 - tax Contract 3 (-60k) + income Contract 3 (70k) +
 subsidy chip (10k) = annual company profit of **200k**.

Note: The easiest way to do this is to move your token the corresponding number of spaces forward or back on the annual profit track.



Advanced variant: If, during the game, you suspect that another player's figures are incorrect, you may perform an extraordinary tax audit of that player at the end of the round, before annual profit is paid out. If discrepancies are found, that player must pay you the difference in cash as compensation.

12. Insolvency

If your token is ever in the red area of the annual profit track, your company is making a loss, meaning that your annual expenses are higher than your annual income. At the end of a fiscal year, you must pay the loss amount to the bank in cash.

In case you have insufficient cash, you must pay everything you have. The remaining debt is forgiven once and does not have to be repaid later. You then have one fiscal year, meaning one round, to get back out of the red or to take in enough cash to be able to settle the loss **completely** at the end of the next fiscal year.

Place one of your track sticks on the Chairperson card, even if you do not currently hold it, so that you remember at the next end of round that your debt has already been forgiven once.

If, however, in the second year you still cannot pay your losses, or cannot pay them in full, you are insolvent. In that case, you leave the game. At the end of the game, you still receive all evaluation points to which you are entitled (see chapter 9).

You may, however, also carry out a **self-managed insolvency procedure** and auction off assets of your company until you can cover your losses (refer to Advanced Variant on page 12).



Advanced Variant: Self-Managed Insolvency

Instead of leaving the game, you may sell as many assets as necessary to remain in the game.

Just as in the Auction House, everyone may bid on your assets, meaning **unassigned** vehicles and **unused** route sections.

Everything not attached to a contract is for sale. In addition, you may also offer **incomplete** contracts for sale.

The auction works in the same way as in the Auction House, except that the player to your right bids first

Contracts are always auctioned together with the assigned vehicles and subsidy chips.

The minimum bid for a contract including the assigned vehicles is equal to the contract's maximum annual profit, shown in green above the mini map as „Profit“, minus EUR 20,000, but at least EUR 20,000.

Once a bid is successful, the contract changes hands and both players must adjust it immediately on the annual profit track. You move forward by the tax amount and then back by any income and subsidy chips that had previously been credited. The player who buys the contract moves back by the tax amount and may then re-credit any subsidy chips as well as any income from partial routes and vehicles by moving forward again accordingly.

You receive the purchase price in cash, but may have to settle any outstanding debt directly from it.

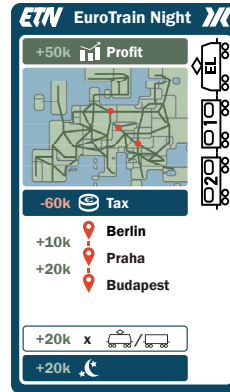
Note: Track usage licenses are not sold together with the contract. Selling an unprofitable contract can therefore help stabilize your figures. Selling a profitable contract, on the other hand, can increase your losses.

For unassigned vehicles, the same rules apply as in the Auction House, except that, in principle, bids may be placed on all unused vehicles belonging to the insolvent player. Route sections cost at least EUR 10,000 per segment and must be bought in full.

If you manage in this way to settle your debts or to move your company back out of the loss zone, you remain in the game. As soon as one of these conditions is met, the insolvency ends, and with it the auction of assets.

Example:

Your token is at **-50k** and you were already unable to settle your losses in the previous round, which is why one of your track sticks is lying on the Chairperson card. You have only **EUR 20,000** in cash.



In the last Conference Room phase, you chose the illustrated contract. A locomotive is assigned to it, but no partial route has been fulfilled. This contract is responsible for an annual loss of **-60k**.

To cover your loss, you would need to pay EUR 50,000 in cash to the bank, but you are EUR 30,000 short. Since your cash is once again not sufficient, you are now **insolvent** and choose self-managed insolvency.

You offer this contract for sale.

Anna wants to bid on it and places the minimum bid of **EUR 30,000**, equal to the maximum annual profit of **50k** minus **EUR 20,000**. Bob is also interested and raises the bid by **EUR 10,000** to **EUR 40,000**; Chloé passes. Anna then raises to **EUR 50,000**.

Bob passes, so Anna wins the contract for **EUR 50,000**.

You receive the sale proceeds of **EUR 50,000** in cash. You may then move your token forward again by 6 spaces because you no longer have to pay the tax for this contract. Your token is now back at **+10k**, you are no longer insolvent, and you remain in the game.

The self-managed insolvency procedure ends and no further bids may be placed on your assets.

Because the contract, including the assigned locomotive (**+20k**), was bought and the winning player already holds the track usage license for the Praha-Budapest partial route (**+20k**), that player may credit both immediately. The token therefore moves back by only 2 spaces.





13. Quick Start with Example Rounds (3 Players)

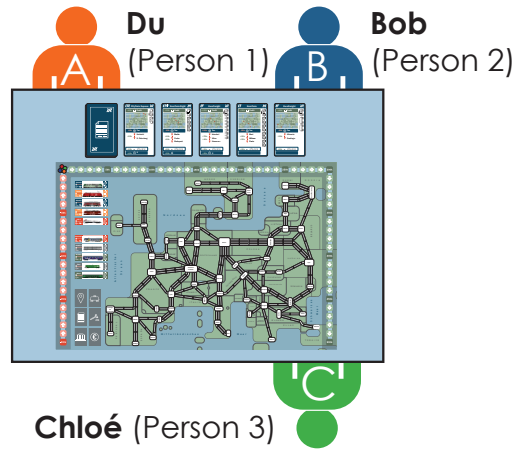
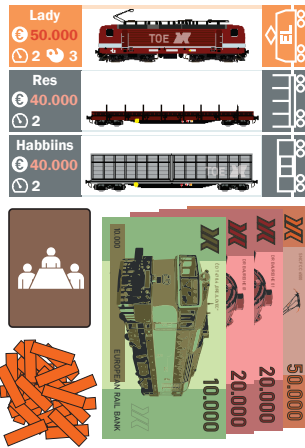
Game Setup

You were the last person in your group to travel by train and therefore hold the **Chairperson card**.

You receive the vehicles shown so that you can follow the sequence of play as it appears in the example round.

In addition, make sure that player C, Chloé in the example round, receives a closed freight wagon (Habbiins), otherwise the example round will not work.

For this example round, it is best to play with three players, because that way you will use all six phases once.



You may therefore draw the first launch contract. Choose contract no. 3, as shown in the illustration, and place it in front of you. After that, the other players each draw one launch contract face down.

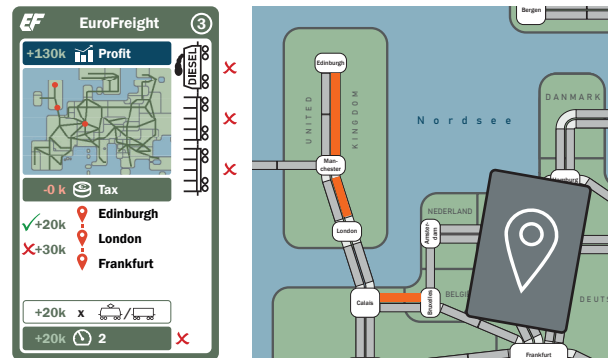
1st Phase: On-site Meeting

Because you hold the Chairperson card, you may call the first phase and choose the **On-site Meeting**. As the bonus for calling this phase, you may acquire the licenses for up to three route sections.

You buy **Edinburgh-Manchester**, **Manchester-London**, and **Calais-Bruxelles**. You must pay **EUR 20,000** per segment, which is **EUR 80,000** in total. You therefore have **EUR 20,000** of your starting cash left.

Bob and Chloé to your left now take their turns. They may each acquire only two track usage licenses.

You can't yet credit the route on the annual profit track, because no vehicles have yet been assigned to this contract.



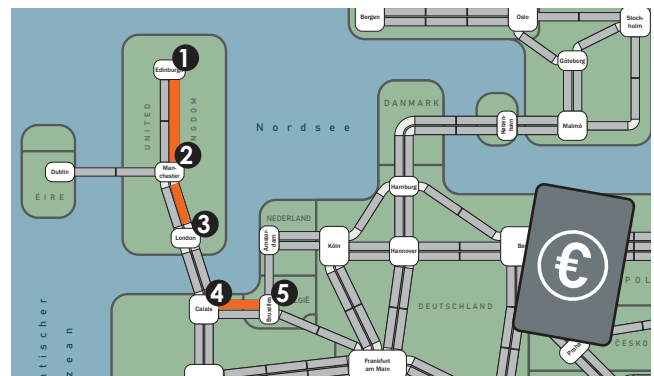
2nd Phase: Development Bonus

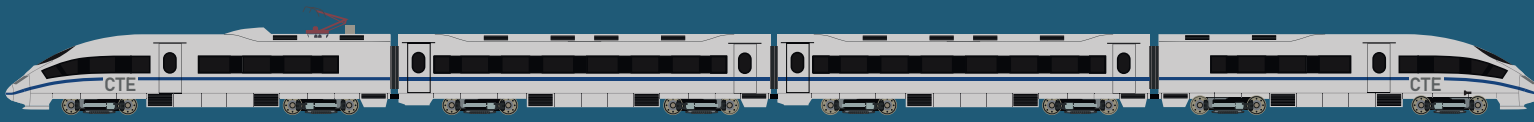
Because Bob does not have enough money to buy the required vehicles, he calls the **Development Bonus**. He has connected three cities through route sections. Each city is counted only once and must be connected to at least one other city. Different route networks **do not need to be connected** to one another in order to count.

He receives **EUR 10,000** for each of these three cities, i.e. **EUR 30,000** in total. Because he called the phase, the bank pays him an additional **EUR 20,000** as a bonus.

You receive **EUR 50,000** for your five connected cities. Chloé, like Bob, has connected three cities, but because she did not call the phase, she receives only **EUR 30,000**.

You now have **EUR 70,000** in total.





3rd Phase: Railroad Fair

Chloé now calls the Railroad Fair. Because she called the phase, she may buy a total of three vehicles.

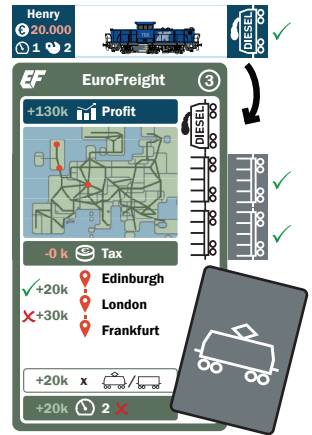
When it is your turn, you buy a diesel shunting locomotive for **EUR 20,000** and an open flat wagon for **EUR 40,000**. You already own another flat wagon. Bob then buys two vehicles as well.

During the Railroad Fair, you may assign, swap, or remove all of your vehicles. You assign the diesel shunting locomotive and the two flat wagons to your contract.

You may now credit the Edinburgh-London partial route with **+20k** and the three assigned vehicles with **+20k** each. Your annual profit therefore increases by a total of **80k**. Move your token forward **8 spaces** on the annual profit track.

You are now missing only one more partial route, London-Frankfurt, and the additional condition needed to complete the contract.

The fiscal year ends. Chloé receives the Chairperson card (see chapter 9).



End of Round (see chapter 9)

A new **fiscal year** begins and you all receive your annual profit in cash. In your case, that is **80k**, i.e. **EUR 80,000 per year**.

All **vehicles** still lying on the game board are placed on the corresponding discard piles and new vehicles are revealed from the supply.

In addition, every **contract** still lying face up receives one subsidy chip.

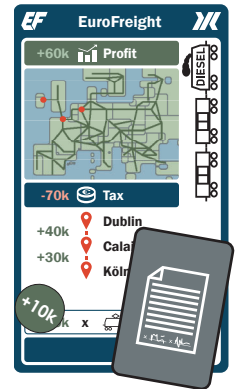
The **phase cards** have to be returned to the corresponding spaces on the game board and the **Chairperson card** is passed on.

1st Phase: Conference Room

Bob now holds the **Chairperson card** and calls the Conference Room. He chooses a contract that fits his route network. As the bonus for calling the phase, he may choose a second contract. He must immediately subtract the tax from his annual profit. Chloé then takes her turn and may choose one contract as well. She also has to apply the tax immediately.

You then choose the **contract shown on the right**. If necessary for this example round, take it from the supply and put another contract under the deck in its place. It fits your route network well, and you already own one closed freight wagon that you need for it.

You must now immediately **apply the annual expenses**, in this case **-70k**. Because the contract has already been available for a second round, it is subsidized with **+10k**, so you only subtract a net **-60k** from your annual profit. Move your token 5 spaces back on the annual profit track so that you are now at **20k**.



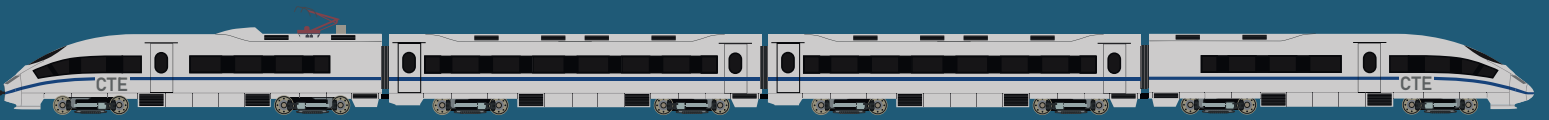
2nd Phase: Government Aid

Chloé now calls Government Aid. She draws 2 locomotives and 3 wagons (as there are 3 players) from the appropriate supply piles, chooses one locomotive, and passes the remaining selection on.

You take the locomotive shown on the right because it fits your launch contract well. If necessary, take it from the supply and replace it with another locomotive. You may not assign it in this phase yet.

Bob may now choose one vehicle. The remaining cards go to the appropriate discard pile.





3rd Phase: Auction House

You now choose the Auction House. You notice that Chloé puts out a closed freight wagon, Habbiins, that you need for your contract.

You, in turn, put out the electric locomotive Lady. Bob puts out a wagon that nobody needs.

Because you called the phase, you place the first bid. You bid the minimum price of EUR 20,000, meaning the purchase price shown on the vehicle card minus EUR 20,000, on Chloé's closed freight wagon. Bob raises the bid to EUR 30,000. You raise to EUR 40,000 and Bob decides not to bid any higher, so he passes. You win the auction for **EUR 40,000**. You give Chloé the money and receive the wagon.

Now it is Bob's turn to bid. He bids EUR 30,000, meaning the new price minus EUR 20,000, on your electric locomotive. Chloé raises the bid by EUR 10,000 to EUR 40,000. Bob passes and Chloé wins the auction for **EUR 40,000**.

As in the Railroad Fair, you may now assign, remove, or swap locomotives and wagons. You immediately replace Henry with Mascha on your launch contract. You can now assign Henry and the two Habbiins to your second contract.

Because you have not yet developed any new route sections, you cannot yet credit any new income to your annual profit. Your token remains at **20k**.

The fiscal year ends and the Chairperson card passes to Chloé. You all receive your annual profit in cash. In your case, that is **EUR 20,000**.



purchase price: EUR 50,000
minus EUR 20,000
minimum bid: EUR 30,000



purchase price: EUR 20,000
minus EUR 20,000, but not lower than EUR 20,000
minimum bid: EUR 20,000



purchase price: EUR 40,000
minus EUR 20,000
minimum bid: EUR 20,000

At this point, you have seen an overview of all phases of the game and the structure of the rounds, meaning the fiscal years. You can now either continue the example round or start the game again from the beginning.

The Quick Reference information card lists all phases once more together with their corresponding bonuses for calling them.

The **End of Round information card** on the front and **End of Game** on the back provide you with a checklist of what to do at the end of the round so that you do not forget anything, as well as a list of all positive and negative evaluation points for final scoring.

If you are ever unsure, you can always consult the rulebook again or agree on an interpretation of the rules. We hope you enjoy Trains of Europe.



13. FAQ:

2. Game Components

Question:

Can I order replacement components?

Answer:

Yes. Please feel free to contact us if something is missing or has been damaged.

4. Course of the Game

Question:

Is there a solo variant?

Answer:

Not at the moment. However, if you have an idea for such a rule, please let us know.

Question:

I play a lot of board games. Should I use the advanced variants right away?

Answer:

Every round is different, and you will keep trying out new decisions and strategies. The advanced variants are primarily there to add even more depth if you want it. So feel free to play a few normal rounds first, get to know the game, and then decide where you want to go deeper. All advanced variants are independent of one another.

5. Fiscal Year, Profit, and Liquidity

Question:

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

Answer:

At that point, we have to assume that you have played very many contracts, well beyond 3 to 6. You can invest your liquidity in your route network or in fast vehicles and refill the bank that way. If the bank is still empty at the end of a round, the game ends.

6. Course of a Fiscal Year (Round)

Question:

Does every player have to call a phase, or may they also pass here?

Answer:

Every player must call a phase. Within some phases, however, you may pass.

7. Contracts and Annual Profit

Question:

May I assign additional vehicles to generate even more annual revenue?

Answer:

No. Only the vehicles shown on the right side of the contract card may be assigned and credited.

Question:

Can we invent additional contracts and play with those?

Answer:

In principle, we are happy about every idea, and of course you can make the game your own. Keep in mind, however, that all contracts are adjusted against one another so that the game remains fair and well balanced. There will also be expansions for Trains of Europe with additional contracts and vehicles in the future.

8. The Phases

Question:

Do all cities of a contract have to be connected directly?

Answer:

You can connect them as you like, whether directly or via a detour. They must only be connected to the same network. (see page 6).

Question:

Additional conditions such as speed or sleeper train do not have to be fulfilled in order to start earning income, correct?

Answer:

Yes. At first, for example, you may use locomotives that are too slow or normal passenger coaches and already credit income for both partial routes and vehicles. What matters here is the symbol for the vehicle category. For the additional condition, however, you must then exchange the vehicles accordingly.

Question:

Can I buy only random vehicles at the Railroad Fair?

Answer:

Yes. You may decide whether to buy face-up vehicles or random vehicles.

Question:

Do all additional conditions have to be fulfilled for a contract to count as completed?

Answer:

Yes. The additional condition can only be credited last, after all other requirements have already been fulfilled.

9. End of a Fiscal Year (End of Round)

Question:

Exactly when do I have to declare insolvency?

Answer:

When you have made losses in two consecutive rounds and also cannot cover them with cash the second time. The first time, you simply pay everything you still have in cash and the bank forgets the rest as a gesture of goodwill.

10. End of the Game

Question:

How is the largest continuous route network defined at the end of the game?

Answer:

Count all track segments that are connected to one another without a gap in between. If you have several subnetworks, count the one with the most segments.

11. Tax Audit

Question:

Are subsidy chips tied to a specific contract?

Answer:

A subsidy chip remains with the relevant contract until it has been completed. When the contract card is turned over after full completion, place the chip with your cash. In the advanced insolvency variant, the chip is sold together with the contract and must be credited at +10k.

12. Insolvency

Question:

May I auction off parts of my company after only one round of being unable to pay?

Answer:

No. After the first loss round, you simply pay whatever cash you still have left, if it is not enough for the full amount. If you are still insolvent after the next round, you may auction off parts of your company.

Do you have further Questions?

Don't hesitate to contact us: toe@jsp-berlin.de

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