

ÖSTERREICH-UNGARN - DIE ERSTEN SCHIENEN -

(Austria-Hungary - The first railways -)

2-5 Player

A short overview of the special rules.

Game contents:

- 128 demand cards
- 18 event cards
- 15 token "Letter"
- 5 token "Letter 1914"

Preparation:

1. – set aside the events "Sarajevo 1914", "Army Postal Service" and "Donau-Dampfschiffahrts-Gesellschaft" (2x)
2. - shuffle all other cards
3. - deal 5 cards to each player + 3 cards for public demands (face down).
Events must be replaced with new cards and shuffled into the deck.
The player chooses 3 of the 5 cards and puts the other 2 on the discard pile.
4. - distribute Letters (see below)
5. - build the card deck:
 - 20 cards
 - take 5 cards per player and shuffle them with the event "Sarajevo 1914".
These cards form the bottom of the deck. Put the other cards above them.
 - put the event "Letter from the front" in the middle of the deck..
 - put one of the events "Donau-Dampfschiffahrts-Gesellschaft" in the middle of the first half of the deck
and the other in the middle of the second half of the deck.
6. - set aside the rest of the cards as the "Reserve Deck".
7. - distribute money: first player 60 Mio.Kr, 5 Mio. more for each following player (2nd player 65 Mio.Kr etc.)
8. - each player starts in one of the big cities..

Public Demands:

- At start of round 4 turn up the 3 public demand cards.
- These demands may be fulfilled by any player - first come, first serve.
- When fulfilled, discard the respective demand card and draw another one from the deck so that there are always 3 public demand cards available. Event cards drawn in this manner become effective immediately.

End of game:

- A – a player wins when collected 250 Mio.Kr and connected 5 of the 6 big cities (incl. Wien + Budapest).
- the game ends immediately.
- B – Event "Sarajevo - Assassination of the heir apparent" appears
- for each player put a token "Letter 1914" to Sarajevo, this letter can be loaded in addition to a normal letter,
 - Tourists count as soldiers too and can deliver to any border city for 10 Mio.Kr.
 - when the first player delivers the "Letter from Sarajevo" to Wien, the game ends immediately
 - the player with the most money and connected 5 of the 6 big cities (incl. Wien + Budapest) wins.
- If nobody has 5 big cities, the player with the most money and the most big cities (incl. Wien + Budapest) wins

"Border City":

- all cities within 2 MP of the national border plus Lemberg and Fiume.

"Letters": (permanent event "Letter to Vienna" (show as "Post nach Wien" on the map).

- Letters can pickup and deliver in Wien by trains at any time.
- Only 1 letter per train.
- Requires no load space.

Letter placement

- *At preparation:* 10 letters.
- *In game:* for each delivered letter put a new one in game.
- *Where:* draw a card from the Reserve Deck and put a letter to the 3rd destination city on map.
Not on Wien, Wiener Neustadt or Pressburg.

New building costs:

- rivers + 1 Mio.Kr
- Donau + 3 Mio.Kr
- borders + 2 Mio.Kr (only the national border)

To pass a turn:

- draw the new 3 cards from the Reserve Deck..
- If the Reserve Deck is empty, take the resolved and discarded demand cards (not the events) and shuffle them into a new Reserve Deck.

Events (18x)

- Timing active player: the restrictions of the movement phase and "skip a turn" apply at the players next turn.
the restrictions of the building phase works immediately.
- Timing of the other players: the restrictions works immediately until the end of the active players next turn.
- 1x "Sarajevo - Assassination of the heir apparent" – see under "End of game", Part B.
- 1x "Army Postal Service" - put 5 new letters into the game."
- 1x "Strong Winter" (Alpes) - Two rounds no movement and railbuilding on Alpine mileposts are allowed..
- 5x "Flood"
 - 4x regions – All bridges crossing the named rivers are destroyed, but may be rebuild next round for 2 mio.Kr.
 - Enns, Inn Isar, Lech, Agige, Piavem and affluents
 - Elbe, Eger, Moldau, March, Thaya, Waag and affluents
 - Drau, Save, Raab, Sió and affluents
 - Theiß, Tamis, Olt, Weichsel, San, Bug, Dnistr and affluents
 - 1x Donau – All bridges crossing the Donau are destroyed, but may be rebuild next round for 2 mio.Kr.
All trains within 2 MP beside the Donau may skip the next round.
- 5x "Riots" - One round no movement, railbuilding, pickup or delivery allowed within 5 mileposts of the named city..
- 1x "Riots" - One round no movement, railbuilding, pickup or delivery allowed in Hungary..
- 1x "Blizzard" - One round all trains move at half rate on and within 1 MP of mountain mileposts.
No railbuilding allowed in this area.
- 1x "Tax"
- 2x "Donau-Dampfschiffahrts-Gesellschaft" - beginning with the next player for one round each player may decide to skip his turn to move his train to a city within 1 MP of any river.