

EXPRESS 01

OBJECT OF THE GAME

In front of you lies the untouched soil of Germany. No track is cutting through its plains, no station is telling of the great industrial progress. But you are about to change that. You can invest in the construction and upgrading of railway lines and build stations for different companies. When you upgrade such a station you may reassign it to another company. Your main focus is the acquisition of shares, and as soon as shares are issued, trains can run on behalf of the

companies. This way money will be distributed to the shareholders and you get new capital. So keep an eye on the other players to earn money or obstruct their opportunities.

The game ends after the round in which a certain number of Base Cards is upgraded or a certain number of decks is used up. The player who managed to gain the most capital wins the game.

COMPONENTS

4 Overview Cards



35 Base Cards, numbers 1 to 35



4 Position Cards for the player order (1 to 4)



1 Black Locomotive



149 Expansion Cards (The background of each card shows the expansion stage it belongs to):

yellow: 1st stage

red: 2nd stage

blue: 3rd stage

85 Route Cards:

24 of the 1st stage, numbers 101 to 108
25 of the 2nd stage, numbers 121 to 145
36 of the 3rd stage, numbers 201 to 236



33 Through Stations:

12 of the 1st stage, numbers 501 to 512
16 of the 2nd stage, numbers 531 to 546
5 of the 3rd stage, numbers 561 to 565



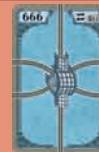
18 Terminal Stations:

10 of the 1st stage, numbers 401 to 410
6 of the 2nd stage, numbers 431 to 436
2 of the 3rd stage, numbers 461 to 462



13 Capital City Stations:

6 of the 1st stage, numbers 601 to 606
6 of the 2nd stage, numbers 636 to 635
1 of the 3rd stage, number 666



GENERAL NOTES

“Express 01” is a pure card game. Therefore many cards have several functions. (For an explanation of the symbols and cards see the section „Card Explanation“ on page 8).

In the beginning, the **Base Cards** make up the game board. After they have been exchanged, they become part of your passive capital.

The Expansion Cards are divided into **Route Cards** and **Station Cards**.

1. They can be picked out selectively from the decks to **expand the route...**
2. ...or make up your active capital **on hand** which you need to pay for actions and shares.
3. The Route Cards also function as **shares**. The color of the locomotive in the lower left corner shows to which company the share belongs. If you want to buy a share, you simply sift through the decks of the Route Cards and pick out a card with a locomotive of the corresponding color and **place it in front of you**. From now on, this card is a share of that company and belongs to your *passive capital*.

GAME SET UP

1. Place the **Base Cards** (1 to 35) as game board on the table, so that it displays the German map. The cards are placed in ascending order from northwest to southeast.
2. Sort the **Expansion Cards** by type and each type by their stage of expansion, and form a deck for each of those (12 decks in total):



the **Route Cards**,
each with a deck for the
1st, 2nd, and 3rd stage



the **Through Stations**,
each with a deck for the
1st, 2nd, and 3rd stage



the **Terminal Stations**,
each with a deck for the
1st, 2nd, and 3rd stage



the **Capital City Stations**,
each with a deck for the
1st, 2nd, and 3rd stage (the 3rd stage
consists of only one card)

Shuffle the decks shortly and place the three decks of **one type** face up at each corner of the game board.

3. Take again the **deck of the 3rd stage** (blue) of the **Route Cards** and distribute to each player secretly **6 cards**. These form the starting capital for each player on hand. The remaining Route Cards are put back into place.

4. Now, the player order is determined. Each of you chooses one of their hand cards and places it face down. When everyone has chosen a card and placed it in front of them, the cards are turned over simultaneously. The player with the highest card becomes the starting player and gets the **Position Card** labeled 1. The player with the second-highest card gets the Position Card labeled 2, etc.

Your Position Card is placed in front of yourself, the locomotive facing up. The Route Cards that you used to determine the player order are returned to your hands.



PLAYING THE GAME

You play several rounds. Each round starts with the allocation of **Government Subsidy**. Then each of you takes their turn, in the order of their Position Card. In your turn you may select one of 3 possible **Action Pairs**. Once your turn is over, you flip over your Position Card to the „The train has left“ side

and it is the next player's turn. Check after each action whether one of the two end conditions has occurred (see „End of the Game“). A round ends when all Position Cards have been flipped over to the „The train has left“ side. If no end condition is met, a new round begins.

GOVERNMENT SUBSIDY

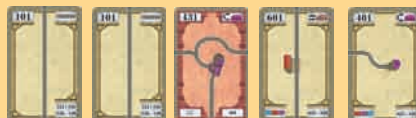
At the beginning of each round, you determine which one of you has the lowest capital (active and passive). This player is given **The Black Locomotive** as a little bonus (see „Card Explanation: The Black Locomotive“). In the first round, you all have the same capital. Therefore The Black Locomotive is given to the player owning the Position Card 1, as in the case of an **equally low capital**, the tie is always won by the player with the **lower position number**.

Your capital is calculated as follows:

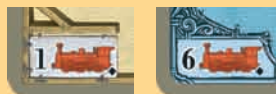
1. Each **hand card** is worth **1 point** (*active capital*).
2. Each **Company Share** in your display gives points equal to the **number of stations** that the company owns in the route network (*passive capital*).
3. Each **pair of unequal Base Cards** (consisting of one Route Card and one Station Card) in your display counts **1 point** (*passive capital*).
4. If one of you should own **The Black Locomotive**, it gives him **2 additional points**.

Example:

1. 5 hand cards = 5 points



2. 2 red Company Shares (with 2 red stations in the network) = 4 points



3. 1 pair of unequal Base Cards (1 Route Card + 1 Station Card) = 1 point



(the 2 single Route Base Cards do not count)

4. The Black Locomotive = 2 points



in total = 12 points

TAKING YOUR TURN

In your turn you may select one of 3 possible Action Pairs:

1st Action Pair

- a) Expand the network and then
- b) Acquire shares

2nd Action Pair

- b) Acquire shares and then
- a) Expand the network

3rd Action Pair

- c) Initiate bonus payments and then
- d) Change your position

General rules:

- If an action has a cost, you must pay for it with your active capital (your hand cards). To do so, you put the required number of cards **face up** on the corresponding deck and then execute the chosen action (the last disposed cards can be used again for track building or share purchases).
- The first player (the player owning the Position Card 1) **must** build a railway station in his very first turn. From there the further expansion of the route network can take place. In your first game, we recommend to expand either Berlin (card 9) or Hanover (card 13).
- During each expansion, an existing card from the game board is exchanged for another. So there are always exactly 35 cards forming the game board.
- It is allowed to perform only one action of the chosen Action Pair or even to do nothing at all.

ACTIONS

a) Expand the network

This action has a cost. For each hand card that you lay face up on the respective deck, you may either:

- expand up to **two** Route Cards
- or
- expand **one** Station Card.

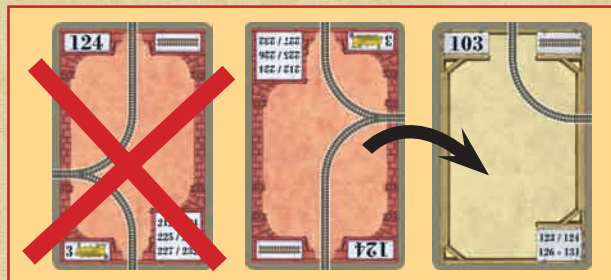
To do this, you sift through the decks and pick out a suitable card. Then you replace a card from the game board with this card.

You may perform this action **several times** in a row, as long as you pay for it.

The following rules must be followed:

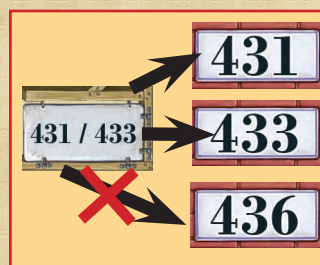
With this action, you expand the existing network. Therefore, any Route Card or Station Card that you place must expand an **existing track** or continue **at least one adjacent track** (exception: starting station in the very first turn). You are allowed to **rotate** the card when placing it.

A built track can **never** disappear again. You may only expand it with additional tracks.



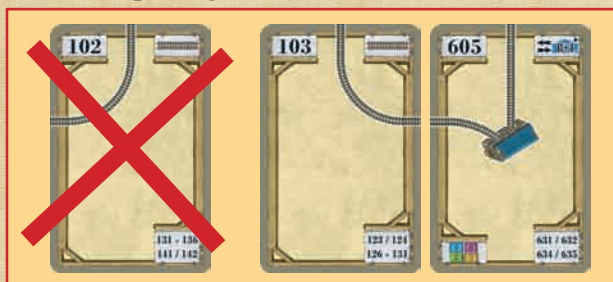
Base Cards can only be replaced by cards of expansion stage 1 (yellow), cards of stage 1 only by those of stage 2 (red), and those again only by cards of the 3rd stage (blue). You **may not** skip a stage.

An expansion can only be done with a valid card, therefore the number of the Expansion Card must be listed on the card that you want to replace.



It is allowed to have tracks with open ends **inland**, but **not at the borders** of the game board. You may **never** place a card in such a way that an open end of the track leads into the sea or a neighboring country.

When you replace a Base Card you'll put it in front of you. When you replace a colored Expansion Card you put it face up **on the corresponding deck**.



b) Acquire shares

This action has a cost. For each Company Share that you want to purchase, you must pay the cost of the share by returning the required number of cards from your hand face up to the top of the respective decks. **The cost of a share** always equals the **number of stations** that the company owns in the route network. (So if there are 3 red train stations in the network, one share of the red company costs 3 hand cards.) Then you sift through the decks of the **Route Cards**, pick out a share (= colored locomotive in the lower left corner), and put it in front of you. From now on, this share belongs to your *passive capital*.

In the same manner, you may acquire **several** shares during this action, as long as you pay for them.

The following rules must be followed:

You may only purchase shares of such companies that own **at least one station** in the route network.

If there is no share of the desired company left in the decks - **and only then** - you may take a share of that company from the display of a another player. In this case, the hand cards for payment will not be placed on the decks, but are given to this player. If the share of the desired company can neither be acquired from the decks nor from the display of another player, you get back the cards you paid.

Important: You may never take away shares from the owner of The Black Locomotive (see „Card Explanation: The Black Locomotive“).

c) Initiate one bonus payment

This action is free and may only be performed once per turn. First you choose a company that is going to run a train and then you determine the route that the train is taking. Thus, the company pays a bonus to all shareholders and this way they receive new capital.

Selection of the company

You may only select a company:

- of which you have at least one share
- and which owns at least one station in the network.

Route selection

Then you determine the route that the train will take. In determining the best route, the other shareholders may advise you. The distance that a train can travel is based on the total number of company shares in the displays of all players: **For each issued share** of the company the train can move **one card** of the game board.

The following rules must be followed:

A route must always start at a station and end at **another** station. (The number of intermediate stations is not limited.)

At least **one station** on the route must be owned by the selected company. It does not matter if this is the start or end station or a station in between.

No station may be approached more than once within the route.

A track, on the other hand, may be used more than once.

If a longer route is possible, you are not allowed to simply choose a shorter one.

Example:



Payment of the bonus

The amount of the bonus, paid by the company, is calculated as follows:

- Each station on the route counts 1.
- Some stations grant an extra bonus which is shown on the top right of the card.



The payment that the shareholders receive is always carried out in the order of the Position Cards, but not necessarily from 1 to 4. It always starts with **the player who chose the action**. After that, the player with the next highest position number follows, etc. Players that have a lower position number than the initiating player follow at the end.

(For example: When the player at position 3 initiates the action and all four players have a stake in the company, the distribution order of the bonus would look like this: position 3... position 4... position 1... position 2 - then again position 3, and so on.)

In the determined order, each shareholder takes **one card** from the **top of any deck** and puts it in their hand. This continues until the entire bonus is distributed.

The following rules must be followed:

Only shareholders of the particular company may receive a bonus payment.

The payment can never exceed the total amount determined.

No shareholder can receive more cards as bonus payment as he holds shares in the company. If - due to this - a part of the bonus is left over, it falls to the player who initiated the action.

If the determined amount of the bonus falls short of the total amount of issued shares, it can also happen that some shareholders receive no payment at all.

d) Change position

This action is free. You use it to change your position in the player order.

To do this, you simply exchange your Position Card with the player holding the position desired by you.

The following rules must be followed:

If you exchange with a player whose Position Card showed the locomotive before, his new Position Card must also be turned to the locomotive side, as he still may take his turn during this round.

If you exchange with a player whose Position Card showed the „The train has left“ side before, his new Position Card must also be turned to the „The train has left“ side, as he already took his turn during this round.

Important: If you changed to a later position, you can not take another turn in the same round, of course.

END OF YOUR TURN

Once you have completed your turn, you flip over your Position Card to the „The train has left“ side. Then it is the players turn whose Position Card shows the lowest number and who did not take his turn yet.

END OF A ROUND

After the last Position Card has been flipped over to the „The train has left“ side, the round ends. If during the round one of the two end conditions has been met (see below), you continue with the determination of the winner. Otherwise, all Position Cards are turned to the side with the locomotive and a new round begins with the „Government Subsidy“.



END OF THE GAME

Depending on the type of game you play - **short game** or **long game** - the game ends with the round in which one of the two conditions is met:

1. a certain number of Base Cards has been expanded
- or*
2. a certain number of decks is empty

	Short	Long
1. Base Cards	12 or more are expanded	24 or more are expanded
2. Decks	3 or more are used up	4 or more are used up

Check at the end of every action, whether one of the two end conditions has been met. If so, the current round is played until the end, so that each of you had the same number of turns.

DETERMINE THE WINNER

After the end of the game is reached, the winner is determined by the highest total capital (active and passive).

Your total capital is calculated similarly to the „Government Subsidy“:

1. Each **hand card** is worth **1 point** (*active capital*).
2. Each **Company Share** in your display gives points equal to the **number of stations** that the company owns in the route network (*passive capital*).
3. Each **pair of unequal Base Cards** (consisting of one Route Card and one Station Card) in your display counts **1 point** (*passive capital*).
4. If one of you should own **The Black Locomotive**, it gives him **2 additional points**.

The winner is the player with the most capital. In the case of a tie, the player owning more Company Shares of any type wins the game. If the tie is still not broken, there is more than one winner.

Example:

1. 15 hand cards = **15 points**



2. 2 red Company Shares (with 2 red stations in the network) = **4 points**



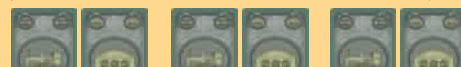
- 3 blue Company Shares (with 0 blue stations in the network) = **0 points**



- 3 purple Company Shares (with 3 purple stations in the network) = **9 points**



3. 3 pairs of unequal Base Cards (1 Route Card + 1 Station Card each) = **3 points**



(the 2 single Route Base Cards do not count)

4. The Black Locomotive = **2 points**

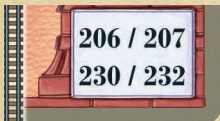


in total = **33 points**

CARD EXPLANATION



Card number



This card may only be replaced (expanded) by Expansion Cards of those numbers.



Route Card (no station)



Colored locomotive = Company Share: This Route Card serves as a share of the green company. The figure on the left indicates how many shares can be found in the respective deck of the Route Cards in order to avoid unnecessary searching.



Neutral Terminal Station with +1 bonus during bonus payments (white stations do not belong to any company, but grant bonuses)



Through Station of the red company



Capital City Station (=B) of the blue company (with +1 bonus during bonus payments)



This station can only be replaced (expanded) by a station of the red or the purple company (because you only find stations of those companies among the eligible expansion cards).



The Black Locomotive gives its owner the following advantages:

1. Shares are secure

As long as The Black Locomotive is owned by a player, his shares can not be taken away by other players (see „Acquire shares“).

2. Use it as a hand card

The Black Locomotive can be used to pay for an action. It always has the same value as a normal hand card. Additional costs have to be paid through other hand cards. The Black Locomotive must be discarded after the action (until the next “Government Subsidy“ The Black Locomotive belongs to no player).

3. Use as a Company Share

As part of a „Bonus payment“, The Black Locomotive can be used as an additional share of the distributing company. This is true only for the payment of the bonus. The Black Locomotive can neither be used while determining the route nor while selecting the company. When the owner wants to use The Black Locomotive during the payment of the bonus, he simply has to announce it. After receiving the payment, he must discard The Black Locomotive.

4. Additional Capital

If The Black Locomotive has not been used in the previous round, it gives the owner two additional points when the capital of each player is calculated (see „Government Subsidy“, “Determine the Winner“).

Impressum

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