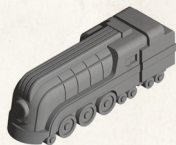


TRAMWAYS CONDUCTOR'S MANUAL

OVERVIEW

All the *Tramways* rules and *Tramways Engineer's Workbook* rules are the same except those listed below. You can use the 3D Locomotive as a first player marker in the *Tramways Engineer's Workbook* or / and use the new rules.



Catch the Locomotive and move the trams to become more happy!



COMPONENTS

- one 3D Locomotive
- this set of rules.

SETUP

Place the Locomotive on any pre-printed building.

Note:

- It is possible to play with a maximum of  Locomotives, where  is the number of players.
- If you are playing with the Station tile, you might want to place all the Locomotives at the Station.

C. MOVE A PASSENGER

If the locomotive is currently on the passenger's starting building, the passenger may use the locomotive to make the trip (your choice), but only if the final destination is a building — the locomotive will not stop at an undeveloped parcel. You must immediately discard **one Rail Worker** to use the locomotive, in addition to the normal icons stated in the rules.

- The Locomotive can only move **one** passenger at a time.
- When your passenger uses a locomotive, this does not affect money earned; however, you get an additional **+2 HP** for the trip, even if you use your opponents' links.
- The Locomotive stops its trip at the passenger's final destination and stays there until another player uses it.
- A passenger can always pass through a building where a Locomotive is stationed.

Additional Locomotives: If you play with more than 1 Locomotive, a building can only host as many locomotives as its size — i.e. a normal 1-space building can host 1 locomotive, a 2-space rectangle can host 2 locomotives, and so on. A passenger moving in a locomotive can always pass through a building where another locomotive is stationed.