TRAMWAYS: Busan

2½ hours from Seoul, the dense population of Busan is nestled among numerous mountains and parks. It also features a large airport on the west side of the city.

Other than the differences listed here, all rules of the base game still apply.

Setup

- Remove Parcel cards **I1** and **J1** – **J4** from the game.
- **Parcel cards:** You must draft the Parcel cards per the Advanced Game Rules!
- The 2-space **Airport** starts with 2 passengers.

General Aspects

- Busan has a very dense downtown, represented on this map by the 4-space **R**.
- Also, several hills surround the different districts.
- Your **Build 2 Rail icon + Rail Worker icon** Generic card now works as a **Build 3 Rail icon + Rail Worker icon** Generic card.

Game Round

Phase 2: Actions

Build or Upgrade Rails

Build New Rails on a Link

- You are allowed to build straights and curves on the rivers.
- Building a Rail tile overlapping river costs +2 Build Rail icons (so, a river in a plain hex costs 3 Build Rail icons to build a track across).
- Building a Rail tile on a hill costs +1 Build Rail icon (thus 2 Build Rail icons).
- You cannot build rail in the sea.
- To complete a link to the Airport, for the required Destination icon, you can play either the Destination icon for the other end (there isn't one for the Airport), or any 2 Destination icons.
  *Example: If you complete a link from **R** to the Airport, your Destination icon requirement can be covered by playing either **R**, or **C** and **C**, or **I** and **C**, or, well, any two.*

Upgrade an Existing Link

To upgrade a link to the Airport, for the required Destination icon, you can play either the Destination icon for the other end (there isn't one for the Airport), or any 2 Destination icons.

Move a Passenger

You can move passengers to the Airport, but it gives no destination bonus.

In order to move the passenger to the Airport, because there is no Airport Destination icon, you can play any 2 Destination icons.

End of Round

New passengers also arrive at the Airport, such that every round starts with 2 passengers in the Airport.

TRAMWAYS: Halle-Merseburg

designed by Alban Viard © 2020; rules edited by Nathan Morse

Halle-Merseburg probably has the longest line of tramways in Europe, and it went into operation in 1882!

Other than the differences listed here, all rules of the base game still apply.

Setup

- Parcel cards: You must draft the Parcel cards per the Advanced Game Rules!

General Aspects

There is a long, pre-printed link connecting 2 **R**.

Game Round

Phase 2: Actions

Build or Upgrade Rails

Build New Rails on a Link

- You are allowed to build straights and curves on the rivers.
- Building a Rail tile overlapping river costs +2 Build Rail icons (so, a river in a plain hex costs 3 Build Rail icons to build a track across).
- Building across the pre-printed link incurs no additional cost; however, when a rail tile overlaps the link, this forms a junction, which passengers will be able to use to switch to and from the pre-printed link.
- Because the pre-printed link is not a destination, you do not need to play a Destination icon to connect to it, and connecting to it does not complete your link.
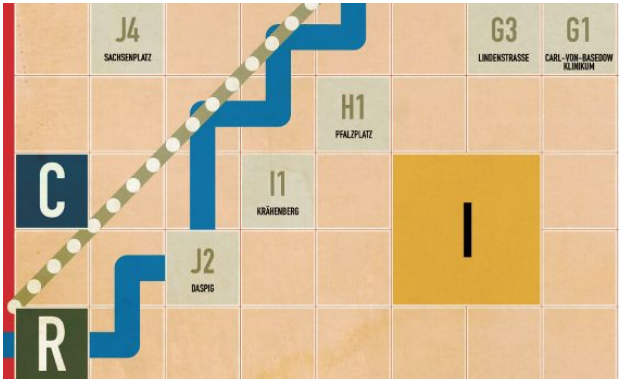
Move a Passenger

- Passengers can use the pre-printed link.
- Nobody owns the pre-printed link, so nobody earns the usual $ and HP for passengers that use it.
- Passengers can transfer to the pre-printed link from players' links that overlap it.
- Passengers can transfer from the pre-printed link to players' links that overlap it.
- When a passenger transfers during a journey, the rail tile owners get the usual $ for each rail tile the passenger used, including the one forming the junction with the pre-printed link; however, no HP is awarded for partial links used with transfers. Only links used in their entirety award HP (as usual).