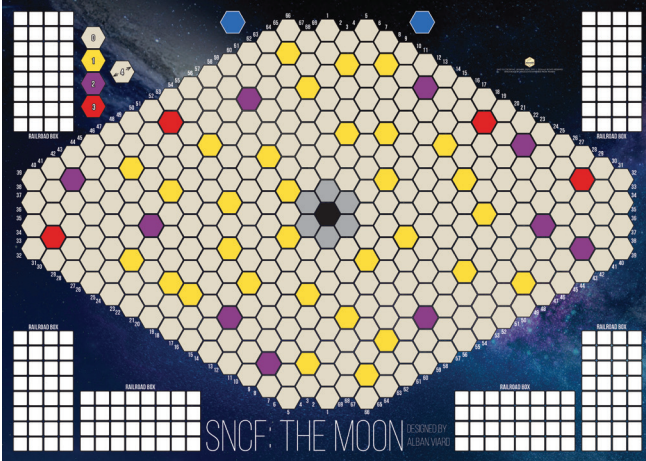


# SNCF: THE MOON

DESIGNED BY  
ALBAN VIARD

COMPATIBLE WITH PARIS CONNECTION AND SNCF: FRANCE/GERMANY



Unless otherwise noted, the Base Game rules of SNCF apply.

**Setup:** Randomly place 1 cube, in each of the 6 colors, on the 6 light gray hexes which surround the center of the map. Place one coin on the dark blue hex in the upper left of the map. The player who has a birthday closest to July 20th, 1969 becomes the first player and takes the first player marker.

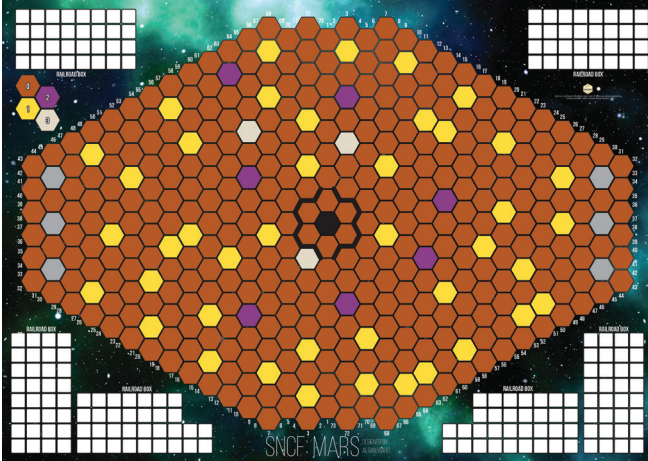
**Building Railroad Track:** The Moon is spherical. Tracks can be built off the edges of the map and will connect to the corresponding number on the opposite side. You must start building from the black hex in the center of the Moon—this is where you landed! The coin on the dark blue hex symbolizes the Sun. You may not build a railroad on the dark side of the Moon. On the first turn, players are not allowed to build on the right side on the Moon. The row of hexes in the center of the map are always in the light, players are always allowed to build in this row. When all players have performed their first turn, the first player marker is given to the player on the current first player's left and the coin is moved to the right side of the Moon, making it the dark side. Alternate left and right side coin placement/dark side of the Moon on consecutive turns.

**End of Game and Scoring:** Railroad Income: 0 USD per light gray hex, 1 USD per yellow hex, 2 USD per purple hex, 3 USD per red hex and 4 USD for the Railroad company which surrounds the Moon (if the game ends with this condition).

# SNCF: MARS

DESIGNED BY  
ALBAN VIARD

COMPATIBLE WITH PARIS CONNECTION AND SNCF: FRANCE/GERMANY



Unless otherwise noted, the Base Game rules of SNCF apply.

**Setup:** Randomly place 1 cube, in each of the 6 colors, on the 6 light gray hexes on the left and right side of the map.

**Ending/Winning the Game:** Players must check the end condition at the end of each player's turn. The game ends if 5 Railroad Boxes no longer contain cubes **OR** if one Railroad network connects to the black hex in the center of the map.

**Building Railroad Track:** Mars is spherical. Tracks can be built off the edges of the map and will connect to the corresponding number on the opposite side. You must start building from one of 6 of the dark gray hex (3 on the left and 3 on the right)—this is where you landed to conquer Mars! Each time a Railroad company network connects to the corresponding number on the other side, the value of the company increases by one when it connects a yellow hex. The bonus applies **ONLY** to cubes of the same color. Each time you add a cube to a network, the value of the network is increased by one if there is also a same-colored adjacent cube on the other side of the map. The black lines around the central hexes are impassable.

**End of Game and Scoring:** Railroad Income : 0 USD per brown hex, 1 USD per yellow hex, 2 USD per purple hex, 3 USD per light gray hex.