

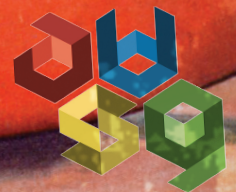
ALBAN VIARD

TRAMWAYS

DYSTOPIAN EXPANSIONS



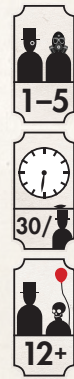
LudiCreations



TRAMWAYS

DYS UTOPIAN EXPANSIONS

DESIGNED BY ALBAN VIARD



CONTENTS

- 9 Double-sided Modular Extraterrestrial Boards
- 5 Development Cards
- 1 Black Crescent Meeple
- 1 Rulebook

TRAMWAYS ON THE MOON

SETUP

Using the **Moon** (gray) side of the modular boards, construct the lunar map from a number of modular boards equal to the number of players (e.g. for a 3-player game, you would use 3 boards).

For your first few games, arrange them according to the diagrams to the right. Once you have mastered this expansion, you can set them up however you like. Orient each board however you like, but make sure the final lunar map contains at least twice as many Parcel spaces as there are players (e.g. for a 3-player game, you need at least 6 Parcel spaces).

Set the black Crescent meeples beside of one of the modular boards.

Each player starts the game with their usual **2 Generic cards**, but only **2 Parcel cards**, rather than 4, because the Moon cannot accommodate as many structures as Earth. I suggest that you use the spirit of the **Advanced Game** rules to acquire your Parcel cards:

1. Establish a random turn order.
2. Lay out the entire Parcel deck face up.
3. Draft 1 Parcel card each in turn order.
4. Draft 1 Parcel card each in reverse turn order.

Each player gets **1 Development card** according to the base game rules.

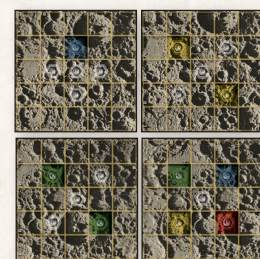
Each player also gets **1 Development card** from this expansion.

Thus, each player starts the game with 6 cards, rather than 7.

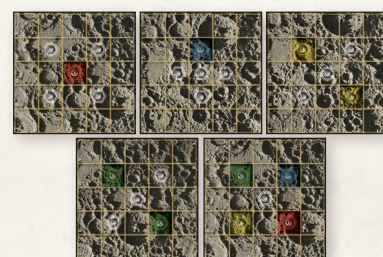


2-player game

3-player game



4-player game



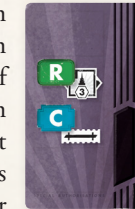
5-player game

Each player starts the game on the **13 Stress** space, so it is entirely possible that your HP will go below 0. If this happens, just move your disc back from **0** (being on **49** would be **-1**, **48** would be **-2**, etc.).

The rest of the setup is identical to the base game, with the cards for Parcels not in the game going back to the box, and unselected cards for parcels in the game being shuffled into the Auction deck.

THE NEW DEVELOPMENT CARD

Fleeing Earth, your engineers arrive on the Moon with a very special Development card: In addition to the magnetic strip, it has 2 Action slots, each of which has a special double Action icon. You can use both parts of a double Action icon without increasing your stress; however, if you use icons from different Action slots, you still increase your stress, as usual.



Example: There are no fewer than four ways you could use this card by itself to perform some interesting actions:

1. You could upgrade a Residence without increasing your stress by playing this special card as your first action.
2. You could use this card to build a rail to complete a link to a Commerce, without increasing your stress.
3. You could use this card to upgrade a Commerce, but your stress would increase by 1.
4. You could use this card to build a rail to complete a link to a Residence, but your stress would increase by 1.

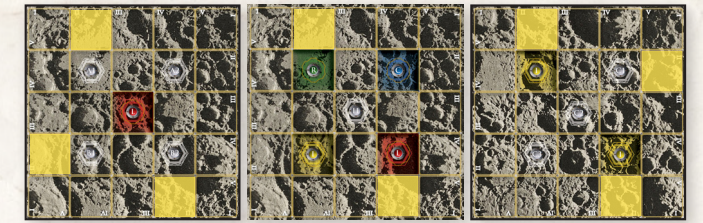
GAME ROUND

PHASE 2: ACTIONS

BUILD OR UPGRADE RAILS

BUILD NEW RAILS ON A LINK

- It costs 1 Rail to build in a lunar space.
- The lunar modular boards have the peculiarity of being interconnected around the outside edge of the map. Each space around **the outside edge of the board** with a Roman numeral is adjacent to all other spaces around the outside edge of the board with the **same Roman numeral**.
- Your first link to run through a particular Roman numeral around the outside of the board has all the usual rules of building a normal link; it just happens to “jump” from one edge to another.
- Subsequent links you build off the board through that same Roman numeral essentially junct with your existing offboard link(s) through that Roman numeral. You can build such a “link branch” like any other link; however, the Destination icon you play must be for the destination you are newly connecting to that branching link.
- Other players may build their own “off-board” links through that same Roman numeral. These are completely independent from yours.
- **Note:** Your upgraded off-board links are just as separate from your normal off-board links [on the same Roman numeral] as they are from another player's links.



Example: The spaces highlighted in yellow (Roman numeral II) are all adjacent to one another. This means that you can point a rail off the edge of one yellow space, and continue it from the edge of any other yellow space. Essentially, there is a virtual node on the outside edge of each of the yellow spaces, to which every Roman numeral II is connected. So, later in the game, you can make further connections to this virtual node.

UPGRADE AN EXISTING LINK

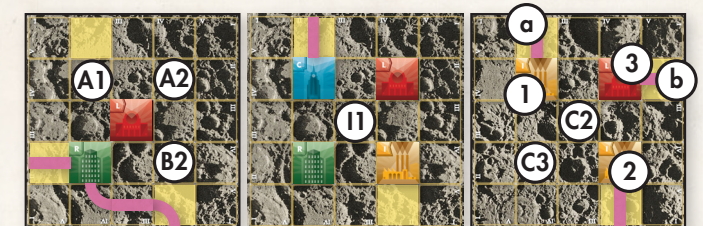
Upgrading an off-board link works similarly to building one:

- The time you upgrade an off-board link, you must select one source and one destination of that potentially branching link, as if it were a normal link on the board, and upgrade that.
- In a subsequent action, you can upgrade another branch of that link. As with building a link branch onto an existing off-board link, when you upgrade a subsequent branch, the Destination icon you play must be for the destination whose connection you are newly upgrading.
- **Note:** Once you have upgraded a branching off-board link, the upgraded link is completely disconnected from any remaining normal branches that were formerly part of that branching link. Once you upgrade a subsequent branch on that same Roman numeral, it switches to become part of the upgraded branches, and no longer part of the normal branches on that Roman numeral.

MOVE A PASSENGER

This works the same way as in the base game, but with the following important changes:

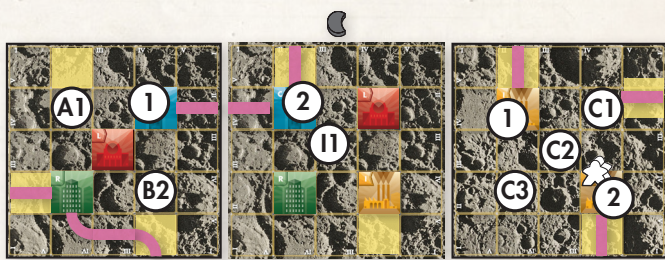
- When you move a passenger using the edges of the board, you reduce your Stress level by moving it 1 space leftward; however, you only reduce your Stress by 1 per trip, no matter how many times the passenger leaves the edge. That is to say that even if the passenger traverses the edges twice, you still only reduce your Stress by 1.



Example: The passenger on the Commerce is traveling to Industry 1. You have him ride to the Residence, then from the Residence to Industry 1. Because the Passenger went off the edge of the board, you reduce your Stress by 1. You earn 2 HP for using 2 of your links. Because his destination is an Industry, your Stress goes back up by 1, and you gain a Rain Worker. Finally, you earn \$6 for the six rail segments of your color he used. You could not have taken to Leisure 3 before going to Industry 1, because you can't reuse the same rail (in this case, **b**) during the trip, just like in the base game.


- The passenger cannot switch to another level of link off board, and the passenger cannot switch to another player's link off board:
 - If the passenger leaves the board on a normal link, the passenger must come back onto the board [on the same Roman numeral] on a normal link of the same color.
 - If the passenger leaves the board on an upgraded link, the passenger must come back onto the board [on the same Roman numeral] on an upgraded link of the same color.
- On the Moon employs a Day/Night mechanism that I used in my Age of Steam expansion, The Moon, in 2005: For the 25 spaces of the modular board with the black Crescent beside it, it is nighttime. All the buildings there are considered black for this round, so they cannot be destinations for passengers. Nonetheless, they are still stops for tallying HP when moving a passenger. Passengers in "the dark" can still be moved. Links in "the dark" work exactly as they normally do.

Note: Buildings in "daylight" work normally, and are valid destinations with the usual effects.



Example: The passenger on Industry 2 is traveling to Commerce 2. He first travels to the Residence, which is in daylight, then to Commerce 2, which is closed for the night. Because Commerce 2 counts as black, and not as a Commerce, he can then continue to Commerce 1. First, he gains 3 HP for traversing 3 of your links. You lose 1 Stress for the passenger exiting the board, then gain 1 for the Commercial destination, which also gives you either \$5 or a Development card. Finally, you earn \$8 for using eight of your rail segments.

END OF ROUND

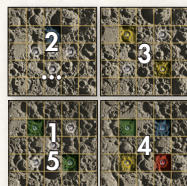
In addition to the normal steps, move the black Crescent  to the next board **clockwise**. Now it is night there!



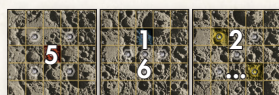
2-player game



3-player game



4-player game



5-player game

Sample night sequences for different board setups

TRAMWAYS ON MARS

SETUP

This expansion cannot be played with 5 players, because the green player color is reserved for the Martians.

Use the Mars side of the modular boards.

Place a Martian (a green disc) on each building along with the usual passenger.

GAME ROUND

PHASE 2: ACTIONS

BUILD OR UPGRADE RAILS

BUILD NEW RAILS ON A LINK

Same rules as **On the Moon**, except that your first link must be built from one of the parcels you own, and you can only have a single, unified rail network. You cannot start a link that is not connected to your existing network.

MOVE A PASSENGER

Same rules as **On the Moon**, except that you can also move Martians; however, Martians will only travel to buildings already containing a Martian.

In order to move a Martian, you must play a magnetic strip, as usual, but you must also discard a rail worker.

After applying all of the usual rules for HP, destination bonus, and income, keep the Martian in front of you.

PHASE 2: ACTIONS

Each Martian you have delivered earns you 3 HP.

VARIANT: BABY AUCTION

This variant allows you to replace the unique Tramways auction with a less brutal version. You can use this with the base game by itself, or with these or other expansions.

In turn order, one time around, each player may make one bid. As usual, your bid can include your money and/or money icons on cards you opt to play from your hand. Your bid also includes a bonus equal to your current position in the turn order. For example, if you are currently 4th in turn order, your bid bonus is \$4.

Tramways Dystopian Expansions instructions belong to the author, Alban Viard, and are reserved for personal uses. Tramways © Alban Viard 2016. The author would like to thank Sampo Sikiö, Nathan Morse and Todd Sanders for their patience and for being reactive.



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