

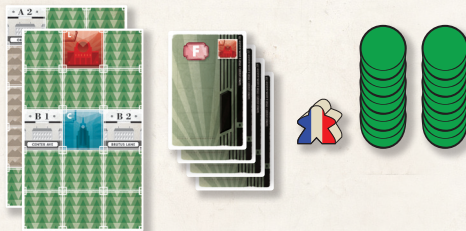
OVERVIEW

This expansion includes 4 mini-expansions: **Forests**, **New Building Cards**, **The Mayor**, and **New Residence**. Exceptions from the base game rules are noted under each expansion. All other rules of the base game still apply.

Designer note: You can mix these with all mini-expansions from the Grand Station expansion set, The Blue Expansion, and The Yellow Expansion. You can also add the Tramways Conductor's Manual with as many locomotives as you like (max 5). You can even use these on the expansion maps, where possible; however, I leave it to you to interpret the rules appropriately for any given map.

COMPONENTS

- 2 modular tiles
- 4 Building cards
- 1 tricolor Mayor
- 10 green New Residence discs
- This set of rules



EXPANSION #1: FORESTS

These new boards introduce a new type of land: forest. you can use the 2 new modular boards as you like. You just need to obey the rules for the number of parcels when building the map.



SETUP

Map: Remove the A- and B-type boards from the base game and replace them with the new ones from this expansion. As always, the new modular boards are 2-sided: the normal 1920, and the harder *1910*.

PHASE 2: ACTIONS

Build New Rails on a Link: You must spend 1 **Happiness Point** for **each forest space** on which you build. If you do not have enough HP, you cannot build in the forest (you cannot go negative to build through forest). You must spend 1 HP whether you are building the first Rail tile in the forest space, the second (crossroad or opposite curve) Rail tile in a forest space, or redirecting the last Rail tile in an incomplete link in a forest space.

Move a Passenger: Moving a Passenger through the forest has no special effect. Perhaps the scenery is nice...

Tramways expansion instructions belong to the author, Alban Viard, and are reserved for personal uses. Tramways © Alban Viard 2018. The author would like to thank Paul-Evan and Gabriel Viard, all the gamers of the AoS team, Sampo Sikiö, and Nathan Morse for their patience and their help during all the years of development of this game.

Graphic design and illustrations: Sampo Sikiö (samosdesign.com)

EXPANSION #2: NEW BUILDING CARDS

This expansion provides 4 new Building cards. You can mix this expansion with the Grand Station expansion, The Blue Expansion, The Yellow Expansion, and the other parts of The Green Expansion.

SETUP

Building cards: Prepare the normal number of Building cards stated in the basic rules of the game, depending on the number of players. Remove 4 random cards and place them in the box. Arrange the 4 New Building cards near the other face-up Building cards on the table. They are available when you build a building like in the basic game.



PHASE 2: ACTIONS

Construct a New Building: If no more of a particular New Building card is available, you can no longer build this type of Building.

EXPANSION #3: THE MAYOR

Like in Small City, we have the most respected meeple in the city as a Passenger: The Mayor. Transporting him would make you happier, but be careful not to help your opponents more than yourself!

SETUP

Fill the buildings with Passengers as usual. Remove one Passenger from the board and replace it with the Mayor.



PHASE 2: ACTIONS

Move a Passenger: The Mayor is a permanent passenger, **never discarded** after his move. He stays at the Destination Building and can be moved by the next player in the same round (or you could even move him for both of your double actions of Action Round 2), and so on. **Moving him grants you 1 HP** (for the entire trip).

EXPANSION #4: NEW RESIDENCE

In this expansion, Residence is **EVERYTHING**, Residence is **ALL** you need, Residence is your **LIFE!** Did I mention that Residential buildings are fundamental?

SETUP

Give each player 2 green New Residence discs; place them near your Stress track.



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

PHASE 2: ACTIONS

There is a new Action available (see **Convert to Residence** below).

Move a Passenger: When you move a Passenger to a Residence (including a New Residence — see **Convert to Residence** below), you **do not decrease your stress**, and you **take 1 Development card**.

Convert to Residence: This Action requires you to play two **R** Destination icons. It allows you to place one of your green New Residence discs on a pre-printed, non-Residence Building. You get **3 HP**. This New Residence is now a true Residence, with **all of its abilities**. This also means you cannot convert a building which has already been converted earlier in the game. The Municipality of Small City grants you **1 Development card** (choose a Development card, like in the base game); however, you **do not get a Residence Building card**.