

## Trans America

By Franz-Benno Delonge  
2 to 6 Players from 8 years  
ca. 30 minutes

### Material

1 Game board  
85 Rails  
35 City cards in 5 color groups  
6 Start Markers to mark the railway systems  
1 Start Player card  
1 Rulebook

### Game Play

The **game board** is laid out.

**1 rail** is put as **barrier** on the red double line **(1)** of the point track. The **barrier** marks the end of the game.

The remaining **84 rails** are put close at hand beside the board.

Each player chooses a color, puts down his **Start Marker** before himself and sets his **locomotive** as a points indicator on the **locomotive shed**.

With **2 or 3 players** the **city cards (2)** for the 10 cities marked with a striped border (2 per color) are sorted out and put face down back in the box. They are not needed.

All 35 (or 25) **city cards** are shuffled and are spread out face down on the board **(3)**. Each player takes **5 different colored** cards (1 red, 1 orange, 1 yellow, 1 green, 1 blue) and looks at them secretly. The remaining cards are put aside without looking at them for the next round.

A **start player** is determined. He places the **Start Player card** before himself.

### Goal of the Game

A player's goal is it to **connect his 5 cities with rails**. As soon as a player succeeds in doing this, a **round** ends. The other players lose points. Whoever has the most points remaining after several rounds wins the game.

### The Rounds

#### The Flow of a Round

The **Start Player** begins, the other players follows in a clockwise direction.

At the beginning of each round of the game each player places his **Start Marker** on any vacant intersection. This may also be a city. The **Start Marker** is starting point for his own **railway system**.

Then rails are built:

Building Rules
<i>Each turn a player puts either</i> <b>1 to 2 rails</b> on unoccupied <b>single lines</b> (over level ground <b>(A)</b> ). Or <b>1 rail</b> on an unoccupied <b>double line</b> (as a bridge about a river <b>(B)</b> or as a tunnel through a mountain <b>(C)</b> )
Every player attaches only to the <b>railway system</b> in which his Start Marker stands - i.e. the placed rail must border his own <b>Start Marker</b> or be connected to it by rails.
Each player <b>must</b> place <b>at least one</b> rail on his turn.

*Example: If the Yellow player, on his turn, places the rail (\*), he would immediately have a common network with Green.*

Note:

- Players may connect their railway systems with each other and then use it as their own network (see example above left).
- A player may branch off of his own network at any place.
- If a player builds two rails on his turn, he may put on them at different places on his own network.

### End of a Round

As soon as a **player's 5 cities are connected**, the round ends. The player shows his 5 city cards as proof.

### Exception:

A player places his first rail (over level ground) and connects the 5<sup>th</sup> city of one or more of his fellow players. He may then also still place the second rail (over level ground) before the round ends.

### Extremely Rare:

The round also ends if all 84 rails are used.

### Scoring of a Round

The players who have not yet connected all of their cities with each other lose points for every missing rail to their unconnected cities:

<b>Minus 1 point</b> for each rail still needed over a <b>single line</b> (level ground). <b>Minus 2 points</b> for each rail still needed over a <b>double line</b> (river or mountain).
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### Preparations of the Next Round

- All **rails** are removed from the **board**.
- Every player gets back his **Start Marker**.
- Like before, the 35 (or 25) **City Cards** are well shuffled.
- Each player takes 5 different colored cards again.
- The **Start Player** card moves to the player to the left, who begins the new round.

#### Only After the 2nd Round

If, after the scoring of the second round, the player with the least amount of points still has 4 or more points, the **barrier** is shifted to the right so that there are exactly 2 spaces between that player's locomotive and the barrier.

#### End of the Game

The game ends **after several rounds**, as soon as at least one player crosses the **barrier** with his locomotive. Whoever has the **most points** remaining, **wins**. If several players are tied with the same points, they all share the victory.