



TRANS EUROPA

Includes
**NEW FERRY
RULES**



RULES

FRANZ-BENNO DELONGE



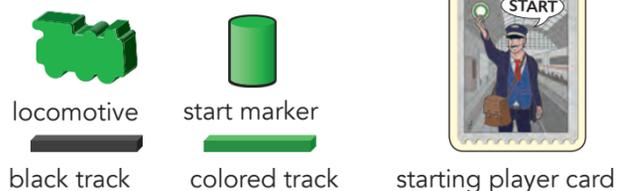
TRANS EUROPA

A fast-paced track-laying game
from **FRANZ-BENNO DELONGE**

2 to 6 players
30 minutes
14 years and up

CONTENTS

- 1 game board
- 83 black tracks
- 18 colored tracks (3 in each color)
- 35 city cards in 5 colors
- 6 start markers to mark the track networks
- 6 locomotives as scoring markers
- 1 starting player card
- 1 game rules



PREPARATIONS

Place the **game board** in the middle of the table.

Place the **83 black tracks** next to the board as a supply for all.

Each player chooses a **color**, places the **start marker** in that color on the table before them, and places the **locomotive** in that color as a scoring marker on the **engine house**. Give each player three tracks of their color.

With **2 or 3 players**, remove the 10 city cards (2 per color) marked with dashed borders and place them back in the box. They will not be used in the game.

Shuffle all 35 (or 25) **city cards** and spread them out on the game board face-down as shown above. Each player takes 5 different colored cards (1 red, 1 orange, 1 yellow, 1 green, 1 blue) and looks at them secretly. Set the untaken cards aside (face-down) to be used in the next round.

Choose a **starting player** by any method you want. This player places the starting player card before themselves on the table.

GOAL

Each player **tries to connect their 5 cities** with a network of tracks. As soon as a player has done this, the round ends.

The other players lose points.

At the end of the game, the player who has the most points left is the winner!

THE GAME

PLAYING A ROUND

The starting player begins, and the others follow in clockwise order. In their first turns, the players **only** place their start markers on the track junction of their choice. This may be on a city, but does not have to be. The start marker is the starting point for each player's track network.

From there, players build tracks:

BUILDING RULES

Per turn, each player may lay either
1 or 2 tracks on unoccupied **single straight black lines** (over flat land or water)

OR
1 black track on an unoccupied **double black line** (as a bridge over a river or as a tunnel through a mountain) which completes the connection between the two points.

OR
1 of their colored or a black track on an unoccupied or incomplete ferry line (wavy green line) **and**, optionally, **1 black track on an unoccupied single straight black line** (over flat land or water).

Note: Each player may play a track only on the track network that is **connected to their start marker**. Thus, they must play next to their marker or next to tracks connected to their marker. Each player must lay **at least one track** in each turn.

Notes:

- Players may connect their networks to others, and then use the connected networks as their own (see example below).
- A player may lay track anywhere on their connected network.
- If a player lays two tracks, they may be placed together or in separate places in the network.

Ferry Rules

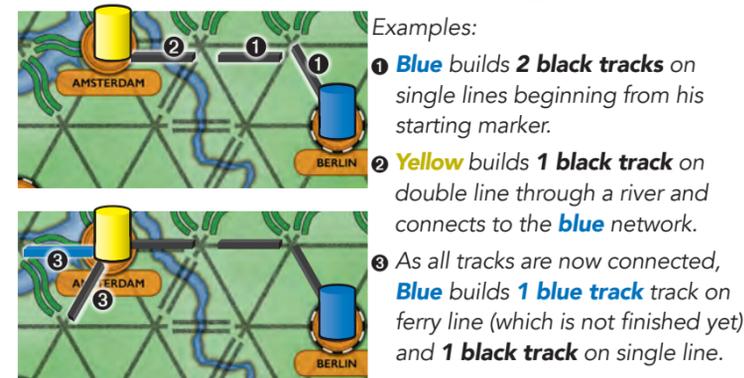
Each player has **three pieces of track matching their color**. They use these to build ferries to cross large expanses of water (shown by wavy green lines on the board).

Ferries must be built **in two turns**, and, to complete a ferry, players must place two tracks, one on each of the two wavy green lines. Any connected player may complete a started ferry segment.

A ferry is complete when there are tracks **on both** wavy green lines. Only after complete can a ferry be used for connection purposes.

If both segments are player colors, only the players who have a track segment on the ferry may use it for connection purposes. If one or both segments are black, then all players that connect to the ferry may use it.

The water segments (black straight lines) between ferries are built normally and branching is allowed normally in the seas. Colored tracks may only be used for building ferries.



END OF THE ROUND

When all 5 of a player's cities are connected at the end of any player's turn, the round ends. The player then shows their 5 city cards.

Exception:

A player lays their first track (over flat land) and, thereby, connects the 5th city for one or more opponents. The player may play a second track (on flat land or on a ferry line), before the round ends.

The round also ends when all tracks have been laid.

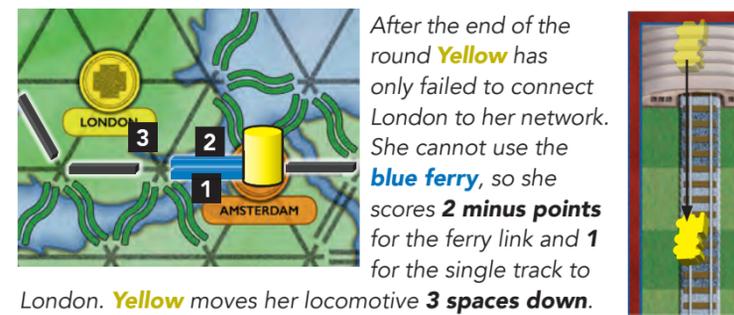
SCORING A ROUND

At the end of the round, the players who did not connect all their cities lose points for each missing track to their unconnected cities:

- **1 minus point** for each missing track over a **single line** (flat land).
- **2 minus points** for each missing track over a **double line** (river, mountain or ferry).

Notes:

- Players may use all tracks on the board (most favorable) when calculating their minus points.
- Players do not actually lay missing track.
- For each minus point, a player moves their locomotive one space in the direction away from the engine house.
- Locomotives may share the same space and may pass other locomotives on the scoring track.



After the end of the round **Yellow** has only failed to connect London to her network. She cannot use the **blue ferry**, so she scores **2 minus points** for the ferry link and **1** for the single track to London. **Yellow** moves her locomotive **3 spaces down**.

PREPARATION FOR THE NEXT ROUND

- **Remove all tracks** from the board.
- Each player takes their **start marker** and **colored tracks** back.
- **Shuffle** the 35 (or 25) **city cards** as before.
- Each player takes **5 different colored city cards** as before.
- The player with the **starting player card** gives it to the player on their left, who begins the new round.

END OF THE GAME

The game ends after several rounds when at least one player's locomotive has arrived **on the last brown space of the scoring track**. The player with the most points at the end of the game is the winner. If several players tie, they share in the joy of victory.

