

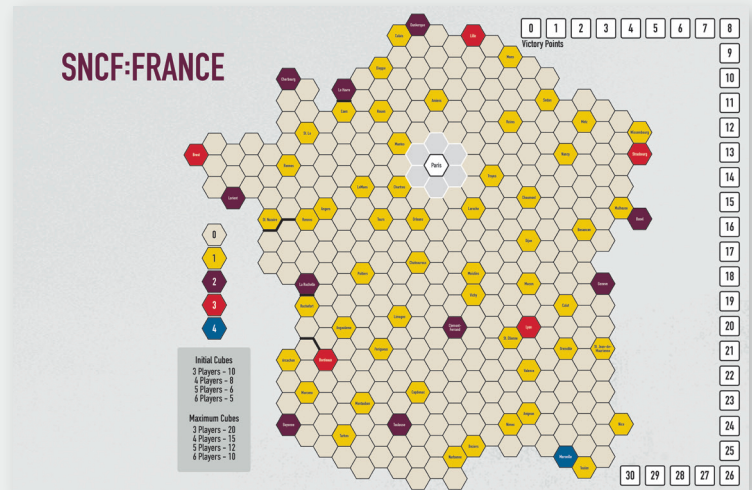
John Bohrer

SNCF-FRANCE & GERMANY

France rules

GAME PARTS:

- 1 Game Board
- 198 Railroad cubes, 33 of each of 6 colors: red, blue, green, yellow, purple and black
- 6 Player Hides
- 6 Railroad Boxes
- 1 Locomotive
- 1 Bag
- These Rules

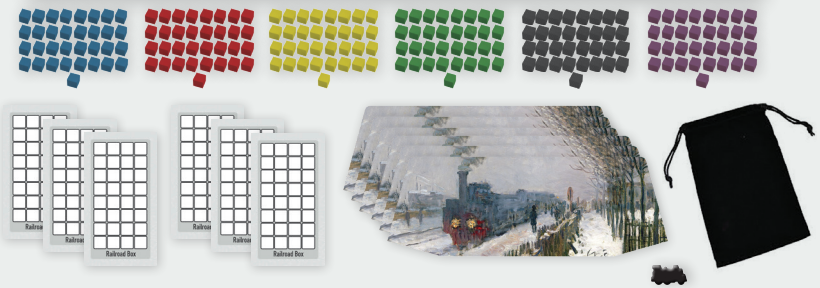


Setting Up The Game

Lay out the game board.

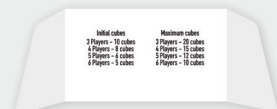


Randomly place 1 cube of each of the 6 colors in the 6 Paris Suburbs around Paris, one cube/hex.



Place one cube of each color on or near the 0 box of the Victory Point track.

Each player takes a Player Hide. These are used to hide the player's railroad stocks (cubes) from other players. The Player Hides should be folded into a U shape.



Put all the remaining cubes in a cup or bag. Each player randomly draws a number of cubes and places it in their Player Hide. The number of cubes taken depends on the number of players:

- 3 players: 10 cubes
- 4 players: 8 cubes
- 5 players: 6 cubes
- 6 players: 5 cubes



After each player has taken their initial cubes, place the remaining cubes in the 6 Railroad Boxes, grouped by color.

The cubes are used both as track on the gameboard and as stock in that railroad held by players in their hide.

Select a first player to begin the game. Give that player the Locomotive. It will be used to break any ties.

Starting with the Locomotive Player and continuing clockwise, each player takes a turn.

Ending/Winning the game

Players should check for the ending condition at the completion of every player's turn. The game **ends** if 5 Railroad Boxes are devoid of cubes **or** if a railroad has built into Marseille. The player with the most Victory Points **wins** the game.

SEQUENCE OF PLAY

During their turn, a player must either:

- **Build Railroad Track**
- or
- **Sell and Buy Stock**

After the turn is completed, check for the End of the Game, else play continues with the player on the left.

Build Railroad Track

Build Railroad Track requires a player to have one railroad build track.

Each railroad has a number of cubes of its color that are used for building track (and also used as Stock in that railroad). These cubes are in the Railroad's Box.

The player may not select a Railroad with an empty Railroad Box to Build Railroad Track, the railroad must have at least 1 cube.

Taking a cube from the Railroad Box and placing it in a hex on the map shows that a railroad has built track in that hex.

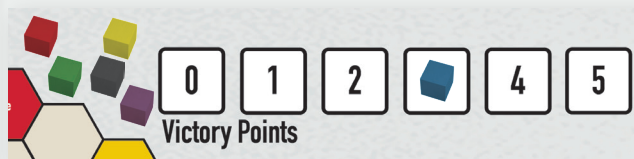
The track built must connect to the other track of that railroad using only that railroad's track.

A single railroad may not put two cubes in the same hex.

The Railroad must build 1-5 track during the player's turn. When a railroad builds track in a city, please record the additional Victory Points on the Victory Point track.



Example: Tom builds track for the Blue Railroad from its Paris Suburb. The Blue Railroad enters 3 cities, each worth 1 Victory Point, and two rural hexes. The Blue Railroad now has 3 Victory Points.



RESTRICTIONS:

- Only **two** railroads may occupy a rural hex. (A rural hex has no name)
- Only **one** railroad may occupy a city hex. (A city hex has a name)
- Hexes separated by a heavy black line (like Caen and Le Havre) are **not** adjacent and track may not be built directly from one to the other.
- No railroad may build into Paris.
- No railroad may be prohibited from building out from its Paris Suburb to at least one open (no railroad) city.

Sell and Buy Stock

Sell & Buy Stock requires a player to Sell, then Buy, railroad stock. Railroad stock is denoted by the same cubes that are placed on the map when building track.

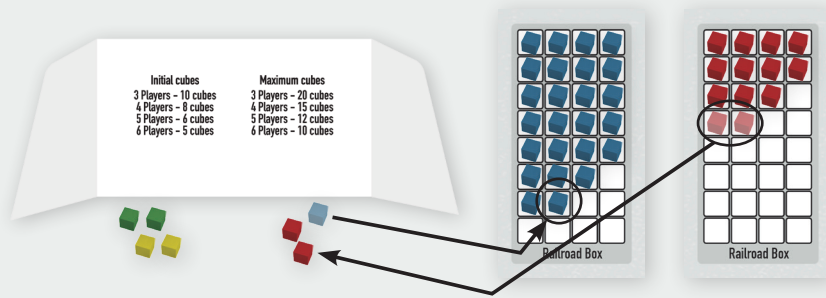
Sell stock

The player **must** sell one share of railroad stock. They take the cube from their Player Hide and put it in the corresponding Railroad Box.

Buy stock

The player **must** buy **one** or **two** shares of one Railroad's stock from the Railroad Box. The player may **not** buy a share of the railroad stock that they have just sold!

They take the cube(s) from the Railroad Box and place them in their Player Hide.



Example: Jay takes a blue cube from his hide and places it on the blue Railroad Box. He takes two red cubes from the red Railroad Box and places them in his hide.

Maximum stock

The maximum number of stock cubes depends on the number of players in the game:

3 players, 20 share maximum

4 players, 15 share maximum

5 players, 12 share maximum

6 players, 10 share maximum

A player may have more than the maximum stock at the end of the game. If so, they are penalized!

End of Game Scoring

Each player removes their Player Hide to reveal their Railroad Stock cubes.

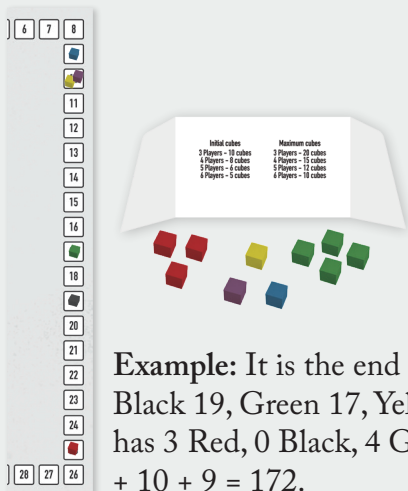
Each player receives Victory Points for each of their shares, the Victory Points for each share being reflected in the Victory Point track.

Victory Points

1 VP per yellow City, 2 VPs per purple City, 3 VPs per red City, 4 VPs for blue Marseilles.

Total up each players Victory Points on a piece of paper. Any player having more than the maximum number of stock cubes subtracts 20 for each extra cube from their Victory Point total.

The player with the most Victory Points wins. In the case of a tie, the player who started the game with the later turn (farthest in terms of player order from the Locomotive) wins.



Example: It is the end of a six player game. The Victory Point track shows that Red has 25, Black 19, Green 17, Yellow 10, Purple 10 and Blue 9. Pete removes his screen showing that he has 3 Red, 0 Black, 4 Green, 1 Yellow, 1 Purple and 1 Blue stock cube. Pete scores $75 + 0 + 68 + 10 + 10 + 9 = 172$.

Germany rules

All rules remain the same except the modifications shown below:

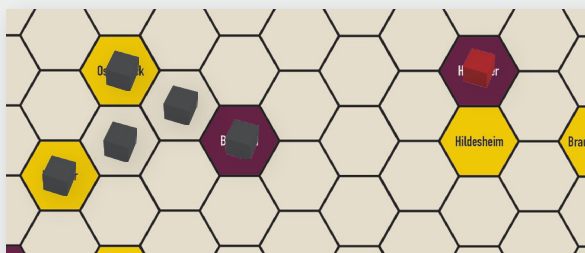
Setup:

There are no start hexes in this expansion. All hexes are either rural or city, including Berlin.

In addition to the normal choices (Build Railroad Track or Sell and Buy Railroad Stock), players may choose to Start a Railroad if there are any unstarted railroads. In fact, the Locomotive Player's first turn must be to Start a Railroad.

Start a Railroad:

The player takes a cube from the Railroad box of any railroad that is not already on the map. They place the cube in any city that is at least 4 hexes away from any other railroad track.



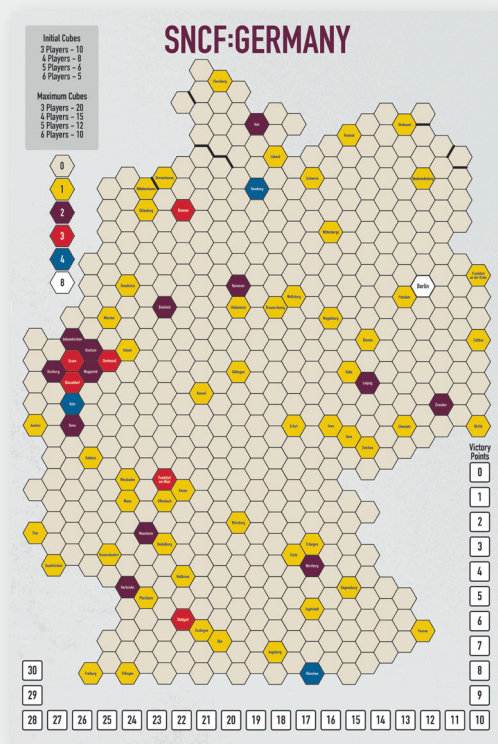
Example: Dave starts the Red Railroad. It must start in a city and it must be at least 4 hexes away from any other railroad.

End of Game Check:

The game **ends** if there is a railroad cube in every purple city
OR it is not possible that a railroad cube can be in every purple city.

Victory Points

1 VP per yellow City, 2 VPs per purple City, 3 VPs per red City, 4 VPs per blue City, 8 VPs for white Berlin.



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Graphic Design and Illustration: Todd Sanders

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If you have comments, questions, or suggestions, please write to us at:

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