AUTOBAHN

by Fabio Lopiano & Nestore Mangone

Introduction

In this game for 1 to 4 players, you are a managing director within the German BundesAutobahn organisation, responsible for developing the federal highway network over a few eras of time spanning from the end of World War II until the present days.

As you contribute to the development of the highways, you will gain seats on various Construction Offices of the BundesAutobahn and, as the game proceeds, some of your Employees will be promoted through different departments of the Administration.

Over the course of the game Employees are promoted to more prestigious tables. At the end of the game, the player with the most prestigious seats will be the winner.

Beside building roads, you will also facilitate the transportation of goods from Germany to the neighbouring countries and the construction of Service Stations, which can increase your spending budget and provide more opportunities for promotions.

Components

Dashboard

1 game board

Delivery bonuses

Construction bonuses

1 Administration board

Departments

3rd Floor

2nd Floor

1st Floor

Lobby

Construction Offices

1 Construction Office board

Development Track

6 Delivery boards

41 cards:

7 Route cards

20 Improved action cards (🏭)

14 Advanced action cards (👥)

65 Player Pieces:

1 Player board

1 Player aid

Max 4x
Max 2x
4 Action tiles

25 Employees

7 basic action cards

9 unlock tokens

8 Service Stations

1 Development token

2 Trucks

95 tiles:

54 Road sections
(double-sided: single/dual carriageway)

5 road blocks

36 bonuses

xx tokens:

16 Goods tokens
4 Appliances, 4 Automotive, 4 Chemicals, 4 Pharmaceuticals

40 delivery tokens

34 City tokens
(double-sided: 16 × 2/4, 16 × 6/8, 2 × 10/12)

xx coins
(in denominations 1, 3, 5, 10, 20)

For Module 1: Wine Expansion rules and components see page XX

For Module 2: Traffic Expansion rules and components see page XX

For Module 3: Services Expansion rules and components see page XX

For Solo rules and components see page XX

Setup

Boards and tokens

1 Place the **Main Game board** in the middle of the play area, with the **administration and Construction Office boards** to the side.

2 Place all the **Road sections**, **Goods tokens**, **delivery tokens**, **City tokens** and **money** beside the game board in a common supply.

3 Shuffle the **Bonus tiles** face down, and place them as follows:

- Always place 1 face-up token on each of the 11 **Construction Bonus spaces** on road spaces around the periphery of the map.
- Place face-up tokens on the **Delivery Bonus spaces** according to the number of players.
  - With 4 players, place a token on every space in all of the 8 panels.
  - With 3 players, do not place tokens on the spaces marked '4'.
  - With 2 players, do not place tokens on the spaces marked '3+' or '4'. (Put any unused Bonus tiles back in the box.)

Roads, cities and Roadblocks

4 Take **6 Road sections** from the supply (with the side showing a single carriageway face up) and place one on each of the 6 individual road spaces along the central black road between the following cities: Hamburg – Hannover – Bad Hersfeld – Würzburg – Crailsheim.

5 Take **36 Road sections** from the supply, and split them into groups of 10, 12 and 14 Road sections to fill the three marked spaces on the **Dashboard**.

6 Take **5 City tokens** of value 2 and place one on each of the 5 cities along the central black road: Hamburg, Hannover, Bad Hersfeld, Würzburg and Crailsheim.

7 Place the **5 Roadblocks** in the positions shown, over the Road sections directly to the east of Hamburg, Hannover and Bad Hersfeld, and directly to the north and east of Nürnberg.

Cards

8 Shuffle the **7 Route cards** and reveal a number equal to the number of players plus 1 (for example, in a 3-player game reveal 4 cards).

9 Shuffle the **20 Improved cards** and place the deck face down beside the game board. Then reveal 5 cards beside the deck to form a display.

10 Shuffle the **14 Advanced cards** and place the deck face down beside the game board. At the start of the game these cards are not in play.

Player area

Give each player a complete set of components: 1 Player board, 1 Player aid, 4 actions tiles, 7 Basic action cards, and all the wooden pieces in one colour (25 Employees, 8 Service Stations, 2 Trucks, 9 Unlock tokens and 1 Development token).

11 Keep your **Player board** and **Player aid** in your player area.

12 Place your **4 Action tiles** along the top of your Player board in the corresponding spaces, with the **red** sides face up.

13 Shuffle the **6 Delivery boards** and deal one to each player. Place your Delivery board adjacent to your Player board. Put the unused Delivery boards back in the box.

14 Take your **yellow Basic action card** and set it aside. The yellow cards will be used in the third era of the game. The remaining **6 Basic action cards** (black, red, cyan, purple, grey and orange) are your starting hand.

15 Keep your **25 Employees** in a supply beside your Player board.

16 Place your **9 Unlock tokens, 8 Service Stations** and **2 Trucks** on the matching spaces of your Player board.

17 Place your **Development token** on the first space of the development track. Make a stack of all the players' discs. The order of the discs in the stack doesn't matter.

18 Take **money** to the value of DM 48 and split it total equally among the players.

- 4 players: Each player receives DM 12.
- 3 players: Each player receives DM 16.
- 2 players: Each player receives DM 24.

Employee and Route card

19 Randomly choose a start player. The start player places 1 Employee, taken from their supply, in the first (leftmost) seat in the **black Construction Office**. Then, going clockwise, each other player places 1 Employee on a seat in the black Construction Office, from left to right.

20 Finally, starting with the player to the right of the start player and going **anticlockwise**, each player chooses one of the face-up Route cards and places it next to their Player board. (After each player has chosen **1 Route card**, put all unused Route cards back in the box.)

Aim of the game

Compete and collaborate to build the autobahn network in post-war West Germany, and then make use of that network to make deliveries of West German goods to neighbouring countries. Once German reunification occurs in 1990, the road network can expand into the former East Germany, opening up new opportunities.

The player with the most points at the end of the game is the winner.

Game concepts

Before explaining the gameplay in detail we'll go through some of the main concepts of the game, which will be useful to understand the various player actions.

Three eras

The game is played over three eras, each representing a few decades of development of the autobahn network. At the end of each era, players receive a construction budget based on their contributions to the developing road network.

The Dashboard keeps track of the three eras, and shows road-building costs, Truck speeds and other information.

First era (1946–65)

Second era (1966–90): After the second era, German reunification occurs. The Roadblocks are removed, and the road network can expand to the east.

Third era (1991–2020)

The autobahn network

The map shows Germany's primary autobahn network.

At the start of the game, the A7 (black autobahn) is already partially built, but connections to the A9/A14/A24 (yellow autobhan) are prevented by the Roadblocks. These links cannot be built until the third era of the game, after reunification.

A1 (red): Saarbrücken – Köln – Dortmund – Hamburg – København

A2 (cyan): Oberhausen – Dortmund – Hannover – Magdeburg – Berlin – Warszawa

A3 (orange): Amsterdam – Oberhausen – Köln – Frankfurt – Würzburg – Nürnberg – WIEN

A4/A5 (purple): Basel – Mannheim – Frankfurt – Bad Hersfeld – Jena – Dresden

A6 (white): Paris – Saarbrücken – Mannheim – Crailsheim – Nürnberg – Praha

A7 (black): Århus – Hamburg – Hannover – Bad Hersfeld – Würzburg – Crailsheim – Milano

A9/A14/A24 (yellow): Nürnberg – Jena – Berlin – Dresden – Warszawa – Schwerin – Hamburg

Autobahns, links and sections

Each **autobahn** is a road of one colour that connects a number of German cities together, and may also connect to cities in neighbouring countries. Each length of road that connects two cities is called a **link**, and each link is made up of 1 or 2 Road **sections**.
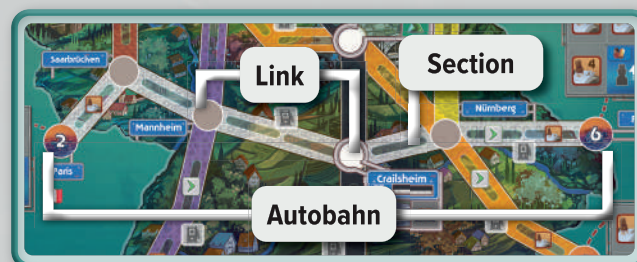
Service Stations

Each link consisting of two sections has space for one **Service Station**. If you build a Service Station on a link, you will earn a bonus action or money each time you or another player moves a Truck along the link.

Dual carriageways

Once a link has been completed with single-carriageway Road sections, it can be upgraded into a dual carriageway. Dual carriageways increase the values of the cities they connect and allow Trucks to move faster.

City values

Each German city has a value that depends on how many of the autobahns that connect to it have at least one completed link to a neighbouring city. You will use the city value tokens to keep track of the changing values of the cities as new roads are built.

Employees, Offices & the Administration

Whenever you build a Road section you also place one of your Employees on the leftmost empty seat of the corresponding Construction Office.

Employees in Offices can transfer to the Administration, and once in the Administration you will need to work to promote them within the right Departments to maximise your final score.

Delivering goods

Once the road network has been expanded to connect to neighbouring countries, you can begin to deliver goods to those countries to earn bonus actions or money.

Appliances, Chemical and Automotive goods

Appliances, along with Chemical and Automotive goods, are produced in the cities along the black A7 route, and must be transported by road to neighbouring countries.

Each player has a unique Delivery board, which specifies each country's desired type of goods and the corresponding reward.

Pharmaceuticals

The fourth type of goods are Pharmaceuticals. These are only produced in Berlin and will become accessible in the third era after reunification and once Berlin is connected to the road network.

Route card

At the end of each era, you will check your Route card. If a complete road connection exists between the cities, via any route, you earn money and promotions depending on the **status** of the connection.

The status of the connection is a value defined as the number of Road **sections** connecting the cities (the distance of the route), **minus** the number of **upgraded links** and **Service Stations** along that route.

The best possible status value is 0: this will earn **all** of the rewards on the Route card. Any positive status value means that the connection between the cities can still be improved, and will earn fewer rewards.

How to play

The start player goes first. Play then continues clockwise. Each turn consists of 4 phases, which are explained in detail on the following pages:

Claim delivery bonus
If you have any, you may claim exactly one unclaimed delivery bonus.

Take action
You must take one action: play a card, refresh your hand, or claim funding. If you have any, you may use exactly one bonus tile during this phase.

Move Truck
If you played a card, you may be able to move your Truck.

End of turn
If you have played all your cards, pick them all up.

The game is played over three eras. Play continues until a specific number of Road sections are built collectively by the players, which triggers the end of the current era:

First era (1946–65): The first era ends when 10 Road sections have been built. Players receive new funding based on their contribution to the network.

Second era (1966–90): The second era ends when a further 12 Road sections have been built. Players once again receive new funding and there is a special reunification phase, after which the road network can expand to the east.

Third era (1991–2020): The end of the third era is triggered when a further 14 Road sections have been built. All players, including the player who triggered the end of the era, play one more turn, then the game ends. There is a final funding phase, followed by a final scoring phase.

The player with the most points at the end of the game is the winner.

Phase 1: *Claim delivery bonus*

If you have any, you may claim **exactly one** unclaimed delivery bonus. Choose one delivery token on a goods icon on your Delivery board, slide it to the right so that it covers up its bonus icon, and then take the corresponding bonus action. (See '*Bonus actions*'.)

Phase 2: *Take action*

You must take one action:
- **A:** *play a card*
- **B:** *refresh your hand*
- **C:** *claim funding*

In addition, at any time during this phase, but at most once per turn, you may choose a bonus tile in your player area, take the corresponding bonus action and then discard the tile. (See '*Bonus actions*'.) You cannot use Bonus tiles during any other phase.

Action A: *Play a card*

Choose 1 card from your hand and play it face up above one of the 5 action spaces along the top edge of your Player board, then take the corresponding action.

The colour of the card you play will determine where on the board you can take your action, and whether you will be able to move your Truck, when it has goods loaded onto it, in phase 3 of this turn.

Each action space has a limit on the number of cards you may play in the space before you refresh your hand (and pick up all your played cards). The limit is shown on the space or tile. At the start of the game, the limit in all spaces is 1 card, except for the 'Build Road section' action space, where you may play up to 3 cards over multiple turns.

If you cannot pay the full cost of the 'Build Road section' or 'Upgrade link' action, you cannot take it and must choose a different one.

Build Road section

Build 1 new Road section. Follow these 4 steps in order:

1. Place Road section

Take exactly 1 road tile from the supply on the Dashboard of the current era, and place it on an empty road space that is part of the autobahn that matches the colour of the card you played.

Place the tile with the **single-carriageway** side face up. The Road section must always **extend** the network of built roads. That is, it must be adjacent to another Road section, or adjacent to a city that is adjacent to at least one built Road section.

In the first and second eras, the Roadblocks prevent roads being directly to the east of Hamburg, Hannover and Bad Hersfeld, and directly to the north and east of Nürnberg. Before the third era begins, the Roadblocks are removed.

> If you build a Road section on a space with the 'Develop' bonus icon, also move your Development token 1 step forward on the development track, and gain any bonus you land on. (See '*Bonus actions*.')
>
> If you build a Road section on a space with a bonus tile, take the tile and keep it face up in your player area.

2. Pay building costs

Pay money equal to the cost of a single-carriageway Road section. The cost is shown on the Dashboard, and depends on the current era and whether the built section forms part of a link that is either 1 or 2 sections long.

In the first era (1946–65), the cost of building the single section of a link that is only 1 section long is DM 6, and the cost of building a single section of a link that is 2 sections long is DM 4.
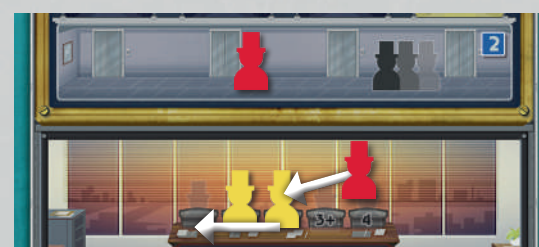
3. Place Employee

Place an Employee from your supply in the leftmost **empty** seat in the Office corresponding to the autobahn. With 4 players, use all the seats. With 3 players, do not use seats marked '4'. With 2 players, do no use seats marked '3+' or '4'.

If there are no empty seats, the Office is full. Instead transfer the Employee in the leftmost seat to the Administration Lobby.
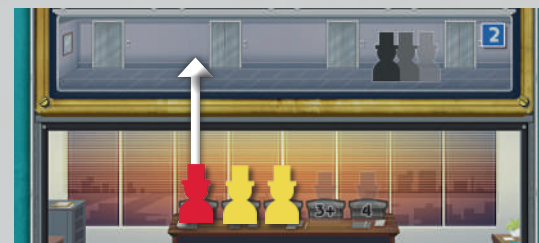
Slide all the other Employees in the Office one seat to the left, and then place your Employee in the newly vacated empty seat.

Your Employee pieces are limited. If you have none in your supply after you build a Road section, instead do as follows:

- Return exactly 3 Employees from the Lobby to your supply.
- Place one of these Employee on the leftmost empty seat of Office corresponding to the autobahn you just built on.
- Promote 1 Employee. (See '*Bonus actions*'.)

4. Update city values

If the Road section you built completed a link between two cities, check the values of the cities connected by the link, and update them if necessary.

Each autobahn with at least one **completed single-carriageway link** to the city contributes 2 to the city's value. Only count the number of different autobahns with at least one completed link, not the total number of completed links. (See '*City value example*'.)

The values of the commercial cities in neighbouring countries (the cities at the ends of autobahns which can receive deliveries) are fixed and **never** change.

Upgrade link

Upgrade 1 completed single-carriageway link. Follow these 4 steps in order:

1. Flip Road section tiles

Choose 1 complete link made up of 1 or 2 individual built Road sections, that is part of the autobahn that matches the colour of the card you played.

Flip these road tiles over so that the **double-carriageway** side is face up. You can only upgrade a completed, single-carriageway, link. Both sections of a link that is 2 sections long must be upgraded at once.

2. Pay building costs

Pay money equal to the cost of upgrading a single Road section **multiplied** by the number of sections in the link. The cost is shown on the Dashboard, and depends on the current era.
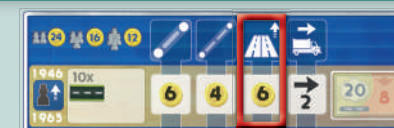
In the first era (1946–65), the cost of upgrading a single section of a completed link is DM 6. If you want to upgrade a link that is 2 sections long, you must upgrade both section at once, so the total cost is doubled to DM 12.

3. Place Employee

Place a Employee from your supply in the leftmost **empty** seat in the Office corresponding to the autobahn, following the same rules as for the 'Build Road section' action above.

Only ever place a single Employee, even if you upgrade a link that is 2 sections long.
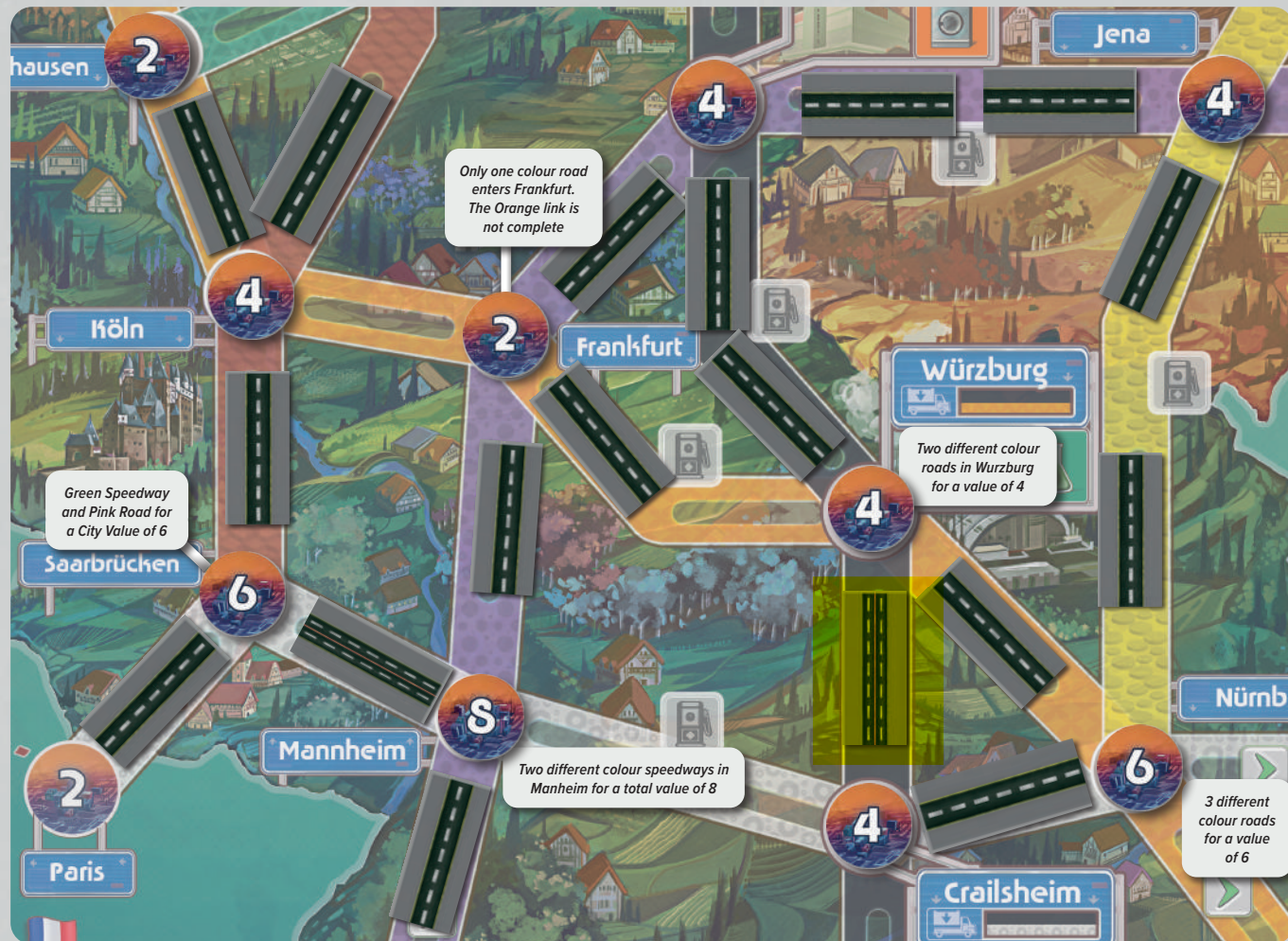
4. Update city values

Check the values of the cities connected by the link, and update them if necessary. Remember that the values of cities at the ends of autobahns in neighbouring countries never change.

Each autobahn with at least one **upgraded dual-carriageway link** to the city contributes a further 2 to the city's value, in addition to the contribution of 2 made when a link on that autobahn was first completed. Again, only count the number of different autobahns with at least one upgraded link, not the total number of upgraded links. (See '*City value example*'.)

City value example:

Only one colour road enters Frankfurt. The Orange link is not complete

Two different colour roads in Wurzburg for a value of 4

Green Speedway and Pink Road for a City Value of 6

Two different colour speedways in Manheim for a total value of 8

3 different colour roads for a value of 6

Load Truck

Place your Truck in any depot on the autobahn that matches that colour of the card you played. Then take a Goods token from the supply that matches the depot* (Appliances, Chemical, Automotive or Pharmaceuticals) and load it on the back of your Truck. You will be able to move the Truck in phase 3.

Each Truck can carry only one Goods token. The Goods tokens are not intended to be limited. If you run out, use a suitable alternative instead.

If you don't have an available Truck, you may instead reassign one of your existing Trucks without completing its delivery. If you do, return its Goods token to the supply.

You start the game with 1 Truck, but may unlock a second. If you do, you can have up to two Trucks on the road at the same time.

*Depot with Chemical supply

Build Service Station

Take the leftmost Service Station from your Player board and place it on an empty Service Station space on the autobahn matching the colour of the card you played.

The link with the Service Station space does not need to be complete, but at least one of the two Road sections of the link must have already been built. Building a Service Station does not cost any money.

Unlock technology

Take the Unlock token from the space on your Player board that matches the colour of the card you played, and place it on the lowest empty padlock space in any one the three technology columns on your Player board.

Unlocking a technology has two effects. You gain the permanent ability or one-off bonus action shown above the padlock, and you also gain access to the corresponding floor of the corresponding Department in the Administration and be able to promote your Employees into it. (See '*Bonus actions*'.)

The top two bonuses in each column can be unlocked in either order, but **both** must be unlocked to access the 3rd floor of the corresponding Department.

Technologies

		Gain an action card. (See '*Bonus actions*'.)
		Perform an 'Upgrade link' action anywhere. (You must pay the usual cost.)
		Every time you take the 'Upgrade link' action, pay DM 2 less to upgrade each section.
		Every time you take the 'Upgrade link' action, also move your Development token 1 step forward on the development track, and gain any bonus you land on. (See '*Bonus actions*'.)
		Gain an action card. (See '*Bonus actions*'.)
		Perform a 'Load Truck' action anywhere and move the Truck 2 steps on any autobahn. (The Truck can move again as usual in phase 3.)
		You may now use your second Truck. Each time you load a Truck, you load either of your Trucks.
		Every time you take the 'Load Truck' action, also move your Development token 1 step forward on the development track, and gain any bonus you land on. (See '*Bonus actions*'.)
		Gain an action card. (See '*Bonus actions*'.)
		Perform a 'Build Service Station' action anywhere on the game board.
		Every time you take the 'Build Service Station' action, immediately claim the bonus on your Player board directly beneath the station you built. If the bonus is money, earn the higher amount (see '*Phase 3: Move Truck*' for details of the bonus actions).
		Every time you take the 'Build Service Station' action, also move your Development token 1 step forward on the development track, and gain any bonus you land on. (See '*Bonus actions*'.)
		If you unlock the second technologies in all three columns, promote a councillor. (See 'Bonus actions'.)
		If you unlock the first technologies in all three columns, replace an action card. (See 'Bonus actions'.)

Action B: *Refresh hand*

Instead of playing a card, you can instead pick up all the face-up cards you have already played above your Player board and return them to your hand. If you do this, also **earn DM 1 for each card** you picked up.

Action C: *Gain funding*

Instead of playing a card, and if you have not already done during this era, you may place a Employee on the Dashboard in the funding space of the current era. If you do, take money equal to the amount shown (DM 12, 16 or 24 in the first, second or third era respectively). Each player may only take this action once during each era.

Phase 3: *Move Truck*

If you played a card this turn and your Truck is on a depot or road space that matches the colour of that card, you can move your Truck. If you have unlocked your second Truck, you may move both Trucks.

You can move each of your Trucks up to 2 steps in the first era, and up to 3 steps in the second and third eras, as shown on the Dashboard.
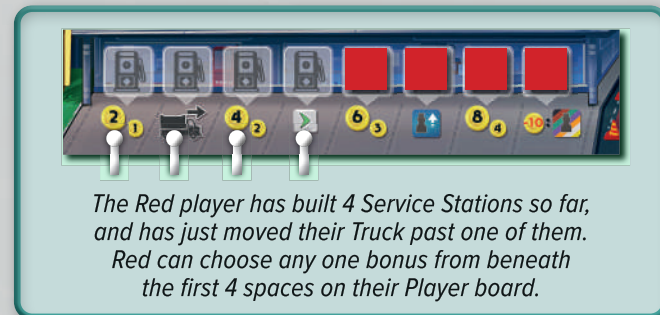
Although your Trucks must **start** on a depot or road space that matches the colour of the card you played, you may then use the steps to move along any connected sequence of built road spaces, on any combination of autobahns. A Truck cannot end it's movement on a Road section that contains another Truck.

Dual carriageways

If your Truck **starts** its movement on a dual carriageway you can move it **1 extra step** this turn. You do not continue to gain any additional extra steps just by moving along further dual-carriageway Road sections.

Your Service Stations

If **your Trucks** move past one of your **own** Service Stations, choose a bonus from amongst those below the spaces of the Service Stations you have already built. If your Truck moves past more than one of your own Service Stations in the same turn, each bonus you choose must be **different**.


The Red player has built 4 Service Stations so far, and has just moved their Truck past one of them. Red can choose any one bonus from beneath the first 4 spaces on their Player board.

Service Station Bonuses

	Earn money equal to the larger amount shown. Take it from the supply and add it to your own supply beside your Player board.
	Immediately move a Truck (either of them, if you have both) 1 step (regardless of colour).
	Move your Development token 1 step forward on the development track, and earn any bonus you land on. (See *'Bonus actions'*.)
	Promote 1 councillor. (See *'Bonus actions'*.)
	You may pay DM 10 to place one councillor in the Construction Office of the autobahn on which the Service Station you moved past is built. Follow all the usual rules for placing a new councillor given in step 3 of the rules for the 'Build Road section' action.

Your opponents' Service Stations

If your Truck moves past one of your **opponent's** Service Stations, find the most valuable money bonus from amongst those below the spaces of the Service Stations your opponent have already built. Your opponent earns money equal to the smaller amount shown as part of this bonus. (For example: if they have built only 1 or 2 Service Stations they earn DM 1, and if they have built 7 or 8 Service Stations they earn DM 4.)
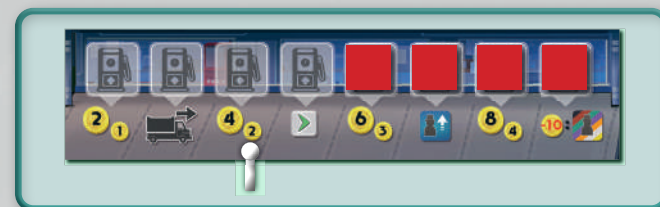
Making a delivery

When you move your Truck 1 step **beyond** a commercial city in a neighbouring country (at the end of an autobahn), you have successfully delivered your goods to that country. For all goods types, do as follows:

- Take **1 bonus tile** from that country's delivery bonuses, if any remain, and place the tile face up in your player area. You will be able to use this bonus tile in phase 2 of a later turn. You cannot use a bonus tile during phase 3 or 4 of your turn.
- Return the **Goods token** to the supply, take a **delivery token**, and return your Truck to your Player board. Then follow the instructions below. The delivery tokens are not intended to be limited. If you run out, use any suitable replacement.

Appliances, Automotive and Chemicals

Each country has a preferred goods type shown on your Delivery board.

- **Preferred goods**: If you delivered the preferred goods, place the delivery token over the country's goods icon. You will be able to take the corresponding bonus action in phase 1 of a future turn.
- **Other goods**: If you delivered any other type of goods, place the delivery token over the country's money icon and immediately earn the amount of money shown.

Each country on your Delivery board has two possible rewards. You can only claim each bonus once per game.

	If you deliver Chemicals to **Denmark**, you will be able to take the 'Advance' bonus action in phase 1 of future turn. If you deliver any other good, earn DM 2.
	If you deliver Appliances to **the Netherlands**, you will be able to take the 'Replace a card' bonus action in phase 1 of a future turn. If you deliver any other good, earn DM 4.

Pharmaceuticals

If you are the first player to deliver Pharmaceuticals to a country, place the delivery token over the country's Pharmaceuticals bonus icon on the game board, and immediately earn the corresponding bonus action.

If another player has already delivered Pharmaceuticals to this country, you can still place the delivery token over the country's money icon on your Delivery board and earn that bonus, if the space is still free. If not, return the delivery token to the supply. You earn nothing for the delivery!

Delivery example

The Red player plays a black card and takes the 'Load Truck' action. She places her Truck in the black depot in Hamburg and loads a Chemicals Goods token onto it (A).

She played a black card and her Truck is in a black space, so she can move her Truck up to 2 steps (this is the first era). She moves along the red autobahn towards Dortmund.

She passes one of her own Service Stations (B), so earns a bonus from her Player board. She chooses the extra movement bonus and so can move the Truck one more step towards Oberhausen (C).

On a later turn, she plays a cyan card to take the 'Build Road section' action and builds the section west of Hannover (D). Since she played a cyan card and her Truck is starting on a cyan road space, she is able to move her Truck 2 steps, and can move beyond Amsterdam and so make a delivery to the Netherlands (E).

Phase 4: *End of turn*

If at the end of your turn your hand is empty and you have played all your cards above your Player board, pick them all up and return them to your hand. If you do this, you **do not** gain money for each card picked up.

Play continues clockwise, unless you triggered the end of the current era by building the last Road section.

End of the era

Play continues until a specific number of Road sections are built collectively by the players, which triggers the end of the current era.

- **First era**: When 10 sections have been built, the current player completes their turn, then pause the game for an administration phase.
- **Second era**: When a further 12 sections have been built, the current player completes their turn, then pause the game for an administration phase.
- **Third era**: When a further 14 sections have been built, the current player completes their turn, then all players, including the player who triggered the end of the game, have <u>one more turn</u>. Complete a final administration phase, and then end the game and calculate everyone's final scores.

It is possible to build extra Road sections after the end of an era is triggered. Take any sections needed from the supply for the next era, or, if this is the third era, from the supply beside the game board. The building costs of the current era continue to apply.

Administration Phase - Construction budget example

All cities along the Orange Autobahn contribute to the construction budget as they are all connected to a built road. Milano does not contribute to the Black Autobahn as it is not yet connected to a built road.

Administration phase

At the end of each era, complete an administration phase as follows:

- **Construction budget**
- **Promotion**
- **Route Card**

Construction budget

For each Construction Office that have at least one occupied seat, add up the city values of all the cities along the corresponding autobahn that are **connected** to the network of built Road sections, including the city values of connected cities in neighbouring countries if these have been connected.

Divide the total of the city values by the number of Employees in that Office, rounded down. Each player gains this amount in DM, taken from the supply, for **each Employee** they have in the Office.

Promotion

The player who built the Road section that triggered the end of the era performs 1 promotion. (See '*Bonus actions*.')

Route card

All players check their Route card. If a complete road connection exists between the cities, via any path of built road segments, you earn money and promotions based on the **status** of the connection.

The status of the connection is defined as the number of **Road sections** connecting the cities (the length of the route), **minus** the number of **upgraded links** and **Service Stations** along the route. The best possible value is always 0, if all links in the route have been upgraded and all its Service Stations have been built.

Gain the bonuses shown alongside the status value of the route, as well as all other bonuses for the values above it. (See '*Bonus actions*'.) If two or more alternate road connections exist, choose the one which earns the most bonuses.
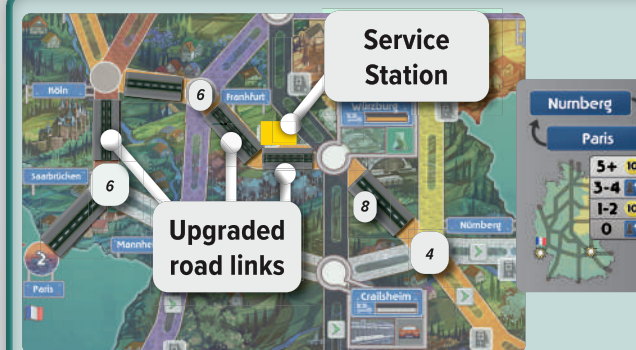
The player has the Route card Nürnberg–Paris. A complete road connection exists between the cities, so the player calculates its status. The length of the route is 6 road sections. The number of upgraded links is 2 (Würzburg–Frankfurt and Köln–Saarbrücken), and the number of service stations built on the route is 1 (between Würzburg and Frankfurt).

*The status of the route is therefore **6 − (2 + 1) = 3**. The player earns 1 promotion and DM 20.*

Reunification

At the end of the second era, perform these additional steps:

- Remove the 5 Roadblock tokens.
- Each player takes their yellow Basic action card (which was set aside during setup) and adds it to their hand.
- Collect the Improved action cards in the display and the Improved action card deck, and place these aside. Shuffle the Advanced action card deck and make a new display of 5 face-up cards. During the third era, each time a player replaces or gains an action card, they now choose from the display of Advanced cards.

Continue the game

Now begin the next era, with play continuing clockwise from the player who triggered the end of the previous era. At the end of the third era, the game ends.

End of the game

After the administration phase of the third era, all players calculate their scores as follows.

You earn points solely for the position of your Employees in the Administration.

2	Each Employee in the Lobby is worth 2 points.
1 / 🎨	Each Employee in the Network Department is worth 1, 2 or 3 points 'for each of your councillors in Construction Offices.
1 / ≠	Each Employee in the Trade Department is worth 1, 2 or 3 points for each different country to which you have delivered at least one good
1 / 🅗	Each Employee in the Service Department is worth 1, 2 or 3 points for each Service Station you have built
1 / 20	Each Employee in the Finance Department is worth 1, 2 or 3 points for each DM 20 (rounded down) you have remaining in your supply.

The player with the most points is the winner.

If two or more players are tied, the tied player with the most Employees in the Administration wins. If still tied, the tied player with more Employees on higher floors wins.

Bonus actions

Develop
Move your Development token 1 or 2 steps forward on the development track, and earn any bonus that you land on or pass over.

Gain money
Gain the amount of money shown. Take it from the supply and add it to your own supply beside your Player board.

Promote councillor
Perform 1 or 2 promotions. For each promotion, move 1 of your councillors either from the Lobby to the 1st floor of one of the Departments, or from a floor in a Department to the floor above.

To move a councillor to the floor above, there must be an available empty seat into which to move your councillor. Each player can have a maximum of 1 councillor in each floor of a Department. Each floor of a Department can contain a maximum of 3 councillors.

If you earned a bonus giving you 2 promotions, make each promotion separately. You can promote two different councillors once each, or a single councillor twice. If you prompt a single councillor twice, there must be an available empty seat in both of the floors that the councillor moves through or reaches.

You must unlock the 1st, 2nd and 3rd levels of the technology columns on your Player board to be able to access the 1st, 2nd and 3rd floors of the first three Departments. You do not need to unlock any technology to access the fourth department. You must unlock **both** of the top two bonuses in a column to access the 3rd floor of the corresponding Department.

If you cannot promote a councillor, instead place a councillor taken from your supply in the Lobby.

Gain action card
Choose 1 of the 5 action cards in the display and add it to your hand. (See 'Action cards'.)

Afterwards, reveal the top card from the current action card deck and add it to the display. During the first and second eras, the display will contain Improved action cards, during the third era the display will contain Advanced action cards.

Replace action card
Choose 1 of your Basic action cards, either from your hand or from the played cards above your Player board, and discard it (remove it from the game). Then replace it by taking one of the 5 action cards in the display. (See 'Action cards'.)

If you replace a card in your hand, add the new card to your hand. If you replace a card above your Player board, place the new card above your Player board in the same position as the discarded card. This does not count as playing the card and does not allow you to take any additional immediate action.

When replacing a card, the colour of the card you discard and the colour of the new card replace it with do not need to match.

Afterwards, reveal the top card from the current action card deck and add it to the display. During the first and second eras, the display will contain Improved action cards, during the third era the display will contain Advanced action cards.

Build Road section
Perform a 'Build Road section' action on any colour autobahn, respecting the usual building restrictions. You must still pay the building costs.

Upgrade link
Perform an 'Upgrade link' action on any colour autobahn, respecting the usual building restrictions. You must still pay the building costs.

Build Service Station
Perform a 'Build Service Station' action on any colour autobahn, respecting the usual building restrictions.

Load Truck
Perform a 'Load Truck' action at any depot. The Truck will move as usual in phase 3 if you played a card matching the colour of the depot.

Unlock technology
Perform an 'Unlock technology' action. Use one of your 3 extra Unlock tokens (do not take an Unlock token from the coloured spaces on your Player board).

Move Truck
Move one of your Trucks 2 spaces along the built road network. The Truck will move again as usual in phase 3 of the current turn if you played a card matching the colour of the road space on which the Truck ends this move.

Swap card
Swap 1 action card in your hand with 1 action card that you have already played above your Player board.

Change card colour
Use this bonus when you play an action card to change its colour to red, cyan, purple, orange or grey (but not black or yellow) until the end of the turn.

Flip Action tile
Flip one of your pink Action tiles over, so that its yellow side is face up. This increases the limit on the number of cards you can play in that action space.

For the 'Build Road section' action, the limit will increase from 3 to 4. For the 'Upgrade link', 'Build Service Station' and 'Load Truck' actions, the limit will increase from 1 to 2.

Remove Action tile
Remove one of your yellow Action tiles to reveal the green space underneath. This increases the limit on the number of cards you can play in that action space.
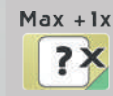
For the 'Build Road section' action, the limit will increase from 4 to 5. For the 'Upgrade link', 'Build Service Station' and 'Load Truck' actions, the limit will increase from 2 to 3.

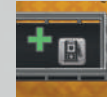# Action cards

Improved action cards

If you took the 'Build Road section' action, move your Development token 1 step forward on the development track, and gain any bonus you land on.

If you took the 'Upgrade link' action, move your Development token 1 step forward on the development track for each section of the link, and gain any bonus you land on.

If you took the 'Load Truck' action, move the Truck you just loaded one extra step at the end of your turn.

Additionally perform a 'Build Service Station' action following all the usual building restrictions.
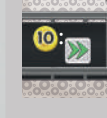
Yellow action cards

Additionally perform a 'Build Road section' action following all the usual building restrictions. You can perform your actions in any order.
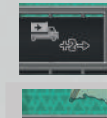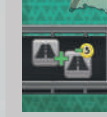
Advanced action cards

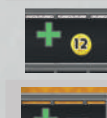If you took the 'Upgrade link' action, you may also perform a 'Load Truck' action, and vice versa.

You may pay exactly DM 10 to move your Development token 2 steps forward on the development track, and gain any bonus you land on or pass over.
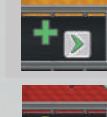
At the end of your turn your Truck movement is increased by two

If you took the 'Build Road section' action, you may instead build two Road sections at once (respecting the usual building restrictions), paying DM 5 less to build each one.
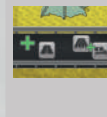
Gain DM 12.

Move 1 step forward on the development track, and gain any bonus you land on.

You may pay exactly DM 10 to move 2 steps forward on the development track, and gain any bonus you land on or pass over.

Additionally perform a 'Build Road section' action following all the usual building restrictions. If you took the 'Upgrade link' action, you may also perform a 'Load Truck' action, and vice versa. You can perform your actions in any order.
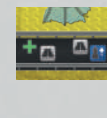
Additionally perform a 'Build Road section' action following all the usual building restrictions. If you build at least 1 Road section this turn, also promote 1 councillor.
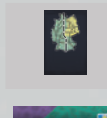
This is a black Basic action card. It has no additional bonus action.

This can be played as a red, cyan, purple, orange or grey Basic action card (but not black or yellow). This card is all five these colours, and your Trucks may move at the end of the turn if they are on one of these five colours roads.