

AUTOBAHN

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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 day.

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.

Besides 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 Administration board

Departments

3rd Floor

2nd Floor

1st Floor

Lobby

Construction Offices

Development track

1 Construction Office board

1 Game board

Delivery bonuses

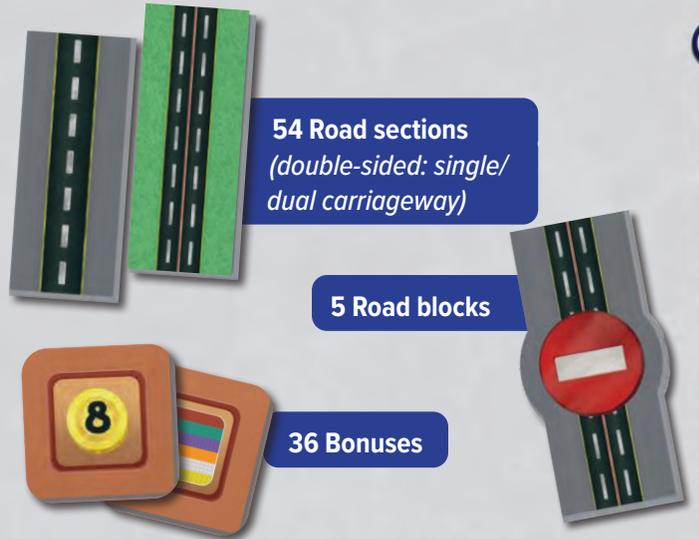
Construction bonuses

The image displays the components of the game. On the left is a 'Dashboard' with a grid of numbers and icons. In the center is the '1 Game board', a map of Germany with a network of roads and various city labels like Hamburg, Berlin, and Frankfurt. To the right is the '1 Administration board', which is a board with three floors (3rd, 2nd, 1st) and a 'Lobby' area, containing various cards and tokens. Below that are 'Construction Offices' and a 'Development track' with a landscape illustration. At the bottom are 'Delivery bonuses' and 'Construction bonuses' cards.



6 Delivery boards

95 tiles:



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

5 Road blocks

36 Bonuses

41 cards:



7 Route cards

20 Improved action cards

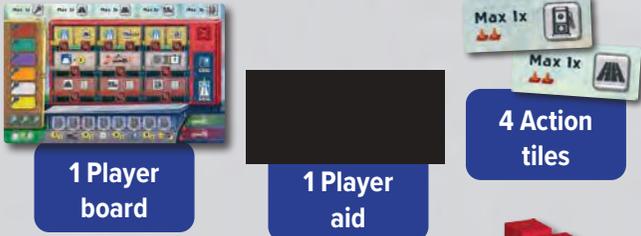
14 Advanced action cards

xx tokens:



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

58 player pieces in 4 colours:



1 Player board

1 Player aid

4 Action tiles



40 Delivery tokens



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



25 Employees

7 Basic action cards

8 Service Stations



60 DM coins
(in denominations 1, 3, 5, 10, 20)



9 Unlock tokens



1 Development token



2 Trucks

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 **DM coins** 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 **DM coins** 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.)



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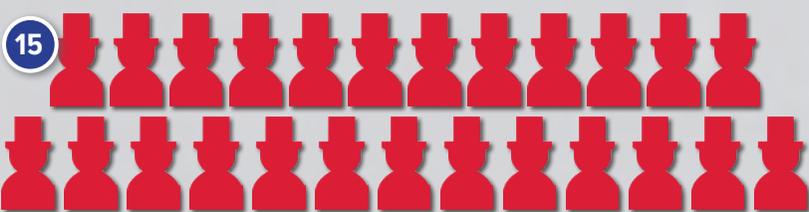
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Aim of the game

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.

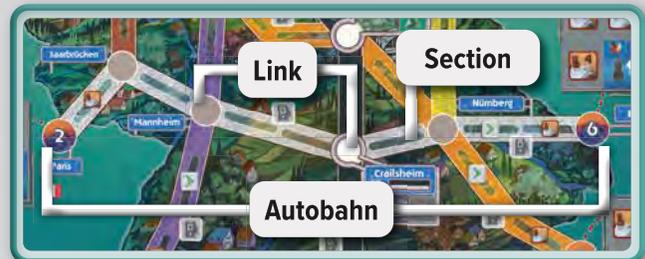
First era (1946–65)

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)

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 DM coins 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.

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 autobahn) 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

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 DM coins.

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 DM coins 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:

1 Claim delivery bonus

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

2 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.

3 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 DM coins 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.

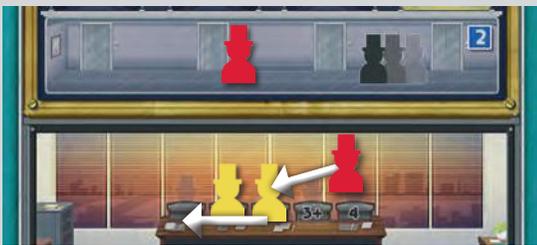
3. Place Employee

Place an Employee from your supply in the leftmost **empty** seat in the Office that matches the colour of the card you played.. 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 DM coins 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 an Employee from your supply in the leftmost **empty** seat in the Office that matches the colour of the card you played., 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.

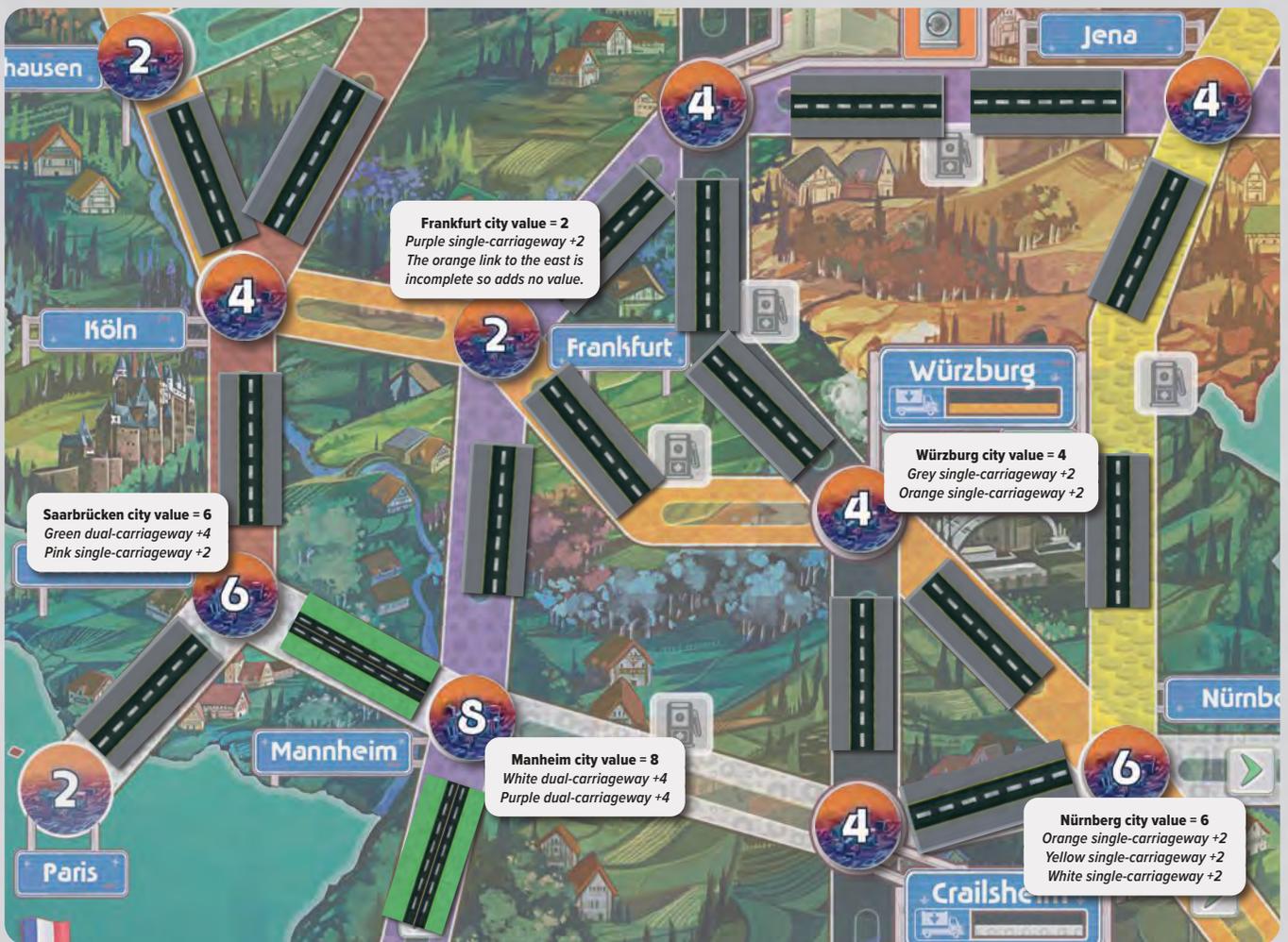


4. Update city values

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:





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 DM coins.



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 of 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 DM coins, 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 an Employee. (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 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 an Employee on the Dashboard in the funding space of the current era. If you do, take DM coins 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 its 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 DM coins 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 Employee. (See 'Bonus actions'.)
	You may pay DM 10 to place one Employee 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 Employee 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 DM coins bonus from amongst those below the spaces of the Service Stations your opponent have already built. Your opponent earns DM coins 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.)



The Red player has built 4 Service Stations so far and the Blue player has just moved their truck past a red Service Station. The red player earns DM 2.

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 DM coins icon and immediately earn the amount of DM coins shown.

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

	<p>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.</p>
	<p>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.</p>

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 DM coins 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. They place their Truck in the black depot in Hamburg and load a Chemicals Goods token onto it (A).

They played a black card and their Truck is in a black space, so they can move their Truck up to 2 steps (this is the first era). They moved along the red autobahn towards Dortmund.

They pass one of their own Service Stations (B), so earn a bonus from their Player board. They choose the extra movement bonus and so can move the Truck one more step towards Oberhausen (C).

On a later turn, They plays a cyan card to take the 'Build Road section' action and build the section west of Hannover (D). Since they played a cyan card and their Truck is starting on a cyan road space, they are able to move their 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 DM coins 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 **one more turn**. 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

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

- **Construction budget**
- **Promotion**
- **Route card**

Construction budget

For each Construction Office that has 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.

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.

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 DM coins 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.



Service Station

Upgraded road links

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.

	Each Employee in the Lobby is worth 2 points.
 	Each Employee in the Network Department is worth 1, 2 or 3 points for each of your Employees in Construction Offices.
 	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
 	Each Employee in the Service Department is worth 1, 2 or 3 points for each Service Station you have built
 	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. If still tied, all tied players share the victory.

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 DM coins



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

Promote Employee

Perform 1 or 2 promotions. For each promotion, move 1 of your Employees 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 an Employee to the floor above, there must be an available empty seat into which to move your Employee. Each player can have a maximum of 1 Employee in each floor of a Department. Each floor of a Department can contain a maximum of 3 Employees.



If you earned a bonus giving you 2 promotions, make each promotion separately. You can promote two different Employees once each, or a single Employee twice. If you promote a single Employee twice, there must be an available empty seat in both of the floors that the Employee 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 an Employee, instead place an Employee 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 white (but not black or yellow) until the end of the turn. This card is all five of these colours, and your Trucks may move at the end of the turn if they are on one of these five colours roads.

Flip Action tile

Flip one of your Action tiles showing 2 cones over so that the side showing 1 cone is face up. This increases the limit on the number of cards you can play in that action space.

Max + 1x



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 Action tiles showing only 1 cone to reveal the space underneath showing no cones. This increases the limit on the number of cards you can play in that action space.

Max + 1x



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.



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 Employee.



This is a black Basic action card. It has no additional bonus action.



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

Solo mode

In the solo mode you will compete against Autobot, an automated opponent. Autobot will simulate another player and has a variety of difficulty settings.

Additional Components



1 Solo board
(in 2 difficulties, found on the reverse sides of the player boards)



Task Deck
Bonus Action
Main Action
Autobot's Priority

8 Task cards
(5x 'A', 3x 'B')

Setup

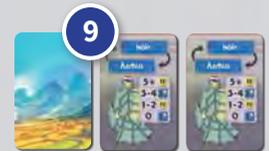
Set up the game for 2 players. set up Autobot's components and play area as follows.

- Place the **Solo board** in Autobot's play area. Choose either an 'easy' or 'hard' Solo board. See *Autobot Difficulty* for more information on difficulty options.
 - Split the **Task cards** into two decks (A and B) and shuffle each stack separately.
 - Place the 'A' deck next to the Solo board as a face-down **Task deck**.
 - Place the 3 'B' cards face down beside the Development track in an **Advanced Task deck**.
- Pick a player colour for Autobot. Autobot uses the **25 Employees**, **8 Service stations**, **1 Development token** and **7 Basic action cards** (including yellow) of that player colour. Instead of taking a Truck for that colour, Autobot takes **1 Truck** and **1 Development token** in each of the other, unused colours.
- Randomly choose a **Delivery board** for Autobot and place it next to the Solo board.
 - Place Autobot's **25 Employees** beside the Solo board.
 - Place Autobot's **8 Service stations** on the appropriate spaces of the Solo board.
 - Place Autobot's **Development token** on the first space of the Development track.
 - Place Autobot's **yellow Basic action card** aside, and shuffle Autobot's **6 Basic action cards** to form a face-down '**Colour**' deck. (This deck is used only to determine the current colour for Autobot's turns.)
 - Autobot is the start player, so place 1 of Autobot's **Employees** onto the first (leftmost) seat of the black

Construction Office. Place one of yours on the next seat.

- Set up your play area as normal, and reveal **2 Route cards** from the deck. Pick one for yourself and discard the other one. Return the unused route cards back to the box.

Autobot has an unlimited budget. You do not need to track Autobot's income or expenditure. Autobot does not have a Route card.



How to play

The game proceeds as usual, with Autobot and you taking alternate turns. Autobot will determine its actions by using a combination of Colour cards and Task cards.

Autobot Phase 1

Autobot Actions

Autobot will determine its action for the turn using this process:

Step 1

On Autobot's turn, flip the top card from their **Colour deck** and place it face up in the first available slot. There are two rows of slots available for Colour cards, one row above the solo board and one row below it. Autobot fills

the top row from left to right, then the bottom row from left to right.

This card determines the 'current colour' for Autobot's turn. Any actions on colour cards are ignored by Autobot.

Step 2

If there is a **Task queue**, Autobot will check that the main action shown on this card is a viable action. (See *Viable actions*)

If there is more than one task card in the task queue with a viable action, Autobot chooses the card with the highest priority value (so number 2 would be chosen over number 1).

If there is no task queue, or if the action cannot be taken, Autobot will continue to Step 3.

Step 3

Reveal the top card of the **Task deck** and take the main action at the bottom of the card if it is a viable action (See *Viable actions*).

If you ever need to reveal a card and the task deck is empty, gather all the used task cards, except the highest priority task card in the task queue, and shuffle them to form a new face-down task deck, then draw from this new deck.

If Autobot cannot take the main action, set the task card aside in a **Task queue** and draw a replacement.

Repeat step 3 until Autobot has a viable action.

On rare occasions, there may be no viable action in the entire task deck. If this happens, take the following steps:

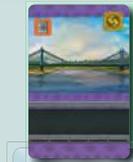
- 1 Collect all the **colour cards** and all the **task cards**. Shuffle each deck separately, and put them back beside the solo board.
- 2 Skip Autobot's turn

To increase the difficulty, move Autobot's marker one step forward on the development track whenever this happens

Viable Actions

The main action is viable if it can be taken on the road of the current colour.

If the main action is viable, place the task card on top of the colour card. If the task card also has a bonus icon, resolve the bonus action first (See Autobot's bonus actions), then take the main action using the current colour. (See *Autobot's main actions*).



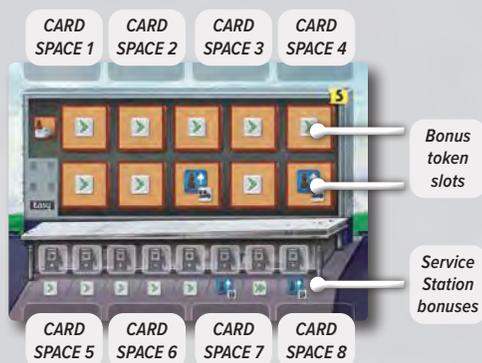
On its first turn, Autobot draws a purple card from its coloured card deck and places it onto its solo board. Autobot then draws a task card that shows a Service Station action, but there are no available Service station spaces for this action so it is not a viable action. This card is set aside in the task queue.



A second solo card is drawn that shows a 'Load Truck' action. Autobot is able to take this action and completes its turn.

On its next turn, Autobot draws a black card from its colour deck. Autobot will first check if it can take the Service Station action from the task queue before drawing a new card from the Task deck.

Autobot's Solo Board



Bonus tokens



When Autobot gains bonus tokens, it places them on the next available slot of the solo board, starting with the top row of the solo board from left to right, then the second row from left to right, gaining the bonus shown on the space instead of that shown on the token itself.

Service stations

When Autobot builds a Service station, it immediately gains the bonus shown on the Solo board below that service station.

Solo board bonuses



Develop

As described in *Autobot's Bonus Actions*



Promote

Promotions gained in this way should be taken on the Department shown if possible. If a promotion in the department shown is not possible, follow the normal priority rules in *'Autobot's promotions'*.



Build a service station



Immediately perform the 'Build a service station' action as described in *Autobot's Bonus Actions*.



Build a road section

Immediately perform the 'Build a road section' action as described in *Autobot's Bonus Actions*.



Upgrade a link

Immediately perform the 'Upgrade a link' action as described in *Autobot's Bonus Actions*



Place an employee

Autobot places an employee in the Office that matches the current colour.

Autobot's bonus actions

Discard

Autobot discards an action card from the display. Once selected, slide all remaining cards to the right and draw a new card to place in the leftmost slot.



Discarding a card: Autobot's Priority

1. The leftmost card of the current colour.
2. The rightmost card of the colour which appears most in the display.



Develop

Move Autobot's Marker 1 or 2 steps forward on the development track.



Max + 1x



Take the top card of the **Advanced Task deck** and shuffle it into the face-down task deck without looking at it.



Max + 1x



Promote 1 of Autobot's employees as explained in *'Autobot's promotions'*.

Take the leftmost card from the display and shuffle it into Autobot's colour deck. This will give Autobot an extra colour card.



Note: Any bonus actions on red, cyan, purple, orange, or white colour cards are ignored by Autobot.

Autobot's main actions



Build or upgrade road section

Autobot builds the next road section of the autobahn that matches the current colour.



If all available road sections have already been built, Autobot will instead upgrade a complete link.

Build a road section

Autobot builds the next road section of the autobahn that matches the current colour.

Build a road: Autobot's Priority

- 1 The section of road that would allow one of Autobot's trucks to deliver a goods token to or move towards its destination country. If tied, the country that appears highest on Autobot's delivery board.
- 2 A section of road that contains a bonus token.
- 3 The section of road nearest to the black autobahn (the fewest road spaces to travel)..
- 4 In the **first and second eras**, the southernmost location, then the westernmost. In the **third era**, the northernmost location, then the most easternmost.



Autobot plays an orange card and takes the build road / upgrade link action.

Autobot has a truck waiting to deliver to Amsterdam, so selects Oberhausen - Amsterdam.

If the truck wasn't there Autobot would still choose this space as it contains a bonus token.

If, in a later turn Autobot builds on orange again, it would select the section West of Würzburg, as it is nearest to the black autobahn.

If, in a later turn Autobot builds on orange again, it would select the section South of Nürnberg as it is the same distance from the black autobahn as the section East of Frankfurt but is further South so it wins the tiebreak using the next criteria.

Upgrade a link

If all road section are built, Autobot will instead upgrade a complete link.

Upgrading a link: Autobot's Priority

- 1 The section of road nearest to the black autobahn (the fewest roads spaces to travel).
- 2 The closest to Bad Hersfeld.
- 3 In the **first and second eras**, the southmost location, then the westmost. In the **third era**, the northmost location, then the most eastmost

If all roads have been built and upgraded, this action is not viable; place the action card aside in the task queue.



Autobot plays a black card. Autobot will upgrade the link between Bad Hersfeld and Würzburg in the first era. (closest to Bad Hersfeld then southernmost)

When building or upgrading a road, Autobot places an employee in the corresponding Office as usual. Autobot never pays building costs.



If Autobot builds a road section on a space with a 'Develop' icon, gain the bonus as explained in 'Autobot's bonus actions'.



If Autobot builds a road section on a space with a bonus tile, gain the bonus tile as explained in 'Autobot's bonus actions'.



Load Truck

When Autobot takes the 'Load truck' action it selects the depot on the autobahn that matches the current colour.

If the current colour is black, Autobot selects the delivery country first (see below), then selects the good type shown on its delivery board for that country. If Automotive goods or Chemicals are selected choose the depot nearest the delivery location.

Place the goods token on an available truck and place the truck in the depot. Autobot always has the ability to use both of its trucks. If no truck is available Autobot cannot take this main action, so place the card aside in the task queue.

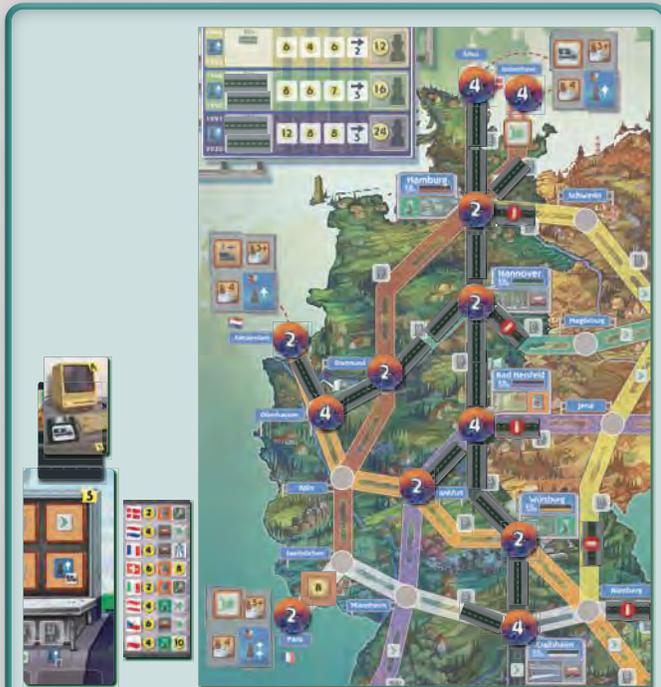
Autobot will then select a country to which it has not yet delivered.

Selecting a country: Autobot's Priority

- 1 A country connected to the network.
- 2 A country that contains a bonus token.
- 3 A country with the fewest road sections left to be built.
- 4 A country that is paired with the current good type on Autobot's delivery board.
- 5 The uppermost country shown on Autobot's delivery board.

If both trucks are already loaded, place the action card aside in the task queue.

Place the development token that matches the colour of the truck Autobot has loaded on the board beside the selected country. This marks the selected country for that truck.



Autobot draws a black card from its coloured card deck and a Load truck action from its task deck.

There are 2 locations connected to the network Århus and Amsterdam. Each location has a bonus token.

As Autobot has played a black card, it can choose any good type, so both locations are considered to match the current good type according to Autobot's delivery board.

Autobot chooses the uppermost location shown on its delivery board, which is Århus.

As Autobot has selected Århus as its preferred location, it will load its truck with Automobiles. It will choose to do this at Hannover as this is closer to Århus.

Loading Pharmaceuticals

During the third era, if the current colour is cyan or yellow, Autobot selects Pharmaceuticals to load (instead of Chemicals or Automotive goods).

Instead of the usual criteria, Autobot selects a

connected country to which Pharmaceuticals have not yet been delivered, starting with Austria (Wien) and going clockwise around the map.

If the player delivers pharmaceuticals to the selected country before Autobot, move the development token to the next connected country to which Pharmaceuticals have not yet been delivered, in clockwise order.

When delivered, Autobot gains the Pharmaceuticals delivery bonus as normal.



Autobot is attempting to deliver pharmaceuticals to Milano. On your turn, you manage to deliver pharmaceuticals to Milano first.

Autobot must now move its selected delivery location. Autobot chooses the next connected country clockwise, skipping Basel and moving its marker to Paris.



Build a Service station

Autobot builds a Service station on the next available Service station space on the autobahn that matches the current colour.

Building a service station: Autobot's Priority

- 1 The Service station space nearest to the black autobahn (the fewest road spaces to travel).
- 2 In the **first and second** eras, the southernmost location, then the westernmost. In the **third** era, the northernmost location, then the most easternmost.
- 3 If building on a black Service station space, pick the closest to Bad Hersfeld, with ties broken in the **first and second** eras by the southernmost location, and in the **third** era, by the northernmost location.

If there are no connected Service station spaces that match the current colour, place the action card aside in the task queue.

As usual, Service stations cannot be built in East Germany during the first and second eras.

When placing a Service station, Autobot immediately gains the bonus depicted underneath it on the solo board as described in 'Autobot's Solo board'.



It is the third era and Autobot plays a green card and the service station main action. Autobot builds a service station on the space between Hannover and Magdeburg.

As this is Autobot's 6th service station, they gain a promotion on the (Insert name of service station department).



Yellow Basic action card bonus (Era 3 ONLY)

If Autobot draws its **yellow Basic action card** from the colour deck, Autobot performs an **additional** 'Build road section' action this turn.

The resolution of this bonus action depends on what the main action is.

If the viable action is a 'Build road section', Autobot will build 2 road sections that allow it to connect to a new city, if possible.

If the main action on the task card is any other action, Autobot performs a single 'build road action' before the main action shown. If the main action is not yet viable, check to see if the 'build road action' would make it viable. If it would, take the 'build road action' in such a way to make the main action viable. If the main action would still be not viable, draw a new card as normal and repeat this check.

Autobot Phase 2

Truck movement and Service Stations

If Autobot has trucks on the map, move each truck a number of spaces towards its selected country (See 'Load truck' action in Autobot's main actions to see how countries are selected).

The number of spaces moved is determined by the current era as normal.

To increase the difficulty, move each truck an additional space.

Autobot does not need to match the current colour card to move along road spaces.

If a truck cannot move forwards for any reason (such as an unbuilt road) it stays still.

Each time one of Autobot's trucks passes one of its own service stations, it gains the rightmost revealed bonus as shown on the solo board. If one of Autobot's trucks passes your service stations, you gain income from the bank as normal. Autobot does not gain anything when your trucks drive past its service stations.

To increase the difficulty, Autobot moves one step forward on the development track when your trucks drive past its service stations.

If one of Autobot's trucks reaches its selected country, it delivers its goods.

When a good is delivered, place it onto the corresponding space of Autobot's delivery board.

If the good type matches, Autobot moves 1 space up the development track. Autobot never receives the bonus action or money shown on the delivery board

If Autobot delivers Pharmaceuticals it gains the delivery bonus as normal.

If the selected country has a delivery bonus tile, Autobot takes it and places the token face down on the next available slot of the solo board and gains the bonus depicted on the slot as described in 'Autobot's Solo board'

As usual, Autobot cannot deliver goods to Poland (Warszawa) and the Czech Republic (Praha) during the first and second eras.

Autobot Phase 3

Turn end

If Autobot has Colour cards remaining in the colour deck. Autobot's turn ends immediately.

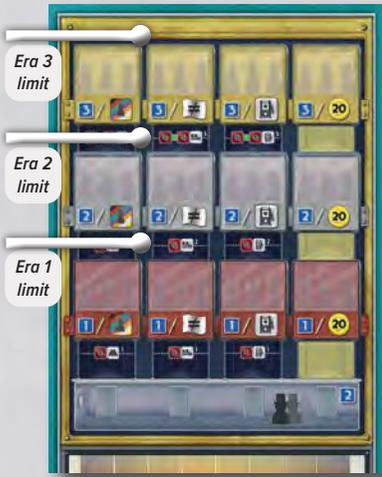
If Autobot does not have colour cards left in the colour deck, Autobot completely refreshes both decks. Collect all the colour cards and all the **task cards** except for the task card in the task queue with the highest priority. Shuffle each set of cards separately to create a new **colour deck** and **task deck**. Place both decks beside the solo board.

Autobot's promotions

Autobot's promotions are limited depending on which era it is. During the first era, Autobot's employees may only be promoted as high as the 1st floor. During the second era, they may only be promoted as high as the 2nd floor. In the third era, Autobot's employees may

access any floor. This limitation rule also applies to Autobot's employees when they are promoted during the end of era steps.

Unless the bonus shows a particular Department, when Autobot gains a promotion, it will promote whichever employee can reach the highest floor in any Department. If two or more employees can reach equally high floors, the employee in the leftmost Department is promoted.



End of the era

Construction budget

When calculating the Construction budget for Construction Offices, treat Autobot as a second player where it has employees. However, Autobot does not receive its share of the construction budget.

Remember, Autobot has an unlimited budget. You do not need to track Autobot's income or expenditure.

Promotion

If Autobot triggered the end of the era, it receives a bonus promotion as usual.

In addition, Autobot always receives the following automatic promotions:

	First Era	Second Era	Third Era
	0	1	1

To increase the difficulty, Autobot instead receives the following automatic promotions:

	First Era	Second Era	Third Era
	1	1	2
	1	2	2

Route card

At the end of the second era, add Autobot's **yellow Basic action card** face down on top of the colour deck.

End of the game

At the end of the game, Autobot scores points for its employees in the Lobby and the first three Departments as normal.

If you have scored more points than Autobot, then you have won the game!

Autobot Difficulty

The solo board has 2 difficulty sides, 'easy' and 'hard'. There are also some additional ways to increase the difficulty of the solo game.

We suggest you start with the 'easy' board then consider adding some of these options before moving onto just the 'hard' side of the board. These options can also be added when using the hard side of the board to increase the difficulty even further.

- Autobot's trucks move 1 additional space every turn
- Autobot gets 1 development track step each time one of your trucks drive past one of its service stations
- Autobot moves on the development track if it skips its turn
- Autobot gains more promotions at the end of each era (2 additional difficulty levels)

Player Aid

Delivery Bonus

Max 1x Gain Delivery Bonus

Main Phase

End of Turn

End of Period

Rulebook Reference

Actions:

Build Road Section - Page 8

Upgrade Road Link - Page 9

Load Truck - Page 11

Build Service Station - Page 11

Unlock Technology - Page 11

Truck Movement:

Passing Service Stations - Page 12

Making Deliveries - Page 13

If your Truck starts its movement on a dual carriageway you can move it 1 extra step.

A Truck cannot end its movement on a Road section that contains another Truck.

Icons:

Technology Icons - Page 11

Scoring - Page 15

Bonuses - Page 16

Card Bonuses - Page 17

Solo Mode - Page 18

Reference:

Running out of Employees - Page 9

Updating City Values - Page 10

Calculating Construction Budget - Page 14

Promoting Employees - Page 16