

- # Game Overview & Setup
1. Starting Money: Each player begins with **\*\*\$15,000\*\***.
  2. Income Per Round: Players earn **\*\*\$3,000\*\*** each time they pass the **\*\*Main Terminal\*\***.
  3. Upgrading Cities<sup>\*\*</sup>: You can upgrade any number of cities if you landed in The Main Terminal as long as you have the funds and meet the requirements. ( you can also upgrade a city if you landed on it )

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# Gameplay Mechanics

1. Forced Auction
  - Triggering a Forced Auction:
  - Unowned Land: If a player lands on an unowned city, an auction is triggered. Players bid until one wins the property.
  - Owned Land: If a player lands on another player's property, they can trigger an auction to purchase it at its base total rent value.
  - Forced Auction Card<sup>\*\*</sup>: Allows a player to buy a property (including upgrades) for **\*\*half of its base total rent value**.
2. Trading with Other Players

Players are allowed to trade freely:

  - Influence another player's turn or actions.
  - Exchange items (cards, money, properties, etc.) for strategic advantages.
3. City Upgrades and Rent
  - Rent Calculation: The rent of a city is equal to its purchase price. When you upgrade, the rent increases by the upgrade cost.
  - Upgrade Requirements:
    - Tower and **\*\*Stronghold**: Upgrade once you land on a city you own.
    - Palace: Requires a full color set and that the city has been upgraded to a Stronghold.
    - Castle: Requires a full color set with all cities upgraded to Palace.

Upgrade Type	Rent
Tower	Rent + Upgrade Cost
Stronghold	Rent + Upgrade Cost
Palace	Rent + Upgrade Cost
Castle	Rent + Upgrade Cost

# Special Tiles & Effects

1. Train Station
  - Cost: \$1,000 to use.
  - Function: Allows you to travel to any Train Hub or the Main Terminal. Alternatively, players can choose to roll the dice.
2. Train Hubs
  - Cost: Each Train Hub costs \$1,500.
  - Rent: Owning multiple Train Hubs grants increased rent:
    - Two Train Hubs: \$3,000 rent each.
    - Three Train Hubs: \$4,500 rent each.
    - Four Train Hubs: \$6,000 rent each.

### 3. Treasure Traps

- If a player lands on a Treasure Trap, they must pay 25% of their current money.
- The next player to land on it receives double the amount previously paid.
- Each Treasure Trap operates independently.

### 4. Public Garden

- Increases the rent of a region by \$500.

### 5. Waste Facility

- Decreases the rent of a region by \$500.

### 6. Mandatory Service

- Stay in Service: Earn \$500 per turn for 3 turn but stay out of the game temporarily.
- Escape Immediately: Pay \$500 to get back in the game instantly.

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### # Winning Conditions

- The game can be won in one of the following ways:
- Owning 4 full color sets and 2 Castles.
- Bankrupting all other players.

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### # Special Mechanics

#### 1. Lucky Break

- draw a card from ( Green Bag )

#### 2. Rough Roads

- Draw a card from ( Red Bag )

#### 2. Tactical Turn

- Draw a card from ( Purple Bag )

#### 1. Mixed Fortune

Players must draw one of each card:

- Lucky Break ( Green Bag )
- Rough Road ( Red Bag )
- Tactical Turn ( Purple Bag )

### # Currency

- Star: \$3,000
- Gold Coin : \$1,000
- Silver Coin: \$500
- Bronze Coin: \$100

### # Counters

- counters near Region Names are used to calculate increasing or decreasing of Rent due to events.
- counters near the Treasure Traps are used to calculate double the payed amount of the player who first fall in it.
- counters near the players are used as the players want.

### # Incentives for Completing Color Sets

- The first player to complete a color set receives a free Palace Relic
- The second player to complete a color set gets an increased \$1,000 rent on a region of their choice.
- Completing a color set grants \$2,000.