

# Terminus

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insideUP  
GAMES



## OBJECTIVE

Your transit company has been hired to construct subway tunnels and stops, connecting the districts of the city. Compete for prestige by managing your resources and completing public projects. Will your project stay on track, or will it go off the rails?

## PLAYER COMPONENTS

5x Prime Hubs



60x Station Discs  
12 in each player colour



5x Capacity Markers  
1 in each player colour



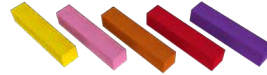
5x Bonus Markers  
1 in each player colour



40x Lobbyists  
8 in each player colour



160x Rails  
32 in each player colour



5x Player Boards



10x Build Upgrade Tiles  
2 of each type, Labeled B1-B2



5x Action Markers  
1 in each player colour



5x Cycle Markers  
1 in each player colour

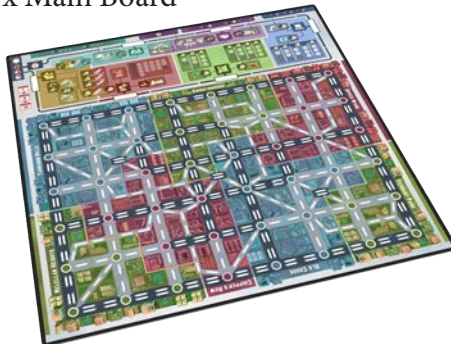


5x Player Aids



## GENERAL COMPONENTS

1x Main Board



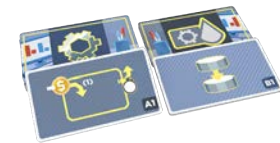
55x Resource Cubes  
20x Construction Cubes  
15x Blueprint Cubes  
12x Document Cubes  
8x Power Cubes



24x Development Tiles  
3 of each type; Industrial, Commercial, Residential



18x Advanced Upgrade Tiles  
3 of each type, labeled A1-A6



50x Coins  
25 in 1, 10 in 3  
10 in 5, 5 in 10



18x Project Cards



35x Agenda Cards



1x Score Pad



1x Turn Order Card



1x Year Marker



21x Demand Tokens



## AUTOMA COMPONENTS

For 2-player games

8 Double-Sided Automa Cards



1 Direction Marker



## TABLE OF CONTENTS

Components  
Game Set Up  
Components

Components  
Game Set Up  
Components

Components  
Game Set Up  
Components

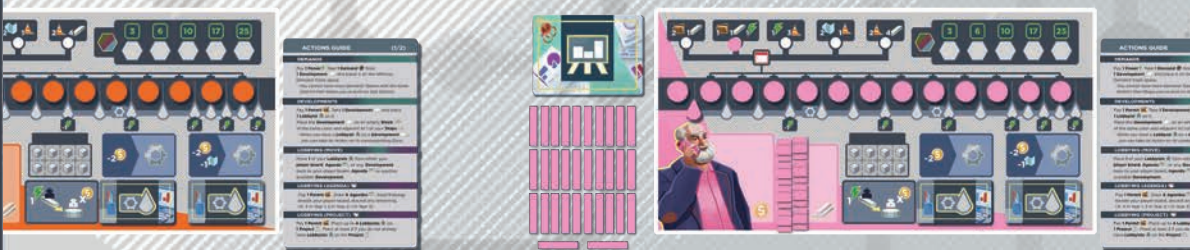
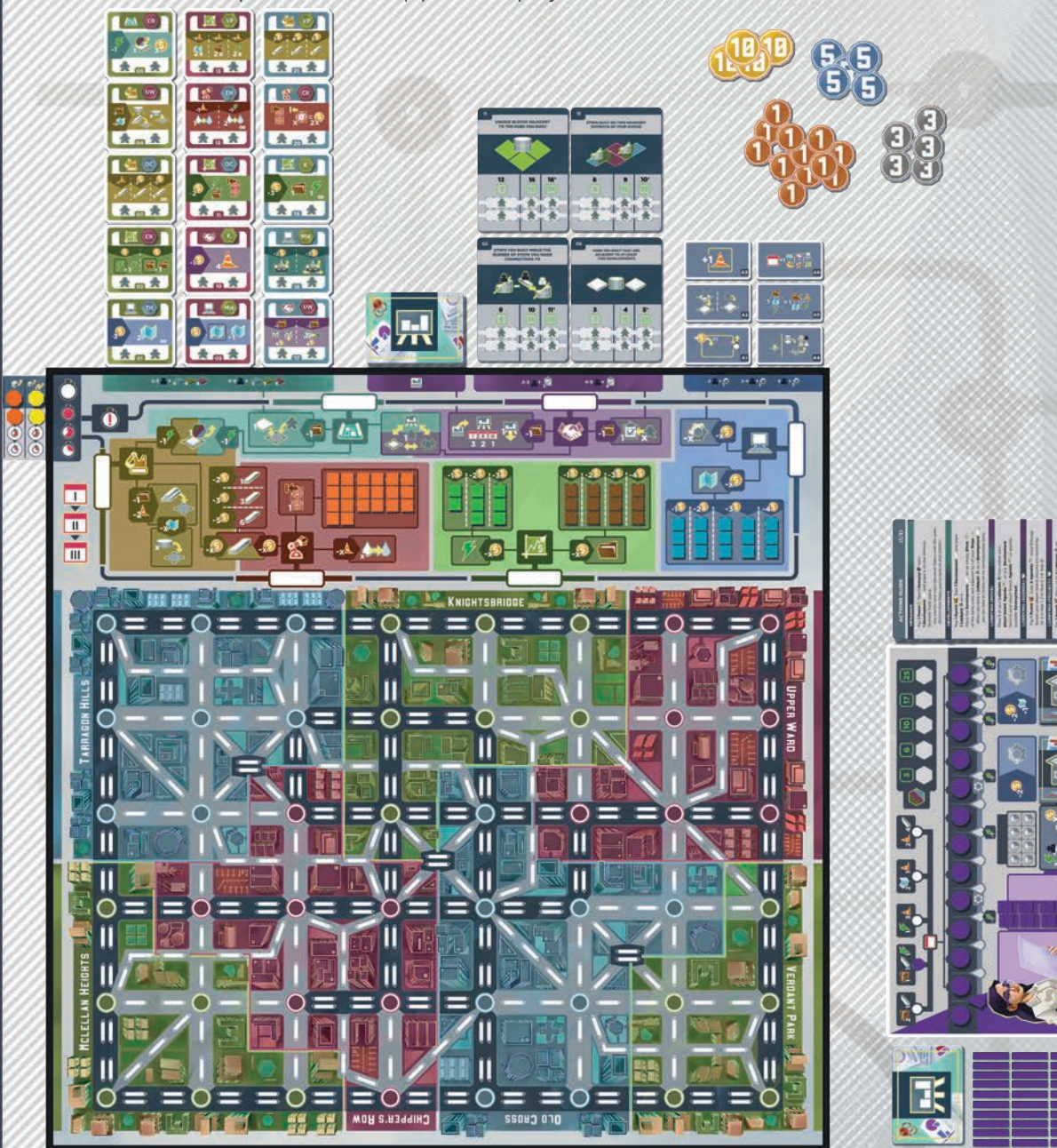
Components  
Game Set Up  
Components

Components  
Game Set Up  
Components



## GAME SET UP

1. Place the main board (1) in the middle of the table. Leave enough room above the main board for the Turn Order card, Development tiles, Agendas, Projects, and Upgrade tiles.
2. Distribute a personal board (2) to each player.



Tip: If it's your first game, we recommend using the following Projects:

- 2 or 3 players:** 5, 8, 10  
**4 or 5 players:** 1, 5, 8, 10

and the following Development tiles:

- 2 or 3 players:** 02, 04, 05, 07, 09, 11, 12, 15, 18, 21, 22, 23  
**4 or 5 players:** 01, 02, 04, 05, 07, 09, 10, 11, 12, 15, 18, 21, 22, 23, 25.

## MAIN BOARD SET UP

1. Locate the Turn Order card (1A) and place it beside the main board, in the top left-hand corner. Slide the card under the main board until there are columns visible equal to the number of players. In a 5-player game, the card will not be slid under the main board.

2. Place the Year Marker (1B) on Year 1 of the track.

3. Locate the Development tiles (1C) and sort them by type. (Commercial = Blue, Industrial = Yellow, and Residential = Green.) Shuffle each stack of Development tiles separately, and then place Development tiles in columns according to the player count as follows:

**2 or 3 players:** Draw 4 Development tiles per type.

**4 or 5 players:** Draw 5 Development tiles per type.

The 3 columns, sorted by type, should be placed above the main board in the leftmost available Zone. Unused Development tiles should be returned to the game box.

4. Locate the Demand tokens (1D), and place one token at random in the top-right hex of all face-up Development tiles. Return unused Demand tokens to the game box.

5. Locate the Agenda cards (1E) and shuffle them together. Place the Agenda stack facedown above the main board, in the Zone to the right of the Development tiles.

6. Locate the Project cards (1F) and shuffle them together. Draw Project cards according to the player count as follows:  
**2 or 3 players:** Draw 3 Project cards.  
**4 or 5 players:** Draw 4 Project cards.

Place the drawn Project cards above the main board, in the Zone to the right of the Agenda cards. Return unused Project cards to the game box.

7. Locate the Advanced Upgrade tiles with "A1–A6" in the lower right-hand corner (1G) and sort according to the icons depicted on each tile. Use a number of each Upgrade tile according to the player count as follows:

**2 players:** Use 1 Upgrade tile of each type.

**3 or 4 players:** Use 2 Upgrade tiles of each type.

**5 players:** Use 3 Upgrade tiles of each type.

8. Place these Upgrade tiles in the rightmost area above the main board. Return unused Upgrade tiles with an "A" to the game box.

Locate the Construction, Permit, Power, and Blueprint resources and fill the available spaces in their own sections of the main board. In a 2-player game leave the gray spaces empty and return unused resources to the game box.

9. Place Coins (1H) within reach of all players to form a general supply.

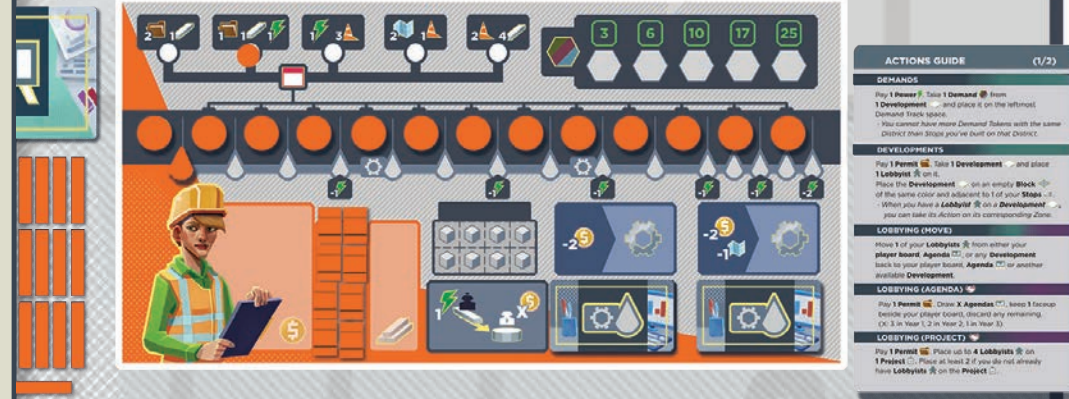


## PLAYER BOARD SET UP

Each player collects the components of their player color, and sets up their board as follows:

1. Place the Prime Hub (2A) on the leftmost space of the Station Track.
2. Place the 12 Station discs (2B) on the remaining spaces of the Station Track.
3. Place the Bonus Marker (2C) on the leftmost space of the Bonus Track.
4. Place the Capacity Marker (2D) on the leftmost space of the Capacity Track.
5. Place all Lobbyists (2E) in the Lobbyist Supply.
6. Place all Rails (2F) near your player board, within reach.
7. Locate the Build Upgrade tiles with "B1" & "B2" in the lower right-hand corner (2G) and place one of each facedown on the corresponding sections of the player board.

Unused player components and Build Upgrade tiles are returned to the game box.



## TURN ORDER & PRIME HUB PLACEMENT

1. From the Agenda deck, deal 2 cards to each player.
2. Each player will select 1 Agenda card to keep as a private scoring objective, placing it facedown to the side of their player board. The objective of this card remains hidden from other players throughout the game.
3. The remaining card in each player's hand will determine turn order for Year 1. All players will simultaneously reveal their remaining cards, and refer to the number in the top right-hand corner to determine turn order.
4. The player with the lowest number will be first in turn order, and will place their Player Marker in the top hex space of the rightmost column on the Turn Order card.

EXAMPLE: The turn order in Year 1 is Pink (1st), Purple (2nd), Red (3rd), and Yellow (4th).

Note: During setup, players do not collect any Turn Order Rewards. Rewards are first collected at the beginning of Year 2 during the Annual Income step. (see p.##)

5. Then, in ascending numerical order, the remaining players will place their Player Marker in the available spaces of the Turn Order card, from right to left. Each player will also place their Cycle Marker on the Cycle icon immediately below their Player Marker.

6. The Agendas used to determine turn order are then shuffled back into the Agenda deck, and returned to their position above the main board.

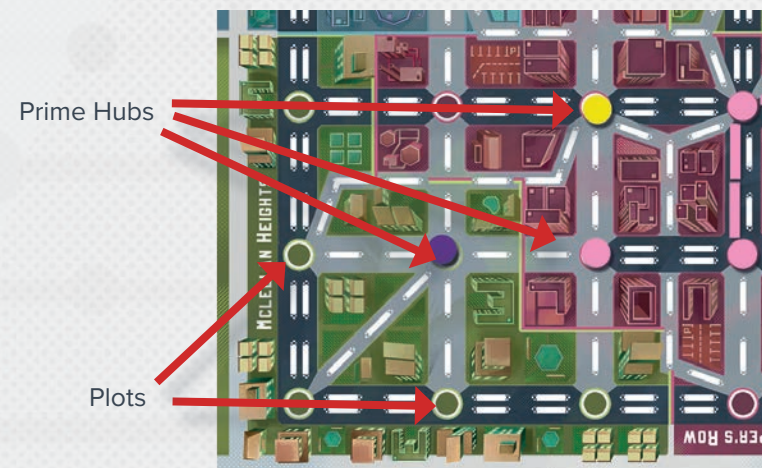
7. In reverse turn order, each player will place the Prime Hub from their player board on any empty Plot (circle) within the City.

These Plots are the designated areas in which players can build their subway Stops (Stations and Hubs).

The Prime Hub represents the player's starting position, where they will start their subway line.



### 5-player Example





## GOAL AND OVERVIEW

In Terminus, each player attempts to earn victory points (from here on, referred to as Prestige) by taking actions around the Action Loop. On the Action Loop, players may purchase and spend resources, Build their subway line, or place Developments in the City, which unlock new actions. These Developments come with Demands, representing the districts most in need of stops. They may also purchase Upgrades to become more efficient, increase their Capacity in order to extend their subway line, and Lobby for public Project and private Agenda objectives to earn Prestige. The player with the most Prestige at the end of the game is the winner.

## KEY TERMS

**Resources** are spent to execute various actions in the game. There are four types of resources:

### Collecting and spending resources

On certain Zones of the Action Loop, players may collect resources from the corresponding markets. Resources are always collected from the leftmost column containing resources, and each resource costs the number of coins indicated at the top of the column from which the resource(s) are taken.

Players may purchase as many resources as they can afford, paying their respective costs to the general supply, and then store them in the Resource Storage on their player board.

Your Resource Storage holds a maximum of 8 resources. If you have more than 8, return any resources of your choice back to their respective markets until you have only 8.

Resources you spend or return are placed in the rightmost column with an available space. (In a 2-player game, gray spaces within a market are never filled.)

**Note: You do not collect coins for any resources that are returned to the market.**

### EXAMPLE

**Red** wishes to purchase 2 Permits. The cost is 1 Coin for the first Permit, plus 2 Coins for the second Document for a total of 3 Coins.

On a later action, **Red** uses 2 Blueprints. They return the resources to the Blueprint market, starting with the rightmost available space.

**Lobbyists** are your company's advocates. Each player has a limited supply of 8 Lobbyists, which can be used to access actions unlocked by Developments, or to lobby on Agendas and Projects to earn Prestige.

**Prestige** (victory points) represent how well a subway

line meets the transit needs of the City.

**Build** means to place Rails and/or Stations within the City. Depending on the Action and a player's Capacity/Resources, a player may be limited in their ability to Build.

**Stations** are built by placing a single disc from a player's Station Track on an available Plot within the City during a Build action.

**Hubs** are improved stations, represented by placing two Station discs on top of each other within the City. Hubs can only be built if the player has unlocked the corresponding upgrade.

**Prime Hub** is the first Hub placed by a player during setup. When you Build for the first time, you place Rails outward from your Prime Hub.

**Stop** refers to either a Station or Hub.

**Rails** are used to link stops when building your subway. Each player has a limited supply of 32 rails, which are unavailable for building until placed in the Rail Storage of a player's board. There is no limit to the number of Rails that can be placed in the Rail Storage.

**Connections** are formed at the intersection of two subway lines, when a player connects their rails to an opponent's Stop. Other player's Stops are not considered to be part of your subway line for scoring purposes.

**The Action Loop** is located at the top of the main board. Players select an action by moving their Player Marker clockwise around the loop to the Zone with the action they wish to take. Actions are grouped into 6 Zones:

**Cycle** refers to a Player Marker moving around the Action Loop until it reaches the Cycle Checkpoint (see p.##). Players have a maximum of three cycles during a Year.

The **City**, located on the main board, is where Stops, Rails, and Developments will be placed. The City is divided into seven Districts, comprised of Blocks, Station spaces, Plots, and Rail spaces.

**Note: Some Rail spaces allow for 2 players to place Rails parallel to each other.**

**Plots** are circle spaces within the City where Stops may be built.

**Rail Spaces** are areas of the City where Rails may be placed. There are both Single Rail Spaces (A), where a single player may place rails and Double Rail Spaces (B) where two players may place rails side-by-side.

**Blocks** are square sections of the City cornered by Plots. A Block may contain Rail spaces within it.

**Districts** are the Commercial, Industrial, and Residential sectors of the City. Stops within their respective borders are considered part of that District. There are seven Districts:

**Capacity**, represented by the position of your Capacity Marker on your player board, indicates the maximum number of Stations that may be built at any given time. Only Stations directly to the left of your Capacity Marker are available when taking the Build action. Capacity may be increased by taking the "Increase Capacity" action on the Action Loop, and in some cases, Power may be a requirement to increase Capacity, or increasing Capacity may unlock Build upgrades. (See p.##)



## GAMEPLAY

Terminus is played over three rounds (referred to from here on as Years). At the beginning of a Year, players will collect their Annual Income.

Once Annual Income has been collected, each player, in turn order, takes turns moving their Player Marker to take a corresponding action along the Action Loop.

Players continue moving around the Action Loop until reaching the Cycle Checkpoint, which represents the end of a cycle. In a single Year, each player may complete a maximum of 3 cycles. Once all players have passed (see p.##), the next year begins. At the end of Year 3, end-game scoring takes place.

## BUDGET

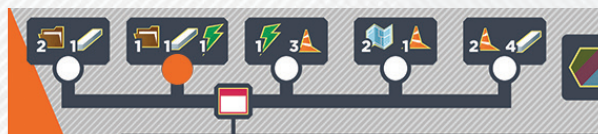
### Annual Income

All players will collect their Annual Income once at the beginning of each year. Annual Income consists of (1) Bonuses, (2) Budget, and (3) any Turn Order Rewards you may receive. See p.##

### 1. Bonuses

Simultaneously, players move their Bonus Marker to the area of the Bonus Track on their player board depicting the resources they wish to collect. A player may select the same Bonuses as they did the year before, or the same as another player. Then, in turn order, players collect the appropriate resources and store them on their player board.

**Note:** If a player is unable to collect their Bonus in full, that player may instead select an alternate reward from the Bonus Track.



*In this example, the Bonus Marker has been placed beneath 1 Permit, 1 Rail, and 1 Power. On their turn, these items are collected and placed in the appropriate sections of the player's board.*

### 2. Budget

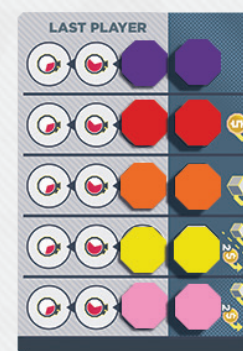
The Station Track provides income equal to the rightmost visible Coin icon. In Year 1, because each player has only placed their Prime Hub, every player will collect 12 Coins as their starting budget.



*In this example, the player has built 3 stops in addition to their Prime Hub. During the Budget phase of the year, they will collect 15 coins as their budget.*

### 3. Turn Order Rewards (Skip During Year 1)

During Years 2 and 3, players will collect rewards based on their position on the Turn Order card. After collecting these bonuses, players will take turns



- No reward
- Collect 1 Coin
- Collect any 1 Resource
- Collect any 1 Resource or 2 Coins
- Collect any 1 Resource and 2 Coins

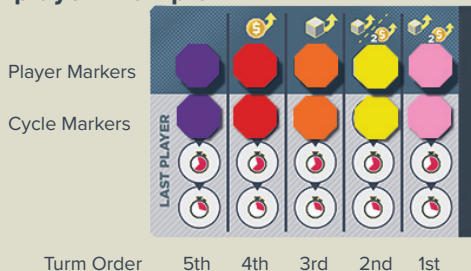
according to their position on the Turn Order card. *In this example, the red player would collect 1 available resource (Blueprint, Permit, Power, or Construction) of their choice.*

## TURN ORDER

Turn Order is determined by a player's position on the Turn Order card, starting with the Player Marker closest to the game board. This order repeats until all Player Markers have been returned to the **Turn Order card**.

Note that turn order may change each year; for more information, see the "passing" section on p.##.

### 5-player Example



## TAKING A TURN

On each turn, you *must* move your Player Marker clockwise to any Zone on the Action Loop (skipping Zones if you wish) and carry out an available action. There is no limit to the number of players that may occupy the same Zone. Zones offer a choice between 2 or 3 actions. For more information about each Zone, see p.XX.



*The orange player has moved their Player Marker to the same Zone as the pink player. They may now choose between 1 of the 3 actions, such as paying 1 Permit to build a Development within the city (A), or moving a lobbyist (B).*

Actions must be executed in full, and then your turn ends.



*The next player in turn order then selects an action. After the orange player has executed their action in full, the yellow player moves their Player Marker to the "Lobby" Zone, skipping the "Develop" Zone.*

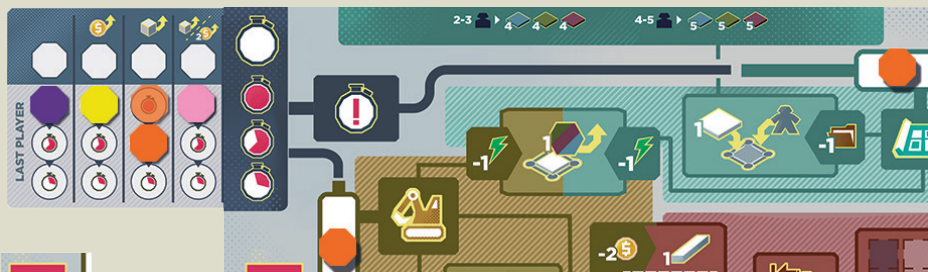
*On their next turn, they may not move back to the Develop Zone, and must instead continue moving their Player Marker clockwise.*



## CYCLE TRACK

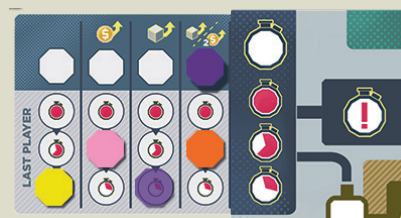
The Turn Order card also contains a Cycle Track for each player to record which cycle they are in. Each player may take up to 3 cycles in a Year.

Before a player can move their Player Marker past the Cycle Checkpoint on the Action Loop, they must first move their Cycle Marker down by 1 space on the Turn Order card.



The orange player wishes to move their Player Marker from the “Build” Zone past the Cycle Checkpoint to the “Develop” Zone. Before doing so, they must move their Cycle Marker on the Turn Order card down by 1 space to indicate they are in the 2nd cycle of the Year.

On their third cycle, if a player reaches the Cycle Checkpoint, they instead remove their Player Marker from the loop and place it in the rightmost available space on the Turn Order card, placing their Cycle Marker from the Cycle Track on top of it.



The purple player is the first to finish their third cycle, so they remove their Player Marker and place it in the 1st position on the Turn Order card and place their Cycle Marker from the Cycle Track on top of it. In the next year, the purple player will be first in turn order.

A player has “passed” once their Player Marker has been removed from the Action Loop and placed back on the Turn Order card. A player must pass if they cannot take any action, or choose not to.

## PASSING

Players have “passed” once their Player Marker has been returned to the rightmost available space on the Turn Order card. This happens when either:

- a. The player cannot, or chooses not to, take any more actions; or
- b. Their Cycle Marker cannot move down any further on the Cycle track.

When this happens, that player’s Player Marker and Cycle Marker must be placed in the rightmost available space on the Turn Order card. This means the order in which players pass will determine the turn order for the following Year, as well as any Turn Order Rewards (see p.##).

**Note:** Once they have passed, a player may not take any more actions in the current Year, but it is still possible for them to earn Coins if a Connection (see p.##) is made to their Stop by another player.

The purple player passes by placing their Player Marker and Cycle Marker from the Cycle Track into the 4th spot of the Turn Order card. This means that while they were second in turn order during Year 1, they will be fourth in turn order during Year 2.

During the Annual Income phase of Year 2, the purple player will not collect any turn order rewards.



## END OF YEAR

Once all players have passed, everyone places their Cycle Marker on the first space of the Cycle Track beneath their Player Marker. The Year Marker on the Main Board is moved down by 1 space and the next Year begins with players collecting their Annual Income.



## END OF GAME

When all players pass in Year 3, the game ends and scoring begins. (See p.XX)





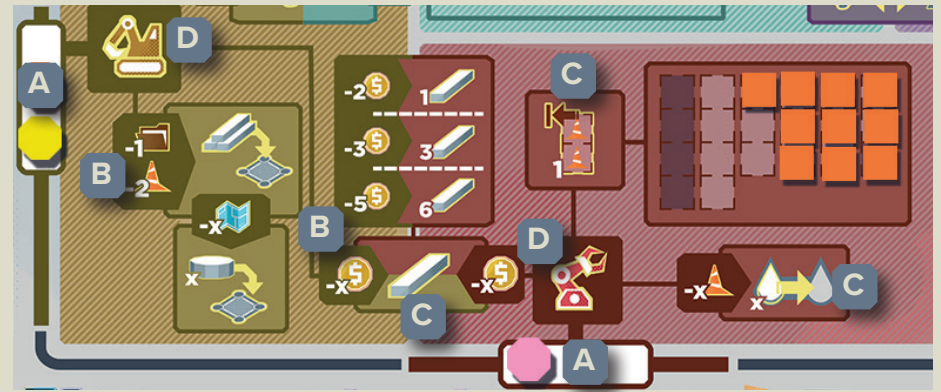
# ACTIONS

The Action Loop has 13 actions spread over 6 Zones. These Zones include:

- A space for Player Markers (A).
- The cost (B). *Some action spaces do not have a cost, or have a variable cost.*
- 2 or 3 possible actions (C).
- A Zone icon (D) and color that corresponds to Developments (see p.XX).

*Some actions are dual-colored, meaning they may be taken in more than one Zone.*

*The "Purchase Rails" action is dual-colored and has lines connecting it to both the Build and Supply Zones. This means that both Yellow and Pink could take this action if desired, provided they have the funds and Rails remaining in their reserve.*



## DEVELOP ZONE



**Pay 1 Power** then take 1 Demand matching a District where you have at least one Stop. This action may be taken only once during your turn.

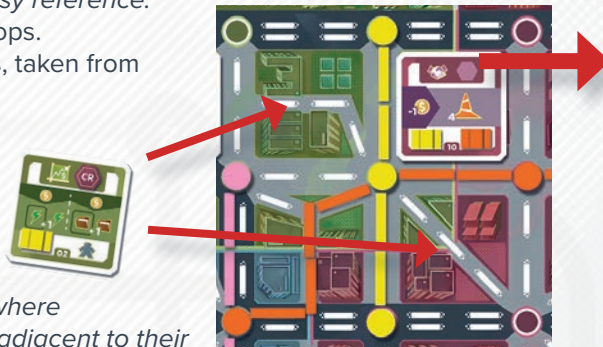
*This action will make more sense after you've learned a few key concepts, see p.XX for a full explanation.*



**Pay 1 Permit**, then take 1 Development (and its Demand token) and place it in an empty Block, then add 1 of your Lobbyists to this Development. The Development must:

- Be placed in a Block zoned for the Development type (Commercial, Industrial, or Residential). Blocks may be zoned for multiple uses. *Developments and Districts are color-coded for easy reference.*
- Be adjacent to one of your Stops.
- Contain one of your Lobbyists, taken from your player board.

*Yellow can place this Development in one of two Blocks based on its zoning type, and the Stops they've built. They cannot place it anywhere else because the other Blocks adjacent to their Stops either have Rails or an existing Development.*



**Move 1** of your own Lobbyists from one of these three areas to another one of these areas:

- Your player board
- One of your Agendas; or
- A Development adjacent to one of your Stops with an open Lobbyist space.

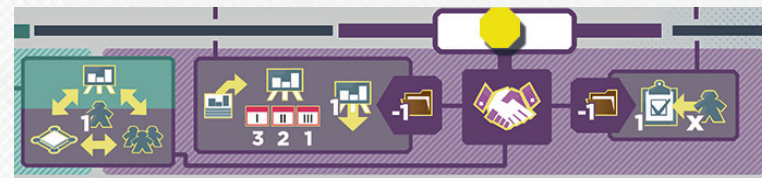
*Only 1 of your Lobbyists may occupy each Development and Agenda.*

*Note: This action may also be taken in the Lobby Zone .*

### DEVELOPMENTS

Developments are tiles that represent major construction projects.

Once placed, Developments unlock new Actions which become available for up to 2 players, if they have a Lobbyist on the tile. On your turn, when your Player Marker is placed in a Zone with an Icon matching the Development, you may choose to execute the Development's action instead of the Action on the Action Loop.



*The yellow player moves to the Lobby Zone. Because they have a Lobbyist on the #10 Development with a matching Lobby icon, they now have 4 possible actions to choose from. They decide to take the action on the Development tile, and pay 1 coin to collect 4 Construction resources.*



*Orange can move a Lobbyist from their player board, or from their Agenda to this development which is adjacent to one of their stops. Or they can return the Lobbyist from the Agenda to their player board.*

### LOBBYISTS

Each player has a **limited** supply of 8 Lobbyists. They can be used to gain access to actions on Developments or to lobby on Agendas and Projects to score Prestige at the end of the game.



# LOBBY ZONE



**Pay 1 Permit**, then draw X Agendas according to the current Year:

- Draw 3 Agendas in Year 1.
- Draw 2 Agendas in Year 2.
- Draw 1 Agenda in Year 3.

Keep 1 Agenda, placing it faceup beside your player board. Any remaining Agendas are returned to the bottom of the deck.

**Restrictions:**

Each player may have a maximum of 3 Agendas (including the one selected during game setup, which remains facedown).

You cannot replace Agendas you previously kept.

## AGENDAS

Agendas are specifications for the subway suggested by stakeholders outside of the city government. Only you may score Prestige for completing the objectives outlined on your chosen Agendas.

Placing a Lobbyist on an Agenda makes it possible to score more Prestige if the extended objectives are met.

See p.## for information about how Agendas are scored.



**Pay 1 Permit**, then Place up to 4 of your Lobbyists on any single Project with an open row. You must follow these guidelines:

- If you do not already have Lobbyists on the Project, you must place at least 2 Lobbyists starting with the leftmost spaces.
- If you have Lobbyists on the Project, you may place 1 or 2 Lobbyists in the row you already occupy, starting with the leftmost open space.
- You can occupy only 1 row of each Project.
- You may not place Lobbyists on the same row as another player, thus a maximum of 2 players may have Lobbyists on any given Project.

## PROJECTS

Projects are specifications for the subway imposed by the City. They are public, meaning up to 2 players may earn Prestige for completing the objective by the end of the game.

Placing more Lobbyists indicates a larger commitment to the project, and could grant more Prestige if a player successfully meets the extended objectives.

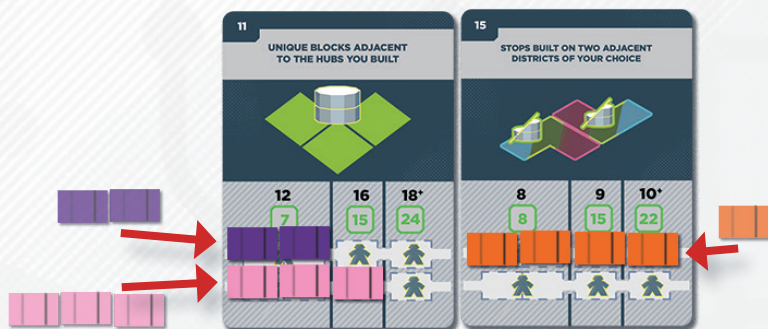
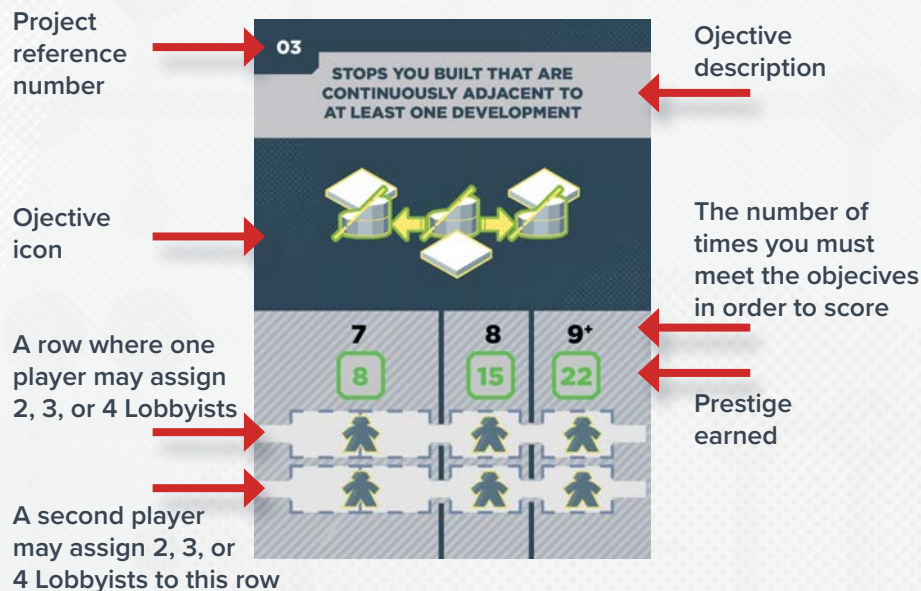
See p.## for information about how Projects are scored.

*Pink draws 2 Agendas when taking the Action in Year 2. They keep 1 Agenda, placing it beside their player board.*

*This brings their total number of Agendas to 3, which is the maximum. They may no longer take this Action or draw Agendas.*



## Automa Card Layout



*Purple pays 1 Permit, then places 2 lobbyists on an open row of a Project they don't yet occupy. These 2 Lobbyists are placed in the leftmost space.*

*Pink pays 1 Permit, then places 3 Lobbyists on a Project they don't yet occupy.*

*Orange pays 1 Permit, then places 1 (final) Lobbyist on a Project they already occupy.*

**TIP!** Once you place Lobbyists on a Project, they may not be removed, so choose carefully!



## IMPROVE ZONE



Pay **X Resources** to take 1 Advanced Upgrade of your choosing. Advanced Upgrades are identified by A1–A6 in the lower right-hand corner of the tile.

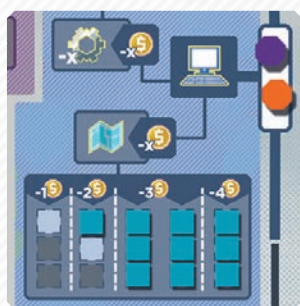
- First Upgrade Cost: 2 Coins.
- Second Upgrade Cost: 2 Coins **and** 1 Blueprint.

### RESTRICTIONS:

- You are limited to 2 Advanced Upgrades, and once purchased, they cannot be replaced.
- You cannot have 2 of the same Upgrade.



Pay **X coins**, equal to the price depicted in the column(s) of the Blueprint(s) you wish to buy to collect X Blueprints.



- Make purchases from the leftmost column containing Blueprints.
- Multiple Blueprints may be purchased.

*Purple wishes to purchase 2 Blueprints; they pay 2 coins for the first Blueprint and then an additional 3 coins for the second Blueprint.*

*Purple pays 2 Coins to take 1 Advanced Upgrade, placing it in the leftmost Upgrade space. On a later turn, Purple pays 2 Coins and 1 Blueprint to take a second Advanced Upgrade.*

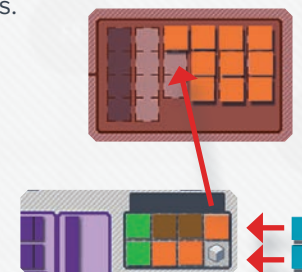
### UPGRADES

Upgrades represent unique abilities or benefits such as resource exchange, income opportunities, or additional actions. See p.## for more information about each Upgrade's abilities.



**WARNING!** If a player does not have enough room in their Resource Storage when collecting a resource, they must return a number of resources (of their choice) to their respective markets to make room. Players never receive any income when returning resources to their markets.

*The purple player had only one open space available in their Resource Storage. They make room by returning one of their Construction resources to the market. They now have space to store the two Blueprints they've purchased, and their storage is full.*



## MARKET ZONE



Pay **X coins**, equal to the price depicted in the column(s) of the Permit(s) you wish to buy to collect X Permits.

- Make purchases from the leftmost column containing Permits.
- Multiple Permits may be purchased.



Pay **X coins**, equal to the price depicted in the column(s) of the Power(s) you wish to buy to collect X Power.

- Make purchases from the leftmost column containing Power.
- Multiple Power may be purchased.

**NOTE:** All resources are LIMITED; this means that if there are no resources available in a depot, you may not collect that resource.

## SUPPLY ZONE



Pay **X Construction**, then move your Capacity Marker 1 space to the right per Construction paid.

Some spaces on the Capacity Track may cost 1 or 2 Power in addition to the Construction cost.



Some spaces on the Capacity Track allow players to unlock the “Second Terminus” or “Hub” Upgrades. See p.## for more information about Build Upgrades.



### CAPACITY

A player's capacity represents the maximum number of Stations they may build in the City. Only Stations to the left of your Capacity Marker are available when you Build.

See p.## for more information about building.

*Red spends 1 Construction and 1 Power to increase their capacity by 1 Station.*



*Red spends 1 additional Construction to increase their capacity by 1 space. In doing so, they've passed an Upgrade icon on the track. They decide to unlock the “Hub” upgrade and flip the corresponding Upgrade tile on their player board faceup.*



## SUPPLY ZONE



Collect all Construction in the **leftmost depot** (column) with at least 1 Construction in it.

### DEPOTS

A depot is represented by a column in the Construction market. This market functions differently from the other markets, as there is no cost.

Instead, players take all of the Construction available in the leftmost depot (or as many as their storage can hold). The number of Construction in the depot may range from 1 to 4.

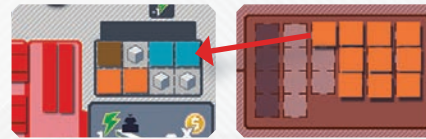


Pay **2, 3, or 5 coins**, then Collect 1, 3 or 6 Rails (respectively) from your reserve and place in your Rail Storage. Multiple purchases may be made, in any combination.

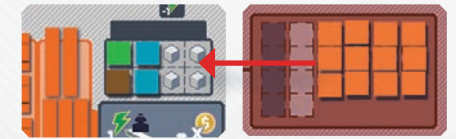
NOTE: This Action is also available in the Build Zone

### RAILS & RAIL RESERVE

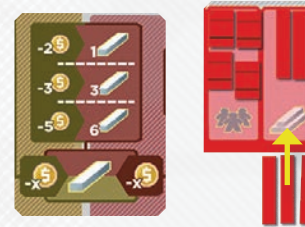
Rails link together Stops when you Build. Players have a limited supply of 32 Rails in their reserve, which are available for building only after they have been purchased and placed in a player's Rail Storage. Rail Storage can hold any number of your Rails.



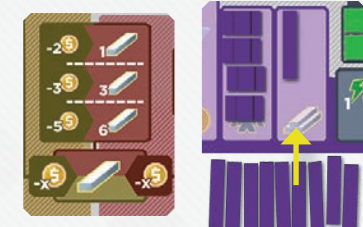
Red is only able to collect 1 Construction from the leftmost Depot.



Orange is the next player to take this Action, and can now collect 3 Construction from the leftmost Depot.



Red pays 3 Coins to collect 3 Rails from their Rail Reserve, and adds them to the Rail Storage on their Player Board.



Purple pays 3 Coins to collect 3 Rails, plus an additional 5 Coins to collect 6 more Rails. For a total of 8 Coins spent, to store 9 Rails in their reserve.

## BUILD ZONE



Pay **1 Permit and 2 Construction**, then Build. During your build, Pay X Blueprints equal to the number of Stations you wish to place in the City. NOTE: Build is a more complex action, described in further detail in the "How to Build" section, see p.##.



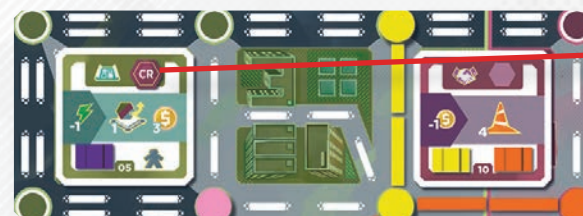
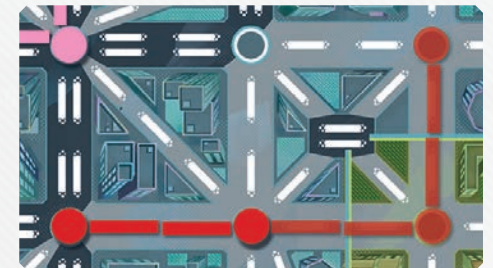
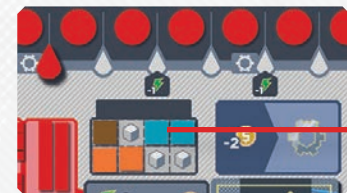
Pay **1 Power**, then take 1 Demand corresponding to a District where you have at least one Stop. Demands are labeled with the initials of the District they correspond to.

#### RESTRICTIONS:

- This action may only be taken once during your turn.
  - You must have at least one Stop in the District corresponding to the Demand you wish to take.
  - On a later turn, you may claim a Demand corresponding to a District for which you already have a Demand, as long as you don't have more Demands than you have Stops in that District.
- For example, you would need two or more Stops in Tarragon Hills to claim two "TH" Demands.

NOTE: This action is also available in the Develop Zone

Red takes the Build Action by paying 2 Construction and 1 Permit. Red places two Stations during their Build, so they must pay an additional 2 Blueprints.



1. Pink has 1 Stop within Knightsbridge, and 1 Knightsbridge Demand already on their Player Board. Therefore, they cannot take second Demand matching Knightsbridge.
2. Pink has 2 Stops within Chipper's Row, and no Demands matching that District. They are allowed to take either matching Chipper's Row Demand from the City and place it on the leftmost open Demand space on their player board.



#### DEMANDS

Demands represent the City's growing need for an accessible subway system. As Developments are added to the City, the Demand for Stops in specific Districts increases. Demands are added to Developments during setup and cannot be claimed until the Development is in the City. While you need a Stop in the Demand's corresponding district in order to claim it, you do not need to be adjacent to the Development with the Demand, nor do you need a Lobbyist on the Development tile.



## HOW TO BUILD

To **Build** means to place **Rails** (from your Rail Storage), and/or **Stations** (from the left of your **Capacity Marker**) within the City. Based on the specific action being taken (from the **Action Loop**, or a **Development** tile), there may be alternate resource costs or restrictions imposed.

There are several ways you can **Build**, but at the start of the game two are available:

- A. Building a Station, and
- B. Making a connection.

You may **Build** by following Steps 1 and 2 as described in the next section:

### STEP 1

Place Rails from your Rail Storage on open Rail spaces connecting your Terminus to another Stop. This Stop can either be one you place on an empty Plot as part of this Build action, or an existing Stop of another player.

#### Option A

**Build a Station:** If you choose to connect Rails to an empty Plot, make sure you've paid the 1 Blueprint cost, then place the leftmost Station from your player board in the empty Plot, connected to the Rails you've just placed. This Station becomes your new Terminus. *Remember, only Stations to the left of your Capacity Marker are available when you Build.*

#### Option B

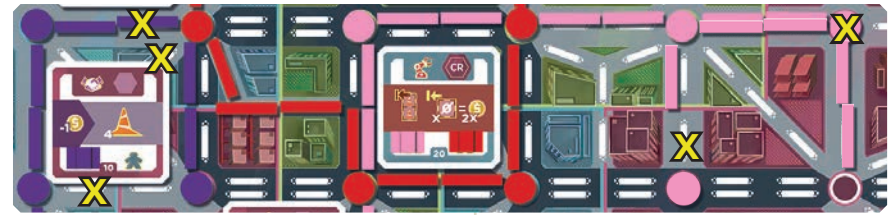
**Make a Connection:** If you chose to connect Rails to an existing Stop of another player, then:

You do not pay a Blueprint, and you do not place any Stations. Instead, you earn 1 Power for connecting to another player's Stop, and they earn 1 Coin from the general supply. See p.XX for more information about making a Connection. Your competitor's Stop now acts as your new Terminus.

### STEP 2

You may continue to Build (by building Stations or making Connections), if you have the resources to do so. You do not pay additional Construction or Permits; however, you must pay 1 Blueprint for each additional Station you choose to place.

### EXAMPLE



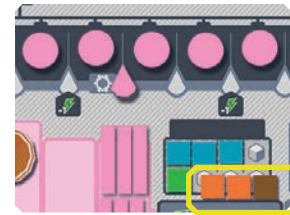
Red's subway line is legal as it is continuous, and ends at Pink's stop via a Connection (see "Making a Connection on p.##"). Pink's subway line is illegal as it has bypassed both Rail spaces and empty Plots and has extended its subway line in multiple directions.

### EXAMPLE

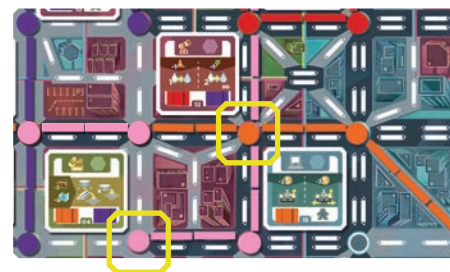
Red cannot build on the Rail Spaces marked by an X because they are blocked by Developments or other Rails. Purple cannot build in the spaces marked by an X because it intersects with its own Stop.

### EXAMPLE

1. Pink pays 2 Construction and 1 Permit to start their Build Action.
2. They have 2 Stations available to Build, as two Stations are to the left of their Capacity Marker.



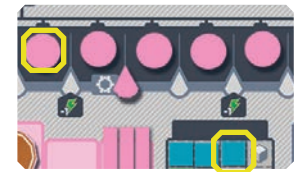
3. They have 3 Blueprints available in their Resource Storage, and 6 Rails in storage.
4. From their Terminus, Pink can build toward one of the 2 empty Plots.



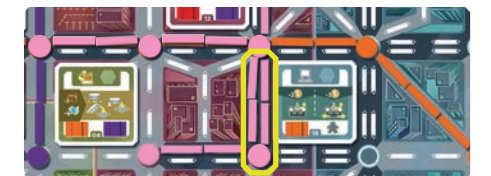
5. They place 2 Rails from their Rail storage between their Terminus and an empty Plot.



6. They pay 1 Blueprint to take the leftmost Station from their player board and place it on the empty Plot. This newly placed Station becomes their new Terminus.



7. They choose to continue their Build action by placing 2 Rails from their Storage between their new Terminus and an empty Plot.
8. They pay another 1 Blueprint to place their last available Station on that space. That Station becomes their new Terminus.



9. They finish their Build, and end their turn.

## TERMINUS

The Stop at the end of a subway line is known as a Terminus. At the start of the game, your Prime Hub acts as your Terminus.

As you link Rails to Stops, the farthest Stop from your Prime Hub acts as your new Terminus.

It is possible to have two Stops acting as a Terminus; for more information, see "Building a Second Terminus" on p.##.

## RAIL & STATION PLACEMENT RULES

Your subway line must be continuous, meaning all Rails are connected by Stops on either end and there are no empty Rail spaces or empty Plots within it.

You cannot place Rails on spaces occupied by Developments or other Rails, or that intersect back to your own subway line's Rails or Stops.

*Note: Some City Blocks allow two parallel Rail lines, some only a single line. A player cannot place Rails on both parallel lines.*



## MAKING A CONNECTION

In some situations, it is possible to extend your subway line without placing a Station by linking your Rails to another player's Stop. This Stop acts as your new Terminus.

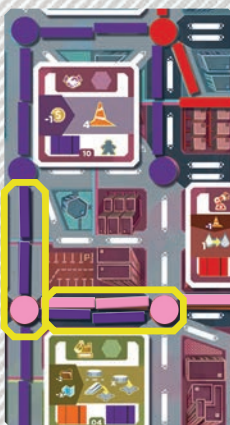
At the end of your Build action, collect 1 Power (total) for building any number of Connections—even if you've built more than 1 Connection during your Build action. Players that own the Stops you've connected to collect 1 Coin (from the general supply) per Connection made to their Stop(s) during your Build.



**NOTE:** Players who have passed still earn Coin(s) if a Connection is made to their Stop.

**TIP!** Your player board includes a reminder of the bonuses earned by players when Connection(s) are made.

1. Purple pays 1 Permit and 2 Construction to start their Build Action. They take 2 Rails from their Rail Storage and place them on the open Rail Spaces between their Terminus and Pink's Stop.
2. Pink's Stop acts as Purple's new Terminus.
3. Purple continues their Build Action, placing 2 Rails from their reserve between their Terminus and another one of Pink's Stops. This Stop acts as Purple's new Terminus.
4. Purple finishes building, and ends their Action. They collect 1 Power from making Connections (see p.##), while Pink collects 2 Coins from the general supply for the 2 Connections that were made to their Stops.



If you have built a Connection to another player's Stop, it will act as your Terminus, but will not count as one of your Stops for end-game scoring or Demand requirements. You cannot make a Connection to the same Stop more than once.

## BUILD UPGRADES

When your Capacity Marker passes one of the two Upgrade spaces on your player board's Capacity Track you immediately gain one of the two additional Build Upgrades for free. Either Building Hubs, or Building a Second Terminus.



Select an Upgrade to unlock by flipping the matching tile on your player board faceup. When you reach the second Upgrade tile on the Capacity Track, flip the remaining Upgrade faceup to unlock its Build ability.

## BUILDING A HUB



Hubs are improved Stations, which may be required to fulfill Projects or Agendas, and if placed adjacent to Developments, earn Prestige during end-game scoring.

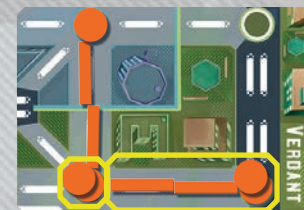
To build a Hub, follow the same Build rules as with a regular Station; however, instead of placing the Station in an empty Plot place it on top of one of your existing Stations to create a Hub.

- You may continue to Build (Hubs and/or Stations) if you can afford to do so.
- During a player's Build Action, they may Build Hubs and/or Stations (collectively known as "Stops") provided they have the required resources.

Restrictions:

- Players cannot build a Hub by placing one of their Stations on top of another player's Station. Both Stations in a Hub must belong to the same player.
- Hubs may not be built upon—a Hub is limited to either 2 stacked Station discs, or the standalone Prime Hub.

1. Orange pays 1 Permit and 2 Construction to start their Build Action.
2. They pay 1 Blueprint to take the leftmost available Station from their player board and place it on top of one of their existing Stations, to Build a Hub.
3. They continue to Build, placing 2 Rails and paying 1 Blueprint to build a new Station. Then they pay a second Blueprint to place the leftmost available Station from their player board on top of the newly built Station, turning it into a Hub.
4. The new Station that was turned into a Hub now becomes their new Terminus.



## BUILDING A SECOND TERMINUS



Building a second Terminus allows you to extend your subway line in a new direction, starting from your Prime Hub, which immediately becomes your second Terminus once the upgrade is unlocked.

This upgrade allows you to build from either or both Terminus points, following the same Build rules.

To build a second Terminus:

1. Place Rails from your Storage in empty Rail spaces in the City. Either:
    - a. Connect Rails to an empty Plot, and place the leftmost available Station from your Station Track on the space. This Station immediately becomes your second Terminus.
- OR
- b. Connect Rails to another player's existing Stop, following the guidelines for making a Connection on p.##. This Stop immediately becomes your second Terminus.

2. You may continue to Build if you can afford to do so.

1. Orange pays 1 Permit and 2 Construction to start their Build Action.

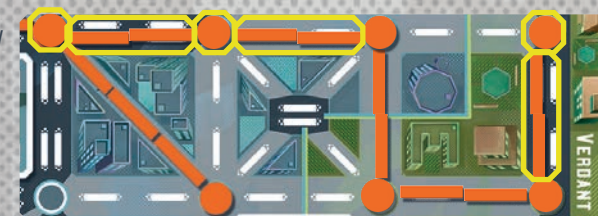
2. They take 2 Rails from their Reserve and place them on open Rail Spaces, connecting their Prime Hub

(which is currently acting as their second Terminus) to an empty Plot.

3. They pay 1 Blueprint to take the leftmost available Station from their player board, and place it on the empty Plot. The newly built Station becomes their second Terminus.

4. They continue to Build, placing Rails from their reserve on empty Rail spaces to connect both of their Terminus to empty Plots. They pay 2 Blueprints to build a Station connected to their first Terminus, and then another Station connected to their second Terminus.

5. Their new Stations, on both ends of their subway line are now their new Terminus. On a future turn, they may Build from either, or both, of these Terminus.





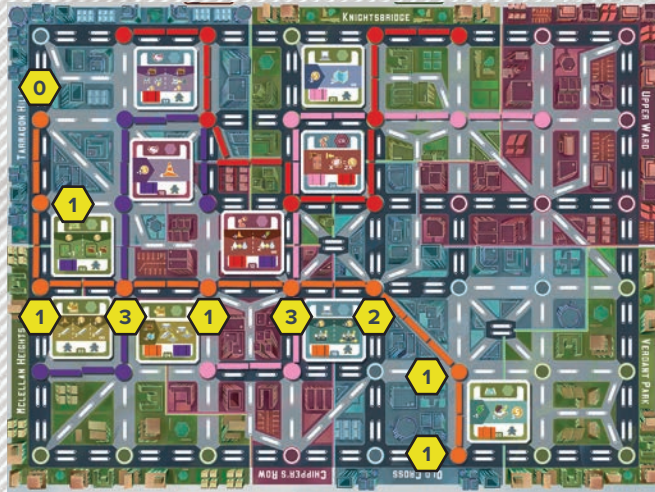
## End-Game Scoring

Once all players' Player Markers have been returned to the Turn Order card at the end of Year 3, scoring begins and no more actions can be taken. Prestige is scored in the following ways:

### Stops Adjacent to Developments:

Each of your Stops (Stations or Hubs) earn Prestige if it is adjacent to 1 or more Developments, regardless of whether you have placed a lobbyist on the Development or not.

- Score 1 Prestige for each Station that is adjacent to a Development.
- Score 2 Prestige for a Hub that is adjacent to a single Development.
- Score 3 Prestige for a Hub that is adjacent to 2 or more Developments.



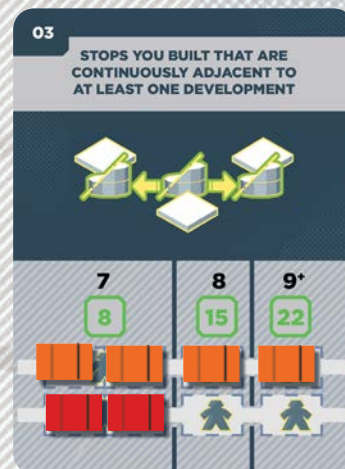
Orange earns 11 Prestige from their Stops adjacent to Developments. Purple earns 8 Prestige, Red earns 8 Prestige, and Pink earns 6 Prestige.

### Public Projects:

Earn Prestige from Projects you have placed Lobbyists on, if you have met their conditions. The rightmost column containing one of your Lobbyists indicates the maximum amount of Prestige you are eligible to earn.

See p.## within the (appendix name) for more information about each Project's scoring requirements.

Prestige earned from a Project is not cumulative; only score Prestige for the rightmost column you have completed and have placed a Lobbyist.



Orange earns 15 Prestige for building 8 Stops continually adjacent to at least one development, despite lobbying for 9+ Stops. Red built 7 Stops continually adjacent to at least one development, and earns 8 Prestige because they lobbied for 7 Stops.

Pink and Purple do not score any Prestige for this Project because they did not assign lobbyists here.

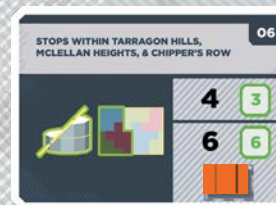
### Personal Agendas:

Earn Prestige from the Agenda(s) beside your player board, if you have met their conditions. Each Agenda has a minimum number of Stops or Hubs that must be placed in certain Districts in order to earn Prestige.

If you **have not** placed a Lobbyist on the Agenda, but have met or exceeded the Stop/Hub requirement in the **top row**, you earn the associated Prestige.

If you **have** placed a Lobbyist on the Agenda, and have met or exceeded the Stop/Hub requirement in the **bottom row**, you earn the associated Prestige.

See p.## within the (appendix name) for more information about each Agenda's scoring requirements.



• Orange earns 6 Prestige from their 1st Agenda for having a Lobbyist on it and completing the requirement in the bottom row.



• They earn 3 Prestige from their 2nd Agenda because while they lobbied for the Agenda, they only completed the scoring requirements from the top row.



• They only earn 4 Prestige from their 3rd Agenda because they did not place a Lobbyist here and are therefore unable to claim the 8 Prestige.

In total, they earn 13 Prestige from Agendas.

Note: Prestige earned from an Agenda is not cumulative; only score Prestige as indicated by the top OR bottom row. If you have placed a Lobbyist on an Agenda, but have not met the requirements of the bottom row, you may still earn Prestige from the top row.

### Demand Track:

Earn Prestige as indicated by the value directly above the rightmost Demand token you've collected. Values are not cumulative.



Purple earns 17 Prestige for collecting four Demand tokens.

### Remaining Coins:

Earn 1 Prestige for every 4 Coins remaining on your player board (rounded down).

Purple earns 2 Prestige for having 9 Coins left at the end of the game.



	Earl	Tom	Jenna		Amy
<b>MAY 26</b>					
<b>Terminus</b>					
	1	1	3		5
	0	2	4		2

Use the score pad to tally each player's final scores. The player with the most Prestige wins!

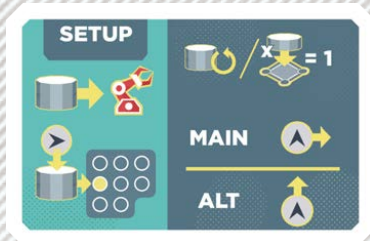
In the event of a tie, the player with the fewest remaining Stations on their player board is the winner. If there is still a tie, the player with the most Coins wins. In the unlikely event that players are still tied, they share the victory.



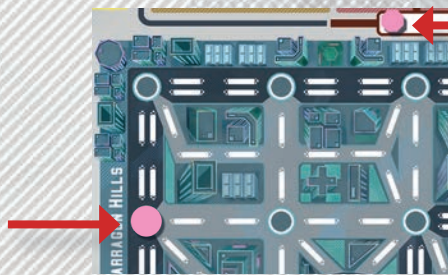
## 2-Player Game

1. Follow all steps in the regular Game Setup, making sure only the two leftmost columns are used on the Turn Order card and that no resources are placed in the gray market Zones.
2. Locate and shuffle the Automa cards (1), selecting one and returning the rest to the box.
3. With either side faceup, place the Automa card beside the District depicted in the bottom left of the card (B).
4. Select an unused player color to act as the Automa for the duration of the game, setting up their components as such:
  - Place the Automa's Player Marker (2) in the Zone of the Action Loop depicted in the left column of the card.
  - Place the Automa's Prime Hub (3) within the indicated District, on the highlighted Plot.
  - Place the Automa's Direction Marker (4) on top of its Prime Hub (3). Its arrow must face the edge of the game board opposite to the Prime Hub.
  - Place the Automa's Rail Reserves and Stations near the game board.

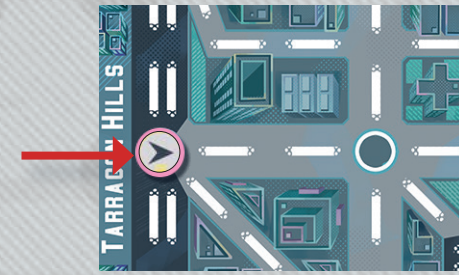
**NOTE:** The Automa does not require a player board.



The Automa card selected during setup is placed beside the game board, alongside the District (Tarragon Hills) depicted on the card.

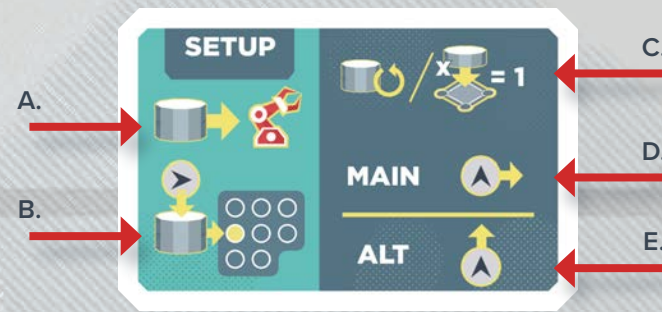


The Automa's Player Marker is placed on the Supply Zone and their Prime Hub is placed on the empty Plot within Tarragon Hills indicated by the card.



The Direction Marker is placed on top of the Automa's Prime Hub, and rotated so that the point of the arrow faces the opposite edge of the game board.

## Automa Card Layout



- A. Zone of the Action Loop where the Player Marker is placed.
- B. District and Plot where the Prime Hub is placed.
- C. Either (A) the number of spaces the Automa's Player Marker will move counterclockwise, OR (B) the number of Stations placed/Connections made by the Automa when it Builds.
- D. The Automa's Main Build direction.
- E. The Automa's Alternate Build direction.

## GAME PLAY

The Automa takes an action when either of the following events occur:

1. A player's Player Marker is placed in the same Zone as the Automa's Player Marker, OR
2. A player increases their Capacity.

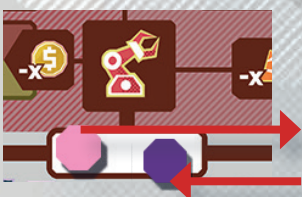
### Trigger 1: A Player moves to the same Zone as the Automa

When a player wishes to move their Player Marker to the same Zone as the Automa's, they must pay 1 Coin to the general supply.

Once paid, the Automa's Player Marker is moved counterclockwise along the Action Loop by the number of spaces indicated on the Automa card, and then the player takes their action as normal.

**RESTRICTION:** You cannot move to the same space as the Automa's Player Marker if you do not pay 1 Coin to the general supply.

**Optionally:** Players may place a "1" Coin from the general supply below the Automa's Player Marker as a visual reminder.



Purple pays 1 Coin to move to the same space as the Automa's (Pink) Player Marker.

The Automa's Player Marker is then moved 1 space counter-clockwise according to the Automa card.

### Trigger 2: A player increases their Capacity

When a player increases their Capacity (by any amount), the Automa will Build after that player's turn has ended. The Automa places Rails in the "Main" direction as indicated by the Automa card, until reaching either an empty Plot or a player's Stop. Both options are counted toward the number of Stops the Automa must place or connect to when this action is triggered.

If the Automa reaches an empty Plot, they place one of their Stations on it. If the Automa reaches another player's Stop, they make a Connection.

Every time the Automa places a Station, or makes a Connection, the Direction Marker is placed on top of its new Terminus, maintaining its direction. This continues until the Automa has placed Stations and/or made Connections equal to the number indicated by its card. If the Automa cannot continue building Stations or making Connections in the "Main" direction, then it builds as many remaining Stations or Connections as possible in the "Alternate" direction until the requirements of the Automa card have been met.

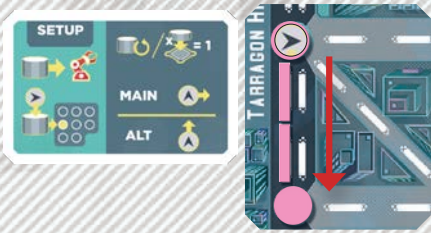
If the Automa cannot continue building Stations or making Connections in either the "Main" or "Alternate" direction, its turn ends.

Once the Automa's turn ends, its card is flipped over. Take note that the Main and Alternate Build directions have changed, as well as the number of spaces it moves along the Action Loop and the number of Stations and/or Connections it must make during its next Build.

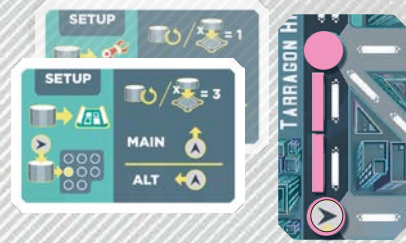
Play continues as normal with the next player's turn.



## 2-Player Game (Continued)

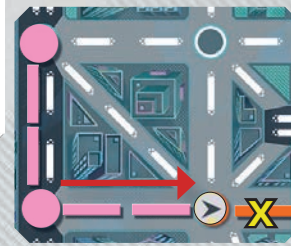


1. The Automa starts their Build, following their Main direction. They place Rails to connect their Prime Hub (which acts as their Terminus at the beginning of the game) to the empty Plot directly to the right of the Direction Marker. They place one of their Stations on the Plot.



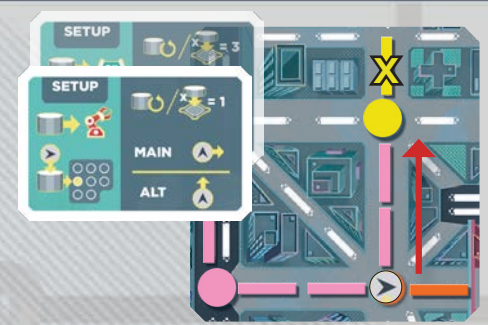
2. The Direction Marker is moved to the top of the newly Built Station, maintaining its orientation. The Station with the Direction Marker immediately becomes the Automa's new Terminus.

3. The Automa card is flipped to its reverse side.



1. The Automa follows their Main direction to make 1 Connection, which counts toward its Build requirement (3 Built Stations or Connections). It is blocked from Building forward, as there are no available Rail spaces for them to continue building in the Main direction.

The Direction Marker is placed on top of the Orange player's stop where the Connection was made, and this Stop acts as the Automa's Terminus.



2. The Automa continues their Build by following the Alt direction to make a second Connection, then places the Direction Marker on top of the Yellow player's stop. It is blocked from building a third Station in its Alt direction and must end its Build.

2. The Automa card is flipped to its reverse side.

## Action Loop Page References

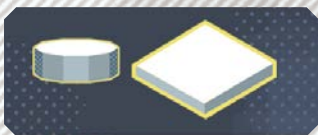


## Districts and Corresponding Demand Tokens



## Scoring Guide

### Stops Adjacent to Developments



Each Station adjacent to one or more Developments earns 1 Prestige.



Each Hub adjacent to a single Development earns 2 Prestige.



Each Hub adjacent to 2 or more Developments earns 3 Prestige.



### LOBBIED PROJECTS

Earn Prestige from Projects you have placed Lobbyists on, if you have met their conditions.

See p.## within the (appendix name) for more information about each Project's scoring requirements.



### OWNED AGENDAS

Earn Prestige from the Agenda(s) beside your player board, if you have met their conditions.

See p.## within the (appendix name) for more information about each Agenda's scoring requirements.



### CLAIMED DEMANDS

Earn Prestige as indicated by the value directly above the rightmost Demand token you've collected. Values are not cumulative.



### REMAINING COINS

Earn 1 Prestige for every 4 Coins remaining on your player board (rounded down).