



1 Player, 10 Turns

Setup

Remove all Purple Goods and New Cities E-H.

Goods Display: No Red Goods on New City A, no Blue Goods on New City B.

1 Good: All Yellow Cities.

Rules

Issuing Shares: Only 1 per Turn.

Available Actions: Engineer, Locomotive, Urbanization & Production.

Must use all 4 actions before using the same one again.
Use a spare counter to mark used Actions.
Must select an action every Turn.

Good Growth: Roll 2 Dice.

Game End: After 10 Turns, pay back all loans.
Left over money is your final score.

