

MAYFAIR GAMES' LIMITED EDITION PROMO EXPANSION SET #8: RULES

STATION MASTER

FLAGS & WHISTLES BY CHRIS BAYLIS



THE STATION MASTER'S WHISTLE
Give the *Station Master's Whistle* tile to the player with the lowest score after the first train leaves the station.

Playing the Whistle: If you have the whistle tile, you can play it on your turn in addition to any card or passenger token you play. Once you play it, the whistle blows, and the train you played it on leaves early. The whistle tile can only be used ONCE per game. After use, return it to the box.

Losing the Whistle: During the course of play, if another player comes to have the lowest score, and you have not used the whistle tile, you must give the whistle tile to that player.



THE GUARD'S RED FLAG (DANGER)
Place the *guard's red flag* tile in the middle of the play area at the beginning of the game.

Playing the guard's red flag: If it is your turn, you may choose to play the flag tile instead of playing a card or a passenger token. If you play the flag tile, place it in front of a train to indicate that the train has a fault.

You may not play the flag tile if the last locomotive from the draw pile is placed. If the last train is placed at the station and the flag tile has not been played, remove the flag tile from the game. The flag tile may only be used ONCE per game. After use, return it to the box.

If a Train is Red-Flagged: First, return all of the passenger tokens on that train to their owners. Next, remove all of the carriages and the locomotive without scoring anything. The removed cards are placed in the discard piles.

ZEN GARDEN

RAKED SAND By H. Jean Vanaitoe

Zen Garden Rules

Place 1 or 2 raked sand tiles into the bag at the beginning of the game (youngest player's choice). Raked sand is a way to clear or remove a feature in the garden.

When you play a raked sand tile, first remove any tile in the garden, then replace it with a raked sand tile. Finally, take the tile you removed and play it anywhere in the garden (following normal placement rules).

Example:

Rock Garden Rules

The rules are the same as above, except that you cannot remove a feature tile that has a cube on it.

Note: A raked sand tile never matches any adjacent land features. It cannot be part of a pattern.



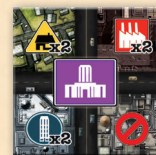
THE CAPITOL A MINI EXPANSION FOR 2-6 PLAYERS BY KANE KLENKO

SETUP

With 2-4 players, place 1 Capitol Tile in the middle of the table near the Park Ranger Tree. With 5-6 players, place 2 Capitol Tiles in the middle of the table.

GAMEPLAY

Gameplay is the same as in the standard game, with the following exceptions:



During the City Building Phase (before the timer ends), instead of grabbing the Park Ranger Tree, you can grab a Capitol Tile. If you do, you cannot change your city tiles for the rest of the round, other than placing the Capitol Tile.

PLACING THE CAPITOL TILE

If you take the tile, you must place it before the timer runs out. Place the tile on top of one of your regular city tiles in any orientation you wish. If you do not place the Capitol Tile in time, put it back into the middle of the table and you lose 5 points (move your scoring cube back 5 spaces).

HOW TO SCORE THE CAPITOL

Three of the corners are doublers. Meaning that if the appropriate zoning area is connected to it then you double the number of buildings in that area for scoring. These doubling corners DO NOT connect two adjacent zones of a matching color. Instead, it serves as a separator of contiguous blocks.

The 4th corner is a score-blocker, and causes any zoning areas connected to it to not score any points. The score-blocker corner negates all scoring of adjacent zoning areas, even if they would otherwise be doubled.

Example: There is no yellow residential area connected to the residential doubler, so it has no effect. There are 2 separate red industrial areas connected to the industrial doubler, so they are both doubled (remember, that the Capitol Tile does NOT connect these

2 areas). The top industrial area has 3 buildings, so it counts as 6 buildings. The commercial area on the right has 4 buildings so it counts as 8 buildings. There is a blue urban area connected to the urban doubler, but since it is also connected to the score blocker corner of the Capitol Tile, this urban area scores nothing.



Starting Garden



Remove and replace with raked sand



Play the tile you removed.

