

FIRST TO TRAIN

Nuremberg

Game Summary

Earn the most victory points by building your own railroad network to deliver more goods and passengers than your opponent(s), but consider ceding your track when it becomes unprofitable.

The primary object of the game is to deliver goods or passengers from their starting location on the map to a Red or Green station, using only tracks of your colour. Goods may be delivered to any station, but passengers must be delivered to a station of the appropriate colour.

The board consists of plots, with each plot being a field, plain, or hill. Plains may contain post or passengers, while fields may contain hops. To pick up passengers or post, you must build tracks into the plots containing those items. To pick up hops, you must build track into adjacent stations (as indicated by arrows on the map).

Some stations are in towns and start the game as either Red or Green Company stations (according to the town's colour). Other stations begin as neutral stations, but may become red and/or green over the course of the game.

Each round proceeds in 5 Phases: The influence auction, laying track, shipping, profit and loss, and takeovers. End of game triggers after a set number of rounds (4 or 5). The winner is the player with the most victory points.

Alternatively, the Wensleydale board lets you pick up and deliver cheeses and limestone among the more challenging highland valleys and fells.

Components

In each of the four player colours (blue, orange, black, purple): Train pieces (3), investment cubes (15), player disks (9), and track pieces (15).

Goods cubes (60 each) in yellow and grey; passengers/landowners (25 each) in red, green, and white; track pieces (35 each) in red and green.

Influence disks (5 each) in white, brown, red, and green; 1 turn marker; 1 cloth bag; 1 double-sided main board; 2 double-sided smaller boards.

Setup

To begin the game, you first randomly seed the board with cubes and passengers.

Cubes

Put all of the cubes in the bag, and then randomly draw two cubes for each plot containing either post/cheese (yellow), or hops/stone (grey). Remove any cubes of the inappropriate colour.

Passengers

First put one passenger of the appropriate colour on each of the stations marked with a red or green passenger symbol (4 of each colour). Put the remaining passengers in the bag and then randomly draw and place up to the number indicated on each station.

Nuremburg Variant: Replace each of the 4 default green passengers with a red, and vice versa. This change allows for an easier access to the game as now there are definitely more passengers available for transportation in the first round.

Wensleydale Variant: The light red extension of 'The South' is equivalent to the original map. However, if you want more players to have the option to be active on this part of the map, you may expand 'The South' to include the dark red area.

Influence & Train Boards

Choose the appropriate side of the Influence and Train boards, depending on the number of players. Note: For a three player game you may use either side of the boards:

Board side	Rounds	Influence boxes	Trains
ii-iii	4	6	9 trains (1 st , 2 nd , coach)
iii-iiii	5	8	12 trains (coach only)

Turn order

Initial turn order is determined randomly and is consistent across all three turn order tracks.

A disk of each player's colour is placed on the Profit and Loss area, the five influence tracks, and the score track. The initial stacking of disks on the white and brown influence tracks should also be in turn order (first player on top).

Phase 1. Influence Auction

Preparation

Place the influence disks in the bag –

6-box auction	8-box auction
4 white and brown, 2 red and green	5 of each colour

– and then randomly fill out the influence boxes, drawing one per box.

Each player receives up to **12 investment cubes** in their colour.

A player will thus have 12 to 15 willing investors to start the round, depending on how much they saved from the previous round. These investment cubes will be used for both the auction and for laying track.

Auction

In player (grey) turn order, each player bids for an influence box. To bid on a box, you must beat the current bid and meet the minimum bid for the box (3 for the top row, 2 for the bottom row).

No player may have more than 2 bids in play. The auction ends when all players have won 2 boxes, or when there are no more valid bids.

In box order, each player then increases their influence according to their winnings.

A player arriving at a value on the influence track later will therefore be on top of the stack, thus winning the tiebreaker for determining turn order. (This is only important for the brown and white tracks.)

Discard the spent investment cubes to the stock.

Adjusting Turn Orders

Finally, **set the civic and train turn orders** (based on the order on the white and brown tracks). These will stay fixed for the remainder of the round.

Phase 2. Building Track

Each player, in civic (white) turn order, may build one stretch of track consisting of individual tracks pieces that join two neighbouring plots on the board.

Rules

- Must be a single contiguous line
- Must:
 - either – start at a Red or Green station,
 - or – start at a plot you control (have track entering or exiting)*
- Cannot double up along any connection
- Cannot enter or exit a field/hill
- Cannot connect North and South Nuremberg
- Cannot enter (but may exit) 'The South'

Cost

Track is paid with investment cubes and influence. When out of investment cubes, any type of influence may be expended in its place.

Track	1 resource (investment cubes first)
River crossed (N Map)	+1 resource (investment cubes first)
Valley touched (W map)	+1 resource (investment cubes first)
Red station touched	+1 red influence
Green station touched	+1 green influence
White landowner touched	+1 white influence (immediately remove the landowner)

Special Scoring Event: Nuremberg to Fürth

Immediately once someone connects Nuremberg to Fürth, there is an instantaneous one-off scoring event:

Each player identifies the **shortest contiguous segment** of their track that is involved in connecting the two cities and scores 1 victory point for each of those track pieces.

* Beware: Track that branches off from a plot without a station can never be fully ceded to Red or Green Company (cf. Phase 5).

Phase 3. Shipping

In train (brown) order until they pass, each player may perform one of the two following actions:

A. Rent a Train

Place their train marker in on a train. Each player can rent at most **one available train of each level**.

Spend brown influence according to the level (1, 2, or 3). When out of brown influence, spend any other resource(s) at a 3-to-1 exchange rate.

B. Ship a Good/Passenger

To pick up passengers or post/cheese, the player must have tracks going into the plots containing those items. To pick up hops/stone they must have track into adjacent stations (as indicated by arrows on the map).

A good must travel from its starting location across **only track that you control** to an appropriate station. Passengers care about the colour of the station, but goods do not.

There must be an appropriate slot on a train to ship a good/passenger, which is then removed from the board and placed on the train.

Once there is no more contention for shipping, all remaining valid items can be shipped simultaneously for all players, thus speeding up gameplay.

Scoring

After all players have shipped, score all passengers and goods **according to the value(s) listed on the train car**. (Passengers score 1-3 points, depending on the chosen side of the Train board).

End Game Scoring Note #1: At the end of the game, each player will score an additional 2 points for every set (grey, yellow, red, and green) that they have shipped over the course of the game.



Phase 4. Profit and Loss

Profits and losses determine turn order for both upcoming takeovers (Phase 5), as well as the next round's auction (Phase 1).

In player (grey) turn order, calculate each player's net income using the table below and then add/subtract this amount to the Profit and Loss display.

Asset	Profit/Loss
Passenger	+£1 per  shipped this turn
Post/cheese	+£1 per  shipped this turn
Hops/stone	+£2 per  shipped this turn
Track	-£1 per  on the board

If a player's net income is zero, or higher than £5, or lower than -£13 their disc simply goes on top of any discs in the space they end up in. (Because the new turn order is determined using the existing turn order, if two players tie, their relative ordering will therefore change.)

All shipped items and passengers are placed in front of the players for end game scoring. Return the train pieces to the stock.

End Game Scoring Note #2: Your final profit and loss at the end of the game is added to or subtracted from your final score.



= -13 to +5 victory points

Phase 5. Takeovers

Each player (in the new player turn order) has an opportunity to ask either Red or Green Company to take over one contiguous stretch of their track.

Example: Ceding track to Green Company.

The stretch of track must both:

- start at a Green station, and –
- end at a station of any colour.

If your track forks, you must choose one of the two forks; you cannot cede both.

To have Green Company take over the track, replace your track markers with green markers:

- You must pay 1 influence with Green Company for every two tracks replaced.
- All stations along the new route become Green stations.
- All green passengers along the new route are immediately removed from the game.
- All cubes along the new route are immediately removed from the game.

Takeovers by Red Company are handled in the same way (replacing green in the description with red).

End Game Scoring Note #3: Any track you have remaining on the board at the end of the game costs you 1 victory point per track.



= -1 victory point

End Game Scoring

Points	Trigger
+2	Per set (grey, yellow, red, green) delivered    
-13 to +5	Final Profit and Loss 
-1	Per track on the board 

Tie breaker: Final profit.



Resources – Quick Reference

Investment (player) cubes



- Bid in the auction
- Lay track

Civic influence (white)



- Buy off landowners (white)
- Determine the order of laying track

Train influence (brown)



- Rent trains
- Determine the order of renting trains and shipping goods/passengers

Company influence (red/green)



- Join track to a Red/Green station
- Cede less valuable stretches of track to Red/Green Company