

## NEW CITY TILE

If you use use this City tile, exchange it with:



- ↔ Tile number 21 (2 player)
- ↔ Tile number 20 (3 player)
- ↔ Tile number 23 (4 player)

**RULE:** Each player that connects to this city immediately receives 1 Investor to add on their Share board.

## 4 NEW SHIPMENT TILES



Choose which tiles you want to add to your game (you may add some or all of them). Exchange the chosen Shipment tiles with the Shipment tiles that have the matching number printed on them. Follow the normal game rules for setting up the Shipment tiles.

**RULE:** If there is an Event symbol on the Shipment tile for the current game round, perform the event **before** Phase 1 begins.

## SHIPMENT TILES



### ACCIDENT

Each player must remove 1 Train Car tile from one of their Trains on their Player board. Players cannot remove a tile with a Trieste marker; if they have no eligible tile to remove, do nothing. If the player wants to upgrade that Train, the player must pay an additional 10 Guildens to have the normal quantity of Train Car tiles. It is only possible to return the affected Train to the normal quantity of Train Car tiles by upgrading it.



### TOURISM

Each player receives 10 Guildens for each passenger car they have.



### INVESTMENTS

Each player gets 1 Investor to add to their share board.



### JOB MARKET

In turn order, each player moves any one Worker Hiring Price marker one step down on the Worker board. The same marker can be chosen by multiple players.