

Dampfross / Tussen De Rails

Revised Rules

Building Phase.

One dice for all builders.

Instead of everyone rolling his dice for the amount of points to build, have only one person roll, and **everyone use the result**. Roll only one dice (instead of two as in the rulebook). That way, if the roll is lower than three, you cannot build over a river or in mountains. You'll need to roll a five to build inside mountains. This makes the building phase slower, but more interesting and tactical.

Operating Phase.

Equal transports.

Draw a 6 by 6 grid on a scratch paper, rows are tens, columns are ones. Check a box when a city gets rolled. If it is rolled later again, ignore it and move to the right and down until you find an empty box. (Go to the first line if you reach the last box on the last row.) **Once all boxes are filled, the game is over.**

If you want a longer race phase, allow two visits per city, using a slash for the first visit and a backslash for the second, so the box will become crossed out.

Joint venture.

Two players join their efforts for this one transport and run only one train. They **share costs** and income equally, no matter which lines their train uses. This train may **use lines of both companies for free.**

If fees or income are an odd amount they are shared in favour of the poorer company. For example, of an income of 15 units, 8 units are paid to the poorer company, and 7 to the richer one.