

Game	Thurn and Taxis
Players & Time	2-4. Best with 3,4. Recommended for 2,3,4. 45 minutes.
Preparation	<p>Place the bonus tiles on the board in the places designated for them. In each stack place the tiles in ascending order lowest on the bottom and highest on top.</p> <p>Shuffle the city cards and place them in a pile face down. Draw 6 face-up and place them on the designated spots on the board.</p> <p>Sort the carriage cards by numbers and place them on the board in the spaces provided for them.</p> <p>Each player takes 20 houses in one color, a summary card, a principal firm card.</p> <p>Randomly determine a starting player.</p>
Rules Summary	<p>Take note of the starting player. A “round” is a turn played by each player ending with the player to the starting player's right. The turns are taken in clockwise order.</p> <p>On a player's turn they must take the following actions in this order:</p> <ol style="list-style-type: none"> 1. The player <i>must</i> add a city to their hand. 2. The player <i>must</i> play a city card from his hand onto their route. 3. The player <i>may</i> close and score his current route. <p>The player must add one of the 6 face-up cards to their hand***. When this card is taken, it is immediately replaced by the top card of the stack. The discard pile is shuffled and replaced when the draw stack is empty.</p> <p>At any time the player on their turn may also use the support of one official: Postmaster allows the player to draw an extra card*, Postal Carrier allows the player to play an extra card, the Administrator allows the player to scrap the 6 cities and draw size new ones, and the Cartwright allows the player to get a carriage with a route of length two less than required.</p> <p>Players are building routes in front of them using city cards. A route must be built in a straight line on the board; new cards may be played on either side of the route (eg. from the end-points of the route) and must be adjacent to the cities on the end-points; the new city forms the new end-point. The route can't fork off from a city in the middle of the route to a city adjacent to it. If the player can't place a valid card following these restrictions, the route is lost!</p> <p>When scoring a route**, the player has two choices: put a house in each city of one single color of the cities in that route, or put a house in a city for each distinct color of cities the route passes over. The same player may never have more than 1 house on a route, so if it happens just leave the existing one in the city. If a player has no carriage, then the player takes a 3-carriage. If a player has a 3-carriage and makes a route of at least 4, they take a 4-carriage. The length of the route must always be greater than or equal to the carriage the players are going for. Players cannot “skip” carriages and go from a 3-carriage to a 5-carriage; they must be obtained in order. After scoring the route, the players discard the city cards.</p> <p>Bonus points: whenever a player has houses on each tile in a region, they take the top bonus tile associated with that region. Similarly for obtaining the higher carriages. If a player has a house on each distinct color, they get the multi-color bonus. The first person to take the 7-carriage takes the 1-point “game-ending” bonus.</p>
End & Winner	The game ends at the end of the <i>round</i> where one player buys the 7-carriage or plays their last house. The number of victory points earned by a player is equal to the points on their highest-valued carriage, all their bonus points, minus 1 point per remaining house. Highest points wins.
Notes	<p>* When a player has no cards in their hand they <i>must</i> choose support from the Postal Carrier.</p> <p>** Routes must be at least of length 3 cities to be scored.</p> <p>*** The card must be one of the face-up cards; players can't draw from the stack!</p>