

Telegraph Road

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*A game for
1, 2 or 4 players aged 12+
Time to play;
45-60 min. 2 player game
90-120 min. 4 player game*

Introduction:

Telegraph Road

A long time ago came a man on a track
Walking thirty miles with a pack on his back
And he put down his load where he thought it was the best
Made a home in the wilderness
He built a cabin and a winter store
And he ploughed up the ground by the cold lake shore
And the other travelers came walking down the track
And they never went further, no, they never went back
Then came the churches then came the schools
Then came the lawyers then came the rules
Then came the trains and the trucks with their loads
And the dirty old track was the telegraph road

Then came the mines - then came the ore
Then there was the hard times then there was a war
Telegraph sang a song about the world outside
Telegraph road got so deep and so wide
Like a rolling river. . .

And my radio says tonight its gonna freeze
People driving home from the factories
Theres six lanes of traffic
Three lanes moving slow. . .

I used to like to go to work but they shut it down
I got a right to go to work but theres no work here to be found
Yes and they say were gonna have to pay whats owed
Were gonna have to reap from some seed thats been sowed
And the birds up on the wires and the telegraph poles
They can always fly away from this rain and this cold
You can hear them singing out their telegraph code
All the way down the telegraph road

You know I'd sooner forget but I remember those nights
When life was just a bet on a race between the lights
You had your head on my shoulder you had your hand in my hair
Now you act a little colder like you don't seem to care
But believe in me baby and I'll take you away
From out of this darkness and into the day
From these rivers of headlights these rivers of rain
From the anger that lives on the streets with these names
cos I've run every red light on memory lane
I've seen desperation explode into flames
And I don't want to see it again. . .

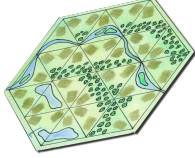









from all of these signs saying sorry but were closed
All the way down the telegraph road.

Mark Knopfler (Dire Straits - Love over Gold, 1982)


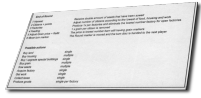

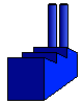



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Bits and Pieces:

1 Map 	1 Utility board 
1 Turn board 	55 Money cards (15x1gp, 15x2gp and 6x5gp) 
18 Factory cards 	44 Era cards (16xEra 1, 18xEra 2, 20xEra 3) 
12 Special buildings cards 	2 Turn markers 
24 Price markers 	1 Grain price marker 
8 Special markers	35 Grain marker
45 Work markers (15 x orange, 15 x grey and 15 x white)	1 Ruleset

Per player:

1 Tracking sheet 	1 Info board 
6 Housing markers 	2 Factory markers 
2 Skyscraper markers 	5 Property markers 
4 Tracking markers 	

Winning the game:

The players compete to create the settlement/city which is the most prosperous and attractive and thereby becoming the Metropole of the area. The player with the most points at the end of the game, wins the game. Points are achieved through the number of citizens in the settlement at the end of each turn, which requires the players to increase housing, work and food available at a uniform rate. Additionally points can be achieved by certain special buildings.

Preparations:

- Place the Map in the middle of the table, and place one Price marker in each of the 24 spaces.
- Each player receives 5gp, an Info board, Tracking sheet and markers in the color of choice.
- The Utility board is placed next to the Map and a turn marker is placed at the space numbered 1 on the Telegraph road. All work markers are placed according to their color on the factories and one grain marker per player is placed in each barn except the last where the remaining markers go. The Grain price marker is placed on the first Barn price space numbered 1. Each player places a Tracking marker at the 0 space on the point track of the utility board.
- The Factory cards are put into order given by the factory number on the cards. The first three cards are placed on the table and the remaining is placed in a deck next to it, but face up so that you can see the next coming factory.
- The Era cards are sorted by Era and shuffled accordingly. Each player receives 4 Era 1 cards, the remaining cards are placed face down in stacks, according to Era.
- All Special buildings cards marked Era 1+2 is laid out open and the remaining cards are placed in a stack ready for use later. Each Special building card receives a special marker (except ...)
- On each players tracking sheet a grain marker, orange work marker and tracking markers for citizens, housing and tax is placed at the marked spaces.
- The players turn wise, starting with the start player, places a housing marker in any space on the Map and displaces the price marker(s) into any other space still containing a price marker(s).
- At the end of the preparation phase all players announce the name of their settlement and a start player is determined.

Example 1: Setup of Game

The game has been setup and is now ready to play. Notice the Turn board is placed in front of the green player (see red circle). This indicate that the green player starts the game as start player.



The Map:

The Map is divided into 24 triangular spaces, with 1 or 2 areas in each. These areas can be used for buildings (housing, skyscraper, factory) or as corn fields. Each space will contain 1 price marker after setting up the game. These price markers will stay on the board for the remaining of the game, but will be moved around and thereby the prices for spaces will keep increasing throughout the game.

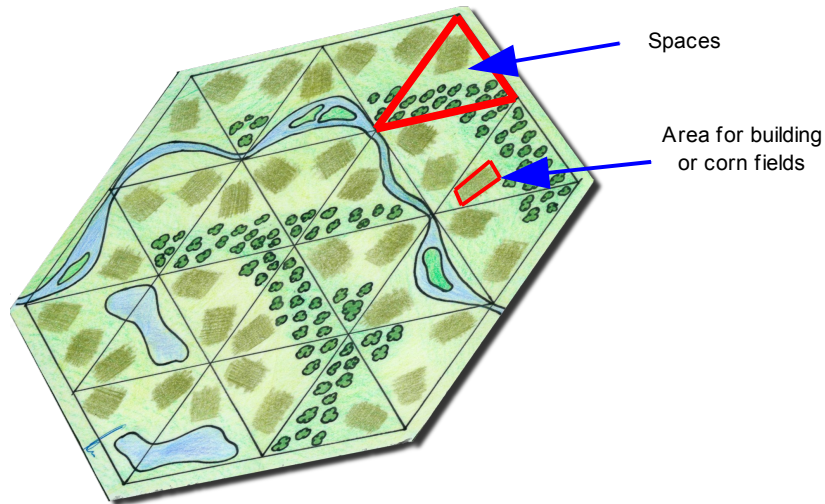
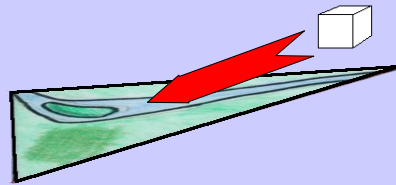


Fig. 2: The map

Example 2: Price marker

Each Space has one Price marker at the beginning of the game, except those where the players has positioned their housing marker.



Tracking sheet:

On the tracking sheet the number of citizens are shown in the top line. These are determined at the end of each round by looking for the lowest number of Food, housing or work on the individual tracks. This is then translated into the number of citizens in the settlement. At the bottom of the tracking sheet there is a tax line where the number of tax collections still available is monitored. At the beginning of the game, each player places their tracking markers on the circles on the tracking sheet. A grain marker and an orange work marker is also received and placed accordingly.

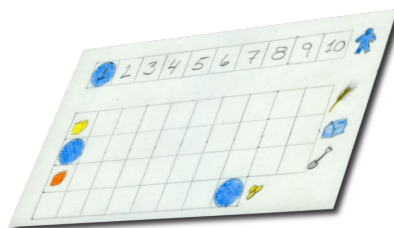


Fig.3: Tracking sheet

Utility board:

On the Utility board the market situation is being depicted. In the upper left corner the road is used for counting the number of Rounds played. After each round finishes the turn marker is being moved one step forward.

In the upper right corner the available work order markers are being placed. If a player is eligible to receive a marker, it is taken from this pool, and if an order is being produced it is placed here again.

Each good has a value, Orange goods is worth 1gp, Grey goods is worth 2gp and white goods are worth 3gp.

On the lower half of the utility board, the grain prices are being tracked. Each barn is equipped with a certain number of grain markers (given on the barn itself), and if players buy grain they are being removed from the barns, starting with the most left barn and moving to the right. At the end of each round the grain price marker is placed at the first barn still to contain grain markers.

At the outer rim of the utility board, the point table is positioned. At the end of each round the players receive points corresponding to the number of citizens in their towns. At the end of the game additional points are received for special buildings etc.

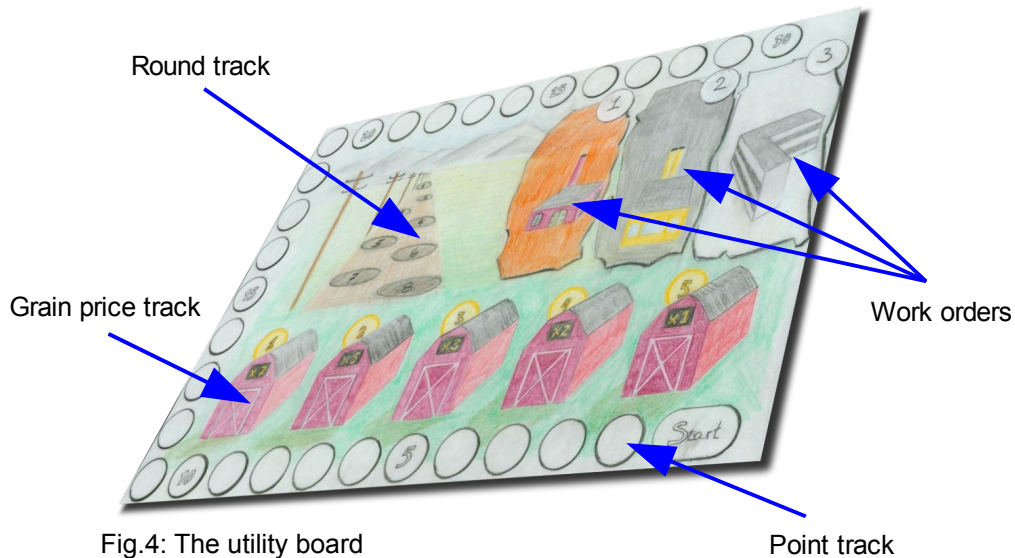


Fig.4: The utility board

Point track

Factory cards:

The Factory cards contain informations about what, and how much the factory produces. There is three types of goods being produced (orange, gray and white) which are being marked with corresponding markers. In the upper left corner of the Factory cards there is a cost number which has to be equaled or passed for a player to take over the Factory. The production amount shows how many work orders a factory can process in an action (or at the end of a turn).

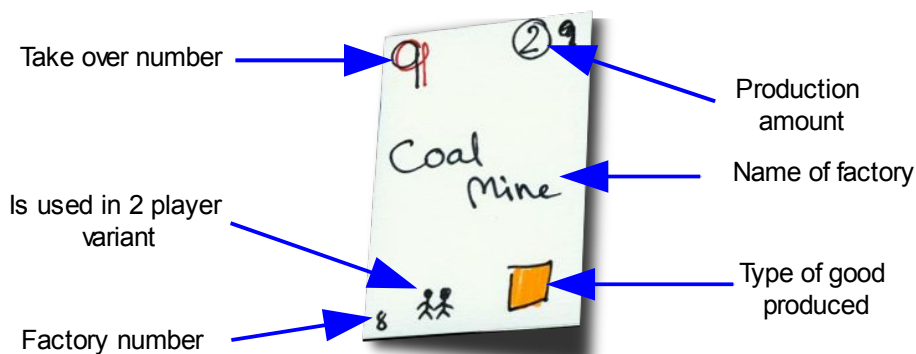


Fig.5: Factory card

The Factories are sorted and will appear corresponding to their Factory number. If a player take over a factory the card is placed in front of that player and a Factory marker is placed on the map. If the player wishes to do so, he may discard an already aquired factory. In this case no additional marker needs to be placed on the map. At the end of every turn the factory card available with the lowest factory number is discarded and the next factory is revealed.

Era cards:

Each player receives four era cards at the beginning of the game. These cards are used to get work orders or take over factories. If cards are used the player draws another card from the current era. The 2nd era card pile is drawn before the 3rd is begun. It is also possible for a player to lay two cards on a factory, which are both treated normally, but the player still only draws one card from the current era. The number of era cards in each pile is determined by the number of players, see below.

	Era 1	Era 2	Era 3
Solitaire	4	6	8
2 players	8	10	12
3 players	12	14	16
4 players	16	18	20

Player sequence:

The game is played over 8 rounds consisting of four turns for each player. The start player for the round is receiving the turn board, which has four spaces that shows the 4 turns of each player. The start player remain start player for the entire round, but at the end of the round the turn board is handed to the player on the left.

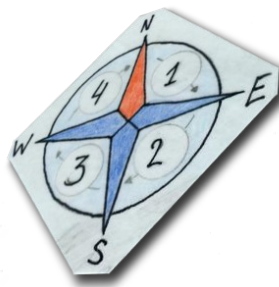


Fig.5: The Turn board

The start player places the turn marker in the space labeled 1 and every time he takes turn, he needs to advance the turn marker first. As soon as all players have done their four turns, the round ends and the end of round steps are done.

When a player has turn, he may perform one of the actions described over next few pages:

Actions

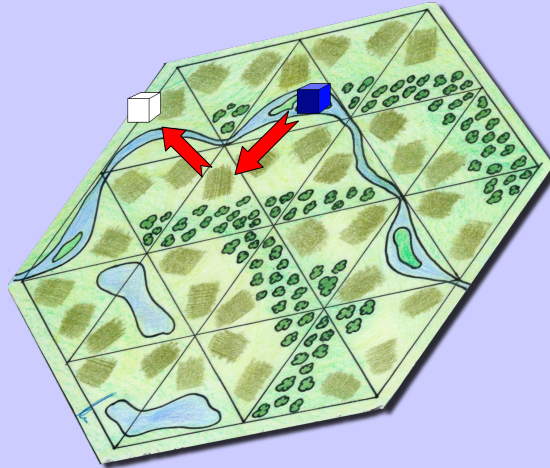
Buy Land

A player may acquire an additional land space by paying the price given by the number of price markers in that space. After acquiring the land space the price markers from that space are removed and placed anywhere in spaces still containing price markers. The player marks the space with a property marker. This action can be done only once per action.

Example 3: Buy land

When buying land the price marker(s) in the space is moved to another space still containing price markers, and is being replaced by a Property marker of the player.

Notice that if you place your property marker in a space containing one area, all spaces next to it has two free areas.

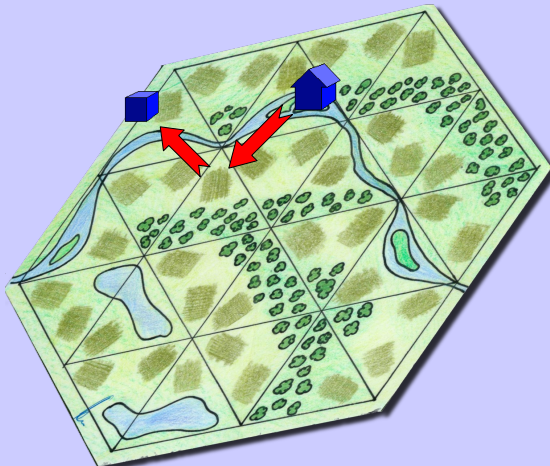


Buy Housing

To increase the amount of housing available for the citizens new housing can be build. A housing marker is taken and placed in a space containing a free area. Then the new housing is being tracked on the Tracking sheet by moving the housing marker one forward. The price to build housing is 2 GP.

Example 4: Buy Housing

Housing can be bought and placed in any Space containing at least one free area. The Property marker is removed (unless a Housing marker is placed instead) and a Housing marker is placed instead. On the Tracking sheet the Tracking marker on the Housing line is moved one step forward.

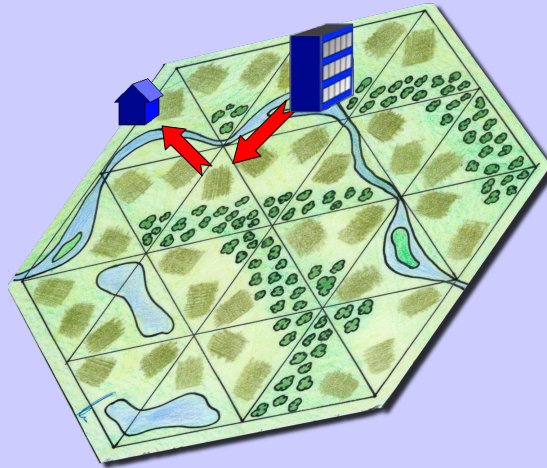


Buy Skyscraper

If the number of areas available is limited it can be necessary to start building Skyscrapers instead of housing. This is done by removing a housing marker and placing a Skyscraper marker instead. The tracking sheet is being updated by moving the housing marker 1 forward (subtracting 1 for the housing marker removed and adding 2 for the Skyscraper). It cost 3 gp to upgrade to a Skyscraper.

Example 5: Buy Skyscraper

Skyscrapers can be placed on an area already containing a Housing marker. The Housing marker is removed and the Skyscraper marker is placed instead. On the Tracking sheet the Tracking marker on the Housing line is moved one step forward.



Buy / upgrade special building

As an action it is possible to buy special buildings which makes the settlement more attractive. There is three types of buildings:

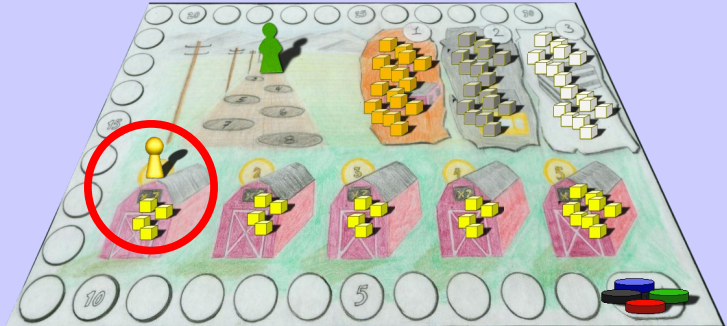
- Buildings who generate extra income each round (Casino, Mall, Saloon and Amusement park), each building has one other additional effect, described on the card itself, that can be used once. The extra income is received during the factories phase of the end of turn sequence. If a player buys this type of building, the player takes the card and places it in front of him. The player also receives one special marker that is returned when the additional effect is used.
- Buildings who adds extra work to the work order line of the tracking sheet (Library, Police Station, Fire Station, Museum). A player that purchases this kind of building also receives a special marker that is placed on the work order line of the tracking sheet.
- Buildings who adds to the point total at the end of the game (Water well / Aqueduct, Town Hall / government building, Power plant / Nuclear power plant, Church / Cathedral). If a player buys this type of building the cost is paid to the bank and the card is received. As an action the owning player may spend additional money and flip the card in order to receive more points.

Buy Grain

Players may purchase grain from the market. The price for each grain marker is given by the position of the price marker. All grains, no matter from which barn, has the same price. The price only changes during the end of round sequence. The acquired markers are taken from the most left barn still to contain markers, and are placed on the tracking sheet of the player.

Example 6: Buy Grain

Grain markers can be purchased at a price given by the Grain Price marker. In this case the marker is positioned at the number 1 space, indicating that Grain markers can be purchased for 1 gp each, no matter how many and from which barn they have to be removed. The Barns to the left are always emptied before the next to the right.

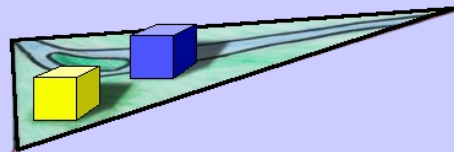


Sow seeds

Grain markers placed on the tracking sheet can be sowed to the fields. This will result in a doubling of the markers during the end of round sequence. In order to sow the seeds, they are taken from the tracking sheet and placed on free areas on the map. Only one marker per free area may be sowed.

Example 7: Sow Seeds

If a player has Grain marker on the Tracking sheet, these may be sowed into free Areas in Spaces owned by the player. At the end of the Round these are then doubled.

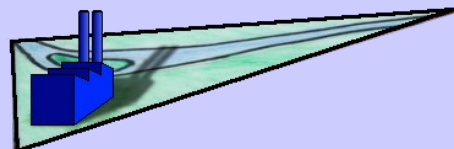


Take over factory

In order to take over a factory, a player needs to place an era card that takes the sum of all open cards for that factory to or above the take over number of it. If this is the case the player receives the card and must either place a new factory marker on the map or replace an already received factory, which is then discarded. The number of factory cards open and factory markers on the map must match. After placing an era card, the player draws one new card from the current era deck. A player may choose to play two cards on one factory in one action, but may still just redraw one. Both cards are treated as normal, so the first card will generate work orders and the second will take over the factory.

Example 8: Take over Factory

If a player has laid down an Era card on an open Factory card, and this brings the total value of the Era cards underneath the Factory above the Take over number of the Factory, then that Player receives the Factory card, but must also place a Factory marker in any free Area in a Space belonging to the player.



Get work orders

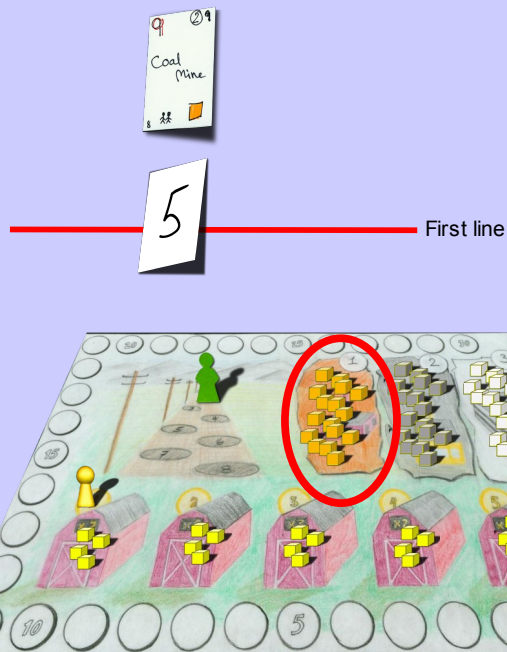
If a player places an era card on a factory card that does not take the sum of the open era cards to or above the take over number of the card, the player receives work orders instead. The number of work orders received depends on the number of era cards already placed on the factory. If it is the first card 1 work order in the color of the factory is received, if it is the second card two work orders are received, if it is the third card, three work orders are received etc. The received work orders are placed on the appropriate line on the tracking sheet. Different colored work orders may be present on the tracking sheet, and also work orders for a color for which the player has no factory may be present. A player may choose to play two cards on one factory in one action, but may still just redraw one. Both cards are treated as normal, so both cards will generate work orders according to above mentioned rules.

Example 9: Get Work Orders

By placing an Era card underneath a Factory, that does not take the sum of all Era cards beneath it above the Take over number, it instead generates Work orders. The number correspond to row it is put into.

In the example on the right a 5 card is placed underneath the "Coal mine", which is a factory producing Orange goods. The Era card is placed as the first card and therefore it generates one Orange Work order, that is taken from the Orange pool on the Utility board and placed on the Tracking sheet.

A second card would generate two Orange Work orders, unless the Factory was taken over.



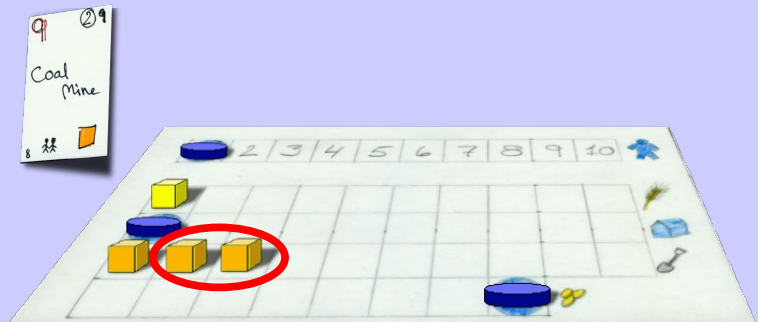
Produce goods

Already received work orders may be converted into products for which the player receives money. A factory may produce a number of work orders equal to the production amount of the factory, and only in it's own color. The work orders produced are removed from the tracking sheet and returned to the pool on the utility board. The player then receives a corresponding amount of money (work order value x number of work orders produced). If a player has two factories, both may produce as one action.

Example 10: Produce Goods

A player who has a Factory in front of him may produce goods with it. This is a way of getting much needed money.

In this case a player has a "Coal mine" which may produce 2 Orange goods. This is done by returning 2 Orange markers from the Tracking sheet to the Utility board. The Orange goods are worth 1 gp per marker, and in this case the player receives 2 gp from the bank.

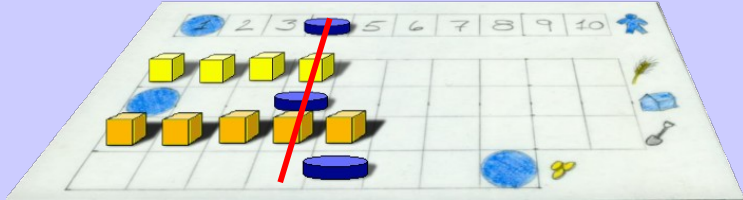


Collect taxes

A player may also collect taxes from the citizens to get money. The Tax marker on the tracking sheet is moved one space to the left and the player receives an amount of money corresponding to the number of citizens currently in the settlement. Taxes may only be collected if the tax marker is placed on a number higher than the number of citizens in the settlement.

Example 11: Collect Taxes

Taxes is another way of getting money. Taxes can only be collected though if the Tracking marker on the Tax line is positioned further to the right as the marker on the Citizen line, which is the case in this example. In this case the player would receive 4 gp from the bank and the Tax marker would be moved one step to the left, resulting in this player no longer being able to Collect Taxes.



End of round

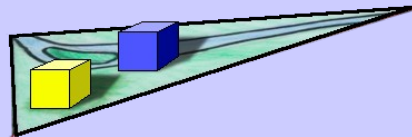
When all players have performed four actions the round ends. This initiates the End of round sequence, which is performed in below order. The start player starts each of the phases and it is then performed by all players clockwise, before next phases is started.

1 - Harvest

Each player who has grain markers on the map, receives the double amount of markers back. These are placed on the grain track of the tracking sheet. The grain markers are taken from the rest barn first and if no more markers are present in that barn the markers from the barn to the left is taken etc.

Example 12: Harvest

The Blue player has sowed one Grain in a Space. During the Harvest phase of the End of Round sequence this is returned to the owner and one grain marker from the Pool on the Utility board is added to it.

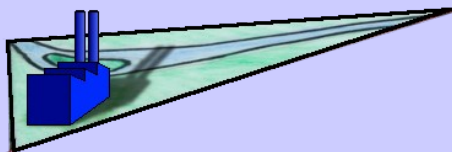


2 - Factories

Each player may produce once with each of their factories (as described in the produce goods action). Furthermore the lowest numbered open factory is replaced by the next factory card in line. Players with special buildings which generate money receives these accordingly. If the last factory card of a certain color has been either discarded or taken over during the round all players having work orders of this color, but having no corresponding factory has to return these work orders.

Example 13: Factories

If a Player possesses a Factory, the Player may now produce goods according to the factory card, just like in the Produce goods action. This is with out cost though and may also be performed is the player did perform the Produce goods action. The player does not have to produce goods.

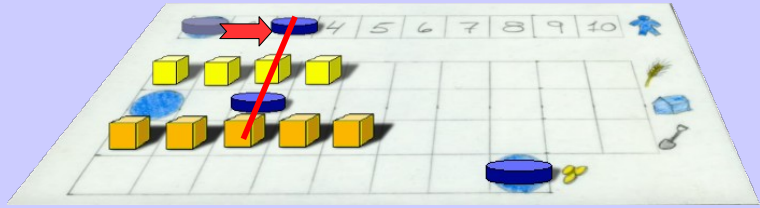


3 - Citizens + points

The number of citizens of a settlement is determined by looking for the lowest number of grain markers, housing or work orders. The citizen marker is placed accordingly and a number of points corresponding to the number citizens are received on the point track of the utility board.

Example 14: Citizens

During the last round this player has increased the Grain, housing and work order markers to all be at 3 or above. This result in the player moving the Citizen marker to the 3 space, and he also receives 3 points on the point track on the Utility board.

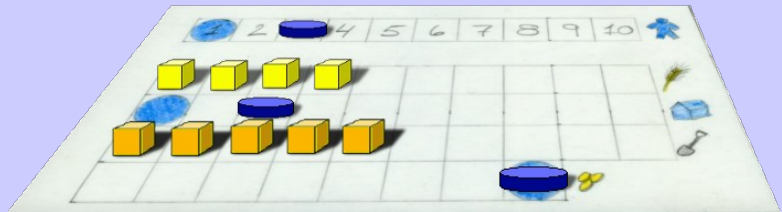


4 - Feeding

One grain marker per citizen are removed from the tracking sheet and returned to the rest barn on the utility board.

Example 15: Feeding

As the player has three Citizens on the Citizen line he has to return 3 Grain markers to the Grain pool on the Utility board, leaving him with only one.

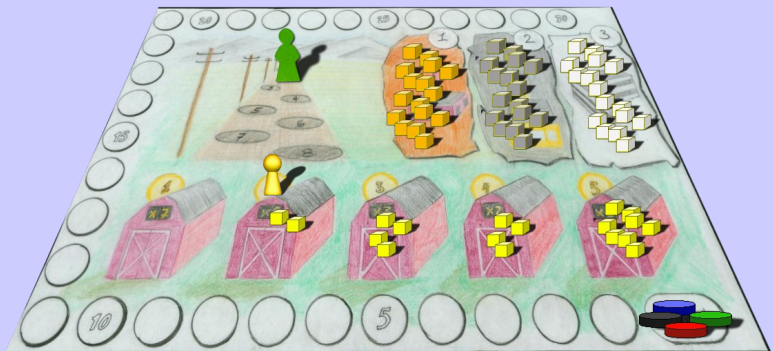


5 - Adjust grain market price + refill

The new price of grain is determined by looking for the lowest priced barn to still contain grain markers. The price marker is then placed on this barn and this will be the price for grain in the coming round for all players.

Example 16: Adjust Grain Price

After all players has Feed their Citizens and returned the Grain markers to the Pool, the Price for Grain is determined for the following round. The Price marker is placed on the lowest numbered Barn still containing Grain markers. In this case the marker is placed on the Space labelled 2.

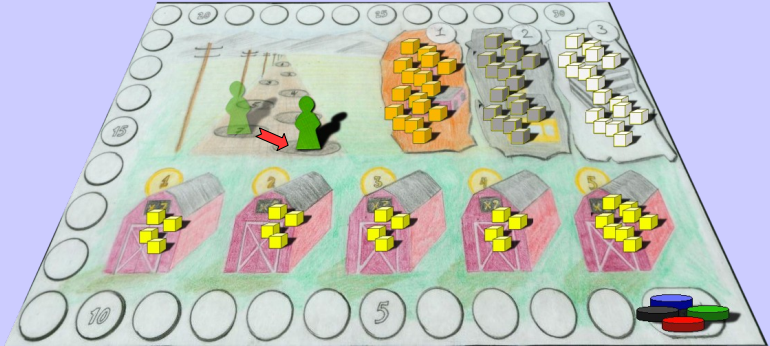


6 - Move Round marker

The round marker on the utility board is moved one step forwards and the turn board is handed over to the next player clockwise, who places the marker on the space labeled 1. The next round is ready to be played.

Example 17: Move Round Marker

After all other phases has been performed in the End of Round sequence, the Turn marker on the Utility board is moved one step forward, and the Turn board is given to the player to the left of the Start player.



End of game:

At the end of the 8th round the first 3 phases of the end of round sequence is performed, and additionally the players with special buildings receives points for these. The player with the most points wins the game. If a tie is present the player with the most money is the winner.

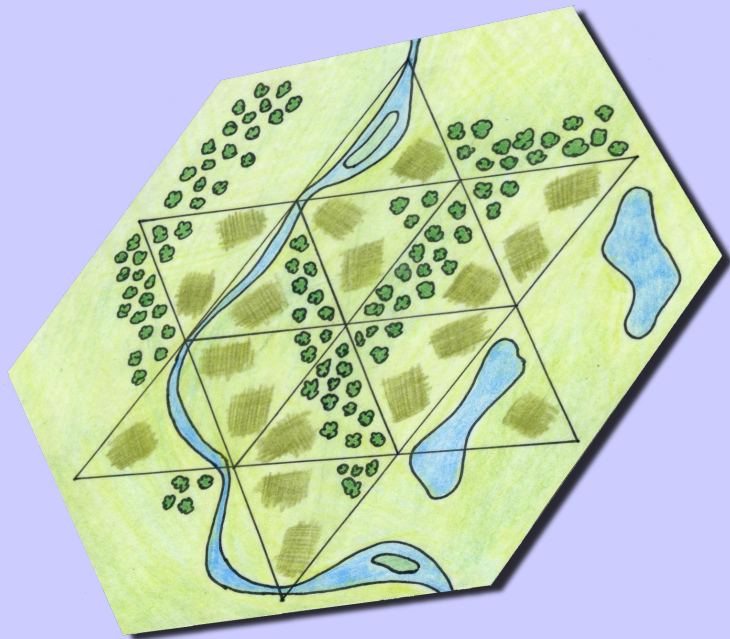
Two player variant:

For the two player variant all rules apply except

- the back side of the map is used.
- only factory cards labeled for the two player game is used.
- Reduced number of era cards are used (see Era cards).

Example 18: Two Player Variant

Only 12 Price markers are used in the Two player variant. Also the number of factory cards and Era cards are reduced.



Solitaire variant:

For the solitaire variant all rules apply except

- the back side of the map is used.
- Each space on the map receives two price markers.
- Reduced number of era cards are used (see Era cards).
- At the factory phase of the End of round sequence the two lowest numbered factory cards are discarded.

Example 19: Solitaire Variant

Notice that if you place your housing marker in a space containing one area, all spaces next to it has two free areas.

