

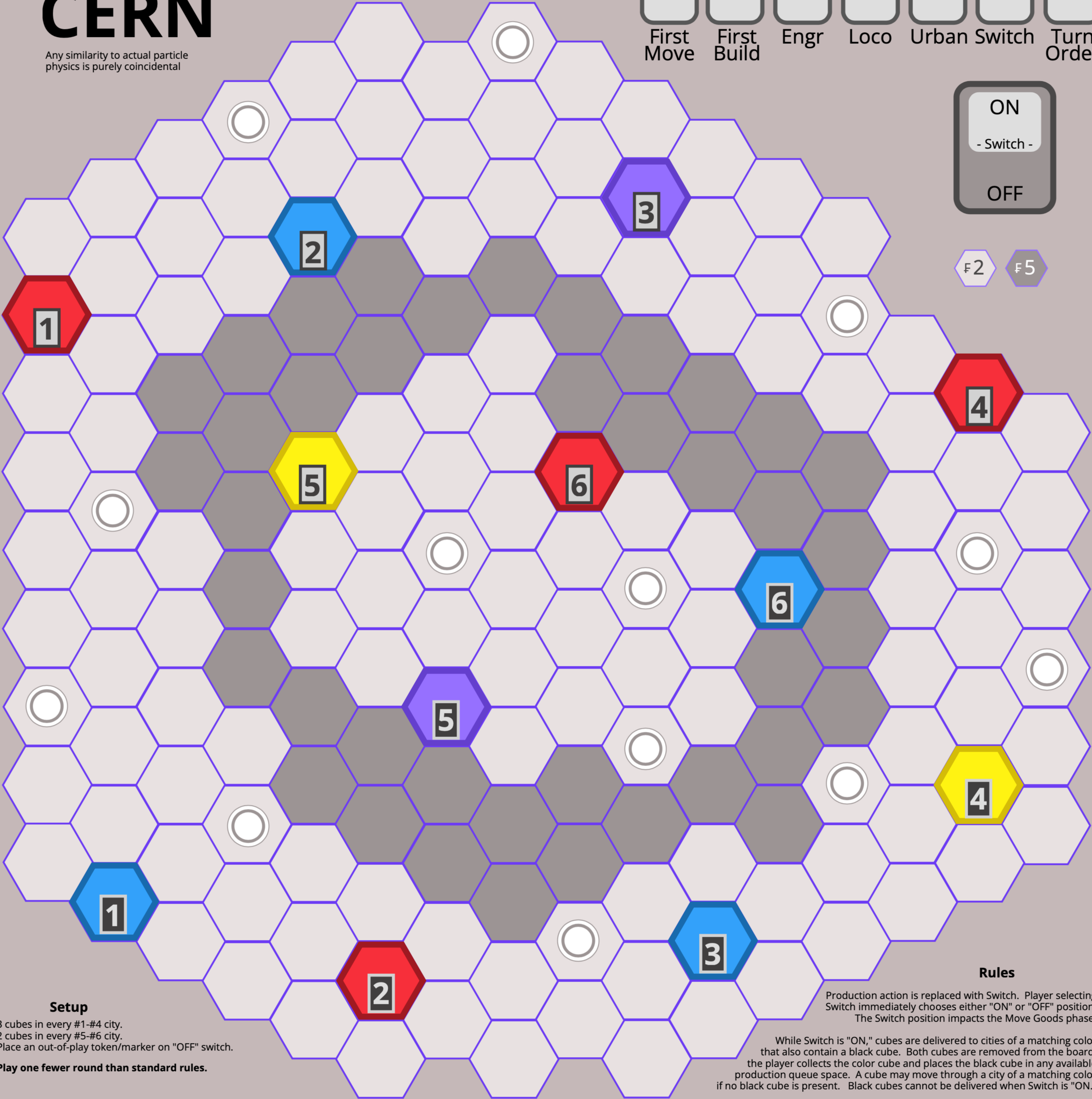
ON

- Switch -

OFF

£2

£5



Setup

3 cubes in every #1-#4 city.
2 cubes in every #5-#6 city.
Place an out-of-play token/marker on "OFF" switch.

Play one fewer round than standard rules.

Rules

Production action is replaced with Switch. Player selecting Switch immediately chooses either "ON" or "OFF" position. The Switch position impacts the Move Goods phase.

While Switch is "ON," cubes are delivered to cities of a matching color that also contain a black cube. Both cubes are removed from the board; the player collects the color cube and places the black cube in any available production queue space. A cube may move through a city of a matching color if no black cube is present. Black cubes cannot be delivered when Switch is "ON."

While Switch is "ON," cubes may "teleport" between any two cities of the same color. This teleport does not generate income and does not count against the player's engine level. A cube must first move across a valid link before "teleporting" through a city. Each city may only be visited once per delivery.

While Switch is "OFF" no rule changes.

At end of game, each collected set of unique colored cubes is equal to 1/3/6/10 points for 1/2/3/4 color sets.