

Minor Variants

**A - Introduction**

The punching tool used for tiles also provides the ability to punch card board markers that are for the station tokens. As these station tokens replaced by wooden tokens, we have looked for another usage for the cardboard markers. As a result several Minor Variants were developed.

**B – Additional Card Board Tokens**

All 84 markers have a beer cube on one side and the following on the reverse side:

- 22 Black number markers with numbers from ‘1’ to ‘22’
- 10 Red number markers with numbers from ‘0’ to ‘9’
- 17 Value markers; 6 each with text ‘20 M’, and ‘10 M’ and 5 with text ‘5 M’
- 5 Extra Station markers with text “Extra Station”
- 5 Closed Coal Mine markers with a ‘K’ crossed with a red “X”
- 5 Final Run markers with a red locomotive
- 7 Fifty Percent markers with text ‘1/2’
- 5 Brewery markers with a brewery kettle
- 5 Route markers with text ‘K+K’
- 3 Railway markers with text ‘DEEG’, ‘DHB’ and ‘HHW’

**C– The Minor Variants**

At the start of the game, the players decide which of the Minor Variants they will use. There are ten different Minor Variants, which one can add to the game either individually or in combination. The only limitation causes Minor Variant No. 1, which requires a high number of beer markers.

In the rules there are certain definitions used repeatedly:

- Face down: the markers show the blue beer cube
- Face up: the markers show the reverse side (other than the blue beer cube)
- Beer markers: the markers are used faced down (showing the blue beer cube)

**Map-Related Minor Variants**

In this group of Minor Variants, the markers are placed on the map at the start of the game.

**1. Limited Export Market Demand**

**Background:** *In both, ‘TRG’ and ‘HSB’ the transport of Dortmunder Export beer is unlimited. This Minor Variant is changing that. Consequently, the Railway Corporations may be forced to look for transport routes to different off-board areas.*

**Markers:** Use only marker with the blue beer cube that are not used for another Minor Variant in the game. For ‘HSB’ the markers with the red and black numbers 1 to 7 are also required.

**Preparations:** A certain number of beer markers that are stacked there determines the demand for Dortmunder Export beer of each red off-board area. Choose one of these three options:

Options	(1) Herne	(2) Enschede	(3) Hamm	(4) Siegerland	(5) Schwerte	(6) Hagen	(7) Witten
Equal	6	6	6	6	6	6	6
Unequal 1	10	8	6	8	4	6	12
Unequal 2	8	6	5	6	4	4	10

Alternatively, the number of beer markers for each red off-board area will allocated at random. For this purpose, select markers with red and black numbers the same as one of the ‘Unequal’

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options. Mix these markers and place them randomly face up, one on each red off-board area. Then add a number of beer markers as specified by the number of the number marker.

**TRG Rules:** Every time beer delivered to a red off-board area, remove the same number of beer markers as beer cubes placed back into supply. A Railway Corporation will only receive a bonus for the removed beer markers.

**HSB Rules:** Place the red number markers onto the red off-board areas as indicated in the table above. When a brewery loads beer cubes onto a train the director must place a black number marker on the train selected for the transport. The black number marker defines the red off-board area to which the beer cubes must delivered. From there a number of beer markers, equal to the number of loaded beer cubes removed. The rules about loading beer cubes still apply.

The loaded train must run a route to the dedicated red off-board area. If the route is blocked, the train may run through a blocked hex but may not count the hex value for income. Nevertheless, the blocked hex counts against the route length. A train may deliver beer cubes to one red off-board area only, despite being able to run a route with two off-board areas.

After the delivery of beer cubes during the Railway Round, move the black number marker back to supply.

### 2. Increased Track Building Costs

**Background:** *The fast growing population of Dortmund led to an increasing building density in suburban areas. The increased housing density causes higher track construction costs.*

**Markers:** Value markers '10 M' and '20 M'

**Rules:** At the end of each Stock Round, the building costs for each city hex without a track tile increase by 10 marks. After placing a tile on such hex, remove the value marker.

### 3. Reduced Number of Coal Mines

**Background:** *Some coalmines closed early due to exhausted coal deposits.*

**Markers:** All black number markers and three to five 'closed coalmine' markers (players' decision)

**Preparation:** Place the black number markers face down and mix them. Then turn three, four or five of these markers to the reverse side. Place a 'closed coalmine' marker onto each 'Hammer & Pike' symbol of the coalmines with the corresponding numbers.

**Rules:** When building the first track on these hexes only the tiles # 7, #8 or #9 may be used. After the tile is laying, removed the 'closed coal mine' marker from play. When the coal mines no. 20 or no. 22 close, place a yellow tile #8 or #9 on the map hex instead of the 'closed coal mine' marker.

### 4. First Delivery

**Background:** *The first delivery to a newly found sales market always generates higher income.*

**Markers:** Value marker 1 x '20 M', 3 x '10 M', 2 x '5 M' and red number marker '0'

**Preparation:** Mix all markers faced down and place one randomly one on each red off-board area. Then turn the marker over.

**Rules:** For the first delivery of Dortmund Export beer to such an area the route's income is increased by the amount shown on the value marker. Remove the marker after the first delivery.

### 5. Coal Mine Wagon Ways

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**Background:** *These consisted of the horses, equipment and tracks used for hauling wagons for transporting coal from a mine to a loading point of a railway. The coal mine wagon ways to the coal mines were built by the coal companies.*

**Markers:** all black number markers and three to five coal mine location markers (players' decision)

**Preparation:** Mix all black number markers face down and then turn three, four or five (players decision) of these tokens to the reverse side. Place a wooden coal mine location token onto each 'Hammer & Pike' symbol of the coal mines with the corresponding numbers.

**Rules:** When building the first track on these hexes, the coal mine location there is automatically linked with the rail network. As the location token placed already, no costs for creating a railway link must be paid and no Capex card will be removed ('HSB' only).

### Player-Related Minor Variants

Each player receives one of the markers for each player-related Minor Variant chosen. Players may not sell markers to other players or companies!

#### 6. Additional Station Places

**Markers:** 'Extra Station' markers

**Rules:** A player may use their 'Extra Station' marker during the station build step on behalf of a Railway Corporation they are director. They have two options to use the 'Extra Station' marker:

- a) They can place the 'Extra Station' marker on a hex with a location token of a coal mine covering the black dot of the loading place. The Railway Corporation must lay a wooden station token immediately on the 'Extra Station' marker. The hex blocked by the wooden station token for all other Railway Corporations' routes.
- b) They can add the marker to a hex that completely occupied by wooden station tokens of other Railway Corporations. The Railway Corporation may place a wooden station token immediately on the 'Extra Station' marker. If not, any other Railway Corporation not present on this hex may place a wooden station token there. An empty 'Extra Station' marker unblocks the hex.

There may not be more than one 'Extra Station' marker on a hex. When a hex with an 'Extra Station' marker will increase the station place due to an upgrade, the 'Extra Station' marker remains on this hex.

The placement of an 'Extra Station' marker costs 50 Mark, paid by the operating Railway Corporation. This is in addition to the costs for the wooden station token when placed.

#### 7. One time more

**Markers:** Final run markers

**Rules:** When the type 2 or type 3 trains becomes obsolete a player may assign this marker to one of their Railway Corporations' trains immediately. The train with the assigned marker may perform a final run during the Corporation's next turn. After the final run the marker is removed from the game. Trains assigned a final run marker may not be sold.

#### 8. Fifty Percent of Something

**Markers:** Fifty Percent markers

**Rules:** When acting as a Director of an operating company a player may use the marker for one of the following three purposes:

- a) Paying only 50% of the costs for placing a wooden station token

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- b) Splitting income 50% for dividends and 50% into the treasury
- c) Trade-in a train or a BEC for 50% of face value. A corporation owning already the maximum of trains or BECs may trade-in a train or BEC.

After usage the marker is removed from the game.

### 9. More Beer!

**Markers:** Brewery markers

**TRG Rules:** The director of a Railway Corporation may use the brewery marker in order to acquire one additional beer cube from the supply.

**HSB Rules:** When acting as a director of an operating Brewery Corporation a player may assign this marker to one of the brewery's BEC. This BEC may deliver one additional beer cube to the Dortmund Brewery market. After the delivery the marker is removed from the game.

### 10. Clever Route Planning

**Markers:** Route markers

**Rules:** When acting as a director of an operating Railway Corporation a player may assign this marker to a train of this corporation. The marker remains on the train until removing from the game or sold to another Railway Corporation. The train with this token may count two adjacent hexes with coal mine location tokens as one income hex for route length purposes. The two hexes must follow each other directly when the train runs a route.

## D - Final Comments

Not all of the additional markers used for the Minor Variations stated above. The 'Railway' markers can, for example, be placed on the stock certificates of DEEG, DHB and HHW to indicate that these Railway Corporations are not available yet. As soon as the prerequisites are fulfilled, remove the 'Railway' marker.

In addition, players may feel free to create their own variants or alter Minor Variations with the additional cardboard markers.