

NIGHT EXPRESS

A deep economic strategy board game

spieltrieb

BERND WUSTINGER

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LIST OF MATERIALS

- 1x Game Board

1x Card Display-/Train Display Board

6x Player Board

32x Route Cards

6x Set of 7 Bidding Cards

80x Event Cards (40x German & 40x English)

60x Specialist Cards (30x German & 30x English)

32x Secret Route Cards (16x German & 16x English)

1x Starting Player Marker with Standee

95x MONEY Checks Marker

6x Victory Point Markers (100 / 200 Points)

40x Trains

38x Markers for Special Wagons

50x Markers for Options
- 20x Leasing Markers

10x Wagon Lock Markers

24x Servicepoint+ Markers

10x Route Protection Markers

80x Passenger Growth and Loss Markers

6x Wooden Victory Point Trackers (6 x 1)

12x Wooden Action Pawns (6 x 2)

88x Wooden Route Markers (6 x 11)

24x Wooden Service Points (6 x 4)

24x Wooden Passenger Pawns

2x Player Guides (1x German & 1x English)

12x Support Cards (6x German & 6x English)

6x Privacy Screens

1x Route Evaluation

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NIGHT EXPRESS

A deep economic strategy board game

GAME GUIDE

The night trains are ready to conquer Europe. In order to succeed in these emerging markets, one must choose attractive inter-city routes and beat one's competitors to the most suitable rolling stock at the auctions. Players then upgrade their routes and trains to attract more passengers. Then following a phase of unexpected events, players evaluate their routes scoring victory points and earning money to be spent in subsequent rounds. Players also make use of specialists with particular skills that help in different phases of the game. At the end of the game, secret route objectives goals and special bonus scores can make a crucial last-minute difference to the outcome as the winner is determined.

Meanwhile, players should also keep an eye on each other. While competing with your fiercest rivals on their routes, you can direct events to frustrate them, but they can do the same to you!

Good luck establishing your night train network and your fleet of trains to run on them. Crowds of passengers await!

2 GAME VERSIONS

There are two versions of the game: The simplified version, and the expert version.

Simplified Version

In the simplified version, all the steps of the expert version are used in principle, with some adjustments enabling newcomers and players who prefer a simpler game to enjoy a smoother experience.

In the game guide, we've marked the paragraphs that aren't used in the simplified version with blue italics, so you can easily skip them.

Expert Version

The expert version includes all of the features and details intended for the game, with additional destinations of route construction, rental service points, high-speed network, train upgrades and relocation, and more complex event cards. Further, all Specialist character cards are included in the expert version.

All text paragraphs in the game manual are relevant to the expert version, including those that are written in *blue italics*.

GAME SETUP

② **Route Cards:** From the total of 32 route cards, the cards intended for the number of players are selected and placed face down. The remaining cards are removed from the game.

2 Player: only yellow routes (16)

3-4 Player: yellow and green routes (24)

5-6 Player: yellow, green and blue routes (32)

④ **Trains** are selected according to rounds and number of players and made available. At the end of the round there is a marker for this (e.g. „1/2-6.“ i.e. the train is used in round 1 in all game variants with 2-6 players).

The upgrade trains (see step 2 „Train Market“ p.8) are placed in a separate pile.

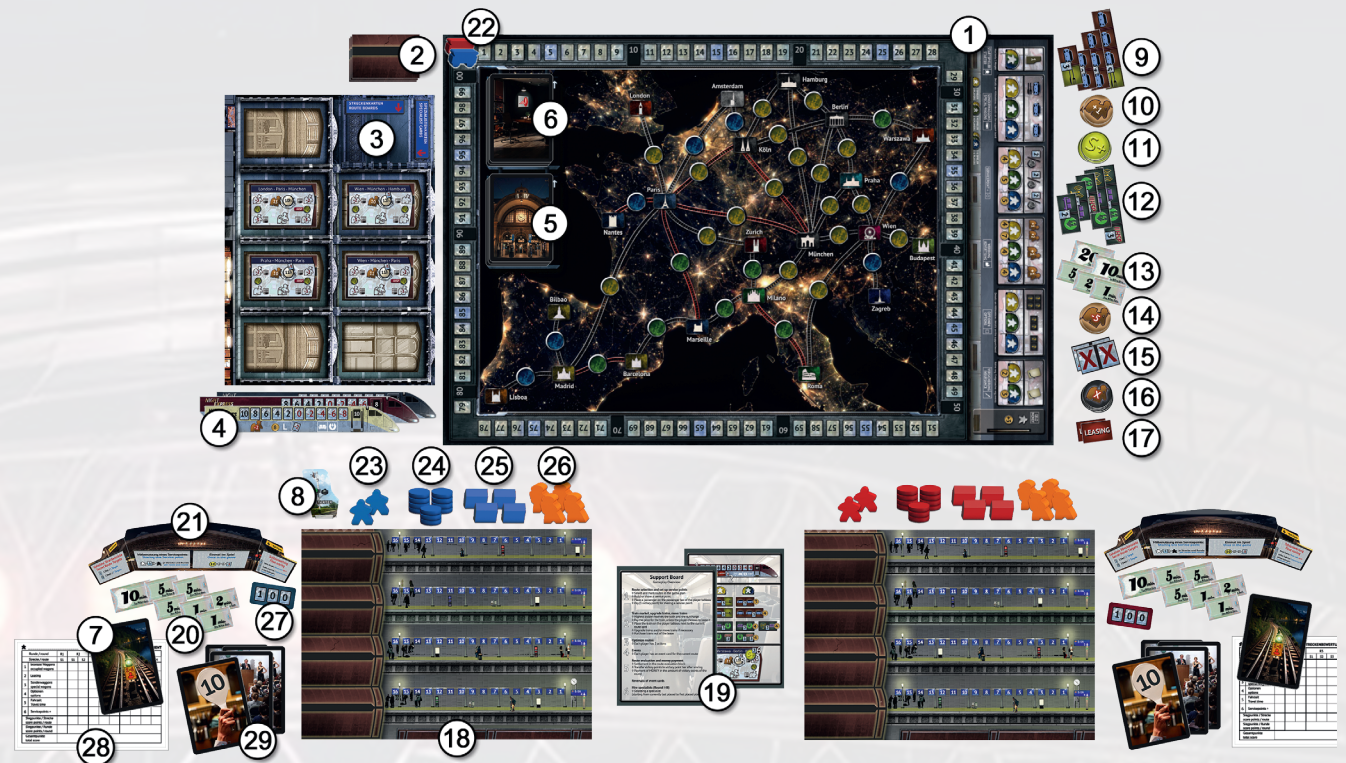
⑤ **Event Cards:** The cards labeled „I-IV“ on the back of the card are shuffled and placed face down in the space provided on the route map.

The cards labeled „III-IV“ on the back of the card are also shuffled and placed face down next to the route map for later.

⑥ **Specialist Cards** for step 6 „Hiring of Specialists“ (p.17), the cards for each round (marked on the back of the card) are shuffled separately. The pile for round 1 „I“ is placed face down on the space provided on the route map. The other two piles are placed face down next to the track map. The „Customer Loyalty Specialist“, „Expansion Specialist“ and „Service Professional“ cards are not used in the beginner's game.

⑦ **Secret Route Goal cards** are selected according to the number of players shown on the back of the card and placed face down next to the route map

⑳ **Player Money Supply:** Each player receives **30 MONEY** at the start of the game



① Route Map / Upgrade Board

② Route Cards

③ Card Display-/Train Display Board

④ Trains

⑤ Event Cards

⑥ Specialist Cards

⑦ Secret Route Cards

⑧ Starting Player Marker

⑨ Markers for Special Wagons

⑩ Passenger Growth Markers

⑪ Servicepoint+ Markers

⑫ Markers for Options

⑬ General Money Supply

⑭ Passenger Loss Markers

⑮ Wagon Lock Markers

⑯ Route Protection Markers

⑰ Leasing Markers

⑱ Player Board

⑲ Support Card

⑳ Player Cash Reserve

㉑ Privacy Screen

㉒ Victory Point Tracker

㉓ Action Pawns

㉔ Route Markers

㉕ Service Points

㉖ Passenger Pawns

㉗ Victory Point Markers

㉘ Route Evaluation Sheet

㉙ Bidding Cards

GAMEPLAY

The game is played over 4 rounds, with the following 6 game steps in each round:

1. Route Selection and Creation of Service Points
2. Train Market: (Purchase/Lease, Upgrade and Move Trains)
3. Route Upgrades
4. Events
5. Route Evaluation and Money Payment
6. Hiring of Specialists (only in Rounds I-III)

Play proceeds sequentially through the game steps. Players take turns at each step beginning with the starting player. For Round I, the player who last rode a night train is the starting player). In each subsequent round the starting player role moves clockwise to the next player, unless a new starting player is determined in Step 3 (p.12). Step 6 „Hire Specialists“ has its own sequence, which is described in detail in Step 6 (p.17).

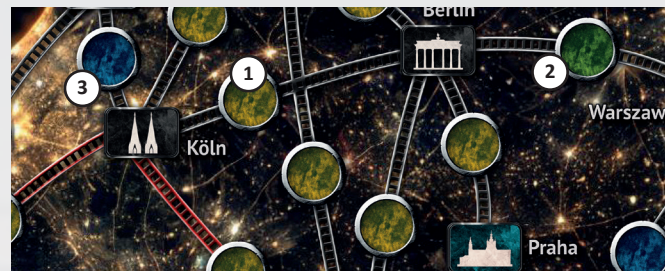
In Step 5 „Route Evaluation and Money Payment“ (p.16) of each round, all routes purchased up to that point are scored, meaning that one route is scored in round 1, then two routes, three routes and finally four routes are scored in round 4. Therefore, a total of 10 route scores, together with the victory points for completing the secret route goals and the end game bonus scoring determines the eventual winner.

Step 1: Route Selection and Creation of Service Points

At the beginning of the game, each player draws two „Secret Route Goal“ cards and must choose one to keep. If a player reaches the goal on the card by the end of the game, he receives the victory points (1 goal: 5 victory points, 2 goals: 15 victory points).

The route network on the route map is divided into 3 parts by colour:

- ① Only YELLOW routes are used for 2 players;
- ② YELLOW and GREEN routes are used for 3 to 4 players;
- ③ All routes, YELLOW, GREEN and BLUE are used for 5 to 6 players;



The route cards are sorted according to the number of players. Only use route cards that correspond the number of players.

*In addition, some routes are marked as high-speed routes (shown by red tracks on the route map and with the **IIHSP**-symbol on the route cards). These routes, when operated by a train equipped with the **IIHSP** option, score an additional 3 victory points each evaluation.*

The starting player draws a number of route cards equal to the number of players plus 2, from the face-down pile and reveals them on the card display board. However, in the case of games with 6 players, only 7 cards are revealed.

Starting with the starting player, each player takes turns selecting a route card in a clockwise direction. The unselected route cards are removed from the game.

Each selected route is used from the current round until the end of the game.

THE ROUTE CARDS



A route card contains the following information:

- ① The city connections consisting of 2 sections of route (in this example: Vienna - Munich and Munich -Paris). **Note:** There are also route cards with only one section of route section.
- ② The number of available passengers, (in this example: 11 which means that at the beginning you can fill up to 11 passenger wagons of a train with passengers).
- ③ **Travel Time:** The victory point board above shows the effect of travel time on victory points (victory points range from +3 at 7h travel time to -2 at 12h travel time).
- ④ These two round coloured fields [YELLOW GREEN BLUE] indicate to which part of the network (related to the number of players in the game) the sections of the route belong to.
- ⑤ The symbol **IIHSP** indicates that this route is a route of the high-speed network. *With a compatible train, upgraded with the IIHSP option in Step 3 „Upgrade Routes“ (p.12), additional victory points can be scored for a high-speed route.*
- ⑥ The passenger symbols in the corners show the passenger reduction for when a route is shared. The upper corner number is applied for usage by 2 trains, and the lower corner one for usage by 3 or more trains. The two effects are not added together. The symbols in the left corners apply to the left-hand section of the route, and the symbols in the right corners apply to the right-hand section. When the route is shared, appropriate passenger markers should be placed on the corresponding corners of the route card.
- ⑦ In Step 3 „Upgrade Routes“ (p.12), an advertising campaigns can be used to attract additional passengers. The relevant passenger marker must then be placed on this field.

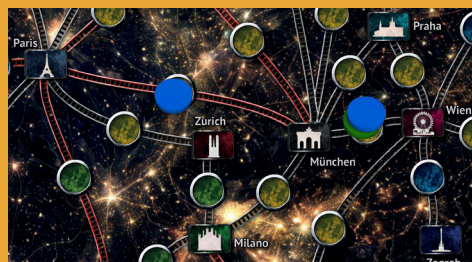
The best routes are those that offer the **most passengers** with **minimal travel time**. However, players should also be aware that some routes may be more affected by multiple uses, resulting in reduced passenger numbers during the game. Route sections are affected by multiple use only if a passenger reduction value is specified on the route cards. If the fields are empty, there will be no multiple uses of 2 and/or 3 either.

Beginning with the starting player, each player chooses a route card from the card display board and places it on the top left free space on his/her own player board, then places a route marker of his/her player colour on each city connection shown on the route card. Here it can be seen immediately if any part of the route is already occupied either by that player or another player.

Finally, the player must place an orange passenger pawn on the passenger bar of the player board, in the place that corresponds to according to the number of available passengers for that route. If that number is affected by multiple use on part(s) of the route, this is also taken into account immediately.

Example

The blue player has chosen the Vienna-Munich-Paris route. Since the green player already has Vienna-Munich as part of one of his routes, both players lose passengers as a result of this section of the route being shared. Each of them places a marker indicating a passenger loss of 2 passengers on their respective route card.



Depicted here, the passenger pawn is placed in the 9th space on the passenger bar of the player board. (11 from the route, minus 2 from the passenger loss due to route sharing = 9).

After establishing a route, a player must now build a **service point** in order to operate the line. This can be done at any **train station** on the route, and there only needs to be a service point at one of the route's stations. *In the expert version, only 1 service point may be built at each station. If any player already has a service point at a particular station, another one may not be built here.* The construction of a service point costs **5 MONEY**.

The player marks his/her chosen location on the route map with a service point of his/her player colour.

If there is already a service point established by another player at a station along the route, it can be used for the new route, either at no further cost in the simplified version of the game, or is rented from its owner (see below) in the expert version.

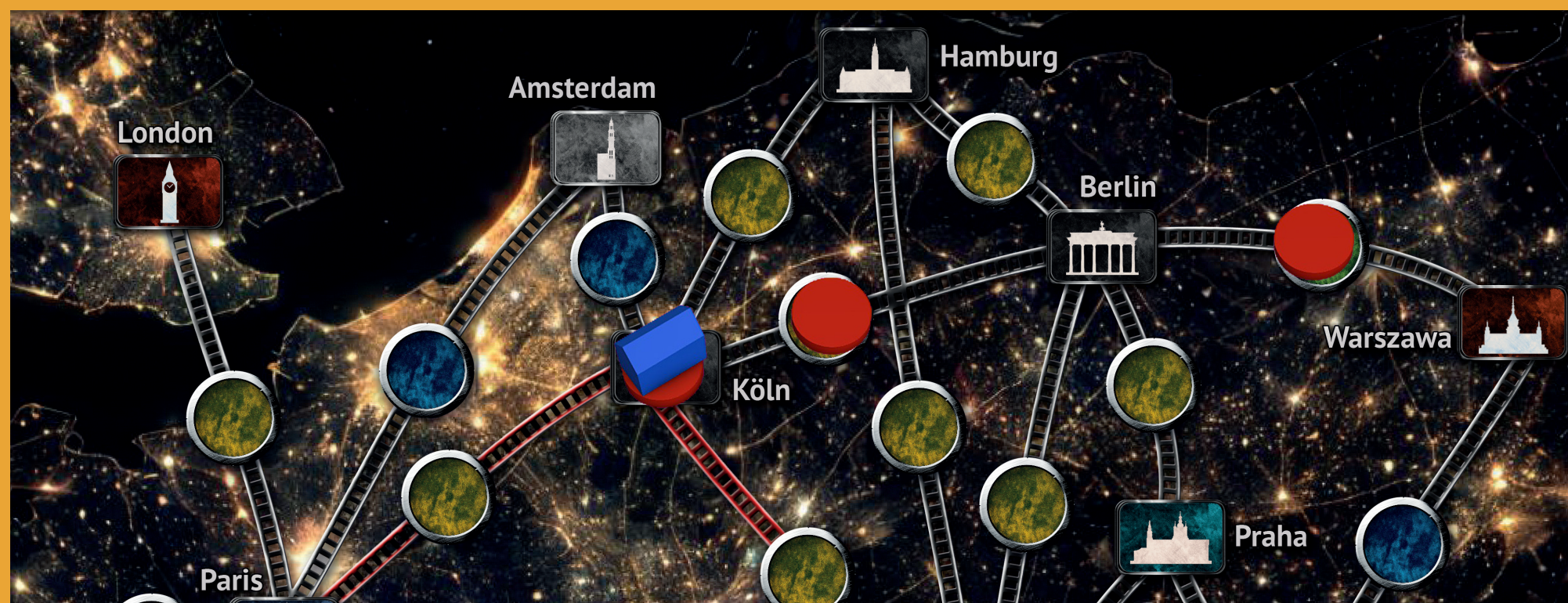
*If a service point has already been established by another player on one of the stations on the route, the player may either **rent the existing service point from that other player, or build a new service point** at a different station on the route. Rent for another player's service point is paid each round. If a player rents a service point for multiple rounds, rent is paid each time. Rent is settled as soon as all players have chosen routes and established service points for the round. The renter moves back 1 victory point on the victory point bar, while the landlord moves forward 1 victory point. A player can on any subsequent round build a new service point for this route and cease paying rent. Players decide during this step of each round for each route whether to rent or buy, irrespective of decisions made in previous rounds.* At no point, in either version of the game, may a service point be dismantled or moved.

To indicate co-use of a service point, the renter places a route marker in his player colour underneath the rented service point on the route map.

In Step 3 „Route Upgrades“ (p.12), **service points** can be upgraded, to yield an additional 2 victory points for their owner on each subsequent round and route. Upgraded service points do not score additional points for renters.

Example

The red player marks his route Warsaw-Berlin-Cologne on the route map. He decides to use the service point of player blue in Cologne and places a red route marker under the blue service point.



Step 2: Train Market: (Purchase/Lease, Upgrade and Move Trains)

Players need to acquire a train for their new route each round. This is done through an auction in which all players compete with each other. The available trains for the current round are arranged from the most expensive train (at the bottom) to the cheapest, (at the top) on the train display board. (p.4)

The **bidding process** for the train purchase now proceeds as follows: The bidding starts with the highest valued (most expensive) train. Each player selects one bidding card from their bidding card deck and places it face-down in front of them. Players may not bid an amount of money greater than they have available.

The bidding card set consists of 7 cards labelled X (no interest, = I will not take this train regardless of other bids) 0, 1, 3, 5, 7 and 10.

The winner pays the amount bid as a surcharge in addition to the purchase price printed on the train immediately, unless he decides to lease the train instead (see below). If more than one player places the same winning bid, a draw is made between them (for example by drawing lots using the coloured route markers of the players involved) and the winner receives the train at that highest bid price. A player who bids 0 gets the train without paying any surcharge if there was no higher bid, but must purchase or lease the train immediately and may not decline the train.


Once a train has been purchased or leased, bidding begins for the next most expensive train, involving the players yet to take a train this round. This continues until each player has obtained a train for their route. If any player is still without a train after the cheapest train has been bid for, remaining trains are bid for again, in order of most to least expensive. Each player must purchase a train.

Each player now places the purchased train next to the route card that they have acquired in the current round on the tracks of his player board. It is important to ensure that the arrow located at the top right of the train matches the arrow located at the right end of the platform.



The played bidding cards are taken back into the bidding card deck.

Leasing: Instead of purchasing a train for its printed price after paying the surcharge in the auction, a player can lease the train instead. The purchase price is not charged, but each round in which the lease is used, a lease payment must be made in the form of a victory point deduction. The amount of victory points deducted per round is printed on the train next to the space for the leasing marker. However, the surcharge from the bidding process must still be paid immediately in MONEY.

The player places a leasing marker  on the ① „L“ field on the currently acquired train.

In this stage of the game, trains can also be bought out of lease. The player pays the purchase price printed on the train and returns the leasing marker. From now on, the player receives no victory point deductions for this train in the Route Evaluation step. (p.16)

***Move trains:** Players are allowed to swap their trains between their own routes. When a train is moved, its effect on passenger numbers applies to the route it has moved to, instead of the route it was previously on.*



TRAINS



Each train consists of a locomotive and a number of wagons. The locomotives are available in 2 power categories; they can pull either 12 wagons or 10 wagons.

Train 1: 12 wagons (10 passenger wagons + 2 optional special wagons: dining car or automobile transport))

Train 2: 12 wagons (12 passenger wagons)

Train 3: 10 wagons (8 passenger wagons + 2 optional special wagons (dining car or automobile transport))

The trains also differ in the **quality of their wagons**:

Train 1: New wagons (red trains) are the most expensive wagons. They add 2 additional passengers to their route and earn more victory points in their passenger wagons than trains of other types.

Train 2: Renovated used wagons (grey trains) have a mid-range price, do not affect passenger numbers and have a moderate effect on victory points.

Train 3: Second-hand wagons (yellow trains) are the cheapest, but they reduce passenger numbers by 2 on their routes and earn fewer victory points.

Different trains also provide different options.

*It is possible to upgrade **yellow trains** to **gray trains** from the **round after** the purchase. To do this, simply exchange the train for the appropriate upgrade train and pay the difference in the purchase price or pay the higher leasing rate in the future. (see „Train Features“) (p.11)*

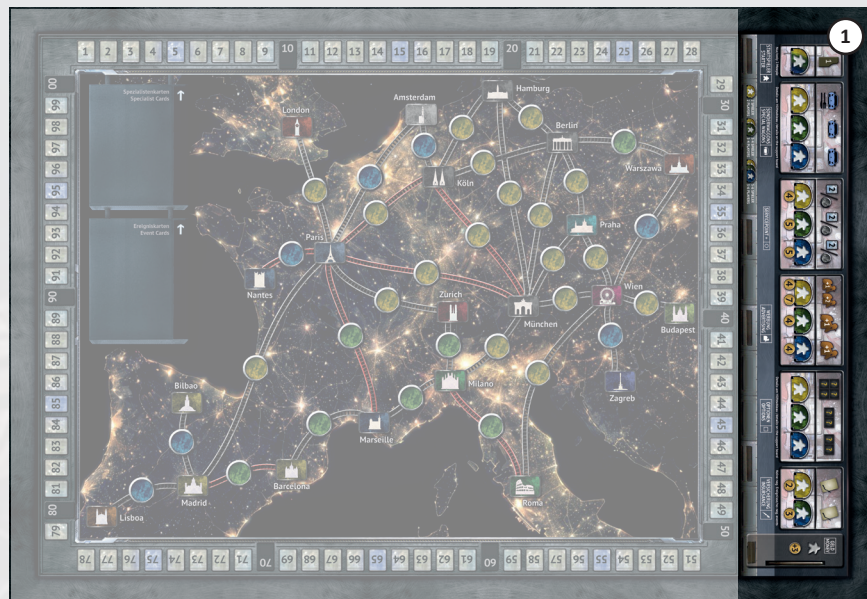
TRAIN FEATUTRES



- ① Purchase price
- ② Leasing rate (paid as a victory-point deduction each round when leasing).
- ③ Options can be in Step 3 „Route Upgrades“ (p.12).
- ④ This arrow must align with arrow printed on the player board when placing the train.
- ⑤ Number of passenger wagons (shown as windows labelled with victory points).
- ⑥ Each window represents a passenger wagon and displays the victory points that will be scored when wagons carry passengers. An orange passenger pawn is placed on the platform of the player board to represent the number of passengers on board. The window aligned with this pawn (or the window furthest to the left if there are more passengers than available wagons), shows the number of victory points scored.
- ⑦ Information in which round and for how many players this train is used special wagons can be purchased depending on their availability in Step 3 „Route Upgrades“.
- ⑧ Special wagons can be purchased depending on availability in Step 3 „Optimize Routes“ (p.12).

Step 3: Route Upgrades

This step is played on the ① upgrade board:



Each player has 2 action pawns that can be used each round to choose from the following 7 actions:



- ② Starting player
- ③ Special Wagons
- ④ Service Point Upgrade
- ⑤ Advertising
- ⑥ Options
- ⑦ Insurance
- ⑧ MONEY

The actions can be applied to any route/train that is already in play.

If playing with 2 players, only ⑨ the YELLOW marked fields can be used. With 3-4 players, both YELLOW and ⑩ GREEN fields can be used. If playing with 5-6 players, all fields (YELLOW GREEN and ⑪ BLUE) can be used. The symbols on the upper row of the game board represent their corresponding actions on each field.

The starting player of the round goes first, followed by the other players in clockwise order until each player has taken one action. For the second action, the order is reversed, starting with the last player and proceeding anticlockwise back to the starting player.

Each player places his first action pawn on an empty space in one of the 7 actions and performs it immediately (**Exceptions: Starting Player and Insurance actions take effect later**). Each field can be occupied by only one player (**Exception: The „All-Rounder“ specialist card does not obey this rule**).

Players are allowed to take the same kind of action for both of their pawns as long as there is an available field to place the second one.

When performing an action, players must pay the cost indicated on the upgrade board or for special wagons and options indicated on the support card. The action „Starter Player“ has no cost. The action „MONEY“ gains the player 3 MONEY. If a player does not have enough money to pay for an action, he cannot take that action. However, once per game a player may exchange deduct 5 victory points in order to gain 10 MONEY at any time. All players can use the action „MONEY“ without any restrictions.

Actions in detail:

Starter: This action determines the starting player for the next round. It **cannot be selected together with a player’s first action pawn**. This prevents a starting player from retaining his position in subsequent rounds. If no player chooses this action, the starting player role will move clockwise to the next player in the next round.

Special wagons: The player may purchase special wagons for **one** of his own trains on his player board, as long as the corresponding placeholders at the end of the player’s trains are available. The player places the chosen marker on it on the train, covering the placeholder. The cost of the available markers can be read from the support card and is paid immediately upon purchase.

Special wagons do not need to be covered by passengers in order to be scored. Car transporters may not be used in conjunction with the high- speed **IIHSP** option (see action „Options“ (p.14)).

Note: The YELLOW action field allows you to choose between a dining car and an automobile transport, while the GREEN and BLUE ones only allow you to choose automobile transports.

SPECIAL WAGONS AND OPTIONS

The support card displays which markers are available for purchase. Placing an action pawn in a YELLOW field gives access to all available markers, while placing an action pawn in a BLUE or GREEN field, gives access only to markers shown on the right hand side of the support card.



Each marker on the card shows its purchase price and the number of victory points it will score.

Service Point Upgrade („Service point Plus“): The action fields allows the player to upgrade any of his own service points. This service point gives an additional 2 victory points on each route for which it is used by its owner. No additional victory points are given to players renting an upgraded service point. The player marks the station where the service point upgrade is located with the service point upgrade marker on all affected route cards.

The additional points scored are added during Route Evaluation. Please note: Only one service point upgrade can score per route, as only one service point is needed for each route.

Example

As part of the route upgrade, the blue player places two service point+ markers on each of his stations in Munich and Cologne. He will receive 2 additional victory points for each route that uses these service points during the Route Evaluation step. However, he will never receive more than 2 additional points on any route from this upgrade, as each route uses only one service point.



Advertising: The YELLOW action field enables the player to attract up to 2 additional passengers on one of his own routes, while the GREEN and BLUE action fields grant just 1 additional passenger. The additional passengers will be marked with the corresponding marker on the route card (see the example of the Vienna-Munich-Paris route above) and the passenger pawn is moved to the left on the platform for the train in question. This action may be performed a second time on the same route but the total increase from advertising may not be greater than 2 passengers.

The individual options:



Extended Passenger Information & Wi-Fi



Energy-saving driving



Higher Quality Interior



Highspeed Capability

The player may purchase an options marker for one train on his player board, as long as that train has the corresponding placeholder (not every train allows for all options).

He places the corresponding marker on the appropriate placeholder of the train. Note: the first action field allows the player to choose up to 4 options, while the subsequent fields only allow up to 2 options. It is also possible to use 2 markers (1 marker per action) if the placeholders allow. The second marker can be placed in the same round or in a later round.

Option Highspeed (IIHSP): The Highspeed Upgrade is worth 3 points per route, per round. *In the expert version of the game, to score these points, the following criteria must be met:*

- 1) The route card shows the **IIHSP** symbol for at least one part of the route
- 2) The train running on the route has a placeholder for a Highspeed option.
- 3) The placeholder on that train is covered with the corresponding Highspeed marker.

There are no Highspeed Victory points scored unless all three criteria are met.

In the simplified version, the player will receive the scheduled 3 victory points regardless of which route an upgraded train takes.

Insurance: The player can pay 2 or 3 MONEY to gain protection against the negative impact of event cards in the same round. This protection also covers effects of other players' events that target the player's routes.

MONEY: Here the player receives 3 MONEY (Multiple use possible).

Step 4: Events

In this step, event cards are played. In the first two rounds, only cards with the Roman numerals I-IV on their backs are played. *At the beginning of the third round, cards with III-IV on their backs, (which were put into a separate pile during the game setup) are also shuffled into the deck. These cards may involve more than one player.* In the simplified version, if there are 5 or 6 players, discarded cards are collected and shuffled back into the deck at the end of the round and may be used again.

The starting player deals a card to each player from the top of the deck starting with himself and moving clockwise. Each card applies to the route acquired the player acquired in the current round. **Variation:** *Players may agree to play an extra card starting from the third round onwards, which players must apply to any of their routes (there are also cards that do not need to be assigned to any route).*


Some actions can be performed immediately (for example: gaining/losing money or victory points). Cards are immediately removed from the game once played. If the effect of a card lasts until the end of the round (for example: loss/gain of passengers or loss of wagons), the player keeps the card and places it face up next to the player's board. After the Route Evaluation, the effects of the Event are reversed (as per the afore-mentioned examples: the passenger pawn is moved back to its position from before the event, or the wagon's lock marker can be removed from the train) and the event card is then removed from the game.


If there is a description on the event card "If you share part of a route with another player" or "You and another player who share part of a route", the player must decide which part of the route acquired this round will be affected by the Event.

If he shares part of a route with another player, he MUST choose that route. If both parts of the route are shared, he may choose either. Another player's route need not have been acquired in the current round, as long as it is shared with the player's newly acquired route affected by the Event card.


Routes that are protected by the Customer Loyalty Specialist or the Expansion Specialist (see Step 6 „Hiring of Specialists“ p.17) are immune to passenger loss caused by route sharing, but they can still lose passengers due to Event cards.


Symbolism of the Event Cards


 Losing or gaining passengers. The passenger pawn is moved to the right or left on the passenger bar on the player board and event card is placed face up next to the player board.

 Losing one/two passenger wagon(s) of a train. Wagon lock markers are placed covering the last 1 or 2 passenger window(s) of the player's train to indicate that they will not be included in route scoring this round.



 Loss/gain of victory points will be immediately marked on the victory points bar.

 Gain/loss of MONEY is settled immediately.

 The player has the choice of taking either the money or the victory points here.

Step 5: Route Evaluation and Money Payment

Supportcard



In each round, all routes in play are scored and the total number of the victory points is added to the victory points bar on the route map.

① First, score the victory points from the passenger window immediately beneath the passenger pawn for that train, (or the furthest to the left if the pawn is beyond the end of the train).

Then, the other victory point elements are determined one by one and recorded on the route evaluation sheet:

- ② Deduct points for any trains that are leased (leasing marker)
- ③ Score points for Special Wagons
- ④ Score points for Options
- ⑤ Score/Deduct points for the route's travel time.
- ⑥ Score points for an Upgraded Service Point.

Example:



STRECKENBEWERTUNG / ROUTE ASSESSMENT

Runde / round		R1		R2		R3			R4			
Strecke / route		S1	S1	S2	S1	S2	S3	S1	S2	S3	S4	
1	besetzte Waggon occupied wagons	11	9	4								
2	Leasing	-4	-4	0								
3	Sonderwaggon special wagons	0	0	2								
4	Optionen options	6	6	0								
5	Fahrzeit Travel time	1	1	0								
6	Servicepoints +	0	0	1								
Siegpunkte / Strecke scorer points / route		14	12	8								
Siegpunkte / Runde scorer points / round		14	20									

In round 2, the player scores routes 1 and 2:

For route 1, due to an event, the player had to abandon one of his train's wagons. He still has enough passengers (he even got an extra passenger through an advertising campaign) who want to use his train, but now there are only 9 available wagons. The victory points board on the far left shows 9 points, which the player scores.

For route 2, the player loses 2 passengers due to the used train and only gains 7 passengers in total. Therefore, he can only score 4 victory points for this route.

In the options for route/train 1, the player scores an additional 3 victory points, since the Cologne-Paris route part is on the high-speed network. Once all 6 categories have been scored for each route, the totals are summed to give the player's score for the current round. In this example, that's 8 + 12 = 20 victory points.

In each of the first three rounds, each player also receives an amount of MONEY equal to the number of Victory Points that player scored in the round. The player moves up 20 points on the victory point bar track and earns 20 MONEY from the cash box.

Note: In the fourth round, no MONEY is paid out in scoring.

When a player passes the starting point of the victory point bar again after scoring 100 (200) points, he places the 100 (200) victory point marker next to his victory point counter.



Returning the event cards

Reminder: Effects of the event cards are now reversed and those cards are removed from the game. (see Step 4: „Events“ p.15)

Step 6: Hiring of Specialists

This step is played in the first three rounds. In each round, draw cards from the specialist cards marked (I-II-III) on their backs and place them on the card display board. The number of cards drawn will be equal to the **number of players plus 2**. However, if there are 6 players, only 7 cards will be drawn.

Each player chooses one card from those on display. The order of selection is determined by the position of the players on the victory point bar on the route map. **The player with the fewest victory points goes first**, followed by the next fewest, and so on to player currently in the lead. If 2 or more players have the same number of points, lots are drawn similarly to the tiebreaker in a Train Auction. The remaining cards are removed from the game.

Specialist cards are either: played immediately; can be applied to specific actions later in the game; or they have permanent effects. They remain with the player until their effect is complete. They are then discarded.

If a specialist card leads to a direct gain in MONEY or victory points, it is settled immediately. Victory points are immediately scored on the victory point bar. The card is then placed on the discard pile.

The „Customer Loyalty Specialist“ and „Expansion Specialist“ cards protect the player's own routes (both parts of a route card) against subsequent passenger losses in the event of route sharing. Passenger losses that have already occurred are not reversed.

When a player uses the „Customer Loyalty Specialist“, no passenger loss occurs if other players use parts of his/her route in their move.

When a player uses the „Expansion Specialist“, there will be no loss of passengers if you use another player's route in your move in the future. Specialist Cards do not need to be assigned to a route immediately. A player may, for example, wait until another player wants to use a part of a routes.



To mark this, place a route protection marker on your route card, which protects the route from passenger loss due to multiple use with other players until the end of the game (but not against passenger loss from event cards).

The card „Service Professional“ allows a player to use a service point of another player for free. Place one of your route markers under another player’s service point on the route map, just as if you were renting it. No victory points are gained or lost in this case. Keep the Specialist Card with you as a reminder in subsequent rounds.

In the simplified version of the game, the cards „Customer loyalty specialist“, „Expansion specialist“ and „Service professional“ are not used.

Final scoring and end of the game

After the end of the 4th round, the „secret route objectives“ are scored as follows:

- objectives not met: 0 victory points;*
- one objective met: 5 victory points;*
- both objectives met: 15 victory points;*

followed by the final bonus scores.

Bonus scores are awarded in the following categories:

Best Route Score: Compare the individual route scores just from the fourth round. (“Victory points route” on the route evaluation pad) based on the 6 scoring categories from the Route Evaluation). The player with the highest individual route score in the 4th round receives a bonus 5 victory points.

Largest Train Fleet: Add the total number of wagons printed on all 4 of each player’s trains (purchased or leased), plus the special wagons covered by markers. The player with the largest total receives a bonus 5 victory points.

Largest Cash Reserve: Players count their total money supply, and add the MONEY value of their fourth round scores. The player with the highest total MONEY receives a bonus 5 victory points.

Once all scores and bonuses have been applied to the victory point bar, the player with the most victory points is the overall winner!



“Night Express” expansion

If you are enthusiastic about “Night Express”, you might also be interested in the “Sustainability” expansion. This is not just about building the optimal network of night train routes, but also keeping an eye on environmental compatibility and planning as sustainably as possible. If you succeed in doing this, you get more victory points - which often enough decide between victory and defeat.

Thanks to...

First and foremost, **Bernd Wustinger**, the author of “Night Express”, who passed away during the Kickstarter campaign, must be mentioned here. It was a wonderful collaboration with you over three years, Bernd. And it is such a shame that you will not hold the finished game in your hands. At least you saw that the campaign was successful and that your game, into which you put so much energy, was coming onto the market. Let's hope that many players will share your enthusiasm for night trains and night train logistics on the gaming tables.

We will miss you.

Chronologically, first and foremost, thanks to Peter Rak, who made the first contact between me and Bernd.

And of course Ilker Sisman and Nicole Zeller from Kagu-Spiele, without whom the game would not have become what it is now. Also Diego Albuja Ortiz, who created the first illustrations, and Andreas Langner, who picked up the work.

Stefan Godot was always there to help and advise us when it came to marketing and setting up a crowdfunding campaign.

A game that has been in development for more than three years and is becoming more and more perfect during this time is of course completely unthinkable without the testers. Thank you all for your energy and helpful comments.

And the reviewers and bloggers who introduced “Night Express” and made it more popular: Marcel Torz/Herr der Spiele, Richard Jenders/Jenders Gaming, Martin Ritsche/Meeple King, Christoph Postel/Boardgamepanther, Sven Siemen/Brettballett:, Stephan Hildebrandt/Boardgame Teacher, John Zed/AtoZed-Games, Oliver Glöckner/LordoftheBoard1976, Patrick Rudolf/Panatzu Gaming, Louis Brunet/Ludox, Frederik Malsy/Der Boardcast. Ben Donnelly translated texts for us very quickly and kindly.

And of course the supporters of “Night Express” on Kickstarter, without whom the game could not have been realized.

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*We will miss you, Bernd.
Rest in peace.*

