

# Vexation

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## Additional Rules for TransAmerica and TransEuropa



Number of players: 6  
Ages: 8 and up



Winning Moves

Vexation - a nasty little expansion to TransAmerica and TransEurope.

## Game Idea

A large, shared network of railroad tracks develops across the continent. But it can be annoying sometimes if other players blatantly exploit their own routes. So, from time to time you need to put a stop to that.

## Game Materials

18 colored railroad tracks (3 in each of the 6 colors)

## Preparations

The game is prepared as usual. In addition, each player gets the three railroad tracks of his color.

## Changes to the Course of the Game

The game follows the same rules as the basic game.

However, instead of shared black railroad tracks, each player may use his own colored railroad tracks up to three times during the course of the game. These tracks are placed according to the basic rules.

Routes that have been built from colored tracks can be used only by the appropriate owner. If other players want to use parts of the route network that are connected only by tracks of a foreign color, they have to establish another link. No more than two colored tracks may adjoin the same junction.

Colored tracks may not be replaced by black ones.

**Example:** Rosa has incorporated two red railroad tracks in her connection to Bilbao; Gilbert wants to go to Brest. However, he cannot just branch off in Paris since Paris can be reached only via red tracks. For this reason, he branches off north of Paris and, all in all, has to place five tracks to Brest. He wants to make the access to Paris even more difficult by placing an additional yellow track to Paris. However, he is not allowed to do that, since there are already two colored red tracks at the Paris junction.

