

**Box contents:**

- 1 map • 60 track tiles • 69 cars • 8 scoring markers • 32 shares
- 1 shares sheet • 1 rules leaflet Cable Car • 1 rules leaflet expansion

*A game by Dirk Henn for 2 - 6 players aged 8 years and above*

# SAN FRANCISCO CABLE CAR

*Object of the game: Life was hustling and bustling in the streets of San Francisco in the early 20th century. Cable Cars had quite a big impact on everyday street life. Each player conducts their own cable car company and tries to expand their network. Victory points are awarded for each destination station connected to a player's line. Who will finally be the owner of the most successful cable car company?*

## Setting up and preparing game play

• **The map** – it shows:

- 60 square spaces, on which the track tiles are placed,
- 32 numbered cable car stations at the edge of the map,
- 1 „power station“ with 8 connections in the center of the map,
- 1 scoring track running along the edge of the map.

Place the map in the middle of the playing area.

- 61 Cable-Car-Waggons – in the 6 player colors yellow, blue, orange, green, purple, and black.



Each player takes all cars of their selected color and places them on the map, according to the charts shown below and to the right. The numbers indicate the spaces where the players have to place their cars. All cars must be placed on the right track (dead end) of the Cable Car Stations, where they remain until the end of the game. The left tracks (little station building) do not belong to any players. Any unused cars are returned to the box, they are not used in this game.

...2 players (16 cars each)

Yellow	Blue
<i>all odd numbered stations</i> 1, 3, 5, ..., 31	<i>all even numbered stations</i> 2, 4, 6, ..., 32

...3 players (10 cars each)

Yellow		Blue		Orange	
1	20	2	19	3	18
4	23	7	22	5	21
6	25	9	27	8	24
11	28	12	29	10	26
15	31	14	32	13	30

- 6 scoring markers – One scoring marker each in the 6 player colors, used for counting victory points.



All players place their scoring marker on the "0" space of the scoring track.

- 60 track tiles

Shuffle all track tiles and place them face down besides the map in easy reach for all players.

Each player takes one tile and looks at it without showing it to the other players.



Cable Car Station

Powerstation

### Summary of placing cars for ...

...4 players (8 cars each)

Yellow		Blue		Orange		Green	
4	23	3	24	1	21	2	22
7	27	8	28	6	25	5	26
11	32	12	31	10	30	9	29
16		15		13		14	
20		19		18		17	

...5 players (6 cars each)

Yellow	Blue	Orange	Green	Purple
1	6	3	2	4
5	12	7	9	8
10	18	15	13	11
14	23	19	21	20
22	27	25	26	24
28	32	29	30	31

...6 players (5 cars each)

Yellow	Blue	Orange	Green	Purple	Black
1	2	4	6	3	7
5	11	8	15	9	12
10	18	14	20	13	22
19	25	21	24	23	28
27	29	26	31	30	32

## Sequence of play

The youngest player is the starting player, and then the other players take their turn clockwise. During their turn a player performs the following action:

### ■ Action: Place track tiles

The active player (the player performing their turn) places their hand held tile on the map. If they don't want to place this tile they may draw a new tile from the face down supply, as long as there are any tiles left. In this case they **must** place the tile just drawn, keeping their hand tile.

After placing their hand tile the player draws a new tile from the face down supply, as long as there are any tiles left.

A player who has connected all their lines to destination stations still keeps on placing tiles.

*Note: The track tiles have been designed in such a way that all lines are connecting to some station at the end of the game. It may happen though that loops are constructed which do not connect to any station. Such loops are of no relevance to the game.*

## Rules for placing tiles

- A tile must always be placed on a **free** space. It **must** be placed **adjacent** (edge to edge) to at least one tile already lying on the map or on a space at the edge of the map.
- All tiles must have the **same orientation**, i. e. the roofs of all houses must point at the same direction.
- A tile may not be placed in a way that a cable car line is connecting its departure station with a destination station passing only one tile. The only exception to this rule is when there is absolutely no other way to place the tile.
- When placing track tiles they may connect to any line.



*Track tiles must be placed on a free space edge to edge.*



*The roofs of all houses must point at the same direction.*



*A cable car must pass more than one tile before connecting to its destination station.*

*Example:*

*Yellow gains 3 victory points, because his line passes one tile twice.  
Orange gains 2 VP.  
Green gains 10 VP; her line consists of only 5 tiles, but it connects to the power station in the center.*



## Scoring and end of the game

A scoring takes place as soon as a cable car line has connected to a destination station.

The owner of this line immediately gains 1 victory point for each tile their line is passing. If the same tile is passed **more than once** by this line than it generates 1 victory point **each time** it is passed. If the line is connecting to the power station in the center of the map the victory points total for this line is **doubled**.

Each player's victory points are recorded on the scoring track using the player's scoring marker.

The car is turned by 90° indicating that this line has been scored.

*Note: The tracks of the powerstation printed on the map do not count for victory points when a line connects to it. Only those tiles actually placed on the map by the players count for victory points.*

The game ends as soon as all lines have been scored and all tiles have been laid out. The player with the most victory points is the winner of the game.

## Variants

- In order to have a better choice when placing tiles the players may agree upon abandoning the orientation rule. Using this variant it doesn't matter where the roof of a tile is pointing at.
- In order to have a better choice when placing tiles the players may agree upon allowing 2 or 3 hand tiles instead of only 1. Using this variant game play will last longer.

# SAN FRANCISCO CABLE CAR CABLE CAR COMPANY

(Players should be familiar with the basic game "Cable Car").

*Object of the game: Being shareholders, the players build the rail network of the individual cable car companies and buy their shares. For each completed line the respective cable car company gains profit points. Who will have the most valuable shares and win the game?*

## Setting up and preparing game play

When playing with this expansion, the players do **not own** any cable car companies. Instead of establishing their own companies, players are buying shares of several of the 8 cable car companies. Regardless of the number of players all 8 companies are used always.

Set up and preparations are the same as for the basic "Cable Car" game with the following exceptions:

- **32 Cars** - 4 cars of each color (each color is representing a different cable car company) are placed on the spaces of the map according to the following chart. The numbers indicate the spaces where the cars have to be placed.

Yellow	Blue	Orange	Green	Purple	Black	Red	Brown
1	2	3	4	5	6	7	8
11	9	12	10	15	13	16	14
18	20	17	19	22	24	21	23
28	27	26	25	32	31	30	29

- **8 scoring markers** - Regardless of the number of players all 8 scoring markers are placed on the "0" space of the scoring track.



- **32 shares** - For each of the 8 cable car companies there is one each of a 10%-, 20%-, 30%-, and 40%-share available.



- **1 shares sheet**

All shares are sorted by percentages, resulting in four piles. The piles are shuffled separately and placed **face down** on the appropriate spaces of the shares sheet. Each player draws one card from each pile without showing their cards to the other players. Then the top card of each pile is drawn and placed face up next to the particular pile.

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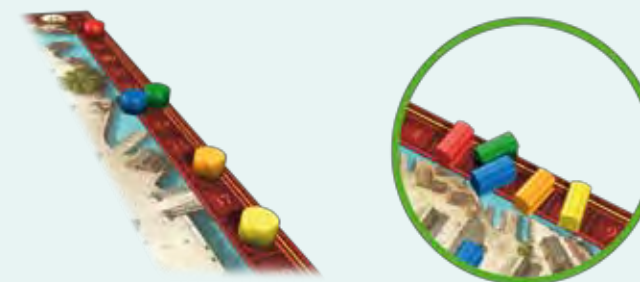
## Final scoring and end of the game

After all tiles have been laid out and scoring has been done for all companies a final scoring takes place.

**First determine the value of each cable car company:**

Company/ies with most profit points ..... each value 8,  
with second most profit points ..... each value 7, etc.  
company with least profit points ..... each value 1

Please use a car of the appropriate color to indicate the values on the scoring track.



**Example calculating the value of the companies:**

Yellow has the most points, its value is 8. Orange is second with value 7. Blue and Green share the 3<sup>rd</sup> position, both have a value of 6. Red is next, its value is 5.

**Now the players sum up their victory points (VP):**

40%-share = 4x value of respective company; 30%-share = 3x value; 20%-share = 2x value; 10%-share = 1x value

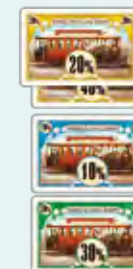
The player whose share(s) of a certain company add up to the highest percentage of this company held by any player gains bonus points. These bonus points are a tenth of the company's profit points, rounded down. In case of a tie both players gain the full amount of bonus points. All players add up their total, the player with the highest total is the winner of the game.

**Example calculating the VP's of the players:**

Nina owns the yellow 40% and the 20%-share, the blue 10%-share and the green 30%-share. She gains: 4x value 8 + 2x value 8 = 48 VP from the value of the yellow company; 1x 5 = 5 VP from the blue company; 3x 4 = 12 VP from the green company = 65 VP in total from companies.

Because Nina owns 60% of the yellow company, she holds the majority of the yellow shares and additionally gains: 38:10 = 3,8; rounded down = 3 bonus points.

So her total at the end of the game is 65 + 3 = 68 VP.



## Sequence of play

When performing their turn a player now must decide between two possible actions:

- place track tiles (see basic rules "Cable Car")
- exchange one share

Except for this change the same rules are used for this expansion as for the basic "Cable Car" game.

### Action: Exchange one share

The active player places one of their own shares face down at the **bottom** of the pile of the same percentage. Then they take either the face up card or the top face down card of this pile. If they take the face up card, they reveal the top face down card from the pile to be used as new face up card.



*Example: Susan wants the yellow 20%-share. She puts her own 20%-share of some other color face down at the bottom of the 20%-pile and takes the face up yellow 20%-share.*

### Important:

Shares can be exchanged only as long as the **first scoring marker of any cable car company has not reached or exceeded the 25 points space yet.**

## Scoring of cable car companies

Scoring is done the same way as in the basic game. Points do now count as profit points for the cable car companies instead of victory points for the players.

