

## Event cards 1

<p>The toilets could not be emptied overnight. Now some waste water containers are full by noon and half of the toilets have to be closed.</p> <p>On every train one passenger loses his patience and immediately moves to the next car with a lower number.</p>	<p>The windshields of your trains are full of mosquitoes and flies, but unfortunately the windshield washer fluid is empty. In this round, all players have to pause briefly in the next train station to take a sip from their glass / bottle before they can continue. If you don't have a drink, you need to drive through a red train station (e.g. Frankfurt, Cologne) to refuel.</p>
<p>One of your trains is delayed by more than 20 minutes and has to stop more often to let other trains overtake. All passengers on this train lose their patience and move to the next car with a lower number.</p>	<p>Tickets, please! Turn the hourglass around: If you can show a train ticket or BahnCard (paper or electronic) before the time runs out, you may drive two more spaces in this round.</p>
<p>A new software enables you to assess the number of passengers more precisely and to create better connections. Everyone can (but does not have to) pass one passenger from his train to the player on his left.</p>	<p>You have to wait for passengers from delayed trains who want to get connected. Each player draws two more passenger cards from the pile. One of the two must be placed on the game board, the other one goes back under the pile. These additional cards must also be picked up by the players in this round (does not apply in round 15).</p>
<p>The train drivers' union calls for a warning strike and everyone is annoyed. Either each train drives one space less in this round or in each train one passenger moves to the next car with a lower number.</p>	<p>Cyclone "Eberhard" brings storm and hurricane gusts all across the country. Train traffic is set back by days. Move the round marker back by one round and continue the game with the operations briefing.</p>

## Event cards 2

<p>Engine damage on one of your trains: Either one player is not moving this round or all of you drive at the cost of one additional point on the complaint-O-meter. (3-4 players only)</p>	<p>Due to the defusing of an aircraft bomb, Fulda cannot be passed through this round. Those who are already in Fulda are lucky and can just get away. Place a warning marker on Fulda for this round.</p>
<p>Embankment fire between Cologne and Frankfurt: The fire brigade is on duty and has to close the route for this round. Place a warning marker on the route for this round. Trains that are already en route between Cologne and Frankfurt may slowly continue and their range is reduced by two spaces.</p>	<p>Children are picking blackberries between Hannover and Kassel. No train movements are possible here this round until the police have secured the route. Place a warning marker on the route. Trains that are already on this route in the direction of Hannover, Kassel, Hamm or Wolfsburg are allowed to continue their journey slowly, but lose 2 spaces of their range.</p>
<p>A passenger is very sick. A doctor is urgently needed on the train. If someone among you is working in a medical profession (doctor, nurse, etc.), everyone is allowed to continue driving without delay. Otherwise you have to wait for the ambulance service in the train station, the departure is delayed and everyone drives one space less this round.</p>	<p>Due to a missing part of the train, the remaining cars are completely overcrowded. No passenger wants to get off voluntarily. The onward journey is therefore delayed until the federal police have cleared the car. Everyone drives one space less this round.</p>
<p>It's snowing ... and it isn't really going to stop this round! All trains progress slowly in this round and move two spaces less.</p>	<p>It is summer and temperatures of up to 40 degrees are prevailing throughout Germany. The air conditioning systems in the trains fail and the passengers suffer. Either one player with his train stays in the station this round to take care of the passengers or increase the complaint value by one point. (3-4 players only)</p>

## Event cards 3

<p>An employee of the railway control center in Frankfurt fell ill and a replacement could not be found at short notice. Frankfurt can therefore not be driven through in this round. Anyone who is already in Frankfurt is lucky and can just get away. For this round, place a warning marker on Frankfurt.</p>	<p>Change of shift: Each player passes his train including passengers clockwise to the next player. So from now on each player drives a different train.</p>
<p>Change of shift: Each player passes his train including passengers clockwise to the next player. So from now on each player drives a different train.</p>	<p>Before departure, they forgot to load the newspapers for 1st class passengers. The business travelers grumble. Immediately use a voucher to appease them or move one passenger on one train one car back into the car with the next lower number.</p>
<p>Changed train arrangement: The cars are arranged differently than planned. Since this is not displayed on the platform, chaos arises and the departure is delayed. Immediately use a voucher to keep the passengers happy, or one train travels one space less this round.</p>	<p>The car display on the train is out of order and the passengers are disoriented. The creative attendant writes the car numbers on currywurst trays, which he attaches to the walls with tape. The passengers are amused and find their seats without any problems. As a reward, you will immediately receive an additional voucher.</p>
<p>A group of drunk bachelors get on one of your trains in car 3. The passengers are disgusted and immediately flee to the front into car 2.</p>	<p>The conductor drove too fast and therefore arrived earlier than planned. The passengers can't believe it and spontaneously break out into great cheers after looking at the clock. All trains may move one more space this round.</p>

Event cards 4

<p>Another passenger jumps on the train at the last second. Draw another passenger from the pile and place it on the game board. This passenger must also be picked up in this round.</p>	

Event cards 5

<p>? Ereigniskarte ?</p> 	<p>? Ereigniskarte ?</p> 
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