

# DWARVEN RAILS

## PASSENGER ROUTES VARIANT

*Some have found the Passenger Routes system too complicated. If this is the case for your group, you may like to try this alternative. July 15, 2017*

### Prospecting

When you prospect a Passenger Route, simply place your Agent on the Passenger Route card that corresponds to the location you have added to your network.

When you claim an unowned card, place it in your area. If you connect to a location corresponding to a Passenger Route card held by another player, place your Agent on the card in their area and claim the card by placing one of your cubes on it.

There is no limit to the number of players who can place cubes on a particular Passenger Route card.

### Disputes

If more than one player tries to claim an unowned Passenger Route on the same turn, treat it as a dispute only insofar as to determine which player takes the card. Others need to place cubes on the Route card to claim it.

### Locations

There is no restriction on locations. That is, it is not necessary that the locations be non-adjacent.

### First Location

From the first turn that you connect to

your first Passenger Route location other than the base, you earn 5 Cu per turn, provided the route between the location and the base is free of snow.

### Second Location

Starting with the turn that you connect a second Passenger route location to your network, you earn 20 Cu per turn, assuming no disruption by snow.

### Additional Locations

For each additional location you add to your network, earn an additional 10 Cu per turn.

### Advanced Scenario

In scenarios that have a player beginning at more than one base, consider each network separately for income purposes. If you manage to join your networks together, consider one of the bases as another city for income purposes.

### Passenger Routes Income Schedule

Connected	Income
1	5
2	20
3	30
4	40
...	...

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