

U.S. TELEGRAPH



RULES OF THE GAME

A Pony Express rider, bringing mail from far away, greets the workers who are constructing the last sections of the telegraph line that will create the first high-speed connection between California and the rest of the United States: "The Transcontinental Telegraph" (or "U.S. Telegraph").

This gigantic project, launched September 20, 1860 by the Western Union Telegraph Company will revolutionize communications and will lead to considerable development of towns in the central and western United States. Construction began in Salt Lake City, Utah, and moved simultaneously eastward and westward.

The Pony Express, however, continued to cover the missing links during this construction, until the telegraph's inauguration on October 24, 1861. This original line was in operation until May of 1869, when the transcontinental railway was completed, at which point the telegraph lines were relocated to follow its route. This also put a definitive end to the Pony Express, with the mail being delivered by train, and urgent information by electric telegraph.



CONTENTS

→ 4 *Major Cities* (hexagonal standee tiles)



→ 80 *Resources* (4 types of cards, 20 of each type)



→ 22 *Regions* (tiles comprising 7 hexagonal *Plots*, each *Plot* with or without a *Resource*)



→ 15 *Workers* (wooden meeples)



→ 120 *Buildings* (30 tokens of each color, 6 black-backed basic *Buildings* and 24 white-backed *Buildings*)



→ 4 *Player Boards* (1 per color, each presenting 7 *Construction Projects*)



→ 120 *Construction Markers*



SETUP

The first time you play the game, use your hands to carefully remove all of the cardboard tiles, tokens, and markers from their punchboards.

COMMON ELEMENTS:

- a Get as many *Major Cities* out of the box as there are players.
- b Shuffle the *Regions* and place them in a face-down deck, away from the middle of the table. Draw 2 tiles per player:
 - 2-player game: 4 *Region* tiles
 - 3-player game: 6 *Region* tiles
 - 4-player game: 8 *Region* tiles

Place the *Major Cities* and *Regions* in the middle of the table to set up the *Gameboard* according to the number of players:



Leave space around this initial layout, because the *Gameboard* can expand over the course of the game.

- c Shuffle the *Resource* cards to form a face-down deck. Set it near the play area.
- d Place the *Worker* reserve to one side of the play area.
- e Place the *Construction Markers* in one or more reserves on the table.



PLAYER ELEMENTS:

Each player chooses a color. Take the player board and 30 *Buildings* of your color. Separate the 6 black-backed basic *Buildings* from the 24 white-backed *Buildings*. Shuffle the two types separately and place them face down on the spaces on the right edge of your *Player Board*. Now each player should have in front of them:

- Their *Player Board*
- 3 decks of 8 white-backed *Buildings* and 1 deck of 6 black-backed *Buildings*.



Then each player draws the 1st *Building* from each deck and places these 4 *Buildings* face up on the matching spaces (same number) on their *Player Board*.

Randomly select a 1st player, who draws 4 *Resource* cards. The 2nd player draws 5; the 3rd player draws 6; and the 4th player draws 7.

3-player setup



COAL OF THE GAME

Be the first to succeed at one of the following:

- Construct all 30 of your Buildings.
- Connect 2 Major Cities with an uninterrupted chain of Buildings of your color.

CONCEPT OF THE GAME

As heads of major investment companies, you will participate both in the development and expansion of your own hometown (Denver, Omaha, Sacramento, or Salt Lake City) on the telegraph route. You will do this by financing new Construction Projects for important new Buildings, new sections of railroad, and of course part of the Transcontinental Telegraph (or U.S. Telegraph).

Each turn, you can construct new Buildings on Plots if you have the Resources (water, wood, clay, metal) necessary to build and use them, trying to minimize construction costs through ingenious placement. If you are not able to afford the Resources (or do not yet wish to build), you can keep that particular Construction Project on standby on your Player Board.

Note: You can conserve Resources by constructing your Buildings on adjoining Plots that allow you to respect the Chains depicted by the arrows in your Construction Projects.

PLAYING THE GAME

A game lasts a variable number of rounds. Each round, each player in clockwise order takes a turn starting with 1st player.

• ACTIONS:

On your turn, you must choose one of the two types of action:

- Draw: Draw 0, 1, or 2 Buildings.
- Construct: Construct 0, 1, 2, or 3 Buildings.

Note: You are not required to take all of your Actions. You may even opt to take none.

Draw Buildings (0–2 Actions): For each Draw Action you take, draw 1 Building from one of the 4 Building decks on your Player Board and do one of the following with it:

- Build it directly on an unoccupied Plot of the Gameboard, if you can supply its Construction Cost (see Construction Rules).
- Place it face up on its corresponding space on your Player Board, if you are unable or unwilling to construct it right now.

You can perform this action 0, 1, or 2 times.

Construct Buildings (0–3 Actions): For each Construction Action you take, choose 1 of the face-up Buildings on your Player Board and construct it on the Gameboard by paying its Construction Cost.

You can perform this action 0, 1, 2, or 3 times.

Your turn ends after you have taken all of your Actions, or you have decided to stop your Actions so you can draw Resource cards (see below).



Construction Markers: Each time you construct a Building on a Plot, place a Construction Marker on the space for this Building on your Player Board. This makes it easy to keep track of which Buildings you have constructed, and which you have yet to draw from your decks.

Drawing Resource cards:







If you took no actions this turn, draw 3 Resource cards.

If you have not used all of your available actions (Draw: 2; Construct: 3), at the end of your turn, draw a number of Resource cards equal to the number of actions you did not take.

Always keep the cards in your hand secret. There is no limit to the number of cards in your hand. Whenever the deck of cards becomes empty, immediately shuffle the discards to form a new deck.

Note: Drawing Resource cards always happens at the end of your turn. You can neither construct nor draw a Building after drawing Resource cards.

• CONSTRUCTION RULES

There are 4 Resources: water , wood , clay , and metal . Each Building has a Construction Cost of 1–4 specific Resources, except for the Telegraph (Building #70), which has a cost of 5 Resources of your choice.

As a general rule, you must discard the Resources cards indicated on the Building in order to construct it.

You must place the Building on an unoccupied Plot on a Region tile.



Example: To construct the Gold Panning Trough (Building #40), you must discard 2 water cards, 1 wood card, and 1 metal card.



Cost reduction (Resources already on the Gameboard)

Resources on certain Plots in the forms of lakes (🌊), forests (🌲), clay pits (🏠), and iron mines (⚙️) can reduce the number of Resources you need to discard in order to construct a Building, according to the following principle:

For each necessary Resource that can be found on the Plot where you are constructing the Building, or on an unoccupied Plot adjacent to it, reduce the cost by 1 equivalent Resource.



Example: To construct the Gold Panning Trough (Building #40) in the middle of this Region tile, you could make use of the 1 Metal on the central Plot, and the 2 Water and 1 Metal on the adjacent Plots. You would need to discard only one Wood card to construct this Building here.

Free of charge (Chaining Buildings)

You have 7 Construction Projects on your Player Board, each recognizable by its Buildings' shared background color, and the Chaining possibilities (arrows between the spaces, and sequential numbering) depicted. Constructing a Building is free if you manage to build it on a Plot adjacent to the Building of your color just "upstream" from it in the



Example 1: Constructing a Watchtower (Building #22) would not require any Resources if you construct it on a Plot adjacent to where you already constructed your Outpost (Building #21).

Chain depicted on your Player Board.

Example 2: Likewise, constructing Building #61, #62, and #63 in order, each adjacent to the previous would allow you to pay nothing for #62 and #63. You would only need to pay to construct #61, which itself could be free if you can construct it beside Building #60 that you built on a prior turn.

Example 3: Similarly, each Telegraph (Building #70) costs any 5 Resources of your choice, but if you manage to build one adjacent to another, the second one would be free of charge.



Situations which will not give you free construction:

- **Backward:** Constructing Building #61 after Building #62.
- **Chain skip:** Constructing Building #63 on a Plot adjacent to #61 (without being adjacent to #62).
- **Wrong color:** Constructing Building #61 on a Plot adjacent to another player's Building #60 (and not adjacent to your own).
- **Basic Buildings:** Constructing one of the 6 black-backed Buildings (10, 20, 30, 40, 50, 60), which are the foundation of each Construction Project.

Construction surcharge (New Settlement): A Settlement on the Gameboard constitutes one or more contiguous Buildings belonging to the same player. When you create (and only when you create) a new Settlement by constructing a Building on a Plot that is not adjacent to any Building of your color, you must pay a surcharge of 1 Resource card of your choice per Settlement of your color already on the Gameboard (not counting this new one). You can merge two of your Settlements into one by Building on a Plot that connects them.



Example: You already have two Settlements on the Gameboard. In order to construct the Corral (Building #11) on a Plot that is not contiguous to any of your Buildings, in addition to the necessary Resources you must discard 2 additional Resource cards of your choice.

Alternative cost (Replacing Resources): You can always discard 2 Resource cards (identical or otherwise) to supply 1 Resource of another type. You can even do this several times for the same Building construction action. You cannot do this with the Resources provided by Plots.

CONSTRUCTION PROJECT BONUS (WORKERS)



As soon as you have constructed all of the Buildings of a Construction Project (the buildings neither need to be adjacent, nor even in the same Settlement, nor built in any particular order), you gain 1 Worker. You can use the Worker (even in the same turn you gained it) to take an additional action of the same type (Draw or Construct) as the one you just took. Of course, this Worker can be used to draw 1 Resource card, instead. You can play several Workers in a row in the same turn. Return each Worker you played to the box.

Note: If you have already drawn a Resource card during your turn, you can only use a Worker to draw an additional Resource card.

EXPANDING THE GAMEBOARD:

When you draw the last Building from one of your decks, immediately after either constructing it or placing it face up on your Player Board, draw a Region tile and add it to the Gameboard, making sure that at least one of its Plots shares at least one side with an existing Region or Major City tile. It is OK if you leave "holes" between the Regions (see illustration). Then continue your turn.



END OF THE GAME

The game ends immediately if one of you does either of the following:

- Construct all 30 of your Buildings on the Gameboard.
- Connect two Major Cities with a single, uninterrupted Settlement of your color.

The player who does this is declared the winner; the game ends immediately, without finishing the round.



RULES YOU MIGHT FORGET DURING YOUR FIRST GAME

- You can play 2 Resource cards of any type(s) in place of a required Resource card.
- When you create a new Settlement, you must pay a construction surcharge.
- When you construct all of the Buildings of a Construction Project, you gain a Worker meeple.
- When you draw the last Building from one of your 4 Building decks, you must place a new Region tile to expand the Gameboard.

CREDITS - Designer: Marcel-André Casasola Merkle. Team Super Meeple: Sébastien De Poortere, Charles Amir Perret, Bernard Philippon. Illustrations: Fabrice Weiss, Jules dubost. Rules writing and revision: Bernard Philippon and Guillaume Gille-Naves. English translation: Nathan Morse. Artistic Direction: Igor Polouchine. Packaging: ORIGAMES. Made in China by Whatz Games. U.S. Telegraph is a game published by SUPER MEEPLE 6, rue de la Barn aux belles - 75010 Paris. ©2018 SUPER MEEPLE. SUPER MEEPLE and its logo are trademarks of Super Meeple.

