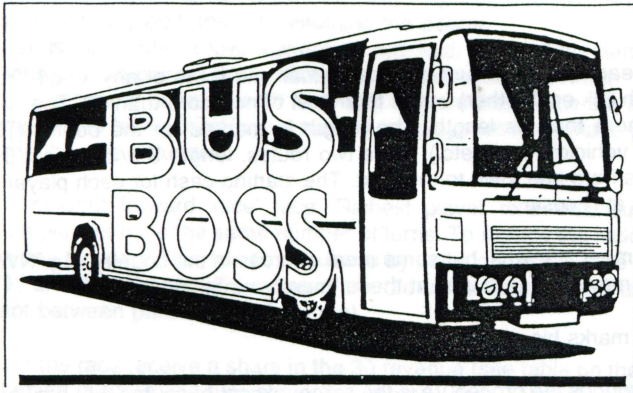


DAVID G. WATTS



CYPRUS

A board game for 3 players

Age range 11*, but best for adults

Duration: 1 hour

(first game will take somewhat longer)

Rules of the game

THEME

Each player runs a fleet of buses between towns. The government has decided to limit the number of companies operating each route: usually only 1 or 2 between nearby towns, but by acquiring further routes, distant towns can be reached in different ways. In the second half of the game, players run services between the towns to earn revenue, and to extend their network of routes.

START

Decide the order of play, e.g. by rolling the die. First turn will rotate, i.e. next turn, the player to the left will go first. Each player in turn chooses a washable felt pen (or wax crayon) and a token of the same colour. One player is chosen to keep accounts - use the space provided on the board.

PLAY

First round: each player in turn chooses *either* one route of any length, *or* 2, 3 or 4 routes (which link each other) with a total cost of not more than 12. The cost of each route is 2 more than its length. The length is marked on the board. (The cost is payment for vehicles, staff, etc.). Thus two routes, length 3 and 5, cost $5 + 7 = 12$. Each route is from one town to the next. The starting cash for each player is 100. All players start at Nicosia.

Most routes meet at towns, but some meet or cross in the country, e.g. NW of Athna. Passengers may change buses at these country meeting places!

Each player marks his routes with his pen.

In the other rounds the procedure is the same, except of course that a different player starts each round. Each player's new route *must* meet one of his earlier routes, either at a town or in the country. Where two identical routes are shown, a player *cannot* take both. However, he *can* take routes which are partly the same, e.g. Nicosia-Morphou and Nicosia-Kalokhorio.

The first half of the game ends when one player has *less* than 50 cash left, but all players will have their new routes to complete the round.

SECOND PART OF THE GAME

Now, players compete to carry passengers between the towns. There are 36 destinations, keyed by a 2-digit die number from 11 to 66. For the first race, roll the die twice to find the town (e.g. a '3' and a '5': starting town 35) and place the white token on it; repeat for the destination town and place the yellow token on it. Mark both towns on the 'towns used' table on the board.

Each number is used once only. If a number has been rolled before, use the nearest number instead (in case of a tie: smaller number before higher). Note that the more important towns have 2 or more numbers.

THE RUNS

Each run is worth 30 points. Each player in turn, starting with the richest, says whether or not he wishes to take part. If so, he places his token at the start town, **and**

indicates his route. If he makes use of part of another player's route, he must pay that player one per space, e.g. 5 for Episkopi-Paphos.

Notes:

- a) The run *must* be partly or completely along your own routes.
- b) You cannot pay more than 10 in total to other players.
- c) The other players must accept payment and let you use their route.
- d) 2 players can agree to run a joint service. Payment and revenue are *shared equally*, with any odd amount benefiting the poorer.
- e) If a run is not made (a town cannot be reached, or no agreement is reached to make a route possible) it is delayed until someone can run it.
- f) Entry in a race is not allowed if its length is more than twice the length of the shortest route being used in that race. If the player already made payments to others, they are refunded.

Now it is a straight forward 'dice' race. Richest player rolls first, but this is no advantage as players have the same number of turns. To reduce the luck element an average die can be used. This can be simulated by using an ordinary die and reading the '1' as '3', and the '6' as '4'. Take **one** of the die roll when changing colour on the route (except between partners in a joint run).

All entrants in the race receive a share in the 30 revenue (see table on the map). Two or more finishing in the same turn share the revenue due. Examples: 3 entrants, 2 equal first: 13, 12, 5 (poorer 13, richer 12); 3 entrants, 2 equal second: 20, 5, 5.

Note that a run can be of any length - there is no minimum distance. After the race is over, and revenue paid, each player (poorest first, etc.) can take up new routes, colouring them and paying for them as before.

END OF GAME

When all numbers have been used once (if possible), the game is over. The richest player is the winner.

OPTIONAL EXTRA RULE FOR EXPERIENCED PLAYERS

A player may, for an extra cost of 5, take up a route that *does not* link with his other routes (i.e. it costs length + 7). Each player may do this *once* only.

BUS BOSS / CYPRUS for TWO PLAYERS

There is a third (imaginary) player. The two real players take it in turns to take routes for the third player. In the second part, if only one player enters a run, then the other player can declare that the third player is an entrant - but the third player will use the declarer's routes free of charge, while paying as normal to use the competitor's routes.

DESIGNER'S NOTES

BUS BOSS was first presented as 'Bus Business' at the Conquest games convention, Hastings September 1985. This map was especially designed for Han Heidema's Christmas Cards (*thanks, David!*) and has adapted rules for 3 people. Currently there are five official A2-sized Bus Boss maps available from Rostherne Games and their agents (in Germany: Welt der Spiele). They are: Germany, England, Scotland, USA and East Anglia. In addition there are various experimental A3-maps available, currently N Wales, S Wales, Ireland, Isle of Man, Isle of Wight, Cornwall & Devon, Austria, France, Spain, S Sweden, N Italy, SE Australia, Yorkshire, Netherlands, London & SE England, The Valleys (of S Wales).

Orders and further details from David G. Watts, **ROSTHERNE GAMES**, 'Rostherne', 102 Priory Road, Milford Haven, Dyfed, SA73 2ED, UK.

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