

# Trains

A game for 2-4 players by Hisashi Hayashi. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Introduction

**Overview:** Build a deck of cards. Use the cards to construct a valuable train network and buy valuable residences. Information on the cards is:

- Top left: Value, money earned when playing card.
- Top right: Cost, money paid when purchasing card.
- Center: Card type icon.
- Bottom: Effect.

There are six card types:

- Blue Train cards provide income (as if from paying passengers).
- Green Lay Rails cards let you place rail tokens to represent tracks.
- Purple Station Expansion cards let you build a station on a city space.
- Red Action cards let you perform listed actions.
- Gold Victory Point cards represent residential buildings that give you points at the end of the game.
- Black Waste cards uselessly occupy space in your hand (except as modified by other cards).

Icons used on cards are:

- Blue train: Train card.
  - Green track: Gives option to lay a rail token on this turn. (The token does not need to be placed immediately.)
  - Purple station: Build a station (put a white station marker on a city space, at no cost).
  - Red triangle with white exclamation mark: Action (followed by text describing the action).
  - Yellow star: Gain victory point(s).
  - White recycling symbol: Take a *Waste* card.
  - Yellow circle with faint white center: Gain money.
  - Clock: The card effect lasts until the end of the turn it is played on.
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## Setup

Put the board on the table with either the Tokyo side or the Osaka side up, as desired.

Give each player all 21 rail tokens (cubes) of one color. Each player puts 1 token on 0 of the victory point track.

Give each player 7 *Normal Train*, 2 *Lay Rails*, and 1 *Station Expansion* card.

Each player shuffles their cards, puts them facedown in front of themselves, and draws 5 cards.

- Each player plans areas in front of themselves for their deck, played cards, gained cards, and discards.

Put these core cards face-up in separate stacks on the table:

- *Express Train*, *Limited Express Train*, *Lay Rails*, *Station Expansion*, *Apartment*, *Tower*, *Skyscraper*, and *Waste*.
- Shuffle the randomizer cards and draw 8. Put all cards of the drawn types face-up in separate stacks on the table.
- Return all randomizer cards to the box.

The player who most recently traveled by train starts. Clockwise, each player places 1 rail token as their start point.

- This token may not go on a sea space, a remote location (indicated by star), or where another player has a token.
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## Note

*Subway Excavation*, which nullifies extra costs in laying rails, does not nullify the cost to build on a remote location.

# Trains

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## Play

Play turns clockwise until, at the end of any player's turn:

- any 4 or more card stacks in the supply except *Waste* are empty,
- any player has used all of their rail tokens (20 on board, 1 on score track), or
- all 30 station tokens have been placed on the board.

A turn is either:

- Play a Card or Buy a Card as many times as desired, then Clean Up. Finish each action before starting the next.
- Return all *Waste* cards from your hand to the *Waste* deck, then Clean Up.

### Play a Card

Play a card from your hand face-up into your play area.

Gain the money shown at the top-left of the card. (Money lasts only during a turn and is tracked mentally.)

If it is an Action card or has a red action symbol (exclamation point in a red triangle), you **may** apply its effect(s).

- Effects must be applied in full and in order from top to bottom.
  - The rail laying effect (green track) gives an option to put one rail token on the board this turn. That token does not need to be placed immediately; it may be placed later this turn.
  - An effect that negates a costs applies only to money, not to gaining *Waste* cards.
- If an effect cannot be applied, none may be applied, except gaining *Waste* may be skipped if the supply is empty.

The Lay Rails, Station Expansion, Waste, Draw, and Trash actions are described below.

### Lay Rails (green track icon)

Place a rail token on a non-sea space adjacent to a space on which you already have a token.

- Spaces separated by diagonal yellow-black striping are not adjacent.

There may be tokens from multiple players on a space, but only one per player.

You must pay a cost (mentally from money from cards you played this turn):

- Field (light green): 0.
- River (light green with water): 1.
- Mountain (dark green and trees): 2.
- City (showing white tower(s)): 1 plus the number of station markers on the city space.
- Remote location (showing star): Number shown in its star
- For each token of another player on the space, add 1 to the above.

If you built on a space with any tokens of other player(s), gain 1 *Waste* (total, regardless of the number of tokens).

### Station Expansion (purple station icon)

Put a white station marker on a city space, but do not exceed the number of buildings shown on the space.

### Waste (recycling icon)

Take a *Waste* card from the supply and put it in your gained-cards area.

### Draw

Take cards from your deck into your hand. If you must draw and your deck is empty, shuffle your discards.

- If your discards are also empty, you do not draw any more. The draw action is considered completed.

### Trash

Remove a card from a game.

### Buy a Card

Money from cards you played this turn may be used to buy cards.

The cost of each card is shown at its top-right.

Take a card, but not a *Waste*, from the supply and put it in your gained-card area.

**When buying a Gold Victory Point card, remember to take a *Waste* card and put in your gained-card area.**

### Clean Up

Put all cards in your play area, your gained-card area, and your hand into your discard pile.

Draw 5 new cards from your deck.

- If your deck is empty and you must still draw cards, shuffle your discard pile to form a new deck.
- Do not shuffle merely because your deck is empty; only shuffle when you need a card and your deck is empty.

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## End

(It may be helpful to tally the final scores by removing tokens from the board as they are scored.)

Each player's score is the victory points they scored during the game plus:

- for each rail token they have on a city with 0/1/2/3 stations, 0/2/4/8 points,
- for each rail token they have on a remote location, the number in its star, and
- the points noted on their gold Victory Point cards (in their hand, discards, or deck).

Ties are broken in favor of the player with the most rail tokens on the board. Further ties are shared.