

SETUP

In addition to the Train, Station, and deck of Track cards, you will need some objects, ranging in size from a salt shaker to a dinner plate. Arrange the objects on a table of your choice to create a course. Place the train at one end of the course and the station at the other end.

TIPS:

- The more objects you put on the table, the harder the game gets.
- The train is fast and can't make very tight turns.
- Touching the station card is the hardest part of the game, so putting it against the edge of a table or crowding it with obstacles will significantly increase the difficulty.

Shuffle the track cards and deal some cards to each player: Three in a two or three player game and two in a four or five player game. Place the deck within easy reach of all players and choose a place for the discard pile.

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GAMEPLAY

Each turn, play the top card of the deck in front of the train. Any player can “pull the brake” and put that card in the discard pile by discarding a card from their hand. You can’t pull the brake if you only have one card in your hand.

Then, each player **must** play **exactly** one card from their hand in any order to form a track in front of the train. Cards must be placed edge-to-edge except for slight turns, where the edge of the next card must touch the red line. The train always goes in the direction of the arrows on the track. The track can’t go over itself.

After everyone has played a card, place the train card so its back edge touches the end of the track. Put the track cards that were played this turn in the discard pile, and each player draws a card. If the deck runs out, shuffle the discard pile and it becomes the deck. Then begin a new turn.

If the train or a track card touches the station, everyone wins! If the train hits an object or falls off the table, everyone loses.

CREDITS

Designer: Jeremy Geist

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Playtesters: Heather Clayton, DJ Coletto, Neil Diaz, Christopher Gargani, Jacob Guerrero, Julie Herman, Michael Santa Maria, Natalie Moisa, Patrick Neill, Nicholas Pahl-Skinner, Peter Jesus Perez-Hernandez, Kellen Snook, Kevin Thomas, Raina Wan, Shelby Wright, and everyone else who playtested at Unpub Protospiel, FanimeCon, HaitiCon, CelestiCon, and Jeremy Commandeur's board game nights

Further playtesting provided by

