

Train Line Chicago Edition

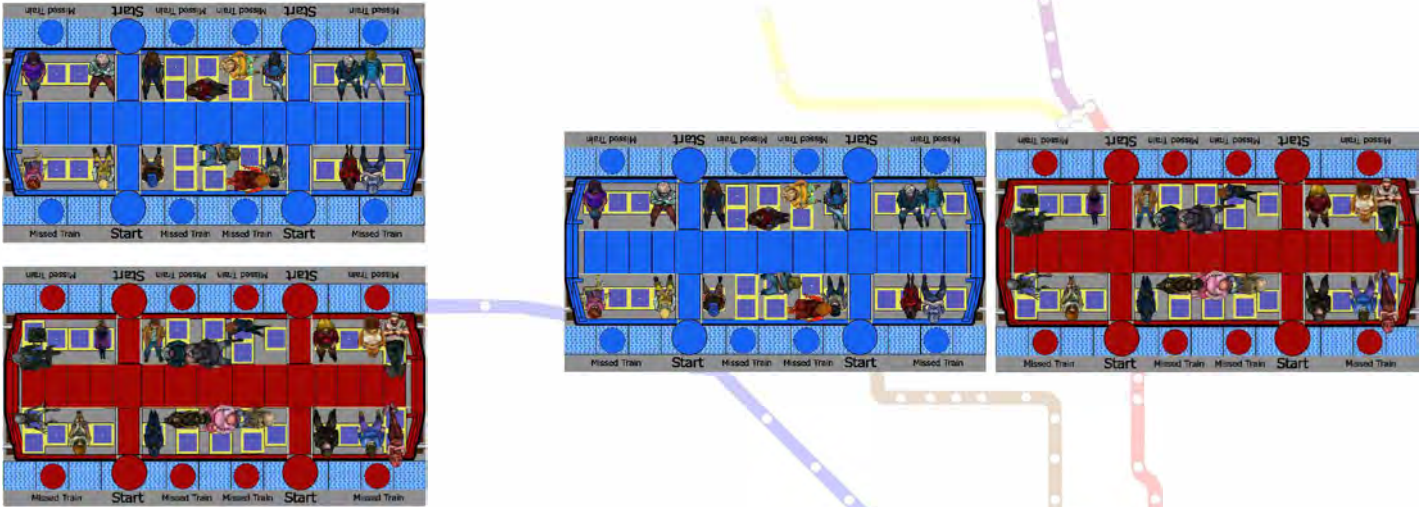


Objective:

Place all your pawns in seats on the train tiles first!

Setup:

1. Pick 2 train tiles and place them together on the table, matching up the Long sides or short sides.



2. Shuffle and place the number card deck and action card deck next to the train tiles in reach of all players.
3. Each player chooses a color and picks the required amount of pawns based on the number of players.

2 players = 12

3 players = 10

4 players = 8

4. Each player draws 3 action cards, 2 number cards, and 3 discard chips.

5. Player with the pointiest ears takes his/her turn first and, in clockwise order, each player takes his/her turn until someone places all his/her pawns and wins!

Game play:

Boarding: At the beginning of your turn, move a pawn to any start space on Diagram 1. Roll the boarding die to see if your pawn makes it on the train (open doors). If you do NOT make it on the train (closed doors), move your pawn to the missed train space on diagram 2 or 3. On your next turn, you don't have to roll the boarding die, you can automatically enter the pawn that missed the train. Player's cannot jump to another start space on train. Player's will have to enter on the start space that you set your pawn previously after missing a turn. Once your pawn is seated, you may move another pawn to the start space and wait to roll until your next turn.

Diagram 1

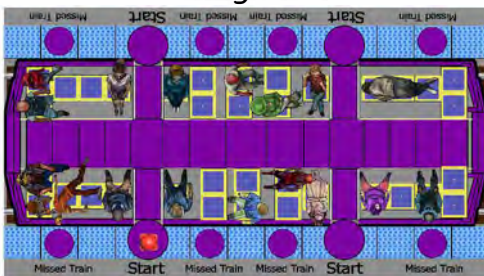


Diagram 2

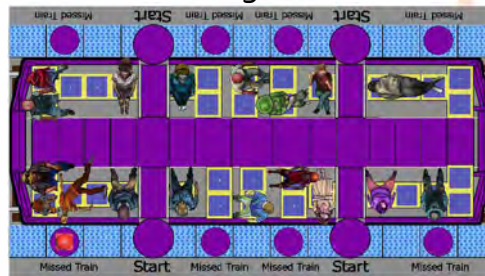


Diagram 3



Boarding Die Sides



Open Doors
(Keep Turn)



Close Doors
(Lose Turn)

Pawns – These are the pieces you move while playing the game; seating the required amount on the board will get you a victory.

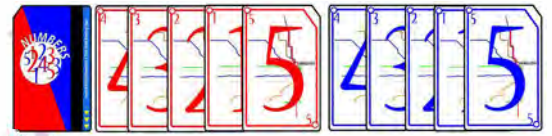


Number Cards

The number cards range from 1-5 and come in two colors: Blue and Red.

You have the option to play one card or both if the colors on both cards match.

You can't play both number cards if the color doesn't match unless you have an advanced motion action card.



Reloading your hand - At the end of your turn, you should draw cards until you have 2 number cards and 3 action cards.

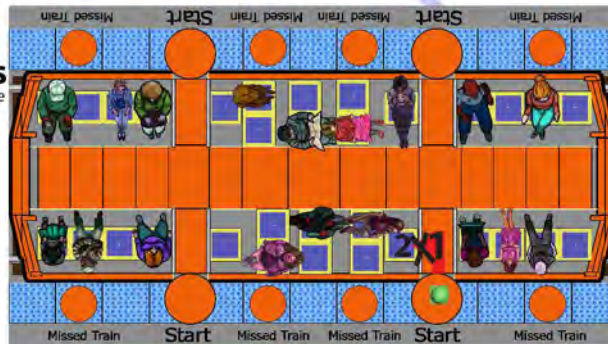
Blocking - You are allowed to place your pawn to cut off an opponent's movement; if the opposing players pawn can not move for two turns the players who is blocking will have to remove one seated pawn from the train each additional turn.

Use discard tokens to change your cards: At any point in time, you can play discard tokens to discard any unwanted card and redraw from the corresponding deck. You may discard and redraw one card per token. You may play more than one token at a time. The +1 Discard card allows you to gain more tokens.



Number cards

Players can throw down one number color card if it a Red or Blue card.



Number cards

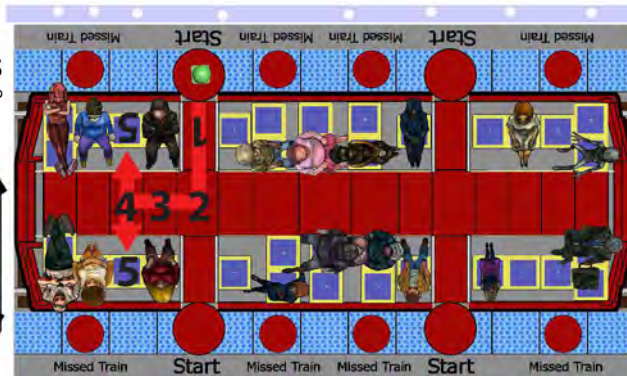
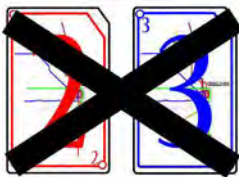
Players can throw down one number color card if it a Red or Blue card.



Metal Bars - These bars prevents players from entering passenger spaces and entering seats horizontally. An Excuse Me card or Rebel Passenger card is not allow to jump over metal bars blocking your path to a seat.

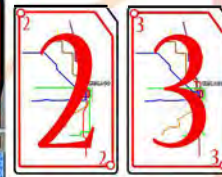
Number cards

Players cannot throw down two different number color cards. players have to have Advanced Motion card.



Number cards

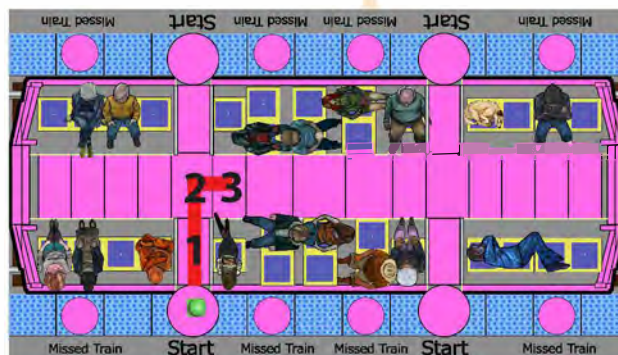
Players can add the same color number cards together and throw it down.



You can play 1 number card or both if the color of both numbers match; you can't play mismatched colored number cards if they don't have Advanced Motion card.

Number card

Players can throw down one number color card if it a Red or Blue card.



Number cards

Players can add the same color number cards together and throw it down.



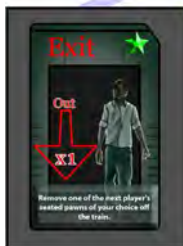
Not every number card or combination of number cards will land you in a seat.

Strategize your moves and card combos wisely on your turn.

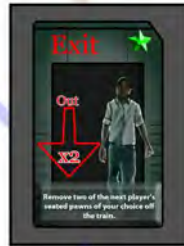
Action Cards are special ability cards that can help you gain the advantage in your quest for victory. More than 1 Action Card (except U-Passes) can be played during your current turn. There are 14 Action Card types divided into two categories Turn Keepers, and Turn Enders.



Turn Keepers/Enders – Turn Keepers are indicated by a green star on the card and allow you to continue your current turn after any of these Action Cards have been played. Turn Enders are indicated by a red star and will conclude your turn after any of these Action Cards have been played. Strategize your moves wisely, your turn ends when you move your pawn or roll the Boarding Die.



Exit 1X (Red) - This card allows you to remove the next clockwise/counter clockwise player's seated pawn off the train.



Exit 2X (Red) - This card allows you to remove 2 of the next clockwise/counter clockwise player's seated pawn off the train.

Express- This card skips the next clockwise/Counter clockwise player's turn.



Bonus Turns: If you express all of the opposing players in one turn you are allowed to take a bonus turn with newly acquired action and number cards

- This card can't be blocked by a Rebel Passenger.
- Any Action Cards played subsequently will affect players clockwise/counter clockwise from the player who was skipped.



Reverse- This card reverses the turn order counter-clockwise/clockwise for all players playing the game.

- This card can't be blocked by a Rebel Passenger card
 - This card also reverses the clockwise order of the opponents are affected by action cards
- Tip:** Combinations of Express and Reverse can enable you to target any opponent.



Eccentric Passenger- This card allows you to move an opposing player's pawn into the aisle.

- You can target any player
- Tip: If you decide to play more than one during your turn, you should target different players or you will penalize yourself.



Pan Handler Passenger- This card allows you to pick an Action Card or Number Card from any opposing player's hand of your choice.

- The player who lost a card can replace the card they lost during the opponent's turn or wait until their turn.
- This card can be blocked by a Rebel Passenger.
- You can target any player
- If you play multiple Pan Handler Passenger Cards, you can take from the same player or different players unless blocked by a Rebel Passenger.



+ 1 Discard- This card allows you to add an additional discard tokens.

Tip: If there are no more Discard tokens after this card was played, you're allowed to Substitute with coins or buttons.



Enter 1X (Green)-This card allows you to take any pawn that is not on the train (including from the Start space) and place it in a seat.



Enter 2X (Green) -This card allows you to take two pawns that are not on the train (including from the Start space) and place it in a seat.



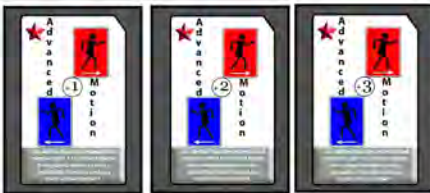
Excuse Me - This card allows you to get pass a seated passenger and opposing player's pawns in the aisle to get to spaces on the train.

- You can also use an Excuse Me card to slide opposing pawns over to an adjacent seat under the following conditions:
 - The player is not next to a passenger space and you have the number to land on the seat in which the opposing pawn was originally seated.
 - You never count the space that you got pass while moving.



U-Pass - This card allows players to board a train tile without the use of a Boarding Die.

- You must board the train after this card was played even if you're about to get penalized.



Advanced Motion - This card allows you to play mismatched number cards and increase the amount of spaces you can move on your turn by the motion plus number (the number in the circle).

- The motion plus number on this card can be used a stand-alone number card if you don't wish to combine with the number card(s) currently in your hand.



Take A Seat- This card allows you to move one of an opposing player's seated pawns into the aisle and move one of your pawns that is not on the train (including from the start space) into the seat the opposing pawn previously occupied.

- You can target any player
- You are allowed to play more than one during your turn but you should target different players or you will penalize yourself.



Rebel Passenger - This card can nullify any card that can remove you from a seat or out of your hands & can be used to get by opposing pawns and passengers like the Excuse Me Card.

- Rebel Passenger must be played immediately after the opposing player's action card to nullify it.
- The only action cards exempt from the Rebel Passenger is the Express Card and Reverse Card

Special Note: Rebel Passenger can be a Turn Ender Card only if used as an Excuse Me Card substitute when it's currently your turn, but its primary ability occurs during the opposing player turn who attacked you with Action Cards which are Take A Seat, Eccentric Passenger, Exit 1X 2X (Red) and PanHandler Passenger.

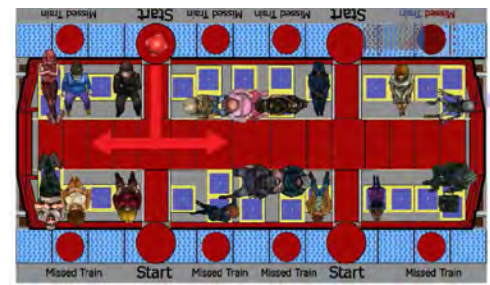
Example how to use a Rebel Passenger(s) Card.



Moving through the aisle: Play number and action cards to move onto the train along the aisle and into an empty seat. You may occupy the same aisle space as an opposing player but may not pass them without an Excuse Me or Rebel Passenger card. You can play one number card or both if you have matching colors. You are not allowed to play mismatched colors without an Advanced Motion Card.

Each player is allowed a maximum of one pawn in the aisle at any given time. You are not allowed to board a new pawn from the Start Space if you have a pawn in the aisle. If you board a new pawn from the Start Space without seating the pawn in the aisle first you will lose both the pawn you boarded and the pawn in the aisle off the train.

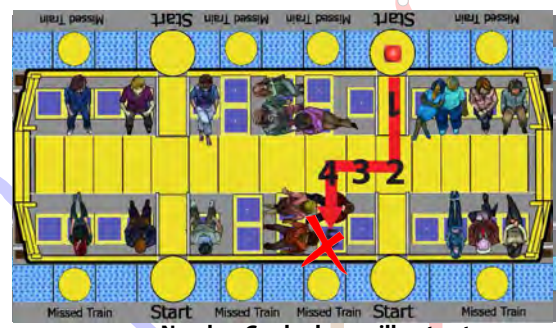
If you cause your opponent to have more than one pawn in the aisle from Action Cards (Take A Seat, Eccentric Passenger), your opponent would seat both pawns in the aisle and you would lose any seated pawn(s) you gained during the penalty.



"Players can move along the tiles in any direction"

Number card

Players can throw down one number color card if it is a Red or Blue card.



Number Cards alone will not get your pawn past seated passengers

Number cards

Players can add the same color number cards together and throw them down



Getting around seated passengers: - Some of the seats are already occupied by passengers printed on the board. Navigating around them into empty seats is the same process as navigating around the pawns of other players. In order to move around seated passengers, you must play Excuse Me or Rebel Passenger cards to move to the seat next to them.

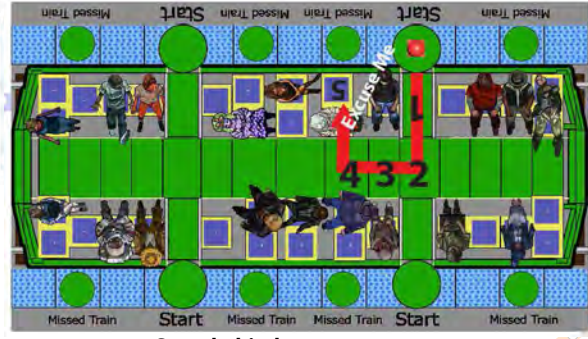
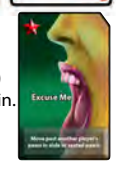
Number cards

Players can throw down one number color card if it is a Red or Blue card.



Excuse Me Card

Allows you to get pass a seated passenger and opposing player(s) pawn(s) to get to spaces on the train.



Seats behind passenger spaces can only be attained by using Excuse Me & Rebel Passenger cards.

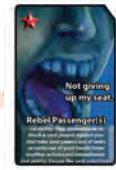


Number cards

Players can add the same color number cards together and throw them down.

Rebel Passenger Card

Allows you to get pass a seated passenger and opposing player(s) pawn(s) to get to spaces on the train.



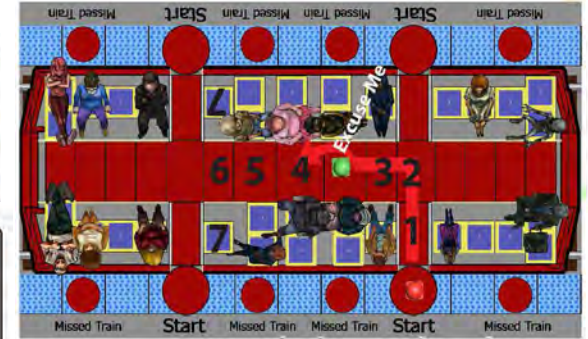
Number cards

can be combined with Action Cards for movement through the train tile.



Advanced Motion Card

The number in the motion bubble (circle in the middle) can be used as a number card.



In the diagram above the green pawn is in the red pawn's movement path. The player with the red pawn must play an Excuse Me card or Rebel Passenger in order to skip that space and land in either an aisle space or a seat.



Card Combos

There's many ways to get pawns in seats with combinations of Number Cards, and Action Cards,

Card Order

The order you play your're cards is just as important as the cards your playing. Pay attention to definition and star color on the card.

Drawing back your hand: At the end of your turn, you should have 3 number cards and 2 action cards. Use discard tokens to change your cards: At any point in time, you can play discard tokens to discard any unwanted card and redraw from the corresponding deck.