



Player Aid & Rules Summary

Version 0.2
Design: gbeason

Setup

1. Place the Passenger pawn on the Passenger start station (**Euston**).
2. Randomly place 8 connection tokens on stations.
3. Shuffle the destination cards and deal 4 face up next to the board.
4. Place 4 pawns on the corresponding stations.
5. Place remaining cards as a draw pile.
6. Each player should take 1 score marker.



7. Each player takes the track for all colored lines shown on their score marker.
8. Choose a start player using any method they prefer and give her the start player marker.
9. First player places their score marker on position 0 of the score track. Other players place markers on positions 1, 2, 3, and 4 respectively.

Playing a Turn

1. **Start a line of track.** Can place 4 or fewer pieces of track in a turn.
2. **Move the Passenger.** Normally moves 2 stations. The Passenger chooses 1 destination at a time.
 - ♦ To 1 express station (if any)
 - ♦ To 1 normal station (if any)
3. **End of a turn:** At the end of two possible destinations, the destination cards are discarded. The cards are replaced, and the destination pawns set at the new stations.

Placing Track

- ♦ A line may be started on any empty track space on the board. May not have same color track in a block.
- ♦ Can build using more than 1 line on a turn.
- ♦ After a line is started, all other pieces of that line's track must be used to extend the line at its ends. Loops don't have ends.
- ♦ To create a branch in a line, play 2 branch tokens. This counts as 1 of 4 tracks.

Moving Passenger

The Passenger chooses a route as follows:

1. Route that involves least amount of walking.
2. If 2 or more tie for least walking, he choose the route that involves the fewest (or no) lines.
3. If still a tie, player moving the Passenger decides.

Earning Branch Tokens

Earn 2 ways. Can spend on the same turn.

- ♦ Give up 1 track placement on your turn.
- ♦ Connect a line to a terminus station.



Earning Points

Once per line:

- ♦ **1 point** — Score in 3 ways:
 - ♦ Connect line to a national rail station.
 - ♦ For each station contained inside a loop.
 - ♦ For each colored line that the Passenger uses, the owning player gets 1 point. *Only 1 point is given regardless of track length.*
- ♦ **2 points** — Connect a line to a terminus station.
- ♦ **3 points** — Connect a line to 2 connection stations with same symbol.



End of Game

If replacing the destination cards leaves the draw pile with no cards, then

- ♦ The active player immediately removes the Passenger from the board. (Variant: Leave the Passenger in play.)
- ♦ Play continues with players only building track.
- ♦ When the next to play is the start player, the game ends. (Starting player does not get a turn).
- ♦ The player with most points wins.
- ♦ If 2 or more players have the same score, then they all win.



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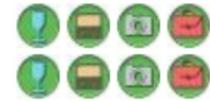
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