GAME OF TRAINS

Group of authors Trehgrannik
For 2 to 4 players ages 8 and up, playing time: 20 minutes.

Game materials

88 cards: 4 locomotives, 84 railcars

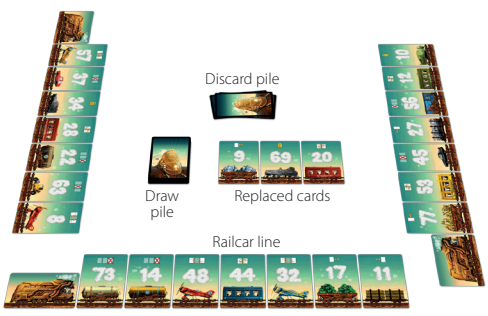
Game idea

Each player has a train in front of him that consists of a locomotive and 7 railcars that are first arranged in descending, numerical order. On their turn, players can take a new railcar card to replace one of their existing railcars. Players can also use a card's ability to change the order of their railcars or even remove them from trains. The first player to have a train with railcars arranged in ascending, numerical order is the winner.

Set-up

- Each player receives 1 locomotive card (unused locomotive cards are put back in the box).
- Shuffle the railcar cards and deal 7 to each player. Put the rest face down in a draw pile in the middle of the table.
- Each player arranges his cards in a line in descending, numerical order from left to right.
- The locomotive card is put on the left side of his line. It serves only as a reminder, where the smallest numbered railcar should be at the end of the game. It doesn't count as a railcar and thus is not taken into account when any ability refers to card positions in a line (see "Abilities").
- The youngest player becomes the start player.
- Starting from this player and continuing in clockwise order each player draws a number of cards from the draw pile:
  - 1st player — 1 card;
  - 2nd player — 2 cards;
  - 3rd player (if any) — 3 cards;
  - 4th player (if any) — 4 cards.
- Starting from the start player and continuing in clockwise order each player chooses one of the drawn cards, discards the others in a face down discard pile and puts the chosen card in their line of railcars replacing one of the cards there. The replaced cards are put next to the draw pile face up.
- If there are two or more cards with the same ability next to the draw pile, they are discarded in pairs (meaning that if there is an odd number of cards with the same ability, one will remain).





Course of the game

Beginning with the starting player, players take turns in clockwise order. During their turn a player must perform one of the two possible actions. Once the player has performed an action, the next player performs one of the two actions, and so on.

The actions

1) **Draw a card** — draw the top card of the draw pile.
You have to put this card in your line of railcars by replacing one of the cards that is already there. Put the replaced card face up next to the draw pile.

OR

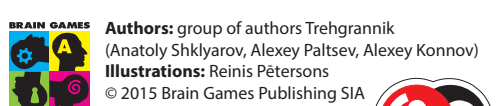
2) **Use a card's ability** — choose any of the face up cards next to the draw pile, use its ability and discard it afterwards.
There are 8 different abilities, which are described below.
If there are no cards with abilities to use for action 2, then the player can perform only action 1 — "Draw a card".

Other rules:

- If at any point there are two or more cards with the same ability next to the draw pile, they are discarded in pairs (meaning that if there is an odd number of cards with the same ability, one will remain).
- The cards in the discard file are kept face down and cannot be inspected.
- If the draw pile becomes depleted, shuffle the discard pile to form a new draw pile.
- There are two ways in which you can use the cards — either as a number or as an ability. In consequence — if you draw the card from the top of the draw pile you can use it **only as a number** to place in your line, and if you take the card which is next to the draw pile you can **only use its ability**.

End of the game

The game ends **immediately** when any player has arranged all cards in their line of railcars in ascending, numerical order from left to right. This player is the winner.



Abilities



Swap 2 adjacent railcars in your line.





Swap 2 railcars in your line, which have **exactly 1 card** between them.





Move 1 of your railcars **2 spaces** right.
Important! You must be able to move the card exactly 2 spaces, so the ability cannot be used on the second or first card from the right.





Move 1 of your railcars **2 spaces** left.
Important! You must be able to move the card exactly 2 spaces, so the ability cannot be used on the second or first card from the left.



Remove the leftmost railcar (near the locomotive).

Remove the middle railcar (the 4th from both ends).

Remove the rightmost railcar.

Each player – including the player who chose this ability – removes the corresponding railcar from their line except if it is protected (see "Protect"). The removed cards are put face up next to the draw pile.
Then, starting with the player who used the ability and continuing in a clockwise order, each player who removed a railcar draws the top card of the draw pile and puts it in their line in the exact same spot where the removed railcar was.
Important! If any player fulfills the winning conditions as an effect of this ability, he immediately wins (any other players who would still have to draw cards do not get to act).

Protect — put this card under either lefmost, middle (4th from both sides) or rightmost railcar in your line to protect it against removing (place this card in such a way that only the lock symbol remains visible).
Now this railcar in your line cannot be removed by the corresponding remove ability (see above). However, if the protected railcar changes its position by any of your own actions (it's replaced or moved by using an ability) it loses its protection and the card with the lock symbol that was under it must be put in the discard pile.

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