

TRAINS



Number of players: 2-4
 Play time: about 45 minutes
 Suggested age: 12 yrs and above

BACKGROUND

In the 19th century, shortly after the industrial revolution, railways quickly spread over the world. Japan, importing Western culture eager to become of the Grand Nations, saw the birth of many private railways companies, and entered the Golden Age of railways. Eventually, as a result of the actions of powerful people and capitalists, many of these smaller companies gradually merged into larger ones. In Trains, the players are such capitalists, managing private railways companies, striving to become bigger and better than the competition. The game takes place during the 19th and 20th century. Use your facilities, trains and personnel to surpass your adversaries, and become the King of Railways.

TO READ BEFORE STARTING

[Victory conditions]

The player with the most victory points at the end wins. To gain victory points, the player must build up a deck (personal supply) of cards such as facilities, trains and personnel. These cards are then used to build railways around Tokyo and Osaka, enlarge the cities and build buildings. The catch is to purchase the cards you want to use and then use them as effectively as possible.

[Components]

● Cards

*30 Randomizers

Amusement park, Collaboration, Conductor area, Command central, Control room, Information central, First train, Freight train, Garage, Holiday timetable, Ironworks, Land fill, Mail train, Maintenance factory, Material dump site, Passing station, Pulling, Rapid train, Signal spot, Signals, Station crew, Stationmaster office, Steel bridge, Switchback, Temporary timetable, Tourist train, Tunnel, Underground digging, Viaduct, Wagon factory

* 300 Selectable cards (10 each of 30 sorts)

Amusement park, Collaboration, Conductor area, Command central, Control room, Information central, First train, Freight train, Garage, Holiday timetable, Ironworks, Land fill, Mail train, Maintenance factory, Material dump site, Passing station, Pulling, Rapid train, Signal spot, Signals, Station crew, Stationmaster office, Steel bridge, Switchback, Temporary timetable, Tourist train, Tunnel, Underground digging, Viaduct, Wagon factory

* 170 Mandatory cards

- 30 normal train
- 20 express train
- 10 limited express train
- 20 rail laying
- 20 station expanse
- 70 waste

* 30 VP cards (10 each of 3 sorts)

- building
- multi-storey building
- skyscraper

● Board

* Tokyo/Osaka (double sided)

● Markers

- * 80 track markers (20 each of colours red, yellow, gray and purple)
- * 4 VP markers (red, yellow, gray, purple)
- * 30 station markers (white octagonal cylinders)

[Description of components]

* The board



VP track ——— Map

* The cards

Value ——— 0 ——— 5

The amount of coin (virtual currency) get when you play this card.

Cost ——— 5

The amount of coin you need in order to buy this card from the supply.

Effect ———

What happens when you play this card. The **P** icon means the effect is perpetual, i.e. always is in effect.

Category ———

To separate cards of different types

VP ———

Victory Points

When the game ends, you get as many points as you have VP on the cards in your possession (hand, deck, discard pile).

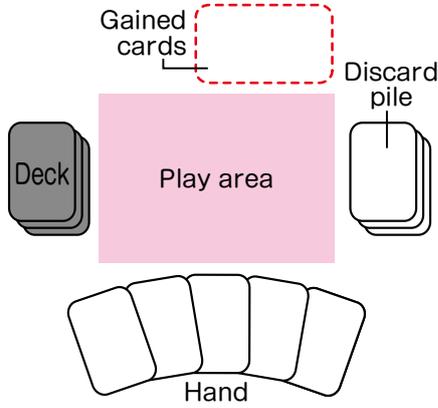
** The category icons

	Waste
	Train
	Action
	Rail laying
	Station expanse
	Victory Point

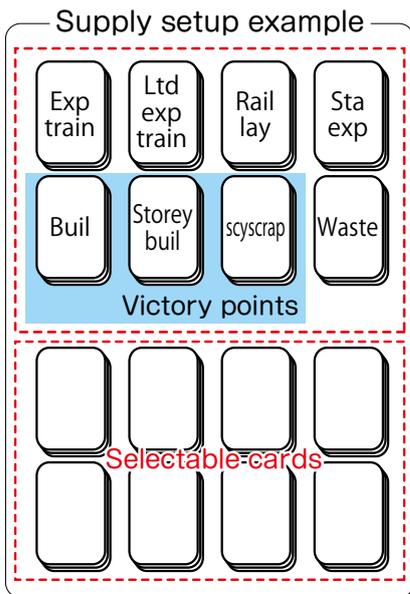
[SET UP]

1. Choose which side of the board to use (Tokyo/Osaka). Place all station markers beside it.

- All players select a colour and take the rail markers and VP marker of that colour. The VP markers are placed on the 'O' on the board.
- Each player takes 7 [normal train], 2 [rail laying] and 1 [station expense], total of 10 cards, shuffles these and places them in a face down pile in front of him, and draws five as his starting hand. For the duration of the game, take care to that each player keeps his cards separate from other players' cards. See play area example below.

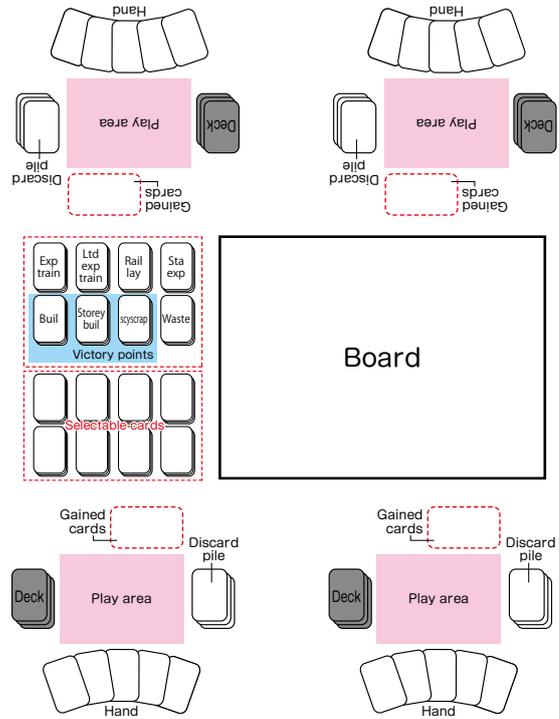


- Create the common "supply" of cards. Put all the mandatory cards (except any remaining [normal train]) in one pile each beside the board, reachable for all. There should be 8 mandatory piles, see below.
- Randomly select 8 of the randomizers (for the first game, however, it's advised that you choose Landfill and then randomly select another 7). Put the corresponding selectable cards (all 10 of each type) in 8 piles beside the mandatory cards. The randomizers themselves (selected and not) and the remaining 220 selectable cards are not used in the game; put them back in the box.



- Any unused [normal train] and markers are not used in the game; put them back in the box.
- The player who most recently travelled by train is the start player. Or the player who most recently travelled by the coolest possible train.

*** Full setup example**



FLOW OF THE GAME

Placing the start rail track

The game begins with everyone placing their respective start rail track on the board. Starting with the start player and clockwise around the table, players place one of their rail markers on the board as their starting point. Players are not allowed to place their starting point on a sea space, on a remote location or where another player has already placed.

When all players have placed their start rail track, the game proper begins. Starting with the start player, and then clockwise around the table, players take their turns playing cards and consequently placing markers on the board. When a player is done with his turn, turn goes to the next player in order and so on until the game ends, at which point the player with the most points wins.

A player turn

When it's a player's turn, he may both play cards from his hand and buy cards from the supply, in any order and as many times as he likes. However the actions must be done one at a time – a player cannot buy a card in the middle of playing a card, or play a card while buying one.

When a player is done playing/buying cards, either because he has run out of cards/coin or he doesn't want to play/buy more, he cleans up his play area (see below) and turn goes to the next player.

A player can also decide to pass his turn, i.e. neither play nor buy cards at all. A player who passes his turn may, as a special action, return all his Waste cards in hand to the Waste pile in the supply (see below).

Playing a card

Playing a card means technically to take a card from your hand and put it down face up in your play area.

When you play a card, the following happens:

* You gain as many "coin" as the card's value (top left number). This "coin" is a virtual currency that you can use to buy further cards. Gained coin is only valid for the current turn (If you have any coin left when your turn ends, they are lost).

* If the card you played is an Action card, you may apply its effects if you wish. If you choose not to apply its effects, you still gain the coin the card gives you. If you do choose to apply the card's effect, you must apply its effect in full, and the effect is resolved in order from top to bottom. You can not choose to apply some of the card's effects and ignore others. If some of the card's effects cannot be applied, you cannot apply any of the effects at all, with the sole exception that even if the "gain Waste" effect cannot be applied, (if there are not more Waste cards), the other effects can still be.

* Action card effects must be applied immediately or not at all. You cannot "save" the effect for later.

Example 1: Tourist train: Gain 1 VP.

When you play this, you may, if you wish, move your VP marker one step up on the board.

Example 2: Tunnel: As long as this card is in play, the extra cost for laying rails over mountains is nullified, Rail laying 1, Waste 1

If you choose to apply this card's effects, first you gain the effect that laying rails on mountains this turn costs nothing extra. Then, you get 1 point worth of rail laying (you get to place 1 track marker on the board) and lastly you gain 1 waste (take 1 Waste card and place on your "gained cards" pile). See below in the rules for further explanation of these card effects; the point here is that if you decide to apply the card's effects, they must all happen, and they happen in that order. (However, even if there are no Waste cards left, the other of the card's effects can still be applied).

Example 3: Landfill: Return all your [Waste] cards from your hand to the supply

If you choose to apply this card's effects, you must return all of your Waste cards in your hand. If you have several, you cannot return just some of them.

Buying a card

Buying a card means technically to take a card from the common supply and put it on your "gained cards" pile. They do not count as having been played, neither are they in your discard pile yet (they will go to your discard pile once your turn ends).

In order to buy a card you must have enough virtual coin to pay for the card's cost (top right number). As you start each turn with 0 coin, you must play cards with that has a value in order to get coin. You can buy several cards if you wish, but you have to have enough virtual coin to pay for all of them.

If a supply pile has run out, you can't buy those cards any more. Also, you can never buy waste cards.

Special action – returning waste

If you completely pass your turn (neither play nor buy cards), you may, as a special action, return all your Waste cards in

hand to the Waste pile in the supply. If you choose to do this, you must return all Waste you have in hand; you cannot choose to return just some of them.

Cleaning up the play area

– and about reshuffling the deck.

Once you are done playing and buying cards (or if you returned some waste instead), put all cards in your play area, and all cards in your "gained cards" area, as well as all cards left in your hand, on your discard pile. Then draw 5 new cards from your deck and your turn is over. If your deck is empty and you still must draw cards, shuffle your discard pile to form a new deck, and draw the rest. Please note that the discards aren't reshuffled just because the draw deck is empty – it's when the deck is empty AND you must draw (or reveal) a card, that the discards are shuffled. This goes for all times your deck is emptied, even if it's in the middle of your turn – don't reshuffle until you need to draw a card.

Once your turn is over, check if the end game conditions are met. If they are, the game ends, and the player with the most points wins. If not, turn goes to the player on your left.

CARD EFFECTS

This section explains broadly the card's different effects. For details on each specific card, see later in the rules.

Rail laying

This means to place one track marker on the board. When placing, you must abide to the following restrictions:

* You can only place markers in spaces adjacent to spaces you already have markers in. Please note that spaces separated by a  are NOT considered adjacent.

* You can only have 1 own marker in each space (several players may have markers in the same space, though)

* Depending on where you want to place your marker, you might be forced to pay coin, see the figure below. If you don't have the sufficient amount of coin, you simply cannot build in that specific place.

Name	hex	Extra cost
Field		0
River		1
Mountain		2
City		1+# of station markers
Remote location		the number
Other player's track marker		# of track markers + gain a [Waste]
Sea		You can't build here at all ever

Example 1: If you play a "Rail laying", and you want to build on a river space, you have to pay 1 coin.

Example 2: You want to build a track on a city space (+1 coin cost) that has 2 stations (+2 coin cost) and 1 other player's track marker (+1 coin cost and gain 1 Waste). You have to pay 1+2+1=4 coin to build there, and you must take a [Waste] card.

Station expense

This means to place a station marker on a city space (a space with 1–3 buildings on it). The maximum number of stations that can be on a city is the number of buildings the city has.

Waste

This means you have to take one of the Waste cards from the supply and place on your "gained cards" area (to be placed in your discard pile once your turn ends). Waste cards are a burden, as you can't do anything with them and they take up space in your deck. If there are no more Waste cards in the supply, you do not have to take any.

Draw

Draw means to draw the stated number of cards from your deck. If you deplete your deck and still must draw cards, shuffle your discard pile to form a new deck, and draw the rest. If both your discard pile AND your deck are both empty when you are about to draw a card, you do not draw. For example, your discard pile is empty and you have 1 card in your deck. If you play a "Draw 3" you just draw the card you have in your deck and the remaining 2 are lost.

GAME END CONDITIONS

If any of the following conditions are met, the game ends once the current player's turn ends:

- * Any 4 of the piles in the supply – excluding Waste – are depleted.
- * Any player has used all of his track markers.
- * All station markers have been placed on the board.

Once the game ends, each player gets the following point bonuses to be added to his current points:

TRACK BONUS POINTS

For each track marker in a city or a remote location:

- City with 0 stations 0 bonus
- City with 1 station 2 bonus points
- City with 2 stations 4 bonus points
- City with 3 stations 8 bonus points
- Remote location number on location

POINTS ON CARDS

For each VP noted on the player's cards (in hand, in discard pile and in deck) the player gets 1 point.

DECIDING WINNER

The player with the most points is the King of Railways. If it's a tied victory, it's a joint victory.

EXAMPLE OF PLAY

Purple, **Yellow**, **Gray** and **Red** are playing on the Tokyo map.

The eight randomly selected cards are Landfill, Conductor Area, Passing station, Holiday Timetable, Steel Bridge, Amusement Park, Maintenance Factory and Material dump site.

Purple starts the game, followed by **Yellow**, **Gray** and **Red**.

First, all players check the board and place their initial starting rail track marker.

Purple places his first rail track marker on Shinagawa-Meguro.

Yellow places his first rail track marker on Ikebukuro-Ueno.

Gray places his first rail track marker on Tachikawa.

Red placed his first rail track marker top left of Yokohama.

Initial rail track markers have been place, and they can begin the game proper.

First turn

Purple goes first. He has 2 "Rail laying", 2 "Normal train" and "Station expansion" in his hand. He plays a Rail Laying and puts a track marker on the left to Shinagawa-Meguro; it's a field so it costs nothing. Then he takes one Waste card from the supply and puts on his "gained cards" area.

Then he plays a "Normal train", gets 1 coin, and plays another "Rail laying". This time he builds on Shinjuku-Shibuya which is a city, so he pays the 1 coin extra City cost. And he takes another Waste card and puts on his "gained cards" area.

Lastly, he plays a "Station expansion" and places a station marker on Shinjuku-Shibuya, takes another Waste and puts on his "gained cards" area.

He has one "normal train" left but he can't do anything with that 1 coin, so he doesn't play it.

Purple now takes the four cards he have played, the card left in hand and the 3 Waste cards on the "gained cards" area and puts them all on his discard pile. He draws 5 new cards from his deck and his turn is over.

It's **Yellow**'s turn. He has 4 "Normal train" and one "Station expansion" on his hand.

First he plays "Station expansion", places a station marker on Ikebukuro-Ueno, and takes a Waste and places on his "gained cards" area.

Then he plays his four "normal train" and for the 4 coin he got from them, he buys an "Amusement Park" from the supply and places in on his "gained cards" area.

He has now run out of cards, so he takes the five cards he played, and the 2 cards on his "gained cards" area, puts them on his discard pile and draws 5 new from his deck and his turn is over.

It's **Gray**'s turn. He has 4 "Normal train" and one "Station expansion" on his hand.

First he plays "Station expansion", places a station marker on Tachikawa, and takes a Waste and places on his "gained cards" area.

Then he plays his four "normal train" and for the 4 coin he got from them, he buys a "Amusement Park" from the supply and places in on his "gained cards" area.

He has now run out of cards, so he takes the five cards he played, and the 2 cards on his "gained cards" area, puts them on his discard pile and draws 5 new from his deck and his turn is over.

It's **Red's** turn. He has 3 "Normal train", 1 "Rail laying" and one "Station expansion" on his hand.

He plays one "Normal train" to gain 1 coin, then plays "Rail laying". He builds into Yokohama which is a city, so he must pay an extra cost of 1 coin. He then takes a Waste and places on his "gained cards" area.

Then he plays "Station expansion", places a station marker on Yokohama, and takes another Waste and places on his "gained cards" area.

Lastly, he plays 2 "normal train" to gain 2 coin, with which he buys "Landfill" and places on his "gained cards" area.

He has now run out of cards, so he takes the five cards he played, and the 3 cards on his "gained cards" area (2 Waste and a Landfill), puts them on his discard pile and draws 5 new from his deck and his turn is over.

Second turn

It's **Purple's** turn. He has 5 "normal train" in his hand.

He plays all of them to get 5 coin, buys a "Material dump site" and places on his "gained cards" area.

He has now run out of cards, so he takes the five cards he played, and his "Material dump site" on his "gained cards" area, puts them on his discard pile. He should draw 5 cards, but there are no cards in his deck, so he shuffles the discard pile to form a new deck and draws the top 5 cards.

It's **Yellow's** turn. He has 3 "Normal train" and two "Rail laying".

First he plays one "Rail laying" and places a track marker to the left of Ikebukuro-Ueno; it's a field so it costs nothing. He then takes a Waste.

Then he plays a "Normal train" so he gets 1 coin, and then plays another "Rail laying". He builds to Kichijoji, which is a city, so he has to pay the coin he just got. He places a rail marker on Kichijoji and also takes a Waste.

Lastly he plays his remaining two "normal train" to get 2 coins, and for that he buys one "Conductor area".

He has now run out of cards, so he takes the five cards he played, and the 3 cards on his "gained cards" area (2 Waste and a Conductor Area), puts them on his discard pile. He should draw cards, but his deck is empty so he shuffles his discard pile to form a new deck and draws from there.

It's **Gray's** turn. He has 3 "Normal train" and two "Rail laying".

He plays a "Rail laying" and puts a track marker to the right of Tachikawa/left of Kichijoji; it's a field space so no extra cost. He then takes a Waste. Then he plays another "Rail laying" and builds below/left of Kichijoji; it's also a field space so no extra cost. And he takes another Waste.

Lastly he plays his 3 "Normal train" to gain 3 coin, and for those he buys "Express train".

He has now run out of cards, so he takes the five cards he played, and the 3 cards on his "gained cards" area (2 Waste and an "Express train"), puts them on his discard pile. He should draw cards, but his deck is empty so he shuffles his discard pile to form a new deck and draws from there.

It's **Red's** turn. He has 4 "Normal train" and 1 "Rail laying".

First he plays a "Normal train" to gain 1 coin, and then plays his "Rail laying", uses the coin to pay the extra cost for building on a river space, and puts a track marker on the river space left of Mizonoguchi. And he takes a Waste.

Then he plays his remaining 3 "Normal train" to get 3 coin and for those he buys an "Express Train".

He has now run out of cards, so he takes the five cards he played, and the 2 cards on his "gained cards" area (1 Waste and an "Express train"), puts them on his discard pile. He should draw cards, but his deck is empty so he shuffles his discard pile to form a new deck and draws from there.

And the game goes on from there. As all players have reshuffled once, the cards they bought during the first two rounds of the game are now in their decks and they might very well happen to draw them the third round.

SUGGESTIONS OF SELECTABLE CARD SETUPS

If you select the selectable cards completely randomly, you might occasionally end up with combinations that are extra difficult to cope with. If you wish, you can use these selection examples to taste what the game can give.

* Tokyo map /beginners

Landfill, Conductor area, Holiday Timetable, Passing station, Amusement Park, Steel Bridge, Material dump site, Maintenance Factory

* Osaka map / beginners

Landfill, Rapid train, Garage, Tourist train, Ironworks, Stationmaster office, Tunnel, Temporary Timetable

* Reforming and tunneling

Signals, Pulling, Information central, Freight train, Wagon factory, First train, Signal spot, Underground digging

* Holiday pass

Landfill, Station crew, Holiday Timetable, Tourist train, Mail train, Viaduct, Maintenance factory, Control room

These are just samples. The game can be played with any combination of cards with any of the maps. The game changes even if you play with the same setup but change the map. Try to find your favourite combination.

CARD EFFECT EXPLANATION

* Amusement park

You choose one of the train cards (usually just the one with the highest value) that you have in play right now, and gain as many coin as that card's value.

* Building

At the end of the game, if you have this card in your possession (hand, deck or discard), you get 1 point.

When you buy this card, you gain a Waste onto your "gained cards" area.

* Collaboration

As long as this card is in your play area, you do not have to pay the extra cost for building tracks on spaces where other players already have tracks. Both the cost and gaining a Waste are nullified. This card is active until it's discarded from the play area (which happens, if not before, when your turn ends).

After having played it, you place a track marker on the board (see "Rail laying", no extra cost for placing where another player has a marker) and lastly you receive a Waste and put it on your "gained cards" area.

* Conductor area

First discard as many cards as you wish from your hand, and then draw as many new from your deck as you discarded cards.

* Command central

First you draw a card to your hand. Then you say the name of one card that's in the game. Look at the next card in your deck. If it's of the type you named, you add it to your hand, if not, you return it to the top of the deck.

* Control room

Draw 3 cards from your deck and add them to your hand.

* Express train

You gain 2 coin. Please note, however, that this is not an Action card.

* First train

As long as this card is in your play area, you can put all cards you buy on top of your deck instead of in the "gained cards" area. The effect is not mandatory, and you may choose this for each separate card you buy. This does not affect cards gained in any other way than specifically "bought" (f.ex. cards that come as a bonus).

* Freight train

You may return to the supply any number of Waste cards from your hand. For each Waste card you return due to the effect of this card, you get 1 coin.

* Garage

First you draw 2 cards and add to your hand. Then you choose 2 cards from your hand to discard.

* Holiday timetable

You can trash this card (put it out of the game, back in the box) if you want to. If you do, you gain 3 coin.

* Information central

Show the 4 top cards of your deck so that all players can see. You can choose one of these to add to your hand. You don't have to add any of the cards to your hand. Then you return the remaining card to the top of your deck, you choose which order they go in.

* Ironworks

If you after this card play any "Rail laying" cards, you get a bonus of 2 coin. You get this bonus even if you actually don't build the track. This bonus stacks for every Ironworks you have in your play area; if you have 2 Ironworks, you get 4 coin per Rail laying and so on.

* Land fill

Return all Waste cards you have on your hand to the supply.

* Limited express train

You gain 3 coin. Please note, however, that this is not an Action card.

* Mail train

You can discard as many cards from your hand as you wish. You gain as much coin as the number of cards you discarded this way.

* Maintenance factory

Show a [train] card from your hand to the other players, take an identical card from the supply, and place it on your "gained cards" area. The card you revealed goes back to your hand. You cannot show a card of which there are no more cards in the supply (hence, no showing a "normal train" card, as there never are any of those in the supply).

* Material dump site

As long as this card is in your play area, you don't gain any Waste when you build tracks, expand stations or buy victory point cards. Simply, any "Waste" effect are ignore. They still count as they "happen".

* Multi-storey building

At the end of the game, if you have this card in your possession (hand, deck or discard), you get 2 points.

When you buy this card, you gain a Waste onto your "gained cards" area.

* Normal train

You gain 1 coin. Please note, however, that this is not an Action card.

* Passing station

Draw a card from your deck and add to your hand.

* Pulling

Look through your discard pile, take a card with a [train] symbol from there and add to your hand. You may not change the order of the cards in your discard pile. If you have no [train] cards in your discard pile, you cannot use this card's effect.

* Rail laying

You may put a track marker on a space adjacent to a space where you already have a track marker. Placing on empty fields costs nothing, but placing on rivers, mountains, cities, remote locations and/or where other players have track markers costs extra coin.

* Rapid train

If you have at least one "Normal train" in your play area, you get 1 coin extra. This bonus does not increase even if you have several "Normal train" in your play area.

* Scyscraper

At the end of the game, if you have this card in your possession (hand, deck or discard), you get 4 points.

When you buy this card, you gain a Waste onto your "gained cards" area.

* Signal spot

Draw 2 cards from your deck and add to your hand.

* Signals

First, draw 1 card from your deck and add to your hand. Then, look at the top card of your deck, and either put it back or put it in your discard pile.

* Station crew

You can choose one of the following:

-Draw 1 card from your deck and add to your hand

-Gain 1 coin.

-Return 1 Waste card from your hand to the supply.

* Station expansion

Take one of the unused Station markers and place on a city of your choice, then gain a Waste card. The Station does not have to be on a city where you have a track. However, there is a max limit for each city as to how many Station markers may be on it. You may not exceed this limit.

* Stationmaster office

When you play this, choose one of the Action cards that's in your play area. Treat this card as having the same text as the card you chose, i.e. you gain the same effect. Please note that you do not copy the value of the chosen card. If you don't have any cards in your play area, you cannot use this card's effect.

* Steel bridge

As long as this card is in your play area, you do not have to pay the extra cost for building tracks on river spaces. This card is active until it's discarded from the play area (which happens, if not before, when your turn ends), i.e. if you build several times on rivers, there is no extra cost for any of them. This effect does not nullify the extra cost you have to pay if you build a track on a space where another player has a track.

After having played it, you place a track marker on the board (see "Rail laying", no extra cost for placing it on a river space) and lastly you receive a Waste and put on your "gained cards" area.

* Switchback

If you have any [train] cards in your play area when you play this, you may choose one of them and put back on top of your deck. Doing so does not deprive you of the coin that playing the train earned you.

* Temporary timetable

Reveal cards from the top of your deck until you have revealed two cards with the [train] symbol. Once two train cards have been revealed, you cannot continue revealing cards, and you must put both train cards in your hand and discard the rest. If your deck runs out during revealing, shuffle the discards to form a new deck. If both your deck and your discards are empty, the effect stops and you add to your hand any train cards that have been revealed.

* Tourist train

When you play this card, you may advance your score marker (on the board) one step.

* Tunnel

As long as this card is in your play area, you do not have to pay the extra cost for building tracks on mountain spaces. This card is active until it's discarded from the play area (which happens, if not before, when your turn ends), i.e. if you build several times on mountains, there is no extra cost for any of them. This effect does not nullify the extra cost you have to pay if you build a track on a space where another player has a track.

After having played it, you place a track marker on the board (see "Rail laying", no extra cost for placing it on a mountain space) and lastly you receive a Waste and put on your "gained cards" area.

* Underground digging

When you play this, for the remainder of this turn, you do not have to pay any extra cost for building tracks, with the exception of Remote Locations. This card is active until it's discarded from the play area (which happens, if not before, when your turn ends), i.e. if you build several times on extra-cost spaces, there is no extra cost for any of them.

After having played it, you place a track marker on the board (see "Rail laying", no extra cost except for Remote Locations) and lastly you receive a Waste and put on your "gained cards" area.

*** Viaduct**

As long as this card is in your play area, you do not have to pay the extra cost for building tracks on city spaces. This card is active until it's discarded from the play area (which happens, if not before, when your turn ends), i.e. if you build several times on cities, there is no extra cost for any of them. This effect does not nullify the extra cost you have to pay if you build a track on a space where another player has a track. Also, remote locations are not cities, hence their cost is also not nullified by this effect.

After having played it, you place a track marker on the board (see "Rail laying", no extra cost for placing it on a city space) and lastly you receive a Waste and put on your "gained cards" area.

*** Wagon factory**

Trash a [train] card from your hand (put it out of the game, back into the box). Then you gain from the supply a [train] card with a cost that is up to 3 more than the card you trashed, and you add the gained card to your hand (and may use it immediately if you wish). If there are no train cards with a cost of max 3 more than the trashed card, you cannot use this effect at all (which means, you cannot even trash the train card).

*** Waste**

The cost for this card is set as zero, but it cannot be bought. If a Waste card should ever be trashed, it is not put out of the game but instead put back into the supply ("returned" to the supply).

Thank you for buying this game. Any comments can be sent to okazubrand@gmail.com
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