

TRAIN & RAILWAY

火車嘟嘟



2-4



10+

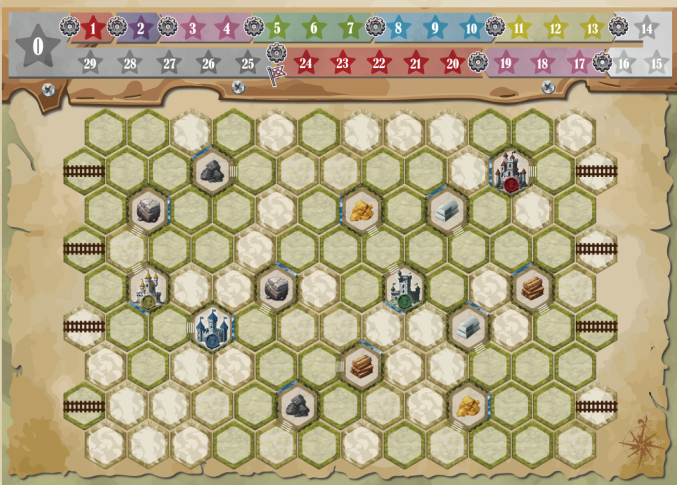


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Who!! Who!! GG Island boasts abundant natural resources, yet suffers from inadequate transportation infrastructure and scarcity of resources among countries. As a railway developer, how would you satisfy the needs of various countries?

Throughout the game, players must draw railways, transport goods, or produce manufactured items and deliver them to different countries to earn points. To enhance commercial efficiency, how can you strengthen your own abilities? Take on various contracts and become the top railway tycoon!

Components



Maps x 20



Contract Cards x 36



Resource Tokens x 86



Player Cards x 4



Train Meeples x 4



Star Meeples x 4



Shovel Tokens x 4



Tech Tokens x 40



Markers x 4



Minus Tokens x5

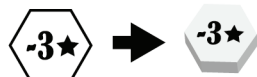
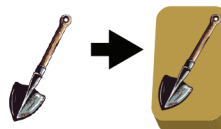
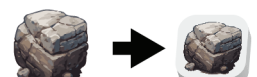
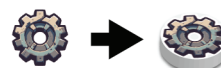
First Game Instructions:

Please peel off the stickers and place them on the corresponding indicators.

Tech Gear: Place on the white circular tokens.
Shovel: Place on the four colored rectangular tokens.

Resource Symbol: Place on the white square tokens.

Minus 3 Points: Place on the hexagonal tokens.



Setup

- 1 Randomly choose one map.
- 2 Each player chooses a color and takes their train meeple, shovel token, and star meeple and places the star meeple on the 0 score position.
- 3 Every player takes one player card and a pen.
- 4 Each player draws one contract card as a secret contract, and reveals (number of players + 1) contract cards in the public area.
- 5 Choose a start player.
- 6 From the last player, each player selects a starting position on the 8 railways on the sides of the map in counterclockwise, and places the train meeple. Each position can only place 1 train meeple.



Game Play

On your turn, perform the main action and the location action in sequence. Additional actions can be taken before or after the main action, then pass clockwise to the next player.

1 Main Action

1-1. Draw the railway



Start from any point on the map and draw **3 consecutive railways**.

★ When drawing railways, please draw them from one edge of the hexagon to another edge, but not adjacent to each other, like figure 1.



Figure 1

★ You can draw the railway on a hexagon which has a train.

★ Multiple railways can exist on the same hexagon, like figure 2.



Figure 2

★ Railways do not need to be connect to your train's current location.

★ You cannot draw the railway over buildings.

1-2. Move forward the train



Move your train along the railway any number of steps, but cannot stop on positions occupied by other trains. However, other players' trains do not block your movement.

Consider the direction of the train when moving. The train moves along the railway, not across the board.

For example, ○ indicates possible movement positions, and ✕ indicates impassable positions. (Figure 3)



▲ The train head indicates the direction in which the train moves. When placing the train, please align the rain head with one side of the hexagon.



▲ Please note that the two tracks within the yellow circle do not intersect at this time.

Figure 3

1-3.Change direction



Change the current direction of your train, but there must be a railway in the desired direction below the train to execute this action. You receive a minus points token after changing direction. This game discourages players from changing direction.

1-4.Location Action



Perform an action **2** (Location Action).

Additional Actions

Players can perform any number of additional actions before or after executing the main action.

A.Move forward x 5



Consume one wood/coal to move forward up to 5 steps.

If possible, you may consume N wood/coal to move forward up to 5 x N steps.

B.Draw the railway x 1



Consume one iron to draw any one railway.

If possible, you may consume N irons to draw N railways.

C.Build a factory



Players have 3 different methods to build the factory, and draw the desired factory directly on the map:

- ★ Consume 2 stones.
- ★ Consume a shovel.
- ★ Take a minus token.

There are 5 different types of factories in the game.



- ★ Factories can only be built **within one tile** of the player's own train.
 - ★ Factories cannot be built where there are railways/buildings (include the resources).
 - ★ Factories cannot be built at openings of any building (include the resources), but you can build it in the opening of the waterways).
 - ★ Factories cannot block the position directly in front of another player.
 - ★ Building a factory should not result in any area of the map becoming permanently unreachable, meaning the map cannot be divided into two completely disconnected areas.
- For example, **○** indicates constructible positions, and **✗** indicates positions where construction is not allowed (**Figure 4**).



The reason of the factory **can't be building**:

- 1 It blocked the position directly in front of another player.
- 2 It was built at openings of wood resource.

Figure 4

★After constructing a factory, there should only be one exit. Draw black lines for the remaining five edges, indicating that players only have one exit available for free use, while other direction exits are treated as forests. For example, Figure 5.



The pink player wants to construct a paper factory.
Draw black lines on the five edges surrounding the desired construction site, leaving one edge as an exit.

★If doing the location action from the black lines, get a minus token)

Figure 5

2 Location Action

Choose one of the following three actions to perform. The action must be adjacent to the corresponding location opening. If unable to perform, skip.

★Players can hold a maximum of four goods at any time.

For example,  indicates actionable location positions, and  indicates positions where actions cannot be performed.(Figure 6)



Players can bypass exit restrictions of location effects by getting a minus tokens.



Figure 6

A.Obtain Resources

Acquire basic resources from the corresponding resource points, must be at the corresponding exit position. For example,  indicates positions where stones can be obtained, and  indicates positions where resources cannot be obtained.(Figure 7)



 : In here, you can acquire the sulfurs.

 : In here, you can acquire the irons.

 : In here, you can't acquire anything.
If you do that, you'll get a minus tokens.

Figure 7

B. Processing



Perform one resource processing next to the corresponding processing factory, as shown on the player card.

For example, the pink player stops next to the paper factory and can process wood or stone into paper.



C. Sale



Sell goods to the corresponding city and earn points for that goods.

★ Each icon on a contract card represents a city's need for that goods.

★ When selling to the city, you can sell multiple goods from different contract cards for that city simultaneously.

★ If a player only satisfies part of a contract, they still earn points, but the contract remains in the public area for other players to complete.

★ If a player fulfills all requirements, flip the card face up and place it in front of themselves as 1 point of influence over that area, which will earn extra points at the end of the game.

★ Players can also fulfill their secret contracts simultaneously, gaining points. If they complete all requirements, flip the card face up and place it in front of themselves as 1 point of influence over that area. If they only satisfy part of a contract, discard the card after gaining points.



- 1 The green player arrives at the green city and sells goods.
- 2 He/she reveals one of their hidden contracts.
- 3 He/she earns a total of 8 points from selling.
- 4 The contract (Figure 9) is fulfilled and placed in front of oneself as the game-ending score.
- 5 The secret contract is not completed and is discarded.
- 6 The contract (Figure 8) is only partially completed. In the future, all players can only sell bricks; selling wood is not allowed.
- 7 Refill the contract to the number of players+1.

Upgrade

When scoring points, whenever the score crosses a gear symbol, the player receives one tech token. Continuing from the previous example, after the green player earns 8 points, he/she increases from 0 to 8 points, crossing 5 intervals and thus receiving 5 tech tokens.



Players can upgrade during their own turns, either before or after their action, with certain limitations (from left to right).

- ★ Players must first place a minimum of 2 tech tokens in the first column of their player card before they can place abilities in the second column (⚙️⚙️).
- ★ Players must first place a minimum of 3 tech tokens in columns 1 and 2 of their player card before they can place abilities in the third column (⚙️⚙️⚙️).
- ★ Players must first place a minimum of 6 tech tokens in columns 1, 2, and 3 of their player card before they can place abilities in the fourth column (⚙️⚙️⚙️⚙️⚙️⚙️).

Each player can receive a maximum of 10 tech tokens throughout the game. (30 points)

To upgrade the abilities in the third column (⚙️⚙️⚙️), a player needs to accumulate a total of 3 tech tokens placed in columns 1 and 2.



Game End

The game ends when a player accumulates **25 points**. The current round will continue until it reaches the last player, and then all players will have an additional 2 turns. The game ends after these turns (all players have the same number of turns), and final scoring takes place. The player with the highest score wins! If there's a tie, they share victory!

Final Scoring

During this phase, players **do not** receive any additional tech tokens for score increments.

1. Contract Cards in Hand: For all unfinished contract cards in hand, if the player has corresponding goods that can be sold in one go, follow the regular selling rules. If only one good from a contract is sold, the player earns points and discards the card. If all goods from a contract are sold, the player earns points and keeps the card for later influence scoring.
 - ⚠️ The player's train does not need to be in the corresponding city.
2. Remaining Goods: Calculate the total points for remaining goods, with every 3 points counting as 1 point.
3. City Influence: For each of the four different colored cities, calculate the influence. If you have the most order cards for that city, each card is worth 2 points (including ties for the most). For others, each card is worth 1 point.
4. Minus Point Tokens: Reduce 3 points for each token.
5. Tech Tokens: Earn points according to the abilities in the fourth column of the player card.

Upgrade

If the symbol is , it means this ability can be upgraded at most once. If the symbol is , it means this ability can be upgraded multiple times.



∞

When acquiring the corresponding resource, you can acquire up to the storage limit at once.



Immediately get a shovel. Maximum of 1 shovel can be held.



Immediately draw 1 contract card.



$+1$

When processing the corresponding good, produce an additional one. The additional one good isn't to pay for resources. For example, 1  + 1  = 2 .



$+1$

Increase storage limit by 1.



Waterways are considered as another exit. Players with this ability can use it directly.



When a player performs a location action during action **2**, he/ she can perform 2 actions simultaneously, but it must be different of location action. This ability does not affect location action from the main action.



$+1$ 

Earn an additional 1 point for each good sold to that city.



Gain an extra complete turn.



Earn 1 point for every 2 completed contract cards.



Earn 3 points for every 2 contract cards of the same color city as a group. Earn 1 point for any remaining cards that cannot form a group. For example, if there are 5 yellow city contract cards, the total score would be $3 + 3 + 1 = 7$ points.

