



SET-UP:

Place the tray in the middle of the table.
Remove one *Turntable* card, if there are 2 or 3 players.
Shuffle well. Deal ten cards to each player.

EXPRESS Passenger Train bonuses. EACH of the following **DOUBLES** train value, cumulatively:

DIESEL: Has a face-up **DIESEL** card as its Loco.

CONSIST: Has multiple passenger car types, played in the following order (MCDSO):

MAIL, COACH, DOME, SLEEPER, OBSERVATION.

COMPLETE: Has ALL FIVE passenger car types.

DAYLIGHT EXPRESS: Has 6 or more COACH cars.

TURN ACTIONS ORDER:

1. Draw 2 cards from the deck OR draw the topmost card from the discard pile.
2. Play cars to form trains. Trains must include a *Loco* (facedown card); *Way Cars* are played individually.
3. Discard a card OR play a *Disaster* or *Turntable* card.
Hand limit: 5 cards maximum after you discard.

GOING OUT. DISCARD YOUR LAST CARD AND HAVE:

At least one train 5+ cars long (plus Loco).

At least one train 4+ cars long (plus Loco).

No non-scoring trains (all must have Loco and 3+ cars).

No cards remaining in your hand after mandatory discard.

Scoring: Loco plus 1-2 car trains = 0 pts. Trains with 3+ cars = car value for first 3 cards + car value for **each** card after the third car.
Way Cars in play = 5 points each. When the hand ends, cards in your hand count MINUS their printed value.

Locos: May only be picked up, examined, or exchanged during your turn, after you draw.

Caboose: Played as the final car in a train; no cars may follow it. Cannot be played as the 1st or 2nd car of a train. Cancels *Passenger Train* bonuses. As the 3rd car, a Caboose completes a train for scoring, otherwise, it adds 1 point to a (3+ car) train.

Wild Car: May be played as any specific freight or passenger car (counts for the *Passenger Train* bonuses). It cannot be the only car on a train. If played at the end of a legal train with 2+ cars, a Wild Car allows transition to any car type.

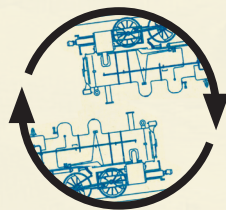
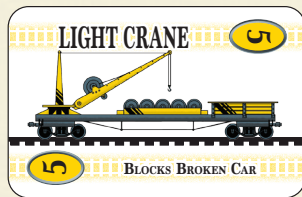
DISASTERS AND WAY CARS



BROKEN CAR

Discard the last car from any train without a Caboose.

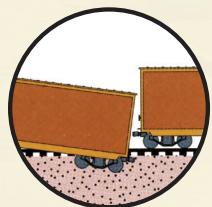
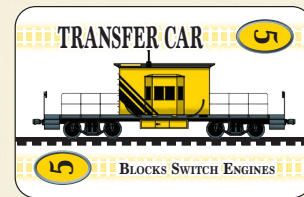
LIGHT CRANE
Protects



SWITCH ENGINES

Without looking, switch any number of your Locos with another player's.

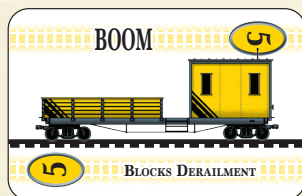
TRANSFER CAR
Protects



DERAILMENT

Cause any player to lose their next turn.

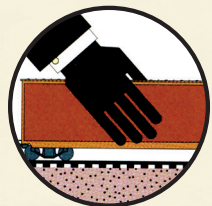
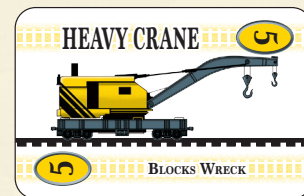
BOOM Protects



WRECK

Discard any entire train, including its Loco.

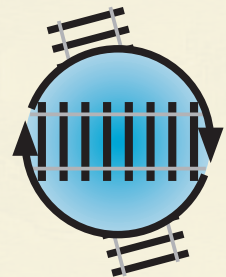
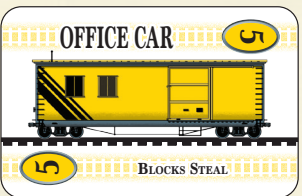
HEAVY CRANE
Protects



STEAL

Take the last car from any train with no Caboose, play it or put in your hand.

OFFICE CAR Protects



TURNTABLE

Immediately take another turn, then the order of play reverses direction.

There is no Way Car protection against TURNTABLE.

DISASTERS & TURNTABLE

- Cannot be played on a player's first turn.
- They are played *instead* of a discard.
- They are put into the special discard slot, along with any cards removed as part of their effect.
- They have no effect if played when you are *going out*.

WAY CARS

- They are played separately and individually. Each protects against a specific Disaster.
- May be played in response to its corresponding Disaster being played against you, to negate the effect. The Way Car is then added permanently to your cards in play.