

EXPRESS TOURNAMENT PLAY

For standard tournament play, all printed rules for *Express* are in effect except as modified or clarified here.

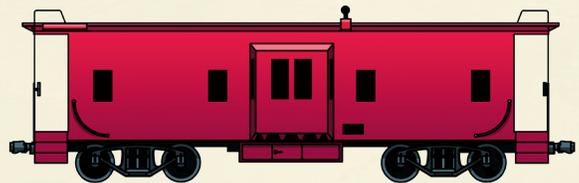


CLARIFICATIONS TO PRINTED RULES:

- If you have zero cards in your hand at the end of the turn, but do not go out, it is suggested that you show your open hands to the other players to indicate you have no cards.
- Your discard or play of a Disaster or Turntable card marks the end of your turn. No further action may be taken that turn unless you have played illegally (e.g., you have not played the correct number of Locos or have more than five cards in your hand).
- A Way Car only prevents the effects of a Disaster. A Way Car cannot be played to stop a Disaster card from canceling a Way Car that has already been played on the table.
- You may play a Disaster on yourself if you do not have the corresponding Way Car in play. However, you may **not** play a Way Car to block a Disaster you have played on yourself in order to make your Way Car permanent.
- A Wild Car can be played in the first or second position on a train, but only as a specific car type. If a Wild is played in the first position, a second car must be added to that train. A Wild Car can be played as a transition car only on the end of a legal train that already consists of at least two cars.
- Note that all cards played face up on the table are public knowledge and should be placed so they are easily visible to all players.
- If you exhaust the draw deck before anyone goes out, reshuffle the discard pile when a card needs to be drawn. The contents of the Disaster slot, of course, are not reshuffled. Note also that you **do not** reshuffle the most recent discards equal to one (1) plus the number of Turntables that have not yet been played during this hand.
 - Example: if two Turntables remain unplayed, you would leave three discards in the discard pile when you reshuffle.



- It is conceivable, though unlikely, that you could be dealt a hand such that you are unable to play and discard down to the five-card maximum. In this case, display your hand and draw a new hand, setting your original cards aside. After each player has played in the first round, those cards are shuffled back into the draw deck.
- The same scenario could occur in a later round, in which case you display your current hand and draw an equal number of cards to replace it from the draw deck. You set your displayed cards aside to shuffle into the draw deck at the end of the current round, or after a Turntable is played.



RULE CHANGE FOR COMPETITIVE PLAY:

YOU MAY NOT GO OUT ON THE SAME TURN YOU PLAY A WILD CAR AS A TRANSITION CARD.

- If the Wild Car is played as any freight or passenger car, you may go out on that turn.
- A Wild may be played as the last car of a train and not covered, and you are not required to declare whether it is a transition or a matching car. On the following turn you may use the Wild either way, and you may go out on that turn. If the hand ends with a Wild on the end, it is scored as a matching car.
- Note that playing a Turntable gives you an *additional* full turn.

Many players have wished for an extra deck of *Express* cards, so that one can be shuffled thoroughly while a hand is being played with the other deck.

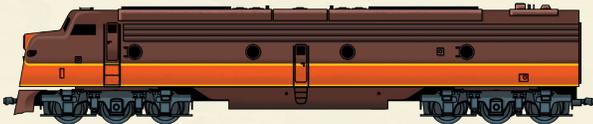
This extra deck is identical to the deck in the box, except that the border is red.



www.warehouse23.com/expressdeck

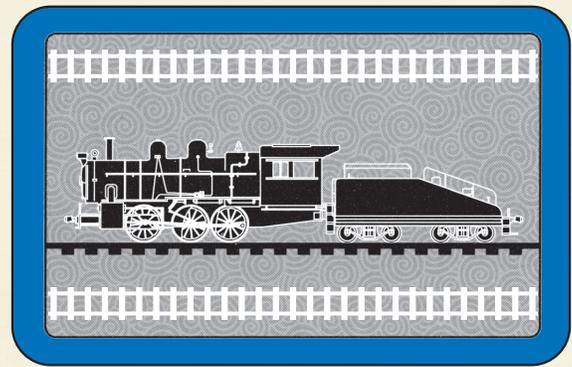
TOURNAMENT TIPS FOR FASTER, BETTER PLAY

- Be ready to take your turn as soon as the previous player discards. Use the time between your turns to plan as much as you can, so you only need to consider the new information you get during your turn.
- Banter and socializing are very much a part of the game, even at a highly competitive tournament level. However, those interactions should not unduly slow down the game. Be prepared to tone down the banter if any player requests that you do so.
- Use two decks of cards. The next player to deal (or any other player) can shuffle the second deck while the first deck is being dealt and played. Do this very carefully, nowhere close to cards from the deck being played, to minimize the risk of mixing cards between the decks. Since these cards need to be shuffled very thoroughly, doing so while the current hand is being played will speed things up considerably.
- When the first Turntable is played, we recommend placing it vertically in the discard tray, so it stands up as a reminder that the direction of play is now counterclockwise. If a second Turntable is played, place both horizontally, to show that play is going clockwise. Then place the third Turntable vertically again to indicate counterclockwise play for the remainder of the hand.
- When a Way Car is played normally during your turn, place it horizontally, in the same orientation as your Locos and train cars. If you play a Way Car from your hand to block a Disaster being played on you, place it on the table vertically. This indicates that Way Car (and its twin, if you have it) cannot be taken away and you are immune to the effects of the corresponding Disaster for the rest of the hand.



TOURNAMENT TIME MANAGEMENT

- Tournament *Express* is usually played to 120 points and scheduled for a two-hour time slot. Most hands should take 10-20 minutes in order to finish the game within the time allowed. Three hours will be allotted for the final.
- A new hand **may not start** after 20 minutes before the end of the slot, unless all players agree to play past the end of the scheduled time (and miss any game starting then). The conductor may adjust that cutoff time if the table is playing much faster or slower than typical. If the final hand is not completed by 10 minutes before the end of the slot, the conductor may arbitrarily end the hand at any point, and score the hand as is (with no bonus for going out).



EXPRESS TOURNAMENT ETHICS / STANDARDS OF PLAY / CODE OF CONDUCT

- The TGA (Train Gamers Association) Code of Conduct is in effect. **PLAY NICE & HAVE FUN.**
- Harassment, bullying, and intimidation are not OK. Discriminatory or bigoted language or behavior of any flavor is not welcome and will not be tolerated at a TGA event. Should this occur, please stop the game or conversation, walk away, and report the issue to a conductor immediately.
- *Express* is an interactive game that includes playing cards on each other that have negative consequences. This can be frustrating, but try not to take it personally. It is part of the game. Expressing that frustration toward the universe is generally a better approach than directing anger at another player for "attacking" you.
- You should play any tournament game in a way that you believe gives you the best chance to win or to end in the highest position you can. To the extent possible, your play should not give any other player an unfair advantage or disadvantage. It is a violation of tournament ethics to use your game play to help a specific player other than yourself win or to make sure any one player does not win. However, it is legitimate to make a play decision that takes into consideration who at the table is your competition in a bigger tournament of which this game is a part.
- It is legitimate play to respond to a game-play attack in kind, or to single out a player who you believe is singling you out, within the scope of the game mechanics. It is not OK to turn this into a vendetta that carries over after the end of the game.
- Players should not be rushed; however, all are strongly encouraged to use the time between their turns to plan future moves. Please be prepared to move quickly, and try not to repeat the same analysis over and over.
- Intentional slow play or fast play may not be used as a strategy to intimidate, frustrate, or annoy your opponents.
- If you notice that your games are always among the last to finish, you may want to reflect on how other players are able to play faster than you do. Feel free to ask for tips on how to improve your speed.