

Isle of Trains



Dan Keltner & Seth Jaffee

Players: 2-4
Ages: 8+
Time: 30 – 60 min

Overview

Players are train operators working to build the best train and deliver cargo to various destinations. Cards are used in multiple ways: they can be built as train cars or buildings supporting your train line, used as currency to pay the cost of building new train cars and buildings, or used as cargo to load on available train cars. When loading cargo on an opponent's train, players receive an immediate benefit or action. Whoever gains the most points from building their train line and completing delivery contracts will be the winner!

Setup

1. Randomly give each player a Level 1 engine and 5 cards. Player with the Green-shaded engine card goes first.
2. The 6 Contract Delivery Cards are placed in the middle of the table, front side up, forming the Isle of Trains.
3. Place the remaining cards into a draw pile in the middle of the table (including any unused Level 1 Engines).

Game Play

Starting with the first player and moving clockwise, each player takes 2 **A**ctions on their turn from the following:

1. **T**ake the top card from the draw pile.
2. **B**uild 1 card from your hand into your playing area by paying its cost in cards to the discard pile.
3. **L**oad 1 card from your hand onto any player's train car that has available capacity for the type of cargo shown on the right side of that card.
4. **D**eliver cargo from your train to fulfill Delivery Contracts and receive cards.

Players can use their 2 actions to perform the same action twice, or two different actions.

Players cannot choose an action that can't be performed. (ex. You can't choose a Deliver action if you have no cargo loaded to be delivered.)

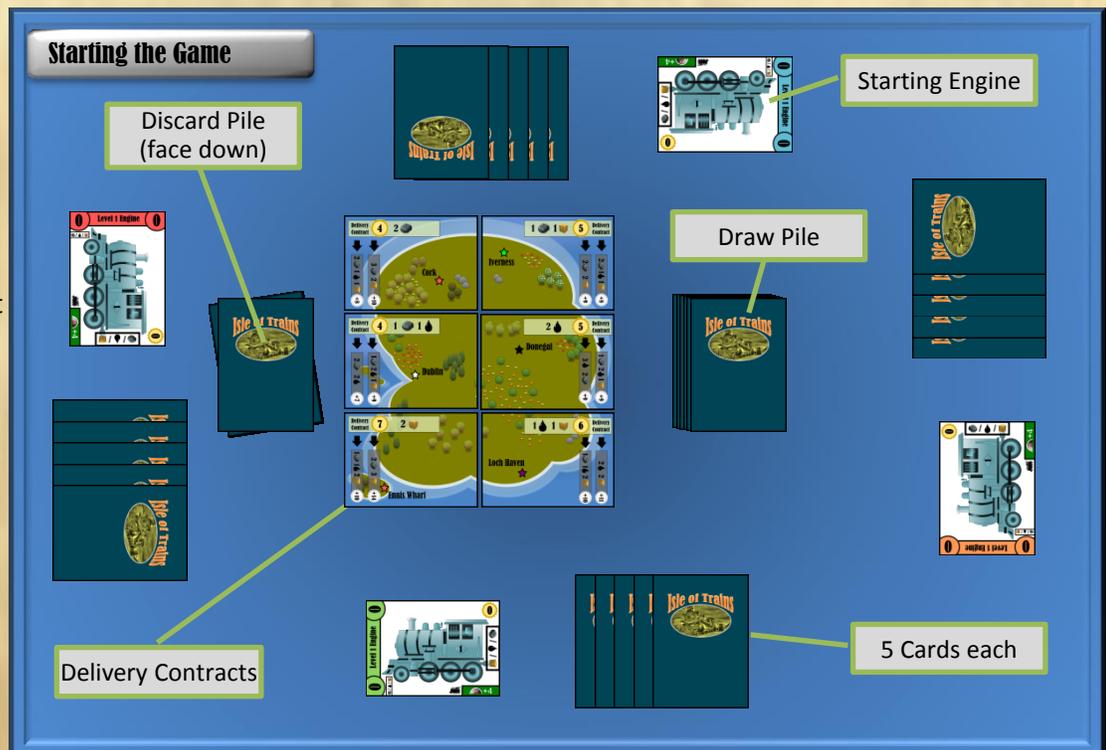
After completing their actions, players discard cards until they reach their hand size limit (default is 5 cards).

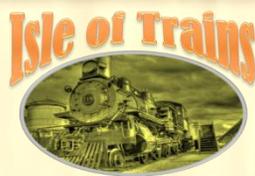
Play then rotates to the next player sitting clockwise.

Building

NOTE: Always check first if the Engine Power would be enough to pull all train cars after the new car has been built.

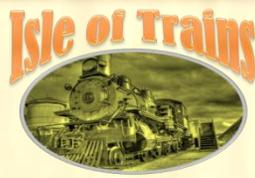
- A train car can't be built if the engine power (ex.  is less than the combined weight of the train cars. (ex. )
- One (non-engine) train car can be discarded from the train **before** building a new car.
- Train cars can be **upgraded** (replaced) by a train car of the same type (ie. Upgrade a Tanker card to a Supertanker, or a Level 1 Engine to a Level 2 Engine).
- **When upgrading** an existing card, **pay the difference** between the values of the two cards, and discard the one being replaced.
- A Build action can also be used to remove any number of train cars from a player's train (excluding the Engine.) Any cargo loaded on those cars should be discarded as well.
- Trains can have more than one Caboose.
- Each train can only have one Engine.
- Players can only have one Building in their playing area.
- **Buildings cannot be upgraded.** They can be replaced by discarding the old building, then paying the full cost of the new building.





Card Reference Sheet

<p>Level 1 Engine (4)</p>	<p>Ability:</p> <p>+4 Power</p>	<p>Level 2 Engine (4)</p>	<p>Ability:</p> <p>+6 Power</p>	<p>Level 3 Engine (3)</p>	<p>Ability:</p> <p>+8 Power</p>
<p>Hopper Car (4)</p>	<p>Draw 3 cards into hand, then discard 1 from hand</p>	<p>Hopper-2 Car (3)</p>	<p>Draw 2 cards, then + Build action</p>	<p>MegaHopper (2)</p>	<p>Draw 2, perform a bonus action of any type</p>
<p>Tanker Car (4)</p>	<p>Draw 3 cards</p>	<p>Tanker 201 (3)</p>	<p>Draw 3 cards, then + Deliver action</p>	<p>Supertanker (2)</p>	<p>Draw 3, then + 1 Load action or +1 Deliver action</p>
<p>Boxcar (4)</p>	<p>Draw 4 cards</p>	<p>Bigger Boxcar (3)</p>	<p>Draw 4 cards, then + Load action</p>	<p>R3-D Boxcar (2)</p>	<p>Draw 5 cards into hand, then discard 1 from hand, +1 Load action</p>
<p>Caboose 1 (1)</p>	<p>+1 Card after any Delivery for cards or for a contract</p>	<p>Caboose 2 (1)</p>	<p>+1 Card when loading coal (including own train)</p>	<p>Caboose 3 (1)</p>	<p>Owner can store 1 good of any type here with a Load action.</p>
<p>Caboose 4 (1)</p>	<p>May have 2 buildings built while Cab 4 is on your train</p>	<p>Caboose 5 (1)</p>	<p>All train cars cost 1 less (engines, freight cars, & cabooses)</p>	<p>Caboose 6 (1)</p>	<p>Engine power is increased by +2.</p>
<p>Coal Factory (1)</p>	<p>2 pts per Coal delivered on completed contracts</p>	<p>Oil Refinery (1)</p>	<p>2 pts per Oil delivered on completed contracts</p>	<p>Customs House (1)</p>	<p>2 pts per Box delivered on completed contracts</p>
<p>Grand Central (1)</p>	<p>8 points</p>	<p>Bank (1)</p>	<p>+2 pts for each cargo loaded on your train at game end</p>	<p>Rail Yard (1)</p>	<p>2 pts for each card in your train, excluding engines</p>



Reference Sheet

Actions

Build: Build a card from your hand by paying its cost in cards to the discard pile.

Take: Take a card into your hand from the supply.

Load: Load cargo onto a train car in play by playing 1 card from your hand and taking the action.

Deliver: Deliver cargo from your train in exchange for a Delivery Contract or cards.

B

- Check if the Engine Power will be enough to pull all train cars after the new car has been built.
- Can discard 1 (non-Engine) car before building.
- Can upgrade "like" train cars by paying the difference in cost.
- Can have only 1 Engine and Building, but having multiple cabooses is allowed.
- Buildings cannot be upgraded, but can be discarded and then replaced.

L

- Cargo Type being loaded must match the cargo type needed by the freight car.
- Check that capacity is available.
- When benefit gives bonus actions, draw the cards, then must take the bonus action immediately or lose it
- Bonus Load actions must be performed on your own train.
- When loading on your own train, you don't receive the benefit.
- Can discard 1 card to load any other card as any type of good.

Delivery Contracts

Cork



Iverness



Dublin



Donegal



Ennis Wharf



Loch Haven

