

Country Trains V0.7.5a

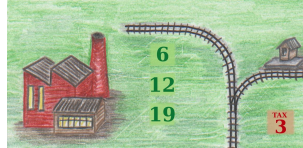
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0.0 Game Summary.

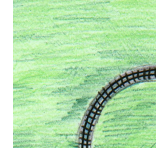
Country Trains can be played by 2-4 players. On your go, you place a new tile, move your locomotive and possibly make a connection. You make a delivery if your locomotive connects a **station** with **country tiles** around it to a station that demands the commodity shown on those **country tiles**. If you have achieved this, you collect the income that connection earns. You may then have to pay tax to the manager owning any of the stations involved in the connection. At the end of the game, the winner is the player with the most money.

1.0 Game components.

- 1 locomotive of each colour
- 3 managers of each colour
- 9 rectangular station tiles.
- 21 square track tiles.
- 29 square country tiles.
- 20 loads



A station tile (steel)



A track tile

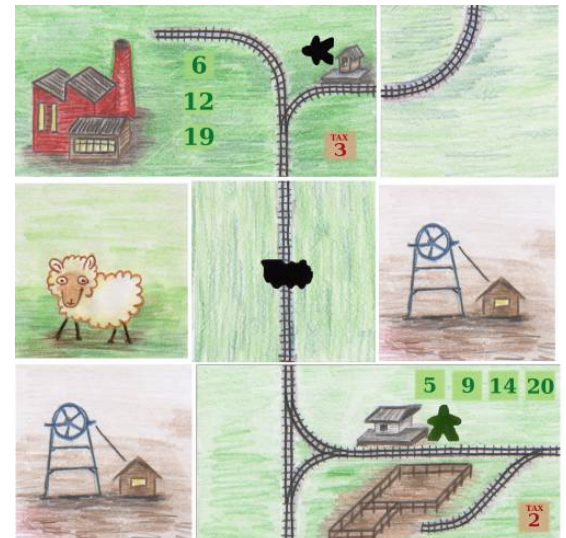


A country tile.
(provides wood)

1.1 Setup.

Separate all the **country**, **track** (square) and **station** tiles (rectangular). Shuffle each of these tile types in to 3 face down stacks. Each player gets 5 load cubes. The player who believes they weigh the most goes first. The player to the left will go second and so on. On the 1st turn only, each player draws a station tile and a track tile. Players place their station and track tiles to form a network on the play area.

1.2 Track tiles and station tiles must be placed so the ends of the track match (see example). There must always be **at least 1 track tile** between station tiles. Each player also places their locomotive and one of their **managers** on the station tile they placed. The manager shows which player controls the station for tax purposes (see 3.3). As the game progresses, players place more stations and managers. This will allow extra tile placements on a turn (see 2.1).



Tile placement example.

2.1 Game play.

On their turn a player draws a track or country tile and adds it to the play area. The rules regarding railway line must always be met (see 1.2). The end of a railway line on one tile must always meet the end of a railway line on the next tile. You may **not** play a tile such that the growing railway network can not be expanded further. The network must always have at least one place a track tile can be played. Country tiles are **always** placed adjacent to stations. If at any time you can not place a tile, discard the tile (out of the game), draw a replacement and try again.

2.2 The player **may** then move their locomotive (along the tiles with track on them) any number of tiles. The locomotive may only move past other locomotives **if those locomotives are on a station tile**. It may **not** move past a locomotive on a track tile. The locomotive may not finish its move on a tile (station or track) that already has a locomotive on it. If the locomotive was on a **station** in the previous turn, it **may** be moved to any track or station tile (without an other locomotive on it). If it was on a **track** tile **it must be moved to a station** (for coal and water).

3.0 Making a delivery.

The **country tiles** adjacent to a station show type and number of loads it supplies. *If a station has 3 tree tiles adjacent to it, it may supply up to 3 trees.* The picture on the **station tile** shows the type of load it demands. The player checks to see if their locomotive is on a **track tile** that joins one station demanding a commodity with one that provides it. The connection may pass **through** other stations between the

supply station and the demand station. If there are no other locomotives placed on **other track tiles** that make up the connection between the two stations the player is paid for the delivery.

3.1 The station tiles have **green numbers** showing the amount paid for each load delivered. 1 load earns the lowest number, 2 loads the next highest and so on. The number of loads that may be delivered to a station is equal to the amount of **uncovered green numbers** on that station. The player puts a load cube for each load delivered on the demand station providing they have that many in their pool. The number of loads a player may deliver is limited to the load cubes they hold in their pool. These cubes cover the green numbers highest free number first. If the **supply station** has any load cubes on it, **one** is removed and placed in the player's pool. The lowest covered number is taken first.

3.2 A player may carry people **instead** of commodities. To carry people, your locomotive must link **two** stations that both have houses on the **country tiles** adjacent to them. Each house tile will pay \$2. You do not cover any green numbers with load cubes if you carry people, but you do remove one load cube from **both** stations involved in the delivery. The player places these load cubes in their pool.

3.3 The player then pays tax to players whose managers are on the pickup and delivery stations (except themselves of course). The red number on a tile shows the tax payable. It is possible the route from the supply station to the demand station may pass through other stations. This is acceptable but tax need not be paid to the managers of these stations. Locomotives in a station do not block a delivery route. If the locomotive is placed on a station that has another player's manager on it, the player must pay tax to that player (for coal and water).

*Delivery example. In the tile placement example on the first page, the **black** player delivers 2 steel supplied by the sheep station. Income for the delivery is \$12 and he must pay the **green** player \$2 for the use of the sheep siding (see green manager). 2 load cubes are placed on the steel siding covering the 19 and the 12. If there were load cubes on the sheep siding, one would be removed to the player's pool. The steel siding is now only able to accept one load until some of the load cubes are removed.*



house
country tile

4.0 Special rule. Placing another station.

When all the stations a player has managers on have 4 **country** or 6 tiles of any type surrounding them, they **may** choose to pick the top station tile from the stack and add this to the table. The tile must be played so that it connects to the existing railway network **via a track tile**. It may not connect directly to another station. Also, the station that the track tile(s) connect to, must belong to another player **if possible** (see managers 1.2). A manager piece is placed on the station by the player who placed it. Players do not place a country/track tile on this turn. They do move their locomotive and collect income/pay tax as normal. Each manager allows the placement of one additional tile in a player's turn. A player may manage up to 3 stations.

4.0 Game end.

When a player draws the last **country or track tile**, each of the other players has one more turn, then the game ends. The game may also end **immediately** if there are no legal tile placements available. The player with the most money wins.