

Game contents:

Game deck: 85 passenger cards, 72 cabin cards, 15 dessert cards

Starting deck for the board: 12 passenger cards

Starting deck for players: 12 passenger cards, 16 cabin cards, 8 dessert cards

13 city marker cards

Shilling marker tokens: Gold (10 shillings), silver (5 shillings), bronze (1 shilling)

Train markers

Game boards

Story: To travel in the magical world, it is essential to have the right people managing the railway companies' trains, routes, and logistics. Now, the most suitable leaders are being sought throughout the magical world, who, with their strategic and business thinking, will make the company successful. The opportunity has also come for you, but you have 30 days to prove your suitability and face some difficult circumstances to ensure that you get that coveted seat on the board of directors after this time. We hope you succeed!

Number of players: 1-4

Modes: Single-player, cooperative, competitive multiplayer

Playing time: 90 minutes

Objective: Reach day 30 and/or have the largest capital at the end of day 30. Be careful, as you may fail if you are not skilled enough!

About the cards:



In the picture, you can see the three decks in order from left to right: Game deck, starting deck for players, starting deck for the board.



The location name on the card is where the card should be placed.

The color on the passenger card indicates where you can drop off the passenger. (A city can have multiple colors, so multiple passengers with different colors can be dropped off there.)

The location name has no significance after you have placed it in a city. (With a dessert card, you can override where it should go, but we will discuss this later.)

Only for passengers is the color and where to drop them off important. The dessert and cabin cards only have the city name where they need to be placed.

Preparation:



On the left side, you can see the city marker cards, and on the right side, the starting deck for the board.

We place the corresponding 12 starting board cards on the city marker cards. There is no card placed in the city of Kingsport.



Each player receives 3 different-colored passenger cards, 2 level 1, 1 level 2, and 1 level 3 cabin card, as well as 2 dessert cards. Even if you play alone, this is how you start! Additionally, everyone starts with 20 Shillings.

After thoroughly shuffling the game deck, you draw cards one by one until 4 cabin or dessert cards are placed on the city marker cards, plus one more for each player. (So if three people are playing, a total of 4+3 cabin/dessert cards need to be placed on the city marker cards.)



Meanwhile, passenger cards may also be removed from the game deck, they are placed in the discard pile.

You can place the cards that you, as players, have received, for example, in the following way:



Everyone has 2 cabins for 2 people and 1 cabin for 4 people. (In addition, you have a 2x3 storage space where you can only place cabin upgrades and dessert cards, not passengers! You can store a maximum of 3 cabins and 3 desserts!) The cabins are level 0 by default, but you can upgrade 2 of them with your starting cards. (You can only upgrade two cabins because the levels of the cabins build on each other, so you can only upgrade a level 1 cabin to level 2, then to level 3... and you only received 2 level 1 cabins.)

So, before the game starts, everyone should place their starting cards and prepare their train for the journey. However, you can freely modify this setup right before your first turn, before drawing the 4 cards. (You can only modify it freely before your personal first turn if you think it's necessary.)

Just in case, we show a train with cabins of 3 different levels, fully loaded with passengers, and the full 3+3 storage space. We also show placing desserts in the cabin. Only one dessert can be placed in a cabin, and it can be placed in any cabin, one per cabin. (It generates additional income.)



Start:

Round 1: Each player places their train in Kingsport.

1. The first player moves their marker to space 1 on the day track (or space 0 for four players), and finalizes their train's starting position.
2. The first player draws 4 cards from the game deck and places them on the city cards. The first player decides whether they want to move 1 or 2 spaces (max 2 spaces!). The cost is 1 shilling for 1 space, or 5 shillings for 2 spaces (1+4). (You can only take one action per round in a city, either in the current city or the next one. Moving is mandatory!)
3. The player decides whether to drop off passengers. Passengers can only be dropped off in a city that matches the color of the diamond on the card. Dropping off passengers reduces the cabin's level by 2, regardless of how many passengers are dropped off. (These cards are discarded from the player's hand and returned to the deck, along with the passenger. The player receives payment for dropping off the passenger. In single player mode, the cabin level decreases by 3 for each passenger dropped off. If the player drops off all passengers from a cabin at once, the level decreases by the same amount as if only one passenger was dropped off!)
4. If you have completed your plans by dropping off the passengers, you can pick up any passengers you want from the city for free, or buy any cabin card or dessert card for 1 shilling each and place it on your train. (You can only buy as much as you can fit or store!)
5. Afterward, you can transfer up to 2 passengers from one cabin to another or switch up to 2 passengers between cabins. (You can also place a dessert card in a cabin at this time.)

6. You must pay the track usage fee, which is the same as the number of days that have passed in the round. So, it is 1 shilling on day 1, 2 shillings on day 2, 10 shillings on day 10, etc.
7. Finally, it's the next player's turn.

Important: The later player pays more, but has a strategic advantage in return, both in terms of the fact that the other players have already gone somewhere and in terms of the larger selection. There is no need to worry! The game is balanced in this way.

Remember: Only one player can take an action on a given day and they only have to pay the fee for their own day. So the first player pays one shilling, the second pays two, the third pays three shillings, and then we return to the first player who pays four shillings for their own day! (In the case of four players, the first two days are free and the count of days starts from the two zero fields, so the game covers 32 days. This means that everyone gets 8 turns.)

Summary of rounds:

- Move the day marker forward
- Draw and place 4 cards on the city tiles
- Move to a city, either 1 or 2 distances away
- Drop off passengers, if desired
- Pick up selected passengers, upgrade cabins, and buy desserts
- Move passengers between cabins, if desired, and place desserts in cabins
- Pay the daily fee.

Income generation

(The use of dessert is not tied to the development level)

For a 2-person cabin:

Basic income from dropping off passengers (without cabin development): 3 Shillings/passenger

If the cabin is 1-star: 4 Shillings/passenger

If the cabin is 2-star: 5 Shillings/passenger

If the cabin is 3-star: 6 Shillings/passenger

If the cabin is 4-star: 7 Shillings/passenger

If the cabin is 5-star: 10 Shillings/passenger

If there was dessert in the cabin: +3 Shillings/passenger

Max income per passenger is 13 Shillings. Max income for 2 passengers - the maximum number of passengers in a cabin - is 26 Shillings.

For a 4-person cabin:

Basic income from dropping off passengers (without cabin development): 2 Shillings/passenger

If the cabin is 1-star: 3 Shillings/passenger

If the cabin is 2-star: 4 Shillings/passenger

If the cabin is 3-star: 5 Shillings/passenger

If the cabin is 4-star: 6 Shillings/passenger

If the cabin is 5-star: 9 Shillings/passenger

If there was dessert in the cabin: +2 Shillings/passenger

Max income per passenger is 11 Shillings. Max income for 4 passengers - the maximum number of passengers in a cabin - is 44 Shillings.

Reminder: If even just one passenger disembarks, the level decreases by 2, and those cards are placed in the discard pile! (In single-player mode, the cabin drops back 3 levels.)

Usability of desserts

You can use desserts for different purposes and they modify the basic mechanics of the game (You can only use a dessert once per turn for one purpose, so you can't, for example, buy 2 or 3 cabin cards even if you have enough desserts!):

- For 1 Dessert (Only in your own turn), you can move 3 out of the 4 drawn cards to a neighboring city of any of the cities on the cards. Maximum 1 distance! (Yes, you can place multiple cards in the same city if it's a neighbor of the cities marked on the cards.) When used, it goes into the discard pile.
- For 1 Dessert (only in your own turn) you can travel for free (you can travel 1 or 2 distances for free). Upon use, it goes into the discard pile.
- By using 1 dessert, you can obtain 1 cabin upgrade at any location that you would not be able to obtain in that particular city, and you don't even have to pay for it! (You can only choose the cabin card from the discard pile.) You can do this when picking up passengers, where you can also purchase cabin and dessert cards. When used, it goes into the discard pile.
- You can place a dessert in a cabin, and it can only be removed from the cabin if you also disembark passengers. It gives extra money per passenger! If placed in a 2-person cabin, it adds +3 shillings per passenger, and in a 4-person cabin, it adds +2 shillings per passenger. You can decide whether it applies to only one passenger or to all passengers in the cabin, as long as they are all going to the same destination. Alternatively, you can save it for later use,

but once it's placed in the cabin, you cannot use it for a different purpose. When used, it goes into the discard pile.

Things to note:

You can drop off a passenger in a city they didn't want to go to, but they won't pay, although the level of the cabin won't decrease. (You can also drop them off in your own city without earning any income, in which case the cabin level won't decrease either, but you won't earn any income!)

There can be passengers in a cabin with different travel destinations.

The dessert disappears from the cabin when you want it to, so it applies to the drop-off you choose, but you can't take it back. After use, it goes into the discard pile.

Passenger exchanges can be broken down into individual transfers or one-for-one swaps. You can also use the option only partially. At most, 4 passengers can move this way in some form.

Cabin upgrades cannot be moved!

You must always put the passenger in a cabin, you cannot put them in your warehouse.

You cannot take a passenger from the discard pile with a dessert, only a cabin card!

The cabin and dessert can only be stored. They travel as if the cabin is on a trailer.

The dessert only gives extra money to the passengers who are dropping off at that specific moment - the ones you choose - and it goes into the discard pile.

You can only use a dessert for a single drop-off in a round, so you cannot, for example, take 2 or 3 cabin cards, even if you have dessert!

The levels of the cabins build on each other, you cannot jump from level 1 to level 5!

If someone drops out on the 26th day - i.e. they cannot pay the daily fee - and you are next, you still have to complete your own day - i.e. the 27th day - not the day where the player before you dropped out. However, from then on, the days of the dropped-out player are filled by the remaining players, so the count of the days moves forward one by one, without skipping days.

In an extreme case where the game deck runs out, the 4 cards to be drawn will come from the bottom of the discard pile.

Upon arriving in a city, you can throw things out of your warehouse and exchange them for the ones in the city, for example, in the case of cabins. Of course, the discarded cards go into the discard pile.

Game modes:

Single player, multiplayer competitive, multiplayer cooperative

Rule modification for single player mode:

After a cabin drops off its passengers, it will decrease in level by 3.

Rule modification for cooperative multiplayer mode:

You can pool your daily fees together, and the goal is for every player to reach their own final round. You can indirectly help each other, for example by using dessert cards to move passengers or other cards for each other when you draw the 4 cards from the game deck...