

# Niimura Station



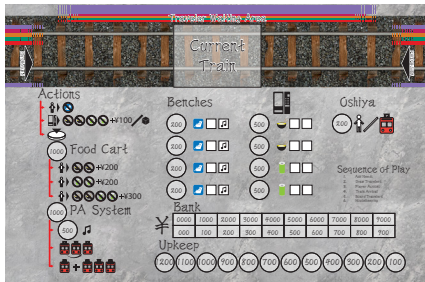
By: Nathan Hansen

## Introduction

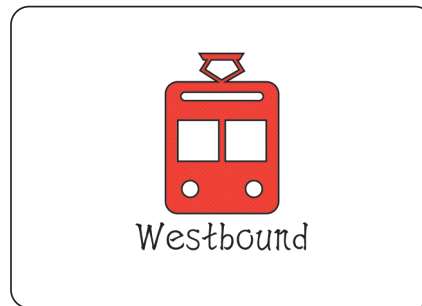
Niimura Station is a solitaire (1 player) game about running a small train station in Japan for one day. It is loosely based on the station of the same name.

## Components

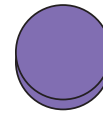
1 game board



12 Westbound Train cards



12 discs



2 money markers



16 Yellow Hunger cubes



16 Green Thirst cubes



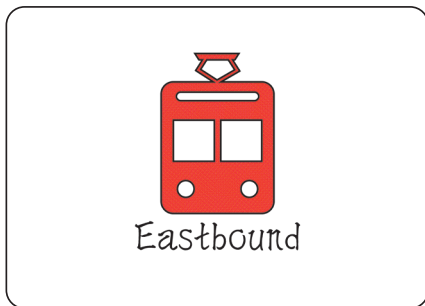
16 Blue Comfort cubes



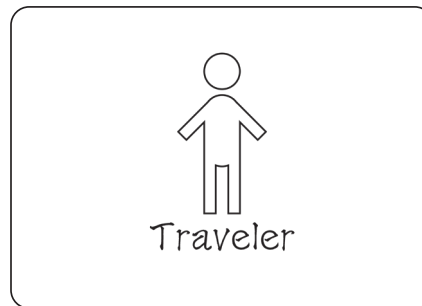
8 Black Disgruntled cubes



14 Eastbound Train cards



52 Traveler cards



## Adjusting the Difficulty

For an easier game use rules written in [Blue](#).

For a more difficult game use rules written in [Red](#).

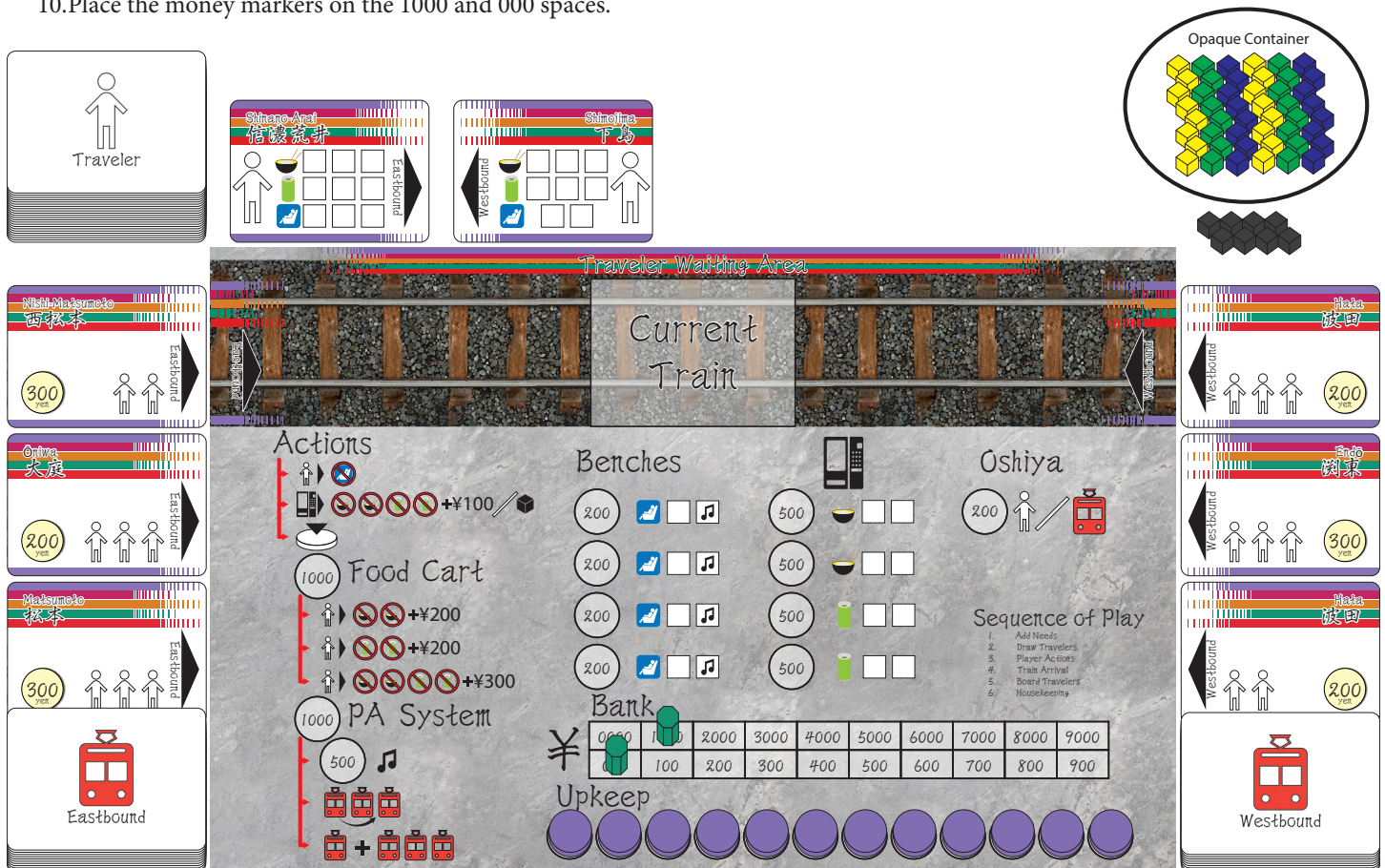
## Victory and Defeat

You lose the game immediately if you ever have to spend money and don't have it, or if you ever have to add a 9th Black Disgruntled cube to the cup.

You win the game by either loading all the Traveler cards onto Train cards, or if you haven't run out of money by the time the last Train card leaves the station for the day.

## Setup

1. Place the game board on a flat surface so that the edge with Upkeep is nearest to you.
2. Shuffle the Eastbound Train cards and place them face down in a pile near the left side of the board.
3. Draw 3 cards one at a time from the Eastbound Train card deck and place them so they form a line of three cards leading from the deck to the railroad tracks on the board. This is the Platform 1 arrival queue.
4. Repeat steps 2 and 3 above for the Westbound cards, placing them on the right side of the board.
5. Shuffle the Traveler cards and place them face down in a draw pile near the top of the board.
6. Draw 2 (3) Traveler cards and place them face up in a row near the top of the board.
7. Place the Yellow, Green, and Blue cubes in an opaque container. This is the cup.
8. Place the Black cubes in a pile near the cup.
9. Use the discs to cover all the circle spaces in the Upkeep area.
10. Place the money markers on the 1000 and 000 spaces.



## Sequence of Play

The game is played in rounds with each round consisting of 6 phases.

1. Add Needs
2. Draw Travelers
3. Player Actions
4. Train Arrival
5. Board Travelers
6. Housekeeping

## Add Needs

For each Traveler face up in the Traveler Waiting Area, draw one cube from the cup and place it in one of the spaces based on its color.

Certain Abilities when unlocked will give you some ability to mitigate these draws.

If you place the cube and it filled up the last open space of that type, immediately take a Disgruntled cube and place it into the cup. [Ignore this rule for an easier game.](#)

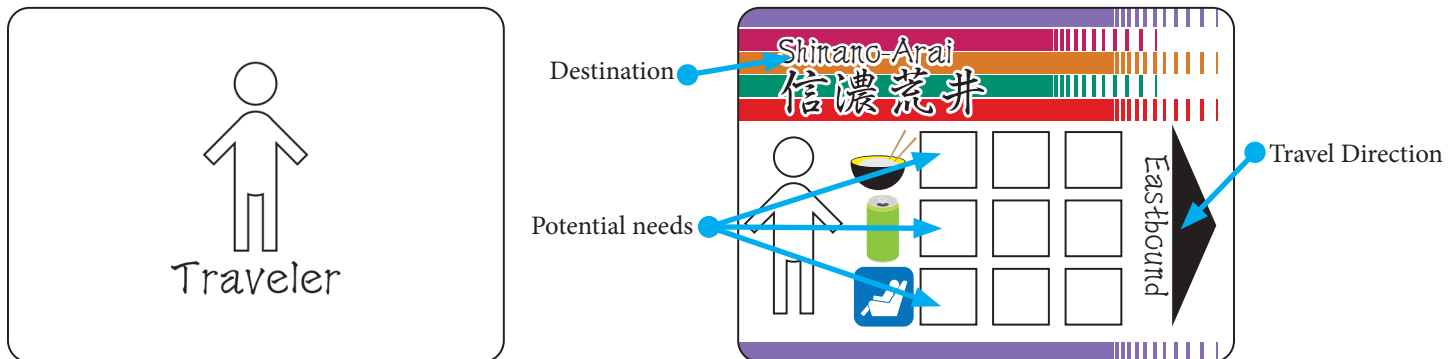
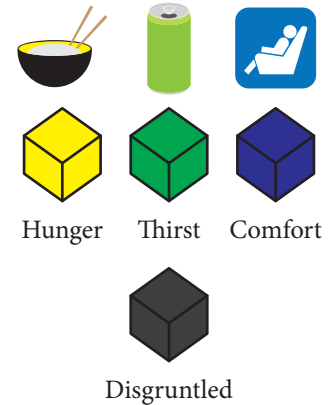
If you have to place a cube and there is no room to do so, or if you have to place a cube and there are no cubes in the cup, take a Black Disgruntled cube and place it into the cup, return all cubes from that Traveler to the cup, and discard that Traveler from play.

In the future when you draw a Disgruntled cube it counts as one of each need. It can be placed in any space of an empty column.

Disgruntled cubes can never be mitigated by using a Vending Machine or Bench.

## Draw Travelers

Draw two (**three**) Travelers from the Traveler deck and add them to the Traveler Waiting Area. There is no limit to the number of Travelers which may occupy this area.



## Player Actions

You may take a total of two actions ([three actions for an easier game](#)). Actions loosely fall into three categories, two of which need to be unlocked. These are Regular Actions which you have access to from the start of the game, PA Actions which you gain access to when you Activate the PA System, and Food Cart Actions which you gain access to when you Activate the Food Cart.

### Regular Actions



**Janitorial Service** - Return 1 comfort cube from a Traveler to the cup.



**Restock Vending Machine** - Return all cubes on a Vending Food or Vending Drink area to the cup. For each cube returned gain ¥100.



**Activate a Facility** - Move the rightmost disc in the Upkeep area to the circle of the Facility you want to set up and pay the cost to set up (the value being covered by the disc) from the Bank. Facilities will be covered in more detail later.

### Food Cart Actions

Once the Food Cart is Activated you may do the following action:



**Sell Food** - Remove up to 2 Hunger from one traveler, and gain ¥200.



**Sell Drinks** - Remove up to 2 Thirst from one traveler, and gain ¥200.



**Sell Combo** - Remove a combination of up to 4 cubes (2 Hunger and 2 Thirst) from one Traveler, and gain ¥300. The Traveler must have at least 1 Hunger and 1 Thirst cube to take this action.

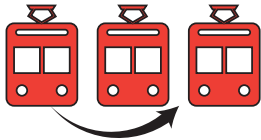
## Player Actions (continued)

### PA Actions

Once the PA System is Activated you may do the following actions:



**Background Music** - Activating this allows all Activated Benches to use two spaces instead of one to reduce Traveler Comfort needs.



**Ahead of Schedule / Delay** - Move one Train forward one position in the queue.



**Update** - Add an additional Train to the end of the Queue.

### Train Arrival

Choose either Eastbound or Westbound to arrive, and then pick up the closest Train in the arrival queue, the one furthest from you, and move it to the Current Train box.

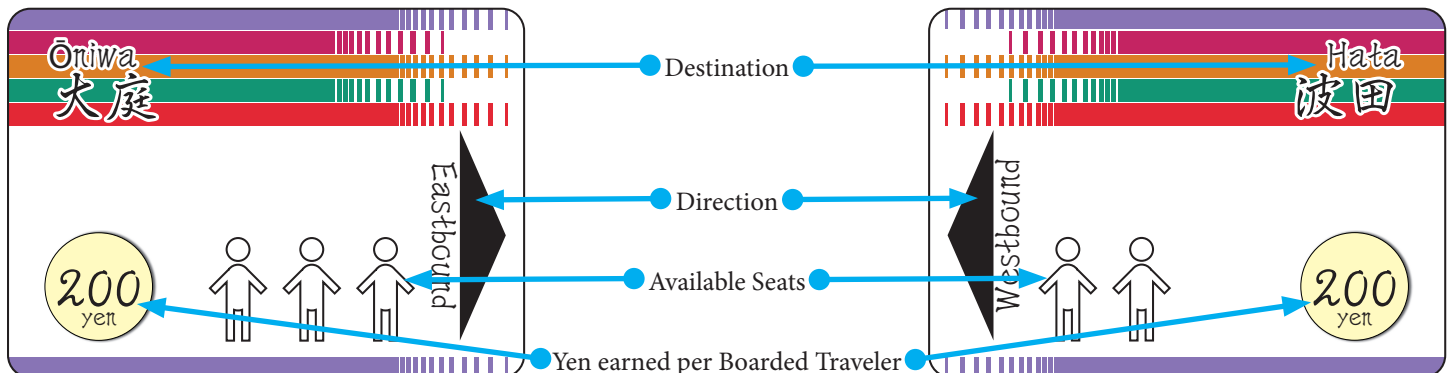
### Board Travelers

Find all the face up Travelers with Destinations that match the Train's Destination and check to see how many seats are available on the Train.

If the number of seats is less than or equal to the number of Travelers, board all the Travelers by removing any cubes on them to the cup and placing the card on the train.

If the total number of Travelers exceeds the available seats you will need to choose who gets to board.

For each Traveler that boards, return all cubes on them to the cup and gain money equal to the trains ¥ value.



## Housekeeping

1. Discard the Train and Travelers from the Current Train box.
2. If either Arrival Queue has less than 3 Trains and its draw pile is not depleted, shift all cards towards the tracks then draw a card from the draw pile and add it to the end of the Arrival Queue.
3. Return all Cubes on Benches to the cup.
4. Spend money equal to the current Upkeep. The current upkeep is the largest revealed number in the Upkeep area.

## Facilities

There are a number of Facilities that can be Activated by the player.

### Benches



The benches allow you to place drawn comfort cubes on them rather than on a Traveler. You are limited to one cube per activated bench, unless you have also Activated Background Music.

### Vending Food/Drink



The Vending machines allow you to place either Hunger or Thirst cubes on them instead of on a Traveler. You may place up to 2 such cubes on each activated Vending Machine.

### Food Cart

Activating the Food Cart gives you access to Food Cart Actions.

### PA System

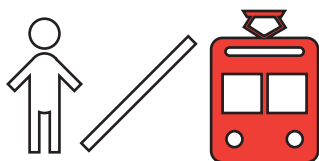
Activating the PA System gives you access to PA Actions and the ability to Activate Background Music.

### Background Music



Background music helps to further comfort Travelers. You may place an additional comfort cube on each bench that has been activated.

### Oshiya



Activating the Oshiya means you can fit one Traveler more than indicated on every Train.

## Credits

### Game Design, Documentation, and Graphic Design

Nathan Hansen

### Kickstarter Backers

<insert list here>