HOW TO PLAY

Whoever most recently took a trip on a public transit train of charging to the top of the Transit deck will earn a 3x bonus award.

When the transit train arrives at the Transit Card Window, you need to circle it. The window indicates how many stops will be made on that route (the space is empty for the number of stops)

-2 or -6 penalty points at the end of the game.

You need some practice.

You are either a genius or have

Penalty

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A WORD FROM GAMEwright

Game by: Hisashi Hayashi

How long to the next station?

When we first played Hisashi Hayashi’s latest “flip-and-write” game we were left us coming back again and again for “just one more” game. With nearly limitless ways to score, we’re sure this game will keep you coming back too, and give new meaning to the phrase, “mind the gap!”

END THE GAME & SCORING

The game over if the Transit Card Window is filled. This should happen at the same time all players have marked off the appropriate stations along the train’s route (see the transit deck).

If you draw the “Re-Shuffle” card, shuffle the entire Transit deck.

The empty circle space at the end of the train’s route is called the “End of the Line” and is not used.