TRAINS™

RISING SUN



TRAINS

Number of Players: 2-4

Play Time: 45 minutes

Age: 12 and above

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Introduction

Can you build the greatest rail line in Japan? Now is your chance to find out! Trains is a deck-building game where you work to build the strongest system of rails throughout Japan. Your cards not only allow you to buy other cards to tune your deck, but they will also allow you to build train stations and rail lines along the board, which are your keys to victory!

Goal

The goal of the game is to have the most powerful railway network! You accomplish this by collecting Victory Points from cards, railways, and stations. To gain Victory Points, you build a deck using cards from the various options that will be available to you. You will build the deck as you play the game, with each player starting with the same small set of cards. Use these cards to build railways around Japan, and ensure your deck runs as effectively as possible turn to turn.

In This Box

- 1 double-sided board (Nagoya/Chiba-Kyushu)
- 80 rail tokens in 4 colors
- 4 scoring tokens in 4 colors
- 35 randomizer cards
- 30 white station tokens
- 20 route markers
- 40 Route Bonus cards
- 47 card dividers for sorting your cards in the box
- 490 cards sorted into the following decks:
  - 10 BioFuel Train
  - 10 Charitable Support
  - 10 Commuter Train
  - 10 Dispatcher
  - 10 Distant Partners
  - 10 Distribution Center
  - 10 Engineer
  - 10 Experimental Train
  - 20 Express Train
  - 10 Extra Laborers
  - 10 Government Subsidy
  - 10 Incinerator
  - 10 Interchange
  - 10 Junkyard
  - 20 Lay Rails
  - 10 Legal Counsel
  - 10 Limited Express Train
  - 10 Limited Partnership
  - 10 Mining Train
  - 10 Monorail
  - 30 Normal Train
  - 10 Office Building
  - 10 Outdated Train
  - 10 Politician
  - 10 Protesters
  - 10 Reclamation Depot
  - 10 Recycling Center
  - 10 Regulations
  - 10 Roundhouse
  - 10 Stadium
  - 20 Station Expansion
  - 10 Strategy Meeting
  - 10 Surveyor
  - 10 Trail Blazer
  - 10 Unhappy Passengers
  - 10 Upgrade
  - 70 Waste
  - 10 Yardmaster

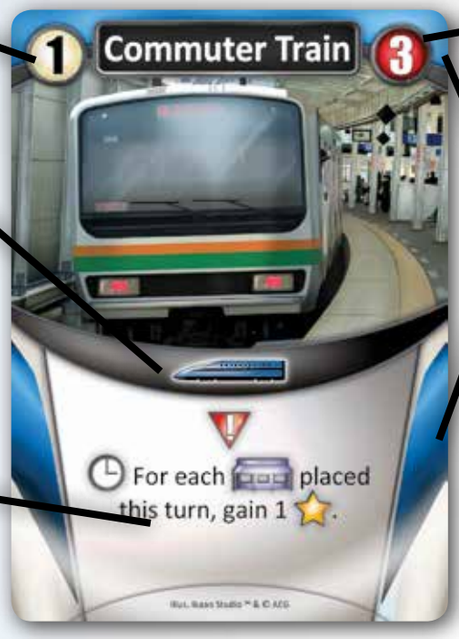
The Cards

First, let's get to know the cards. We'll look at things like the board and the pieces soon, but most of the action is on the cards, so that's a good place to start.

Value – This icon shows how much money this card provides for you when played.

Card Type – This symbol shows what type of card it is. Note that some cards may also have the red action symbol in their text, this means they also count as an Action card along with whatever their primary card type may be.

Effect – This is what happens when you play the card, along with creating any money from the Value icon.



Cost – This icon shows how much money you must spend to buy this card from the Supply.

Color – The card's color also indicates the Card Type:

- Blue – Trains
- Green – Rail Laying
- Purple – Station Expansions
- Red – Actions
- Gold – Victory Points
- Black – Waste
- Brown – Route Bonus



Map Board – The cities that need to be connected are featured on an image of the map board for easy reference.

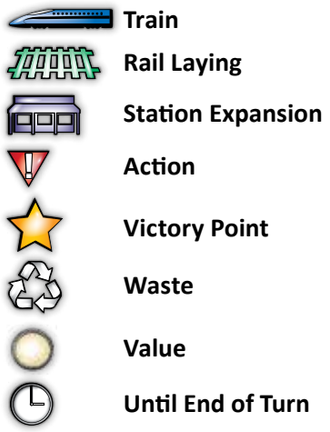
VP Reward – This number indicates how many Victory Points the player scores after completing the route.

Special Ability – After a player takes the card, this ability may be used during the player's turn, then the card is removed from the game.

Connected Cities – The cities that need to be connected are also listed in the text box.

Map Title – The title of the map indicates which board the Route Bonus card is used for.

Card Type Icons



All Aboard!

Time to set up the game! Follow these steps to pull out of the station:

1. Choose which map to use. Nagoya is used for 3 or 4 players games, while either Chiba or Kyushu can be used for 2-player games. Place all station tokens beside the board.
2. Each player selects a color and takes all the rail tokens of that color. Then place each players' scoring token on the Victory Point track on the 0 space.



3. Each player takes 7 *Normal Train*, 2 *Lay Rails*, and 1 *Station Expansion* for a total of 10 cards, shuffles them, and places them face down in front of him or her. This forms the player's starting deck.



4. Create the common Supply of cards. Place the cards *Express Train*, *Limited Express Train*, *Lay Rails*, *Station Expansion*, *Office Building, Distribution Center, Stadium*, and *Waste* in stacks on the table. You will use these cards in every game you play.



5. Take the randomizer cards and shuffle them, then draw the first 8. Put the corresponding stacks of cards on the table, then return the randomizers and any unselected card stacks back to the box. Every game you will choose these 8 cards at random, so every game will be different.



6. Return any unused *Normal Train* cards and tokens to the box.
7. The player who most recently traveled by train is the starting player.

For your first game we suggest using the following eight cards: *Biofuel Train, Outdated Train, Distant Partners, Engineer, Junk Yard, Limited Partnership, Strategy Meeting*, and *Upgrade*.

For experienced players of the original *Trains* we recommend using the following eight cards to get a feel for what is new: *Experimental Train, Outdated Train, Government Subsidy, Legal Counsel, Recycling Center, Regulations, Roundhouse,* and *Yardmaster.*



Scoring Tokens



Station Token



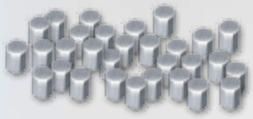
Rail Tokens



Route Markers

Example Setup

The following diagram is an example setup of a 4-player game, using the Nagoya board.







How to Play

The game starts with each player drawing a hand of five cards from their deck. Going clockwise around the table players place one rail token as their starting point. Players may not place a starting point on a sea space, a remote location, or where another player has already placed a rail token.



When all players have placed their starting rail token, you are ready. Beginning with the starting player and proceeding clockwise, players will take turns playing cards, laying rails and building stations on the board. When a player has completed his or her turn, the next player takes his or her turn and so on until the game ends, at which point the player with the most Victory Points wins.

GETTING STARTED – As the game progresses, and spaces become more crowded, the cost to build rails may well increase, so there's some advantage to trying to stake out your own area on the board.

Combining Sets

Trains: Rising Sun can be played as a standalone game and can also be mixed easily with the original *Trains* game for even greater replay possibilities! Simply shuffle the randomizer cards together from each set. Note that randomizers for the Victory Point cards featured in the original *Trains* game are included. *Trains: Rising Sun* also includes Route Bonus cards from map boards that were released in other *Trains* products.

On A Player's Turn

During a single turn, the active player may both play cards from his or her hand and buy cards from the Supply, in any order, as many times as he or she chooses. However, the player must fully complete each action one at a time – a player may not buy a card in the middle of playing a card, or vice versa.

When a player has finished playing and buying cards, go to the Clean Up stage (see page 7) after which the turn then passes to the next player. A player is not forced to either spend all the money generated or play all of his or her cards.

A player may also decide to simply pass the turn, neither playing nor buying cards at all. A player who passes his or her turn returns all Waste cards from his or her hand to the Waste stack in the Supply (see page 7).



Example 1: When you play *Charitable Support*, you may, if you wish, pay 4 money to move your VP marker one step forward along the Victory Point track on the board. *Charitable Support* provides 1 money regardless of your choice.

Playing A Card

Playing a card means to take the card from your hand and place it face up in your play area.

When you play a card, the following happens:

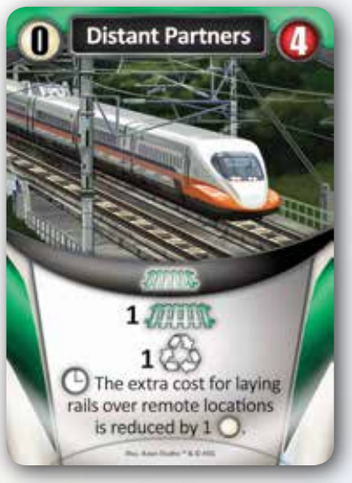
You gain as much money as the card's Value (top left number). This "money" is currency you can use to buy further cards. Gained money is only valid for the current turn (any unspent money is lost at the end of the turn).



Value

If the card you played is an Action card, you may apply its effects if you wish. If you choose not to apply its effects, you still gain the money from the card. If you choose to apply the effect, you must apply it in full, and the effect is resolved in order from top to bottom (in the case of cards with more than one effect). If some of the card's effects cannot be applied, you cannot apply any of the effects. There is a single exception to this rule, in that if a card requires that you gain Waste, and there are no Waste cards left in the Waste deck, you may still apply the other effects.

Action cards' effects must be applied immediately or not at all. You cannot "save" the effect of a played card for later.



Example 2: If you choose to apply *Distant Partners'* effects, first you gain 1 point worth of rail laying (to place a rail marker on the board this turn), then you gain 1 Waste card. Lastly you gain the effect that the extra cost for laying rails on remote locations is reduced by 1 money. The point is if you decide to apply the card's effects, they all must happen, and in that order. However, if there are no Waste cards left, the card's other effects can still be applied.



Example 3: If you choose to apply *Upgrade's* effects, you must discard 2 cards from your hand. If you have a single card left in your hand, you cannot use this action's effect to draw cards.

How to Buy Cards

Buying a card simply means taking the card from the common Supply and putting it into your "gained cards" area. They do not count as being played this turn, and they are not in your discard pile yet, but will be when the turn ends.

In order to buy a card you must have enough money from cards you've played to pay for the card's cost.



Cost

You start each turn with 0 money, and add to it with cards you play. You can buy several cards if you wish, including multiple copies of the same card, as long as you have enough money to pay for them. NOTE: Buying *Outdated Train* ends your turn.

Remember that money is only valid for the current turn, so either you use it or you lose the unspent money at the end of the turn.

If a card's stack in the Supply has run out, you can't buy those anymore because… well… they're not there. Also, you can never buy Waste cards.

Reduce & Reuse – How to Get Rid of Waste

If you completely pass your turn, (neither playing nor buying cards), you may, as a special action, return all Waste cards from your hand to the Waste stack in the Supply. If you choose to do this, you must return all of the Waste you have, you cannot return only some of them.

WASTE NOT WANT NOT, AND WANT NOT WASTE

There is absolutely no reason to hang onto Waste, so the bit about keeping some of it is just us being rules-y. It serves no benefit other than to clog up your hand. However, you can sometimes "ride it out" with just one or two Waste in your hand, still accomplishing things on your turn. However, if you ever draw a hand with 3 or more Waste cards, you may be better served cleaning them out for future turns.



Clean Up

Once you are finished playing and buying cards (or returning Waste to the Supply), put all cards in your play area, all cards in your "gained cards" area, and any cards left in your hand into your discard pile. Then draw 5 new cards from your deck and your turn is over. If your deck is empty and you still must draw cards, shuffle your discard pile to form a new deck, and draw the rest. Note that the discard pile is not reshuffled just because your deck is empty, it is reshuffled only when your deck is empty and you are required to draw or reveal a card from your deck. This goes for all times when your deck may be empty, only reshuffle specifically when you need to draw or reveal a card.

THE MAN (OR WOMAN) WITH THE PLAN

You draw your new hand at the end of your turn, this gives you the entire time during other players' turns to plan out your strategy for the next turn. While their plans may disrupt yours somewhat, you can usually make the game move along like a well-oiled… train… if you plan ahead!

Once your turn is over, check and see if the end of game conditions are met (see "Winning the Game" on page 11). If they are, the game ends and the player with the most Victory Points wins. If not, play proceeds clockwise around the table.



Route Bonus Cards

Route Bonus cards are optional and players should agree whether or not to use them at the start of the game. When playing with route bonuses, complete the normal setup rules and then add the following steps to setup. These steps should be followed before players select their starting points on the board.

1. Take the 5 Route Bonus cards for the selected map board.
2. Shuffle the 5 Route Bonus cards and place a number of cards equal to the number of players face up next to the board. Return the remaining Route Bonus cards to the box as they will not be used during this game.
3. Take a set of route markers (all of the triangle-shaped A's for example), then place one marker on the Route Bonus card and a marker on each of the cities listed on the card. Place another set of route markers for each of the face up Route Bonus cards.

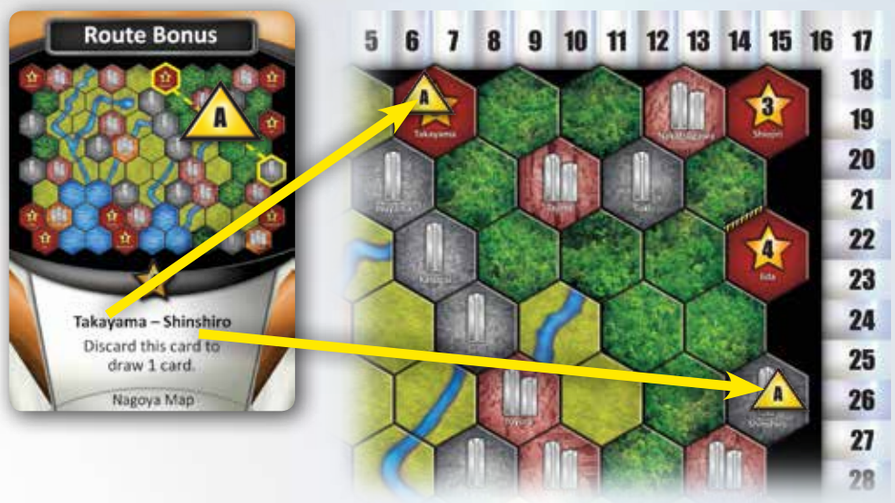
Completing Routes

The first player to connect all cities shown on a Route Bonus card completes the route. The cities must be connected with a path of contiguous spaces that each contain that player's rail token.

When you complete a route, take the card and immediately score the VP listed on the card by moving your VP marker forward along the Victory Point track on the board. You keep the Route Bonus card in front of you until the special ability is used, then the card is removed from the game. The special ability may be used at any time during your turn.

After a route is completed, remove the corresponding route markers from the card and board.

Example Route Setup



Example Completed Route



2-Player Maps

The Chiba and Kyushu maps are intended for games with only two players. The maps should not be used when playing with three or more players. Players choose which 2-player map to use by folding the board in half so that only the map chosen is revealed. Each map follows special setup rules as described below.

Chiba Map

- Only use 16 station tokens.
- Each player only uses 16 of their rail tokens.
- Only use 7 cards per pile in the Supply.

The Chiba map features special "S" marks on the three bottom cities Tateyama, Kamogawa, and Katsuura.



There are two options to play with the "S" marks as described below. Both players should agree which option to use at the start of the game.

- Ignore the "S" marks and play the game normally.
- Utilize the "S" marks by having each player each start on one of these cities. The players must then build their way up the map toward the more valuable cities during the course of the game.

Kyushu Map

- Only use 19 station tokens.
- Each player only uses 16 of their rail tokens.
- Only use 7 cards per pile in the Supply.

Attacks

Some cards feature the **ATTACK** keyword, followed by an effect. These effects allow you to directly interact with your opponents, usually disrupting their plans which gives you an advantage.



If an effect states "each player" it includes the player who played the **ATTACK**.

If an effect states "each other player" it does not affect the player who played the **ATTACK**.

Effects should be resolved in order, starting with the active player (if applicable) and proceeding clockwise around the table.

Reactions

REACTION cards are the only cards playable during another player's turn. For example, a **REACTION** is triggered in the case of *Legal Counsel* "When another player makes an **ATTACK**..." This is the only time the **REACTION** portion of the card may be used.



Other text on a card preceding the term **REACTION** may be played as a part of a player's normal turn. For example, *Legal Counsel's* "Pay 1 Money to draw 2 cards."

Terms

There are some broad card effects you'll see on various cards. This section explains them.

Lay Rails

This means to place one rail token on the board. When placing the token, you must follow these rules:

- You may only place tokens in spaces adjacent to spaces in which you already have tokens. Please note that spaces separated by a  are NOT considered adjacent.
- You may only have one of your own tokens in a space, though several different players may have tokens in the same space.
- Depending on where you want to place your token, you may have to pay extra money (from cards you've played this turn). If you don't have enough money, you can't play the token. Below is listing of the spaces and the extra costs associated with them.

Name	Space	Extra Cost
Field		0
River		1
Mountain		2
City		1+ # of station markers
Remote Location		The Number
Other Player's Rail Token		# of rail tokens. In addition, gain an extra 
Sea		You can't build here.



If you play a *Lay Rails* and you want to build on a river space, you have to pay 1 money.



You want to place a rail token on a city space (+1 money cost) that has a station (+1 money cost) and 2 other players' rail tokens (+2 money cost and gain 1 Waste card). You have to pay 1+1+2 = 4 money to build there, and you must take a Waste card. NOTE: This is in addition to the Waste that must be taken as normal for playing the *Lay Rails* card.

Cost

When a card refers to "cost" or "a cost" it is referring to the amount of money. Although Waste is often part of the effect of a card, it is not considered part of the cost.

Station Expansion

This allows you to place a station token on a city space. The maximum number of stations that can be on a city is the number of buildings shown on the space.

Waste

This means you have to take a Waste card from the Supply and place it into your "gained cards" area. Waste cards are a burden. You can't do anything with them and they take up space in your deck. If there are no more Waste cards in the Supply, you do not have to take a Waste card.

Draw

Draw simply means to draw the stated number of cards from your deck. If you deplete your deck this way and must continue drawing cards, reshuffle and continue drawing. If both your deck and discard are empty and you still have to draw cards, you do not draw any more.

Trash

When an effect trashes a card, the card is removed from the game and returned to the box.

Reveal

When revealing cards from your deck, the revealed cards are set aside until the action associated with the reveal is completely resolved. For example, the Incinerator allows you to reveal cards from the top of your deck until you reveal up to 2 Waste cards. If there are no Waste cards in your entire deck, you would reveal your entire deck, shuffle your discard pile, reveal all the cards in your newly shuffled deck, and then discard everything that has been revealed. This would leave you with a discard pile and no deck which would only be reshuffled per the rules when another action requires you to draw or reveal cards.

When a player reveals a card from his or her hand, it returns to his or her hand after the Reveal effect resolves.

Winning the Game

If any of the following conditions are met, the game ends at the end of the current player's turn:

- Any 4 of the card stacks in the Supply – excluding Waste – are depleted.
- Any player has used all of his or her rail tokens.
- All station tokens have been placed on the board.

Train Bonus Points

For each rail token in a city or a remote location:

- City with 0 stations = 0 bonus
- City with 1 station = 2 bonus points
- City with 2 stations = 4 bonus points
- City with 3 stations = 8 bonus points
- Remote Location = number on the location in bonus points

Points on Cards

For each VP noted on a player's gold colored cards (in hand, in discard pile, and in deck) the player gains the noted VP.

King of the Rails

The player with the most Victory Points wins the game! If two or more players tie for the most Victory Points, the player with the most rail tokens on the board wins. If players still tie, they share the victory.

Credits

Game Design: Steve Ellis based on the game created by Hisashi Hayashi

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Special Thanks: Japon Brand

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Questions? Email CustomerService@alderac.com



Reference Sheet

Setup

1. Choose which map to use. Each map will provide a different experience. Place all station tokens beside the board.
   NOTE: For the 2-player maps, Chiba and Kyushu, reference Page 9 for special setup instructions.
2. Each player selects a color and takes all the rail tokens of that color. Then place each players' scoring token on the Victory Point track on the 0 space.
3. Each player takes 7 *Normal Train*, 2 *Lay Rails*, and 1 *Station Expansion* for a total of 10 cards, shuffles them, and places them face down in front of him or her. This forms the player's starting deck.
4. Create the common Supply of cards. Place the cards *Express Train*, *Limited Express Train*, *Lay Rails*, *Station Expansion*, *Office Building, Distribution Center, Stadium*, and *Waste* in stacks on the table. You will use these cards in every game you play.



5. Take the randomizer cards and shuffle them, then draw the first 8. Put the corresponding stacks of cards on the table, then return the randomizers and any unselected card stacks back to the box. Every game you will choose these 8 cards at random, so every game will be different.
6. Return any unused *Normal Train* cards and tokens to the box.
7. The player who most recently traveled by train is the starting player.

NOTE: Reference page 8 for instructions on how to utilize the Route Bonus cards and markers.

Lay Rails Costs

Name	Space	Extra Cost
Field		0
River		1
Mountain		2
City		1+ # of station markers
Remote Location		The Number
Other Player's Rail Token		# of rail tokens. In addition, gain an extra 
Sea		You can't build here.

Note: You may only place tokens in spaces adjacent to spaces in which you already have tokens. Spaces separated by a  are NOT considered adjacent.

Card Type Icons

 **Train**

 **Rail Laying**

 **Station Expansion**

 **Action**

 **Victory Point**

 **Waste**

 **Value**

 **Until End of Turn**