

# HACHI TRAIN ハチトレイン



The railway company you run has a lot of leftover stock.  
Repeat train updates to overcome these financial difficulties!



## Game Overview

Aim to shed your hand quickly so you won't be the last person with a hand. Any number of adjacent train car cards with the same number can be played.



## Contents

- Train Car Cards: 40 (5 each 1-8)



- Special Car Cards: 8 (2 each 1/2, 3/4, 5/6, 7/8)



- 5 asset cards (front asset \$200m, back asset \$100m)



## Game Setup

1. The number of car cards depends on the number of players.

5 players: use all car cards  
4 players: take out 1 copy of 1-8  
3 players: take out 2 copies of 1-8

2. Shuffle the car cards well and deal 8 per player.
3. Shuffle the special car cards into a draw pile (stock)  
\*All special car cards are included regardless of player count.
4. Deal out 1 asset card per player, \$200m side up.
5. Decide the start player how you like.

- 4 player set up



## Important Rules

Players may not pick up any cards until all car cards have been dealt. Once you pick up your cards, do not rearrange the order of your hand at any point in the game.



## Game End Conditions

- Someone loses all their assets
  - Complete 4 rounds
- At the end of the game, players with the lowest assets lose.



## Game Flow

- On you turn, perform one of the following actions. Turns are taken clockwise.
  - ① Play card(s) from your hand
  - ② Pass (if there is stock left, draw a card)





## Action Details

### ① Play adjacent card(s) from your hand

When there are no cards in play, you can play any card(s). When there are card(s) on the field, you can only play cards or sets of cards that are stronger. You can play multiple cards of the same number.

When cards are already on the field, after playing your card(s), collect the previous set of card(s). Insert these in any position in your hand.

\*If you shed completely, do not pick up cards, discard the previous set of cards.

\*Players who have used up all their cards are excused from the rest of the round.

### About Card Strength

The higher the number, the stronger



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The more cards played, the stronger



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If the number of copies is the same, the higher the number the stronger



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Regarding the strength of a card, the card with the larger number is treated as the stronger. But if the number of copies is different, more copies is treated as stronger.

When everyone but one person runs out of cards, [End of Round Upkeep] begins.

### ② Pass (Draw a card if there is stock). Pass to pass to the next player. Even if you pass, you can still take an action when your turn comes around again. When you pass, if there is stock left, draw a card from the draw pile and insert it in any position in your hand.

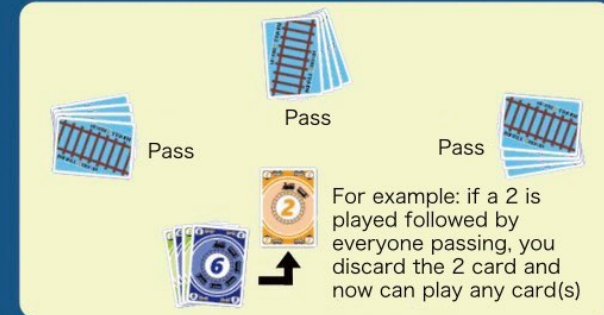
Special Card Cards have two numbers written on them, and you can treat them as either number when you play them. If you place them as shown in the figure, you can use it as 2 3's or 3 4's.



\*When there are no cards in play, you CANNOT choose to pass.



## Clearing the Field



If all other players choose the pass action ② in succession, all the card(s) in the field are discarded. A new turn begins with the player who played the card(s) everyone passed on. If a player sheds out, and all the other players choose the ② pass action, discard all the cards in the field. The player next to them starts the next turn.



## End of Round Upkeep

If there is only one player left with cards in hand, the round ends. The last player with cards loses \$100 million in assets. (Flip over the asset card first, if it happens again, then the asset card is lost).



## Preparing for the Next Round

If the conditions for ending the game are not met, first remove all the special car cards and shuffle into a draw pile. Shuffle and deal out the train car cards, and begin the next round. The player who lost an asset in the previous round starts.

『HACHI TRAIN - 第2版 -』  
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First Edition  
Published: May 2019



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