

# THE TRAIN GAME

## INSTRUCTIONS

A card game by



## **PLAYERS**

**2-5 Players**

## **GAME TIME**

**1-minute set up  
15-minute gameplay**

## **GENRE**

**Survival**

## **BACKGROUND STORY**

**You are embarking on a train journey to attend The HackTrain hackathon but the only train of the day heading to London has been overbooked! The train is at its maximum capacity and only one of you can get on the train. Sacrifices must be made... Will you be able to make it to HackTrain?**

## **AIMS & OBJECTIVES**

**Avoid getting a "Train is Full!" card. The last person to survive wins the game.**

## SETUP

1. Remove all the "Train is Full!" cards from the deck and set them aside
2. Remove all the "Just my Luck" cards from the deck and deal 1 to each player. Insert any extras back in the deck (if there are any). "Just my Luck" cards are the most powerful cards in the game, they save you when you draw a "Train is Full!" card. If you draw a "Train is Full!" card, instead of being eliminated from the game, you can play the "Just my Luck" card and reinsert the "Train is Full!" card anywhere back in the deck in secret.
3. Shuffle the deck and deal 4 cards face down to each player. Everyone now has 5 cards in total with the "Just my Luck" card.
4. Insert enough "Train is Full!" card back into the deck so that there is 1 fewer than the number of people playing (you will need at least one winner!). Remove any extra "Train is Full!" card from the game. E.g.: For a 4 player game, insert 3 "Train is Full!" cards in the deck.  
For a 3 player game, insert 2 "Train is Full" cards in the deck.
5. Shuffle the deck and put it face down in the middle of the table. This is your Draw Pile.
6. Pick a player to go first (Some sample criteria: most impressive rail experience, most hackathons attended, most hackathons won, most HackTrain hackathons attended, etc.)

## TAKING YOUR TURN

1. Look at the cards in your hand (don't show it to the others!) and pass or play a card when it's your turn. To do this, place the card you want to play facing up into a Discard Pile. Follow instructions on the card. You can play as many cards as you would like.
2. To play character cards, you will need to collect and play them as **matching pairs**. Playing matching pairs of character cards means you can pick another player and steal a random card from their hand. If you collect three of the same character cards (**three of a kind**), you can name the card you want from a specific player. If they have it, you get to take it. If not, you get nothing.
3. End your turn by **drawing a card** from the top of the Draw Pile into your hand and hoping it's not the "Train is Full!" card! There is no maximum or minimum hand size.
4. Play continues clockwise around the table.
5. To sum it all up: Pass-or-Play then Draw!

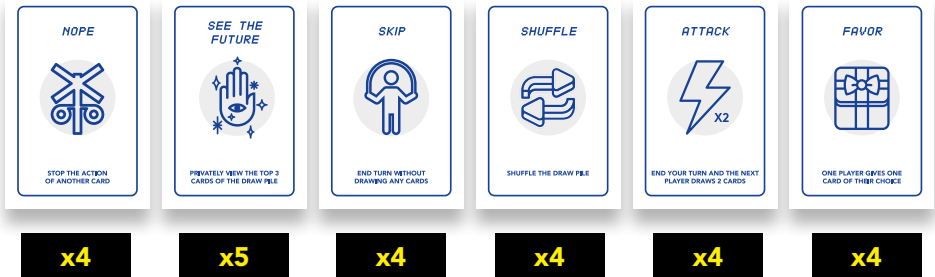
# CARDS

TOTAL CARDS IN PACK (Including Instructions card) - 56

## ULTIMATE CARDS



## ACTION CARDS



## CHARACTER CARDS

