



## INSTRUCTIONS

*Train Quest requires the use of an Android phone*

**2 PLAYERS**

Driver & Saboteur

**FIVE ROUNDS**

Train Quest is a turn based AR card game about trains. Players will either be the driver or the saboteur, and will be either improving the customer experience or sabotaging it.

## OBJECT OF THE GAME

**DRIVER:** To finish the game with as much customer happiness as possible

**SABOTEUR:** To reduce the customer happiness as much as possible.

## GAME SETUP

Divide the cards into colour coded piles.

Players choose roles, either the Driver or the Saboteur.

The Driver chooses the difficulty level, which affects the starting and overall happiness points.

The Driver will take the green track cards and blue play cards.

The Saboteur will take the red play cards.

Each player draws 5 cards from their play cards which they will use to perform their roles.

## FIRST TURN

The Driver will place a green track card to start the round.

Each player will place one of their play cards face down.

Once both cards have been selected, players will flip the cards and scan them using the app.

Points will be added or subtracted from the overall customer happiness score based on which cards were played.

Players refill their hands up to 5 cards from their decks and move played cards to a discard pile.

## NEXT TURNS

Subsequent turns repeat the same moves, with the change that players each place more cards:

*Turn 1 - 1 card*

*Turn 2 - 2 cards*

*Turn 3 - 2 cards*

*Turn 4 - 3 cards*

*Turn 5 - 3 cards*

## END GAME

Once all five turns have been completed, the app will tally all the points and announce the winner and score. If the saboteur manages to reduce customer happiness to 0 before all turns are over, they are the winner.

## CARD TYPES

### PLAY CARDS

There are three types of play cards: Advantage Cards<sup>1</sup>, Disadvantage Cards<sup>2</sup>, and Wild Cards<sup>3</sup>.

Advantage cards are in *blue* and played by the driver. These will *add* to the customer's happiness to ensure a nice, successful train ride.

Disadvantage cards are in *red* and played by the saboteur. These will *subtract* from the customer's happiness and try to ruin the train ride.

Advantage and Disadvantage cards have a minimum value of one happiness point and a maximum value of three happiness points.

Players can bolster their hands by using a Wild card. Wild cards come in three varieties, and each player has an equal number of them. Wild cards can: Double a single card's value (x2); \*Remove a random played opponent card this round (x2); \*Wipe all of opponent's played cards this turn (x1)



\*Remove a random played opponent card this round and Wipe all of opponent's played cards this turn must be revealed before flipping the cards. These actions are performed manually by the player who used the Wild card.

### TRACK CARDS

Track cards are played at the start of each round by the Driver. They have no value and signal only a new round.

