# 

京戸地下鉄道株式会社 KEIDO SUBWAY CORPORATION

Each player starts with:





3 department stores



16 track (2 players) 13 track (3 players)

10 track (4 players)

#### Customers

The number of each type varies: There are 4 types of customers.



2



#### On your turn

# 1) Place Customers

Draw a card and a customer at random. Place the customer at the location specified by the card.

Once 3 dept stores are built, draw 2 customers per turn, placing them both in the same location.



**Build** Pay 1 card to build a store in that ward. Can be used to move an existing store.

a store to a department store. The card Pay 1 card and 1 customer to upgrade and customer must match the store.

Upgrade

card to build a second track that extends Build 1 track. Optionally pay a matching from the first.

Expand

Pay 1 card to move all the customers from that ward.

Move

draw 1 if you already have 5 or more cards. Draw back up to 5 cards in your hand. Or Taking this action ends your turn. Income

Note: Each action may only be taken once per turn.

#### Wildcards

you have a store (or department From stores: Every card where store) is a wildcard for you.

From cards: Any three cards can be used as a wildcard.

action as a replacement for any A wildcard can be used in any other card.

## Department Stores



on stations with this icon. upgrade is only allowed The department store

## **Endgame Scoring**

remove all customers that match the type you have the most tokens of. Sort your customers by type and

## 日本鉄道 NIPPON RAILWAYS

Each player starts with:



8 stores



3 department stores



16 track (2 players)
13 track (3 players)
10 track (4 players)

#### Customers

There are 4 types of customers. The number of each type varies:



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#### On your turn

# 1 Place Customers

Draw a card and a customer at random. Place the customer at the location specified by the card.

Once 3 dept stores are built, draw 2 customers per turn, placing them both in the same location.



**Build** Pay 1 card to build a store in that ward. Can be used to move an existing store.

Pay 1 card and 1 customer to upgrade a store to a department store. The card and customer **must match the store**.

Upgrade

Build 1 track. Optionally pay a matching card to build a second track that extends from the first.

Expand

Pay 1 card to move all the customers from that ward.

Move

2

Income draw 1 if you already have 5 or more cards.

Taking this action ends your turn.

Note: Each action may only be taken once per turn.

#### Wildcards

From stores: Every card where you have a store (or department store) is a wildcard for you.

From cards. Any three cards can be used as a wildcard.

A wildcard can be used in any action as a replacement for any other card.

## Department Stores



The department store upgrade is only allowed on stations with this icon.

## **Endgame Scoring**

Sort your customers by type and remove all customers that match the type you have the most *tokens* of.

# BOKYU

暴走急行電気鉄道 Boutou Kyuukou Electric Railway

Each player starts with:



8 stores



3 department stores

16 track (2 players)13 track (3 players) 10 track (4 players)

#### Customers

The number of each type varies: There are 4 types of customers.





#### On your turn

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Draw a card and a customer at random. Place the customer at the location specified by the card.

Once 3 dept stores are built, draw 2 customers per turn, placing them both in the same location.



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Upgrade

and customer must match the store.

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Expand

Pay 1 card to move all the customers from that ward. Move

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Note: Each action may only be taken once per turn.

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13 track (3 players) 0 track (4 players)

#### Customers

The number of each type varies: There are 4 types of customers.



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