



京戸地下鉄道株式会社
KEIDO SUBWAY CORPORATION

Customer Queue

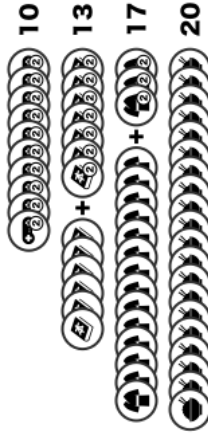
Customers arrive on the map from the head ① of the queue.



Refresh: When customers are removed from the queue, the cards are shifted down and an equal number of new customers are added.

Adding customers: If the new customer matches customers already in the queue, then add it there. Otherwise, add it to the next available (empty) card starting at ①.

Customer Distribution



On your turn

① Place Customers

Take the next set of customers from the queue and place them at the location specified by the card.

Take the card into your hand and **refresh** the queue.

② Take 2 Actions

Open

Pay 1 card to open a store in that ward.
Can be used to relocate an existing store.

Expand

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

Income

Draw back up to 4 cards in your hand. Or draw 1 if you already have 4 or more cards.

Taking this action ends your turn.

Move

Pay 1 card to move all the customers in that ward. This triggers Income for other players if you use their track.

Upgrade

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

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



Upgrades are only allowed on stations with the Sakura icon.

After upgrading a department store, claim the next stack of Upgrade Tokens. ★

Endgame Scoring

10 pts for each set of 4 different customers
6 pts for each set of 3 different customers
3 pts for each set of 2 different customers
1 pt for each remaining customer

Customers marked with a ② count as two customers of that type.

Upgrade Tokens: Each token counts as a single wild customer.



日本鉄道

NIPPON RAILWAYS

Customer Queue

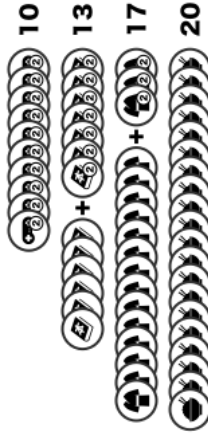
Customers arrive on the map from the head ① of the queue.



Refresh: When customers are removed from the queue, the cards are shifted down and an equal number of new customers are added.

Adding customers: If the new customer matches customers already in the queue, then add it there. Otherwise, add it to the next available (empty) card starting at ①.

Customer Distribution



On your turn

① Place Customers

Take the next set of customers from the queue and place them at the location specified by the card.

Take the card into your hand and **refresh** the queue.

② Take 2 Actions

Open

Pay 1 card to open a store in that ward.
Can be used to relocate an existing store.

Expand

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

Income

Draw back up to 4 cards in your hand. Or draw 1 if you already have 4 or more cards.

Taking this action ends your turn.

Move

Pay 1 card to move all the customers in that ward. This triggers Income for other players if you use their track.

Upgrade

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

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



Upgrades are only allowed on stations with the Sakura icon.

After upgrading a department store, claim the next stack of Upgrade Tokens. ★

Endgame Scoring

10 pts for each set of 4 different customers
6 pts for each set of 3 different customers
3 pts for each set of 2 different customers
1 pt for each remaining customer

Customers marked with a ② count as two customers of that type.

Upgrade Tokens: Each token counts as a single wild customer.



暴走急行電気鉄道
Boutou Kyuukou Electric Railway

Customer Queue

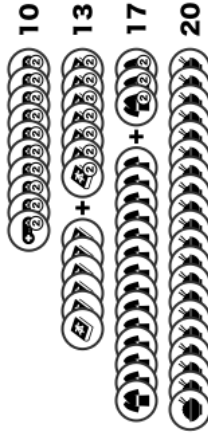
Customers arrive on the map from the head ① of the queue.



Refresh: When customers are removed from the queue, the cards are shifted down and an equal number of new customers are added.

Adding customers: If the new customer matches customers already in the queue, then add it there. Otherwise, add it to the next available (empty) card starting at ①.

Customer Distribution



On your turn

① Place Customers

Take the next set of customers from the queue and place them at the location specified by the card.

Take the card into your hand and **refresh** the queue.

② Take 2 Actions

Open

Pay 1 card to open a store in that ward.
Can be used to relocate an existing store.

Expand

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

Income

Draw back up to 4 cards in your hand. Or draw 1 if you already have 4 or more cards.

Taking this action ends your turn.

Move

Pay 1 card to move all the customers in that ward. This triggers Income for other players if you use their track.

Upgrade

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

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



Upgrades are only allowed on stations with the Sakura icon.

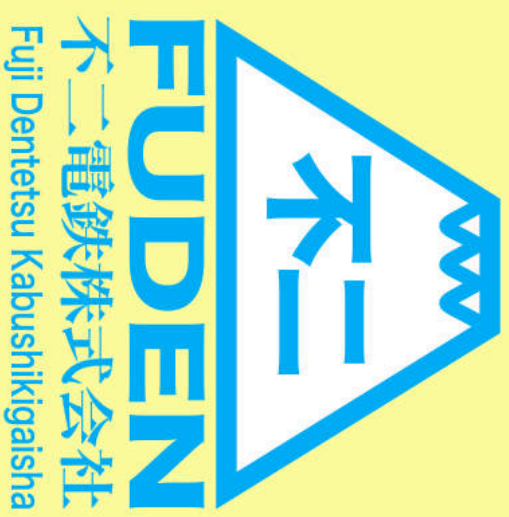
After upgrading a department store, claim the next stack of Upgrade Tokens. ★

Endgame Scoring

10 pts for each set of 4 different customers
6 pts for each set of 3 different customers
3 pts for each set of 2 different customers
1 pt for each remaining customer

Customers marked with a ② count as two customers of that type.

Upgrade Tokens: Each token counts as a single wild customer.



Customer Queue

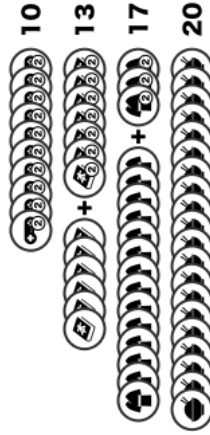
Customers arrive on the map from the head ① of the queue.



Refresh: When customers are removed from the queue, the cards are shifted down and an equal number of new customers are added.

Adding customers: If the new customer matches customers already in the queue, then add it there. Otherwise, add it to the next available (empty) card starting at ①.

Customer Distribution



On your turn

① Place Customers

Take the next set of customers from the queue and place them at the location specified by the card.

Take the card into your hand and **refresh** the queue.

② Take 2 Actions

Open

Pay 1 card to open a store in that ward.
Can be used to relocate an existing store.

Expand

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

Income

Draw back up to 4 cards in your hand. Or draw 1 if you already have 4 or more cards.

Taking this action ends your turn.

Move

Pay 1 card to move all the customers in that ward. This triggers Income for other players if you use their track.

Upgrade

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

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



Upgrades are only allowed on stations with the Sakura icon.

After upgrading a department store, claim the next stack of Upgrade Tokens. ★

Endgame Scoring

10 pts for each set of 4 different customers
6 pts for each set of 3 different customers
3 pts for each set of 2 different customers
1 pt for each remaining customer

Customers marked with a ② count as two customers of that type.

Upgrade Tokens: Each token counts as a single wild customer.