KEITETSU

京戸地下鉄道株式会社
KEIDO SUBWAY CORPORATION

Initial setup

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:

17

14

12

9

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.

② Take 2 Actions

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

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

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

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

Income
Draw back up to 5 cards in your hand. Or 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.

Score your remaining customers.

NR
日本鉄道 NIPPON RAILWAYS

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BOKYU

暴走急行電気鉄道

Boutou Kyuukou Electric Railway

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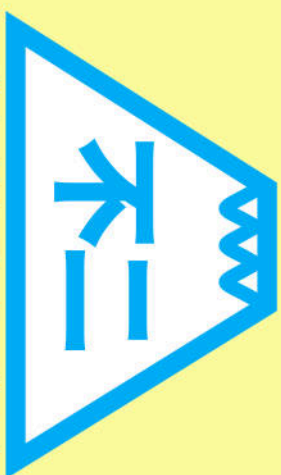
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