

Country Trains Rules

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0.0 Introduction

Country trains is a tile placement game where you build a rail network between stations that demand a commodity and stations who can supply it. Delivery of the commodity is abstracted by placing a little locomotive between the supply station and the demand station to show your train is using that line to run back and forth delivering the commodity. While the track is shared by everyone, the stations used are managed by the players and a tax will need to be payed to players owning any station you pickup or deliver to. The player with the most money at the end of the game wins.

1.0 Game components.

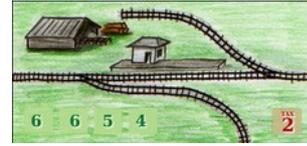
- 1 Locomotive in each colour.
- 3 Manager meeples in each colour.
- 32 square country tiles.
- 19 square track tiles.
- 9 rectangular station tiles.
- 20 load cubes.



track tile



country tile



Station tile (timber mill)

1.1 Setup.

The player who believes they weigh the most goes first. They select a starting station tile. The other players do the same in a clockwise order. The tiles are then separated into their respective types, shuffled and placed in three stacks. Track and country tiles face down, station tiles face up. Each player takes a locomotive, three meeples and 5 load cubes. The first player places their station (with one meeple and locomotive on it) in the middle of the table. They then take their first turn. Play proceeds clockwise.

2.1 Game play.

On a turn a player **must** draw and place a tile. They **may** then move their locomotive. If their locomotive finishes its' move on a track tile between two station tiles they **may** be able to collect payment for a delivery.

2.2 Tile placement.

Track tiles must be placed so that the end of the track on each tile matches the end of the track on the it's neighbor. A track tile may be placed adjacent to another track tile or a station tile.

Country tiles must only be placed adjacent to a station tile (adjacent to a station corner is ok). They may not be placed so as to block off a track exit on a station tile.

Station tiles may only be drawn if that player has 6 or more tiles adjacent to all the stations they control. Station tiles must be placed adjacent to a country tile or track tile and must obey the placement rules for those tile types as described above. A station tile may not be adjacent to another station tile. A player puts one of their meeples on the station tile to show ownership for tax purposes (a player can control up to **3 station tiles**).

2.3 Locomotive movement.

A players locomotive starts the game on their starting station tile. After a player has drawn and placed a tile, they may move their locomotive any distance **along the track network** providing the move is not blocked by another locomotive or a dead end. Another players locomotive **will block** a move if it is sitting on a track tile along the chosen route. Locomotives on a station tile never block a move through that station. If a locomotive starts its' turn on a track tile it **must** move to a station tile that turn for servicing. Locomotives on a station tile may choose not to move.

3.0 Making a delivery and payment.

The country tiles adjacent to a station tile show the type and amount of loads that station can supply. The picture on a station tile shows the type of loads it demands (factory – mine, mill – trees, stock yards – sheep). If a player's locomotive is sitting on a track tile between two station tiles a delivery may be possible. Check that the station on one end of the delivery route is surrounded by country tile matching the demand shown on the station tile at the other end. The delivery route may pass through other stations along the way. A player may only deliver loads up to the number of load cubes they have remaining in their supply..

3.1 The Station tiles have a row of green numbers showing the amount paid for each load delivered. One load cube is placed on each number, highest to lowest, for each load delivered and that amount is collected from the bank. A player may only deliver a number of loads equal to the number of uncovered numbers.

3.2 A player may also carry people back and forth between station tiles. This is possible if both stations have village country tiles adjacent to them. Each village country tile, adjacent to the station tiles at either end of the route, will pay \$2 for the delivery. If there are load cubes present on the stations at the ends of the delivery route, **one** load cube may be taken from **each** station (to the player's load cube supply).



Village tile

3.3 A player pays tax to the owner of any station involved in the delivery that they do not manage (the supply or demand station). The tax amount is shown on the station tiles and is a flat payment regardless of the number of load cubes or people carried in that delivery.

4.0 Game end.

When the last track or country tile is placed, each player gets one more turn and the game ends. The player with the most money is the winner. In the case of a tie, the player with the most load cubes left in their personal supply is the winner.

Delivery example.

The yellow player has a locomotive connecting the mill station tile (timber) and the stock yard station tile (sheep). The direction the locomotive faces is of no importance, imagine it represents a train traveling back and forth along that line for the period of the turn. The yellow player has 3 delivery options.

1/ Deliver 2 tree loads from the stock yard station to the mill station collecting \$6+\$6 but paying \$2 tax to the blue player for use of the stock yard station. He would place load cubes on the two six squares of the mill station.

2/ Deliver one sheep from the mill station to the stock yard station collecting \$6 and paying the blue player \$2 tax. The Yellow player would place 1 load cube on the 6 on the stock yard station.

3/ Carry people back and forth between both station tiles. There are 3 villages so the yellow player would collect \$6 and once again pay 2\$ to the blue player. As there are no load cubes on the stations the yellow player does not get to pick any up, but they may still make the delivery.

NOTE. The presence of load cubes on either station would limit the ability to deliver and the monies collected. If the stock yard station had one load cube on it? It would be covering the 6 and the sheep delivery would now be worth \$5 instead. This load cube could also be picked up if the Yellow player delivered people instead of sheep or timber.

