

RunAway Train

3-6 Players

Game summary: RunAway Train is a fast paced simultaneous play game. Players take turns being the engineer. While the current engineer does his job of adjusting the speed of the train, moving the train, and maybe hitting the brake: the other players will be figuring out what 2 cards to play from their hand to get a suitcase and/or their passenger off (you will always play 2 cards when you decide to play cards). Once the engineer does his tasks, he decides what 2 cards to play, counts down to zero and then all players reveal their cards at the same time. If you are lucky you will get a suitcase and/or your passenger off the train and score some points (and all hopefully before the train plunges off the cliff).

Set up: Place the game board on the table where all players can reach. Place one of the two pawns on the “START” space (number 1 square) on the “Train Speed” tracker. Place the other pawn (or the optional Train Pawn) on the yellow “START” space on the railroad track. Place the 3 different colored poker chips near the board. Separate the playing cards into the 6 different colored borders; each player chooses one of the different colors and take all 9 cards with that colored border. There should be 7 “Suitcase” cards, 1 “Passenger” card and 1 “Conductor” card. Choose a player to go first (roll the die to determine) and that player gets the die first and will be the first “engineer”

How to get stuff off the train: There are two things you want to get off the train; your passenger and your suitcases (at least most of them). The most important thing is your passenger, but your suitcases are also important, and here is the quandary; if you get your passenger off too early then there is no one to toss your suitcases off for you (the conductor needs a tip), but if you wait too long you might end up stuck on a train that most likely will plunge off the cliff with the train and lose (hard to win with a seriously injured passenger).

How to get your suitcases off the train: There are two ways to get your suitcases off the train:

- Use your passenger to toss it off. If you choose this method select your passenger card and one of your suitcase cards as your 2 cards to play (don't let anyone else know what you selected) and place them face down in front of you. Now here's the thing, when it comes time for everyone to reveal their cards, only the player that played the lowest value suitcase card with their passenger card actually gets his suitcase off the train and scores points. BUT, if two or more players select the same exact 2 cards to play they cancel each other out and the player

that played the next lowest suitcase card with their passenger card gets his suitcase off (unless of course another player also played that 2 same exact cards).

- Pay the conductor a tip to toss it off. If you choose this; select your conductor card and one of your suitcase cards as your 2 cards to play (don't let anyone else know what you selected) and place them face down in front of you. Here's the thing with the conductor, when it comes time for everyone to reveal their cards only the player with the highest value suitcase card actually gets his suitcase off the train and scores points. BUT, if two or more players select the same exact 2 cards to play they cancel each other out and the player that played the next highest suitcase card with their conductor card gets his suitcase off (unless of course another player also played that 2 same exact cards). Also, when you play the conductor card you must pay a tip to the conductor in points. The tip you must pay is (value of the suitcase) – 1. So the number 7 Suitcase costs 6 points if you use the conductor card. *Why use the conductor then?* Well in the beginning it is not a good idea to use the conductor when tossing a 7 point suitcase, but when you get 2X scores or 3X scores it is well worth using the conductor for high value suitcases. Your number 7 suitcase is worth 15 points if you use the conductor when the scores are at 3X...especially when the passenger card goes towards lowest value suitcase played.

How to get your passenger off the train: There are 2 ways to get your passenger off the train. When your passenger does get off the train you are done playing the game, any suitcases you did not get off the train you lose (you can't toss them if you are not there). Here is how to get your passenger off:

- If you are successful in using your passenger in getting a suitcase off the train; you then have the choice to have your passenger get off the train too (he jumped with the suitcase). You must decide then and there that only the suitcase left the train or both the suitcase and the passenger left the train. You do score points for the suitcase either way.
- Select your passenger card and your conductor cards as your 2 cards to play (don't let anyone else know what you selected) and place them face down in front of you. When it comes time for everyone to reveal their cards your passenger is off the train. BUT, if two or more players select the same exact 2 cards to play they cancel each other out and no one gets their passenger off the train.

What if I don't want to get anything off the train right now? Then either play 2 suitcase cards (don't let anyone else know what you selected, let them think you are trying to get something off) and place them face down in front of you or don't play any cards at all, just smile and say “Pass” (let them think you

know what you are doing).

Playing the Game: The player that has been selected as the first engineer takes the die and starts. He has several tasks to do and he must do them in order:

- Roll the die and adjust the speed. If you roll a 1 or 2 nothing happens leave the pawn on the speed chart alone. If you roll a 3,4 or 5 move the pawn on the speed chart so that the speed increases by 1. If you roll a 6 move the pawn on the speed chart so that the speed increases by 2. The speed chart wraps around, so it is possible to go below 1 or go above 10 (then 1=11, 2 =12 etc.)
- Move the train pawn the number of spaces equal to the current speed on the speed chart (a space is in between the railroad ties). If the train lands on or passes over a yellow space see “Yellow spaces” to see what to do.
- Do what is required by the yellow space, see “Yellow spaces” rules.
- Select the 2 cards you want to play and place them face down in front of you. The rest of the players should already have done this by now.
- Count down from 3 to 0 and everyone reveals their 2 cards in front of them. If a player has not played his 2 cards by zero, too late...maybe next time.
- Figure out who did what. Look at everyone's cards, if two or more players played the same exact 2 cards they must pick up their cards and put the cards back into their hand. *Example: two of the players played their passenger and suitcase #3 cards. Note: Passenger & suitcase #3 and conductor & suitcase #3 is not the same exact 2 cards.* Out of the remaining players still with cards down, the player who played the lowest value suitcase with a passenger card scores (see “Scoring”), the player who played the highest value suitcase with a conductor card scores; and if a player played the conductor and passenger cards, he is now out of the game and waits to the game ends to see if he wins.
- The current engineer passes the die to the next player on his left that still has a passenger on the train and that player starts the process all over as the new engineer (unless the game end condition has happened).

Yellow spaces: There are 4 types of yellow spaces. The train does not stop when passing over these spaces, unless it happens to land by exact count on the space. The only exception is the final Yellow space at the end of the track, there the train pauses to see what its fate is.

- Start. Say out loud “ALL A BOARD”
- Scores multiplied. Is marked by a Scores X 2,3 or 4. This means from

this point on a suitcase value is multiplied by that much when scoring.

- Brake attempt. A red outlined circle with a X and a number in it means an attempt to stop the train will happen (most likely it will only slow the train down). The first one has a ½; roll the die and reduce the train speed by moving the speed chart pawn ½ the die roll (round down). The second one has a 1X in it; roll the die and reduce the train speed by moving the speed chart pawn the full die roll. It is possible for the brake attempts to reduce the speed below 1, if that happens the game ends. The last one at the end of the tracks with the number 13 is an all out attempt to stop the train before it plunges off the cliff. Using the chart on the game board (Stop Chart for the Train Car); take into account if you went the long track or short track and the current train speed, look to see what you need to roll. If you roll that number or greater then the train stops, if not over the cliff it goes.
- Track switch. The space with 2 arrows on it. The current engineer decides if the train goes the long track or the short track by moving the train in that direction or pointing in that direction if it happens to end its move there. The current engineer may use any method to decide this fate (take a vote, flip a coin....etc), my suggestion would be short for 3-4 players and long for 5-6 players, but I am not the current engineer.

Scoring: You are paid in poker chips when you score. White is worth 1 point, red is 5 points and blue is 10 points. The points you score depends on the value of the suitcase (1=1, 2=2...etc) and the current score multiplier (X2 X3 or X4). Remember to tip the conductor if you use him (the chart on your player-aid shows how much you score after tip). Discard from the game your suitcase card after you score on it, place back in to your hand you conductor card or passenger card (unless your passenger got off the train). You do not score extra points for getting your passenger off the train.

Game over: The game ends if one of three things happen. If the train speed miraculously drops below zero the game ends, if all players get their passenger off the train the game ends or when the train pauses on the last space to see its fate, the game ends when that fate is determined. If the train does actually stop or does not plunge off the cliff, any and all players that still have their passenger on the train get face value in points for suitcases they still have yet to get off the train car (if your passenger is off the train car you get nothing).