Fast Train to Miyajima

OBJECTIVE.
You are the owner of a train company who must ship goods of six colors to cities across the globe (Miyajima, Rio, London, New York, Paris and Sydney). Trains will pick up goods as they make their way to their destination cities. Each city is associated with two trains of its color. One train is fast but weak while the other is strong but slow. To maximize profits, your fast train must be closer to its destination when the game ends while the slow train must be carrying a heavier load.

WHAT YOU WILL NEED.
-1 Player Sheet per Player, 1 Yellow die, 1 Blue die, and 1 Red die, Pens

HOW TO WIN.
Score the most points when the game ends.

SET UP.
Each player receives a player sheet.

Determine a starting player, who is given the dice.

ROUND OVERVIEW.
The game progresses through several rounds in which all three dice are rolled one at a time. To begin the round, the active player chooses one die and rolls it. All players must load that cargo (if they can) by writing that number into one of the two corresponding trains (of that color). The trains are traveling left to right. Therefore, cargo is always loaded in the leftmost empty car of a train. It is your choice to load the cargo in the fast train (above) or heavy train (below).

After all players have loaded cargo of the first die, the active player chooses one of the two remaining dice and rolls it. All players must load cargo using that die. However, they can combine it with the cargo that was rolled first. Add the two values and load the cargo into the train of the resultant color. They may also choose to load cargo with just the second die.

After all players have loaded cargo using the second die, the active player rolls the last die. Once again, players must use that die to load cargo. They can choose to load just that die, or combine it with one of the two other dice by adding the two values and loading the cargo into the resultant colored train. Players must use the die rolled – they cannot use just cargo from previous rolls.

In each round, players will have loaded three cargos into three different trains, but players may have loaded different cargos, depending on their choices. It is always the active player's decision as to the order of dice rolled. Pass the dice to the player clockwise – they become the active player and the next round begins.

Example 1: Anna is the active player for the first round. She chooses to roll the blue die first, rolls a 4 and loads it into her heavy train. Other players must take the blue four, but may choose to load it into their fast trains. Next, Anna decides to roll the red die and rolls a 2. She has the option to load it into her red train, but instead she combines the red cargo with the blue already rolled. She loads a 6 into the purple fast train. Finally, Anna rolls the yellow die and gets a 5. She could load it straight into her yellow train, combine it with blue or combine it with red. She chooses to combine it with blue and loads a green 9 into her heavy train. Other players have these options as well and everyone must load cargo using the die most recently rolled.
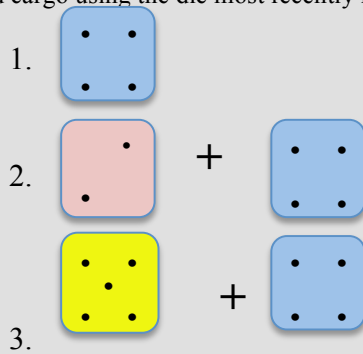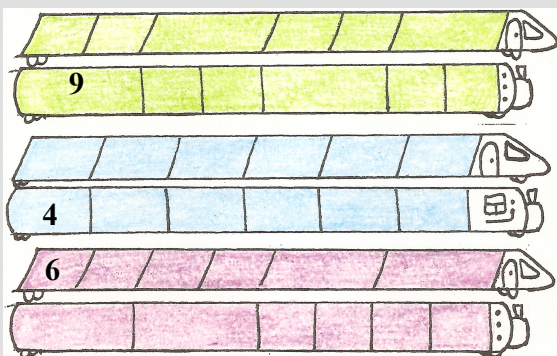
CONTINUING THE GAME.
As you pick up cargo throughout the game, it is important to know the sum of all the cargo on a train. When loading cargo, add its value to the total sum of that train. The sum of cargo in a train is simply the value of its rightmost car.

Example 2: These are Anna's blue trains 10 rounds later. She has loaded more cargo by adding the values of new cargos and placing the sum into the next leftmost available car.
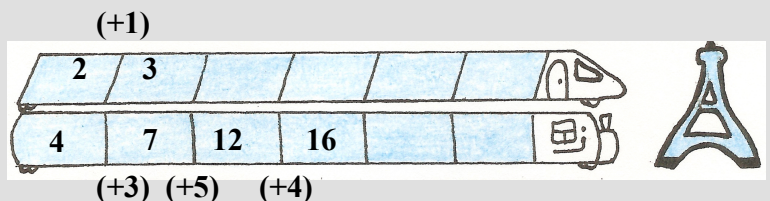
REACHING DESTINATIONS.

Every train has 6 cars. When a player loads cargo into the 6th car of a train, the train has reached its destination. That player announces which destination they have reached and circles the icon on their player sheet. Players should keep track of how many unique destinations have been reached by all players combined. A unique destination is one in which no other player has yet reached. When a number of unique destinations have been reached, the current round will be the final round and game ends. Note the following chart:

Note: The active player must finish the round to completion before the game ends.

Number of Players	1	2	3	4	5+
Unique Destinations Reached by All Players Combined for Game End	2	3	4	5	6

Important: Once you have reached a destination, you may no longer load cargo into the other train of that color. Other players may still add cargo to that train (or any train) as long as they haven't reached that color's destination themselves. On later rolls, you still must load cargo if possible. For instance, if you have already reached Paris (blue) and the blue die is rolled first, you do not add blue cargo. However, if red has already been rolled and blue is then rolled, you must load purple cargo because you cannot add blue. If you have already reached Sydney (purple) and Paris, do not load any cargo.

SCORING.

Players calculate their score on the bottom portion of the player sheet. There are 12 spaces to fill in scores, one for each train. Fast trains and heavy trains are scored differently and players will be comparing the two trains of each color. Ideally, the two trains of each color adhere to the following two requirements:

1. Your fast train is closer to its destination than the heavy train of the same color. Train cars between fast and heavy trains of the same color are (mostly) lined up vertically. The train that is closer to its destination is the one in which its rightmost filled car is physically closer to the icon on the paper than that of the other train. For the red, blue and yellow trains, the closer train is simply the train with more cars filled, as the cars all line up between the heavy and fast trains (treat slanted lines as strictly vertical lines starting from the bottom). However, cars in the orange, green and purple trains don't necessarily line up. For instance, two filled cars in the heavy purple train are closer than three filled cars in the fast purple train. If the fast and heavy trains of a color are the same distance away, the fast train is *not* considered closer – it is a tie.

2. Your heavy train is carrying more cargo (higher sum) than the fast train of the same color. If the fast and heavy trains of a color are carrying the same amount of cargo, the heavy train is *not* considered to be carrying more cargo – it is a tie.

So what is my score?

If you adhered to both requirements, your score for the *fast train* is the sum of its cargo (value in its rightmost car). Your score for the *heavy train* is distance points depending on how many cars are filled. Place your scores in the locations on the bottom of the sheet.

 Distance Points [1 | 4 | 9 | 16 | 25]

Distance points are explained here to the left and on the player sheet. If your heavy train has only one filled car, you receive 1 point for its score. If two cars are filled, you receive 4 points; three cars is 9 points, etc.

What if my trains do not adhere to the scoring requirements?

It is possible that some of your fast trains are farther away from their destinations or your heavy train is carrying less cargo. Your score for trains that do not adhere to the requirements is simply the number of cars filled in those trains. It is *not possible* for one train to adhere to its requirements and the other train of the same color to not adhere – they either both adhere or neither do. If there is a tie in distance or weight of two trains of a color, they do not adhere to the requirements.

SCORING EXAMPLE

This is Anna's player sheet when the game ends. Her red trains adhered to the requirements. Anna received the sum of cargo for the fast train and the distance points for the heavy train. However, for the orange and yellow trains, she did not adhere to the requirements and only received the number of cars filled in each train.
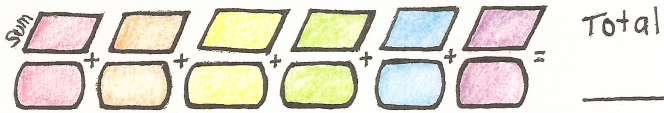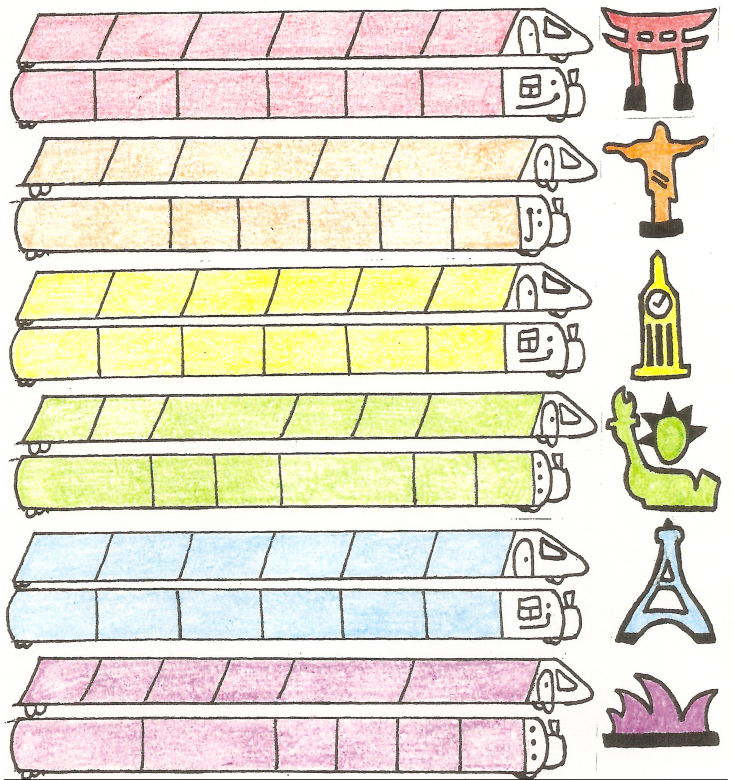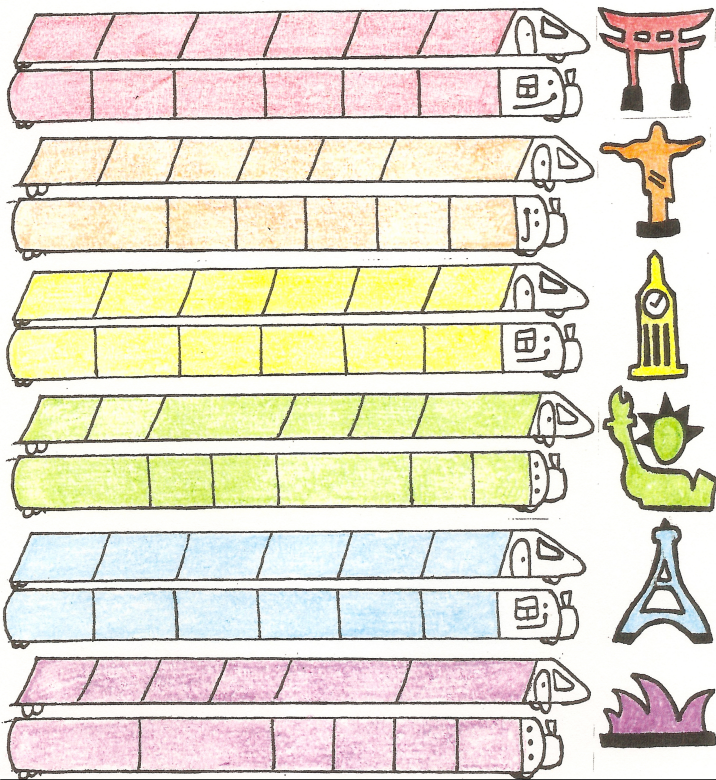

Solo Mode

Fast Train to Miyajima can be played solo by the same rules. Try to maximize your score. Compare your score against the following!

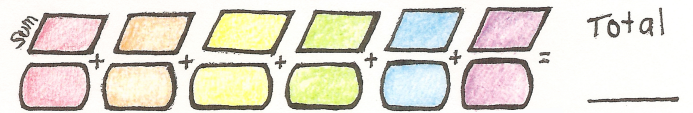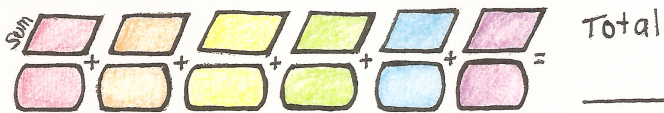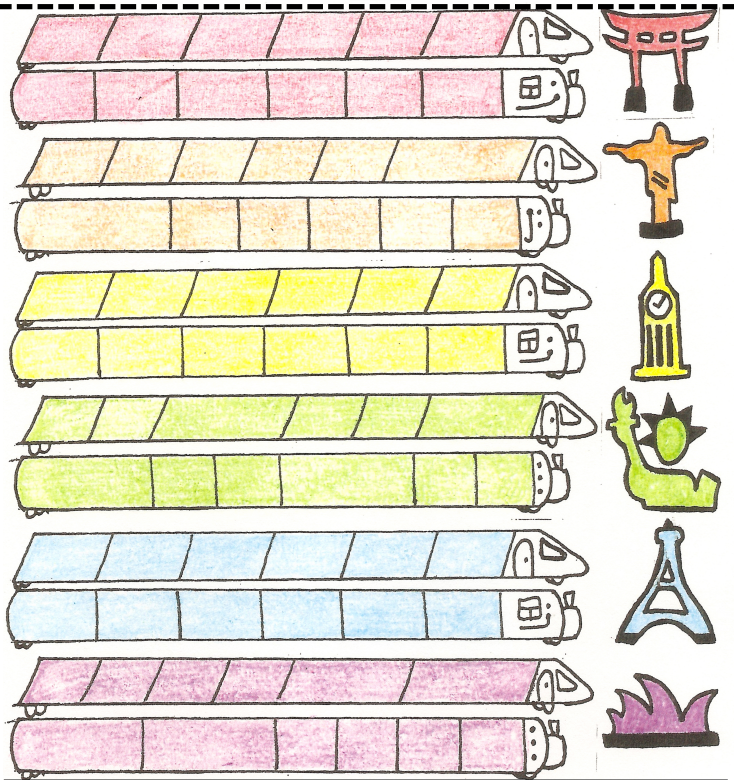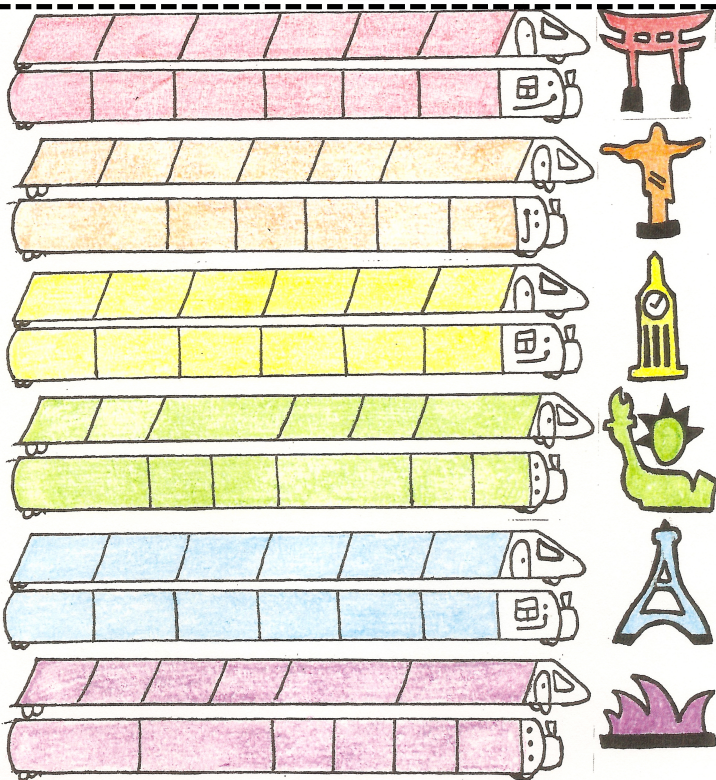| SCORE	<150	151-180	181-210	211-230	231-250	251+
RANK	Gandy Dancer	Boilerman	Engineer	Inspector	Conductor	Tycoon

In addition, try to complete one of the following goals within the course of one game:
- ✓ Score 200 points, and of all six colors, score the most points in yellow and the second most in violet
- ✓ Finish with four destinations reached and 230 points (Final round is still triggered when 2nd destination reached)
- ✓ Reach Miyajima (red), Rio (orange) and London (yellow) and score 230 points
- ✓ Reach New York (green), Paris (blue) and Sydney (violet) and score 230 points
- ✓ Beat the Designer's high score of 260 points.

Sum ◇ + ◇ + ◇ + ◇ + ◇ + ◇ = Total

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