

LOOP LINE!

(is that a good name? is it? help me this is tough)

CURRENT VERSION: 2.2 (Beta Version) - [INFO FILE](#) (change history)



STORY

*You've been tapped by City Area Trains (or CAT) to operate a station on the city's brand new **Loop Line**. While all of you conductors are supposed to work together, a rumor has been going around that a Super Secret SALES BONUS will be awarded to the station master who manages to bring in the most customers. Is this rumor true? Probably not. Are you going to assume it is? OF COURSE! So get your conductor hat on; the morning rush is starting!*

OBJECT OF THE GAME

To have the most yen (in essence, paying customers) at the end of the game. You gain yen based on how many passengers use your station. While most people are worth 200 yen (a regular adult fare), some are worth more or less. In addition, there are special bonuses for who has most of each passenger type at the end of the game. Get the *most* people through your fare gates, and you'll be on your way to riches and success (maybe).

WHAT'S IN THE BOX?*

- Four large train car boards**
- 88 play cards
- 80 passenger cards
- 16 Property cards
- 25 tokens
- Train marker (to keep track of whose turn it is/where the train is)**
- A 6-sided die**

**box is metaphorical because this is being playtested. The box is in your heart.*

*** these aren't part of the playtest PDF. Just find something to substitute these. Thx <3*

SETUP

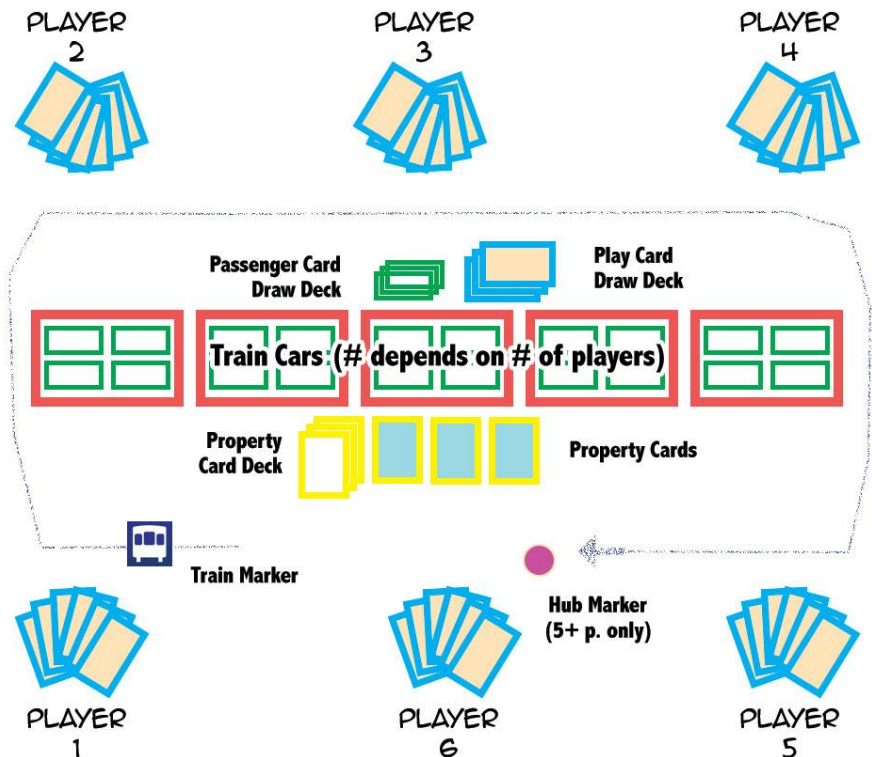
Place the train car boards in the center of the table.

This is the interior of the "train."

Shuffle the **passenger** cards and set them face down next to the train. Draw and place four passenger cards onto the spots marked for them in each train car.

Shuffle the **play** cards and deal **six** cards to each player. Set the rest face down on the table in a place where everyone can reach them. **Do not show your cards to other players** unless you want to play a test game. ;)

Shuffle the **property** cards and set them face down next to the train. Draw one and set it face up next to the passenger cards; this is the **community property**. Draw three of these cards and set them face up next to the property card deck where everyone can see them.



Give each player **three** tokens.

Roll the die or do whatever other funny wacky thing you prefer to use to decide who goes first.

Choose a name for your station and place it in front of you on a piece of paper/note/wherever. This isn't necessary, but it's fun – so if your game group harbors a deep desire to give their train stations dumb/silly names, go for it. Enjoy life.

HOW TO PLAY

Play moves in a clockwise circle among the players – like a train on a [loop line](#) around a city. When it's your turn, move the **train** marker in front of you to signify that it's your turn to play.

When the train is at your station, you'll do **five** things. These are split into the following "phases":

1. Play/Buy Phase: You can do one of the following:
 - a. Play a **play (station or action)** card. More about cards in the next section.
OR:
 - b. You may buy a **property card**.
 - c. Discard your entire hand and re-draw the same number of cards you had before (you can only do this once per game).
 - d. Pass and do nothing.
2. Token Phase: You may spend a token (or sacrifice ¥500 of passengers) to use the community property or a property for sale.
3. Collection Phase: Collect one passenger with a green border on the card. If you own or have tokened any **property** that lets you collect more passengers, collect them at this time.
4. Boarding Phase: Roll the die. Add that number of passengers to open spots on the train from the **passenger card** deck. If the number rolled is higher than the number of spots available, just add passengers until the train is full.
5. Draw Phase: Draw one new card. You can hold up to **8** cards in your hand; if you draw more, discard down to 8 after drawing. **This is the only time you get to draw** unless a card is played that allows you to draw more.

After all that, your turn is over and the train moves on to the next station (it is "in motion"). There are some action cards that can only be played during this time, so look alive if you're hoping to play one!

PLAY CARD TYPES

There are two types of play cards in the game: **station cards** and **action cards**.

Station Cards (with a → icon in the upper right corner) can only be played on *your* turn during the play phase. Typically these cards let you acquire more passengers or do other cool stuff that helps you earn yen.

Action Cards (with a lightning icon in the upper right corner) can be played *any time* - on your turn, before your turn, or on someone else's! These cards have all sorts of different effects, which you can use to help yourself, affect other players, or just make things crazy.

There is *no limit* on the number of action cards you can play! However, bear in mind that you only get to draw ONE new card per turn; if you run out of cards entirely, you are **out of the game!**

PROPERTY & TOKENS

One way to earn more passengers when the train stops at your station is by using (or buying) some **property**. Most of the time, **property** lets any player collect more passengers in the collection phase - while some other properties have other effects and bonuses.

Properties work with **tokens**. You may either save up (or spend money on) tokens to purchase a property outright, OR you may place a token on any property for sale (or in the "community property" space to use it once).

BUYING PROPERTY

If you **BUY** a property, you spend the prescribed number of tokens on it, and then it stays in front of you and can be used by you free of charge until the end of the game. You may let other players use it for the cost of one of their tokens; however, you also have the right to deny them that privilege. Remember: you **cannot** buy the community property.

Buying property outright also prevents you from playing a card on the turn you buy it.

USING PROPERTY ONCE

You may use a property once by placing a token on any property for sale or on the **community property**.

If you use a token on the **community property**, you may use its benefits once. These same rules apply with properties for sale; however, in that case, your token **stays on the property** and is deducted from its total cost. This means any player that wants to buy the property may do so by paying the displayed token cost, minus any tokens that are on the property.

Want more tokens? You may use a **Royal Heir** or sacrifice **500 yen worth of passengers** to purchase another Token. Should you sacrifice passengers, you cannot "make change" from their value (e.g. using 3 Adults worth ¥200 a piece would result in a loss of ¥600).

You may only use **ONE property at a time!** If you own a property and spend a token on another one, your owned property does **not** take effect.

All properties change when the **Conductor is revealed**; properties for sale are all replaced and the community property is changed.

END OF GAME SCORING + BONUSES

When the passenger cards deck runs out, continue playing until all passengers are off the train. Once the last passenger is off the train, the game is over. At this time, bonuses are scored!

If you have the most of:	YOU GET	Other Bonuses/Penalties:
4th Grader	¥1000	Player with the second most: +¥400
Part-Timer	¥500	
Salaryperson	¥500	
Grandma	¥600	
Tourist	¥800	
Construction Worker	¥1000	Anyone without a construction worker loses ¥600 at the end of the game.

After all bonuses have been assigned, you may count up all yen you have and any bonuses you get. The person with the most yen wins!

A note on winning: property and the tokens spent on it **do not count towards your final score!**

STRATEGY NOTES

Managing your resources is the key to winning! While buying property may look attractive, choose carefully - you're burning yen to get it! Likewise, keep an eye on how many cards you have. Sometimes using a lot of action cards and suffering from having less cards in your hand is okay - but do it sparingly. ;)

FAQ

Which cards count as "Adults?"

Anyone who isn't a child or a superstar. It's written next to the fare on the passenger card.

Why is there no icon on Action cards?

The print software I used for the conversion removed the symbol. Feel free to draw your own action symbol in there if you like (what can I say - this is a test more than anything...)

Can I put a Passenger Action Card onto the train right before it stops at my station?

Yes! Just be aware that the other players might try to stop you. ;)

If I collect "Drunk Guy", can I collect other people from that same car on the same turn?

Yes. Likewise, if you have "Fireworks," the entire train is still collected.

If someone has one card left and they play it or are forced to discard it, are they out of the game?

Yup.

We don't have the train boards...

You can just set the cards on the table in fours; any finalized version of the game will have them.

If I have an opinion on this game or questions, can I reach out to Evan and yell at him?

Yeah, but you don't have to yell. There's a form coming for this!

Why did you name the train company "CAT?"

Oh come on, you **know** why I did that.