



DESTINATION FUN™



TRAINS™

Coastal Tides Expansion



Components

- 1 double-sided board (Okayama-Sapporo/Mount Fuji)
- 21 randomizer cards
- 20 route markers
- 50 Route Bonus cards
- 31 card dividers for sorting your cards in the box
- 220 cards sorted into the following decks:
 - 10 Banker
 - 10 Barge Terminal
 - 10 Building Boom
 - 10 Consolidation
 - 10 Corporate Rate
 - 10 Effective Plan
 - 10 Engine Terminal
 - 10 High Demand
 - 10 Inter-City Train
 - 10 Maglev Train
 - 10 Multi-Unit Train
 - 10 Novelty Train
 - 10 Overbuilding
 - 10 Productivity
 - 10 Return Train
 - 10 Ruralization
 - 10 Scenic Route
 - 20 Sea Bridge
 - 10 Streetcar
 - 10 Union Contract
 - 10 Vice President



Route Markers



Double-sided Board



Route Bonus Cards



New Cards

Okayama Map

The *Sea Bridge* must be used when playing with the Okayama map. You may either replace *Lay Rails* with *Sea Bridge* in the common Supply of cards, or add *Sea Bridge* to the 8 stacks of cards available to buy.

In addition, each player starts the game with 2 *Sea Bridge* instead of 2 *Lay Rails* to form their starting deck of 10 cards.

2-Player Maps

The Sapporo and Mount Fuji maps are intended for games with only two players. The maps should not be used when playing with three or more players. Players choose which 2-player map to use by folding the board in half so that only the map chosen is revealed. Each map follows special setup rules as described below.

Sapporo Map

- Only use 16 station tokens.
- Each player only uses 16 of their rail tokens.
- Only use 7 cards per pile in the Supply.

The Sapporo map features special “S” marks on the three field spaces.

There are two options to play with the “S” marks as described below. Both players should agree which option to use at the start of the game.

- Ignore the “S” marks and play the game normally.
- Utilize the “S” marks by having each player each start on one of these spaces. The players must then build their way up the map toward the more valuable cities during the course of the game.



Mount Fuji Map

- Only use 16 station tokens.
- Each player only uses 16 of their rail tokens.
- Only use 7 cards per pile in the Supply.
- Each player starts the game with 1 *Sea Bridge* instead of 1 *Lay Rails* to form their starting deck of 10 cards.
- Rail tokens cannot be placed on the Mount Fuji space.

Route Bonus Cards

Route Bonus cards are optional and players should agree whether or not to use them at the start of the game. When playing with route bonuses, complete the normal setup rules and then add the following steps to setup. These steps should be followed before players select their starting points on the board.

1. Take the 5 Route Bonus cards for the selected map board.
2. Shuffle the 5 Route Bonus cards and place a number of cards equal to the number of players face up next to the board. Return the remaining Route Bonus cards to the box as they will not be used during this game.
3. Take a set of route markers (all of the triangle-shaped A's for example), then place one marker on the Route Bonus card and a marker on each of the cities listed on the card. Place another set of route markers for each of the face up Route Bonus cards.

Completing Routes

The first player to connect all cities shown on a Route Bonus card completes the route. The cities must be connected with a path of contiguous spaces that each contain that player's rail token.

When you complete a route, take the card and immediately score the VP listed on the card by moving your VP marker forward along the Victory Point track on the board. You keep the Route Bonus card in front of you until the special ability is used, then the card is removed from the game. The special ability may be used at any time during your turn.

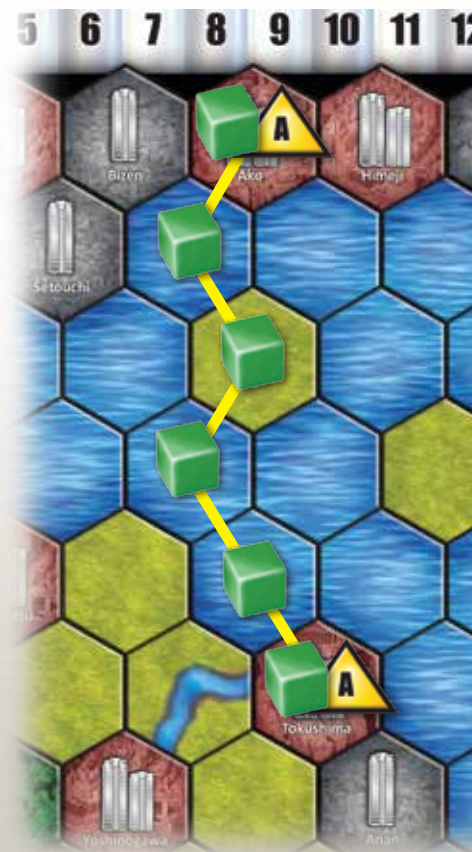
After a route is completed, remove the corresponding route markers from the card and board.



Example Route Setup



Example Completed Route





Credits

Game Design: Philip duBarry based on the game created by Hisashi Hayashi

Development: John Goodenough

Art: Ikaan Studios

Graphic Design: Kali Fitzgerald

Editing: Nicolas Bongiu, Rich Edwards

Production: Dave Lepore

Playtesters: Jason Aemisegger, Oscar de Jesús González Aguilar, Gary Arctica, Jon Bancroft, Edward Bolme, Nicolas Bongiu, Mike "Sourbox" Bowersox, Tony Chen, Dan Cooke, Chris "Chippopotamus" Dixon, Philip duBarry, Steve Ellis, John Goodenough, Jorge "I play with no rails" Gtz T, Mike Haley, Andrew Hammers, Niccole Loyd, Karel Mrazek, Diego Alvarez Ramirez, Jesús Antonio Cordero Ramos, Tom Rieker, Todd Rowland, Troy Shenton, Elianne L Villa, Lindsay Wells, Michael Wells, Mark Wootton, John Zinser

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