Rail Rush! is a turn based rail-building game. To play the game, each player competes to build the best rail network.

How will you build the most sustainable service for people and the environment?

How to set up:

Cut out the game cards and pieces. Separate the card deck into: community, service, environment and construction decks. The rule cards should be distributed and hidden in each of these decks. Place each deck face down on its marked on the board. Each player chooses one coloured set of counters. The youngest player goes first.

Playing the game:

- Each player starts the game by placing their two starting stations anywhere on the board, along with two lengths of track. Starting stations may be built anywhere there is a station circle. These stations are the start of your lines. Tracks and additional stations must join to one of these starting stations.

- For each turn, players choose to take the number of cards from the decks equalling their number of stations (e.g. a player with two stations may take two cards per turn). Players can take any combination of cards from the community, service, environment or construction decks.

- Each player must read their cards out to the team, state and record any points that they have earned, or build track or stations if their cards instruct them to.

How to win:

- The game ends when the first player has used all their track. At the end of the game, the player with the most points wins the game.

- Your points score is a combination of your community, service and environment points, as well as the points you have earned for building track and any bonus points available.

How to get bonus points:

- Bonus points can be won by following the instructions on the rule cards, which appear at random in the other decks. These will change the rules of the game, and are placed on one of the three rule card positions on the board. The player who picks a fourth rule card must replace one of the rule cards already in play.

Rail Rush! scorecard

Use this grid to keep track of your points score. In addition to service, community and environment points, you win one point for each length of track built. You do not receive points for stations.

Scorecard	
Service	
Community	
Environment	
Number of tracks	
Bonus	
Total:	