

RULEBOOK



**SUPER
TRAINS**

FIRST RIDE



2

THE ROBOT CITY OF GEARLAND IS UNDER ATTACK!

The evil semi-truck ROLLAR is tormenting the wonderful robot citizens of the city. As one of The Super Trains, you must save Gearland by delivering gears and passengers to specific locations, upgrading your train, solving emergencies, and battling Rollar. Once the final emergency has been resolved, the Super Train that has collected the most stars during their journey is the winner!

MEET THE SUPER TRAINS

SONNY the STEAM TRAIN

He can build for days



ENZO the ELECTRIC TRAIN

He'll fix you up fast



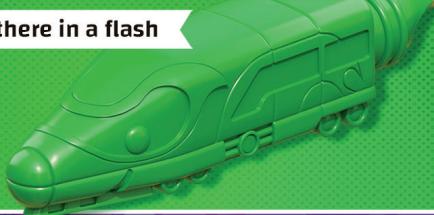
DEACON the DIESEL TRAIN

He's one powerful dude



BLAZE the BULLET TRAIN

She'll get there in a flash



MILLIE the MAGLEV TRAIN

She doesn't lack for brains



SUPER TRAINS

COMPONENTS



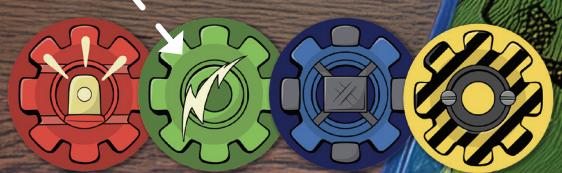
1 ROLLAR Standee



3 Dice



60 Gear Tokens



5 Train Boards



24 Passenger Cards



24 Cargo Cards



15 Kind Train Cards



16 Emergency Cards



GAME SETUP

1 Place the **GAME BOARD** in the center of the game area.

2 Create the **TRAIN DEPOT**:

A Shuffle the **PASSENGER CARDS** and **CARGO CARDS** together to create the **JOB CARD DECK**.

B Deal four **JOB CARDS** face up on the available spots on the board.

C Place the remaining **JOB CARDS** face down on the board (with the **GENERATOR** side facing up)



3 Shuffle the **KIND TRAIN CARDS** and place them on their spot on the board.



GAME SETUP

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Create the **EMERGENCY CARD DECK**:

- Shuffle the **RED EMERGENCY CARDS** and place them in the center spot on the board.
- Shuffle the **GRAY EMERGENCY CARDS** and place them on top of the **RED EMERGENCY CARDS**.
- Shuffle the **GREEN EMERGENCY CARDS** and place them on top of the **GRAY EMERGENCY CARDS**.



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- Then place the **Rollar Standee** on top of the Emergency Card Deck.

5

Place the **3 DICE** near the board.



6

Each player chooses a Super Train and takes the following components that match their train:

- Train Miniature
- Train Board

7

Each player draws **3 RANDOM JOB CARDS** and places them on their train board.



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All players place their Train Miniatures on the location that matches their train color.

- **EXAMPLE:** Millie the Maglev Train is purple, so she starts at the school.

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THE PLAYER WHO RODE ON A TRAIN MOST RECENTLY GOES FIRST.

PLAYER TURN SEQUENCE

TURNS CONSIST OF TWO PHASES:

1 THE DICE PHASE:

Roll the dice to generate gears and cause emergencies.



2 THE SUPER TRAIN PHASE:

Take actions to complete jobs, solve emergencies, and earn stars.



Once a player has completed these two phases, it is the next Super Train's turn

DICE PHASE

AT THE BEGINNING OF A PLAYER'S TURN THEY WILL ROLL ALL THREE DICE.

THE GEAR DIE	THE ROLLAR DIE	THE LOCATION DIE
The GEAR DIE determines which gears the Super Trains will generate on their train board	The ROLLAR DIE determines if Rollar will attack this turn or move	The LOCATION DIE determines where the attack will occur (if it happens)

GEAR GENERATION

The Super Trains have the special ability to generate **MAGICAL GEARS**! Players will use these gears by dropping them off at locations in need around Gearland and to solve emergencies created by Rollar!

REMINDER: THE ROLLAR AND LOCATION DICE ARE NOT ROLLED DURING THE FIRST 3 ROUNDS OF A 2-3 PLAYER GAME OR DURING THE FIRST 2 ROUNDS OF A 4-5 PLAYER GAME.

GEAR GENERATION

- **ALL PLAYERS** that have a **GEAR GENERATOR** under their train board that matches the result of the **GEAR DIE ROLL** can place one matching **GEAR TOKEN** on their train board.
- **EXAMPLE:** if the **GEAR DIE** is rolled and a **BLUE POWER GEAR** is the result, then **ALL** players with at least one **BLUE GENERATOR** under their train board can place one **GEAR TOKEN** on an empty **GEAR SPACE**.



- The number of **GEARS** a Super Train can generate is limited by the number of **GEAR SPACES** on their train board.
- **EXAMPLE:** Deacon can hold up to 4 blue gears, 3 yellow and red gears, and only 2 green gears.
- In the example above, Deacon cannot gain any more green gears until he spends one and opens up a gear space.

Players gain **GEAR GENERATORS** by dropping off passengers (page 18) and delivering cargo (page 20).

CURRENT PLAYER SPECIAL POWER

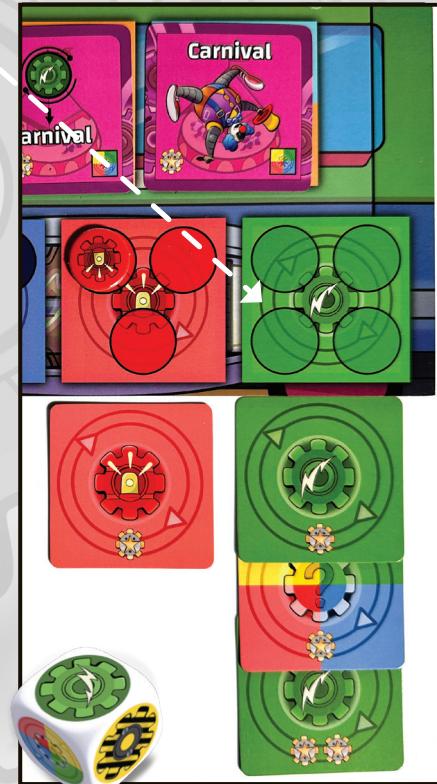
The player who rolled the **GEAR DIE** can place **AS MANY GEARS AS THEY HAVE MATCHING GENERATORS** (as long as they have open gear spaces)!

- **EXAMPLE:** it is Blaze's turn and she rolls a green gear. She has 4 green gear generators, so she can add 4 green gears to her board!

- **IMPORTANT:** the generator **ON** the player board counts as one generator for the current player. As shown here, Blaze currently has 2 red and 4 green generators.

- Therefore, if the **CURRENT PLAYER** does not have a gear generator under their board that matches the die result, they still have one generator (the one on the train board). This means they can still **PLACE ONE GEAR OF THAT COLOR** on an empty matching gear space on their train board.

- **THESE POWERS ARE ONLY AVAILABLE TO THE CURRENT PLAYER** (the player who rolled the dice).
- **WILD GEAR:** If the die lands on a **WILD GEAR**, the current player can choose any of the four gear types. Players will then receive the chosen gears in the same way as listed above.



IMPORTANT: Gears are generated on train boards **BEFORE** Rollar Attacks



ROLLAR ATTACK

REMINDER: THE ROLLAR AND LOCATION DICE ARE NOT ROLLED DURING THE FIRST 3 ROUNDS OF A 2-3 PLAYER GAME OR DURING THE FIRST 2 ROUNDS OF A 4-5 PLAYER GAME.

After the gears are generated on all player's train boards it is time for Rollar to strike!

- If the **ROLLAR DIE** result is a Rollar symbol, a **ROLLAR EMERGENCY CARD** will be placed on the board.
 
- When Rollar attacks, take top card from the Rollar Deck and place **FACE DOWN** on the location indicated by the **LOCATION DIE**.
- If an **EMERGENCY CARD** is already on the location, place the new card face down underneath the existing **EMERGENCY CARD** (creating a pile).



ROLLAR MOVEMENT

If the **ROLLAR DIE** result is a **DIRECTIONAL ARROW**, move the **ROLLAR FIGURE** one space in that direction.

- The white line represents the bottom of the game board:

 **ONE SPACE UP**  **ONE SPACE RIGHT**



- If Rollar gets moved onto the same space as a Super Train, the player(s) must take a damage token. Then Rollar and the train(s) will share the space on the board.
- If Rollar is on a location, then no jobs (cargo or passengers) can be completed at that location until Rollar moves away.
- If Rollar is at the edge of the board and needs to move off the board, then he moves to the opposite side of the board!
 - From the right edge to the left side or from the top edge to the bottom.

SUPER TRAIN PHASE

The Super Train Phase is when players will spring into action to help save Gearland! During the Super Train Phase, there are 5 actions players can take.

ON A PLAYER'S TURN, THESE ACTIONS CAN BE TAKEN IN ANY ORDER. ACTIONS 2-5 CAN BE PERFORMED AS MANY TIMES AS POSSIBLE.

- 1 Move Your Super Train up to 5 spaces (only once per turn)
- 2 Drop Off Robot Passengers
- 3 Deliver Cargo
- 4 Solve Emergencies (Rollar Cards)
- 5 Use a Kind Train Card

SUPER TRAIN MOVEMENT

A SUPER TRAIN CAN MOVE UP TO 5 SPACES ON THEIR TURN.

The Super Trains move along the tracks on the board. They cannot jump to a different track unless they have a special power that allows them to.

- Only one Super Train moves per turn (the active player).

SUPER TRAIN MOVEMENT

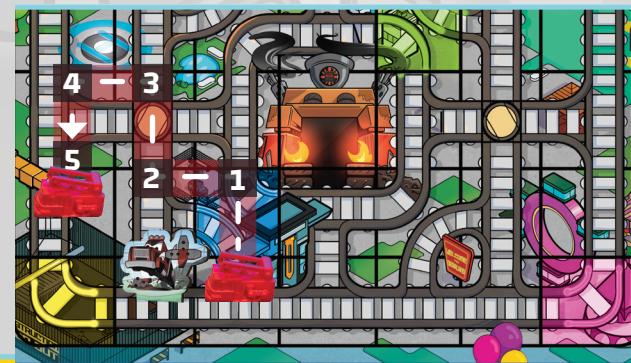
A Super Train can stop in a space while moving, complete another action (ex: drop off a passenger) and then keep moving.

A Super Train can leave the tile it starts on in any direction it chooses. It does not need to match the direction it was facing when it ended the last turn.

However, once a Super Train leaves a tile, it must keep going in the same direction for the entire turn (ex: a train cannot go in reverse after moving forward in the same turn).

A train **CAN** move through a space with another Super Train and a train can **END** their turn on the same space as another train.

A train **CANNOT** move through a space that contains an unresolved Rollar Emergency Card or the Rollar miniature.



EXAMPLE: Enzo begins his turn next to the POLICE HQ

- He moves one space and drops off a passenger at the POLICE HQ.
- He then wants to go to the CONSTRUCTION YARD.

- ROLLAR is blocking his path, so he is forced to go the long way around and ends his turn just short of the location.

A player can spend a **GREEN GEAR** at any time during their turn to **ADD +2 MOVEMENT**.

- There is no limit to the number of **GREEN GEARS** that can be played per turn.



DROPPING OFF PASSENGERS

DROPPING OFF PASSENGERS IS ONE WAY TO EARN VICTORY STARS AND UPGRADE YOUR TRAIN!



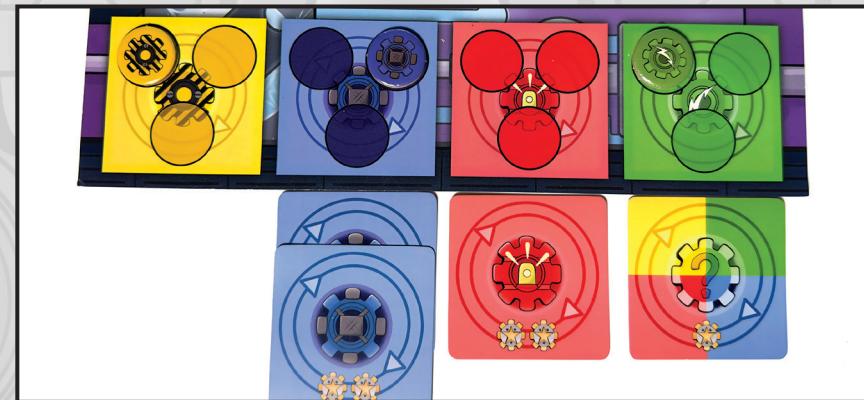
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To drop off a passenger simply move your Super Train to the **LOCATION** listed on the passenger card.



DROPPING OFF A PASSENGER LETS YOU UPGRADE YOUR TRAIN WITH A GENERATOR AND EARN END GAME STARS!

- After dropping off a passenger, flip the **PASSENGER CARD** over to the **GENERATOR** side and place it in the correct place under your **TRAIN BOARD**.



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- **NOTE:** The **TYPE** of **GENERATOR** a Passenger Card will give and how many **STARS** you will earn is provided on the Passenger side of the card.

- It is **NOT POSSIBLE** to drop off passengers at a location that has an active emergency or that is occupied by **ROLLAR**.

- Some passengers provide a **WILD GENERATOR**. These can be placed under **ANY** section on your train board.



- After dropping off passengers you do **NOT** draw a new card immediately in the middle of your turn. Players will get new job cards at the **END** of their turn.

IMPORTANT: If you begin your turn at a location, you **CANNOT** drop a passenger off at that location this turn.

DELIVERING CARGO

DELIVERING CARGO IS ANOTHER WAY TO EARN VICTORY STARS AND UPGRADE YOUR TRAIN!



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- To deliver cargo, move your train to the **LOCATION** listed on the cargo card **WITH THE REQUIRED GEAR ON YOUR TRAIN BOARD**.
- Once you visit the location, **DISCARD THE REQUIRED GEAR** to deliver your cargo.
- The **REWARD** for delivering Cargo is listed in the bottom right of the Cargo Card.
 - There are two types of rewards: **Stars** (these are worth victory points at the end of the game)

• Gear Generators:



ONCE THE CARGO IS DELIVERED, FLIP THE CARGO CARD OVER TO THE GENERATOR SIDE AND PLACE IT IN THE CORRECT SPACE UNDER YOUR TRAIN BOARD.



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- **NOTE:** The **TYPE** of **GENERATOR** a Cargo Card will provide and how many **STARS** you will earn is provided on the Cargo side of the card.
- It is **NOT POSSIBLE** to drop off cargo at a location that has an active emergency or that is occupied by Rollar.
- Some cargo provides a **WILD GENERATOR**. These can be placed under **ANY** section on your train board.
- After dropping off cargo you do **NOT** draw a new card immediately in the middle of your turn. Players will get new job cards at the **END** of their turn.



IMPORTANT: If you begin your turn at a location, you **CANNOT** drop cargo off at that location this turn.

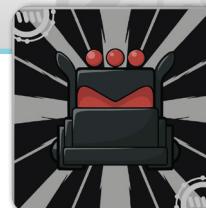
SOLVING EMERGENCIES

ROLLER AND HIS SEMI TRUCK MINIONS ARE CAUSING EMERGENCIES AROUND THE CITY! ON A PLAYER'S TURN, YOU CAN SOLVE AN EMERGENCY TO EARN VICTORY STARS.

- All **EMERGENCY CARDS** are placed on the board face down (unrevealed). This means that a Super Train does not know what gears will be needed to resolve the emergency before they get there.
- A Super Train must be in a space adjacent to the emergency AND connected by a train track in order to reveal an emergency.



EASIEST TO SOLVE



MORE DIFFICULT



MOST CHALLENGING
(and where you will finally battle ROLLAR!)

- If an emergency appears at a location with a Super Train, that player resolves it immediately. The current turn then continues.

- Once an emergency is revealed, it will require a certain combination of gears to solve:



EXAMPLE: Two **BLUE GEARS** are needed to put out this **FIRE** Emergency.

THERE ARE THREE POSSIBLE RESULTS OF REVEALING AN EMERGENCY:

- 1 A PLAYER HAS THE REQUIRED GEARS ON THEIR TRAIN BOARD:

- Discard the gears and place the **EMERGENCY CARD** on your Star Pile.
- You can then continue your turn if you have movement remaining.

KIND TRAIN CARDS



- 2 A PLAYER DOES NOT HAVE THE REQUIRED GEARS AND CAN ASK FOR HELP FROM THE OTHER SUPER TRAINS.

- For every gear that a player gives to a fellow Super Train, they get to draw a **KIND TRAIN CARD**. Kind Train Cards are always good and provide special powers, benefits, or stars:



- Some Kind Train cards can be resolved immediately and then added to their Star Pile (like the first example above), while others can be kept near the board and used on the player's turn (like the +5 Move ability).

KIND TRAIN CARDS

- The option to help a train in need is given to players in **REVERSE TURN ORDER**, so counter clockwise. The first train can give one gear and then it passes to the next player who can give one gear. Continue in this way until you get back to the first player who can then give a second gear and so on.
- IMPORTANT:** You can only ask for help and receive gears from friends if you are able to **SOLVE THE EMERGENCY**.

- EXAMPLE:**

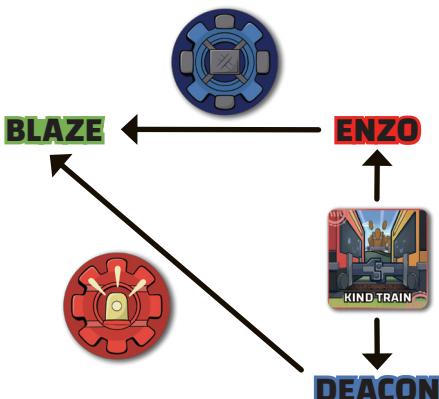
BLAZE needs



BLAZE only has



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- ENZO** gives **BLAZE** a Blue Gear and **DEACON** gives **BLAZE** a Red Gear
- BLAZE** can now discard the gears and solve the emergency.
- Both **ENZO** and **DEACON** get a Kind Train Card

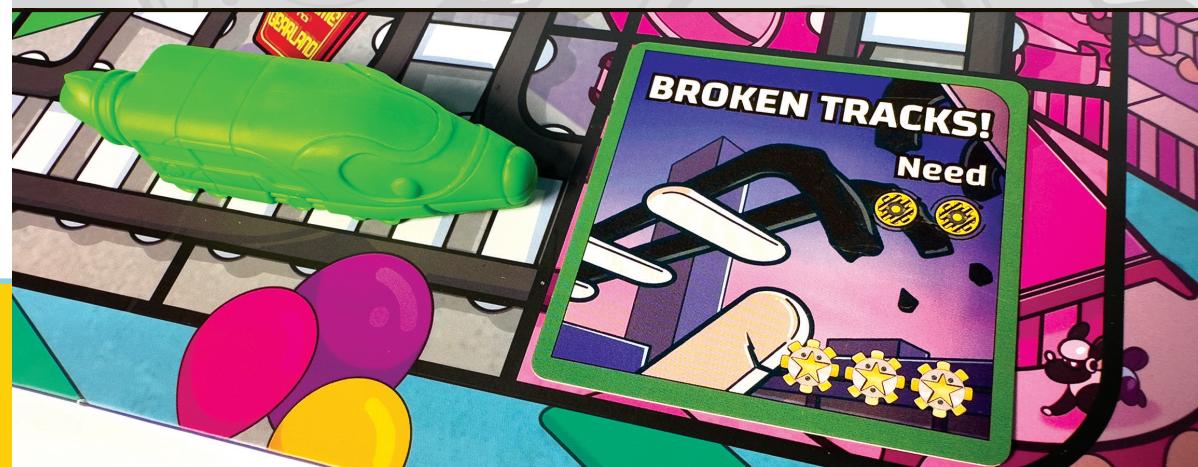
IMPORTANT: A Super Train can use a Kind Train Card at any point during their turn.

3

A PLAYER DOES NOT HAVE THE REQUIRED GEARS AND CANNOT GET HELP FROM THE OTHER SUPER TRAINS.

- The player takes a **DAMAGE TOKEN**, which is worth a negative star for end game scoring.
- The train cannot take any more movements or actions and their turn is over.
- The **EMERGENCY CARD** stays on the board but is now **REVEALED**, meaning it stays face up on the board.
- This **EMERGENCY CARD** still blocks train travel and prevents cargo/passengers from being dropped off at the location.
- A Super Train can solve this emergency on a future turn, however they cannot ask for help to do so.

IMPORTANT: a Super Train does **NOT** need movement to solve an emergency. Meaning, if they run out of movement in a space adjacent to an emergency (and are connected by a train track), they can still attempt to solve the emergency. However, they **CANNOT** move onto the location if the emergency is resolved (because they are out of movement).



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AT THE END OF THE SUPER TRAIN PHASE, PLAYERS SHOULD DRAW NEW PASSENGER CARDS AND CARGO CARDS IF THEY COMPLETED ANY JOBS DURING THEIR TURN. Additionally, there should always be four face up PASSENGER and CARGO cards on the gameboard.

A player can either choose one of the 4 available face up cards or draw randomly from the top of the deck.



GAME END

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THE GAME ENTERS THE FINAL PHASE ONCE THE LAST ROLLER EMERGENCY CARD IS PLACED ON A LOCATION.



- EVERY PLAYER GETS TWO MORE TURNS after the final EMERGENCY CARD has been placed (including the player who placed the final EMERGENCY CARD).
- Players will still roll the GEAR DIE and the ROLLAR DIE (to see if ROLLAR moves).
- IF THE FINAL EMERGENCY IS SOLVED, THEN REMOVE THE ROLLAR FIGURE FROM THE BOARD, BECAUSE HE HAS BEEN DEFEATED!
- Players should use these final two turns to earn as many stars as possible!



STAR SOURCES

ONCE THE GAME IS OVER, IT IS TIME TO COUNT UP THE STARS ON YOUR STAR CABOOSE AND TRAIN BOARD TO DETERMINE THE WINNER!

Here are the sources of Stars in Super Trains:

1 Dropped off Passengers 2 Delivered Cargo



3 Solved Emergencies 4 Kind Train Cards



5 FULL TRAIN

- At the end of the game, any player that has their train's maximum amount of GEAR GENERATORS for each color gets 3 STARS.



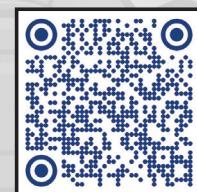
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HOW-TO-PLAY VIDEO

Scan this QR code to view great how-to-play Super Trains videos.



CREDITS:

Game Designer: Dustin McMillian
Artist: Jamie Armstrong
Visual Design & Strategy: Culture Pilot
3D Sculptor: Nick Natsios