

ON TRACK™

Three CORNER™
CARD GAME

"Driving the train doesn't set its course.
The real job is laying the track." –Ed Catmull



Are you ready to win
the railroad race? Can you
keep your train ON TRACK?

Let's go ...
All Aboard!

The Tale Behind the Tracks

Developed with insight from a railroad expert, **ON TRACK** commemorates historic terminals, steam engines, and the scenic deserts, plains, coastlines, and mountains they crossed. Well-known locomotives, like Big Boy, Challenger, Daylight, and Royal Hudson, and the terminals they served are celebrated in colorful detail. Surprising discoveries on track cards and challenging play options are exciting for novices and longtime enthusiasts!

Game Contents

Railroad Cards (40)

Blue (coast), Green (plains),
Purple (mountains) & Orange (deserts)

Railroads each have:

- ⊗ Engine Card (1)
- ⊗ Terminal Card (1)
- ⊗ Track Cards (8)

Action Cards (22)

- ⊗ Closed Track (4)
- ⊗ Conductor (4)
- ⊗ Handcar on Tracks (3)
- ⊗ Landslide (3)
- ⊗ Open Track (4)
- ⊗ Turntable Track WILD (4)

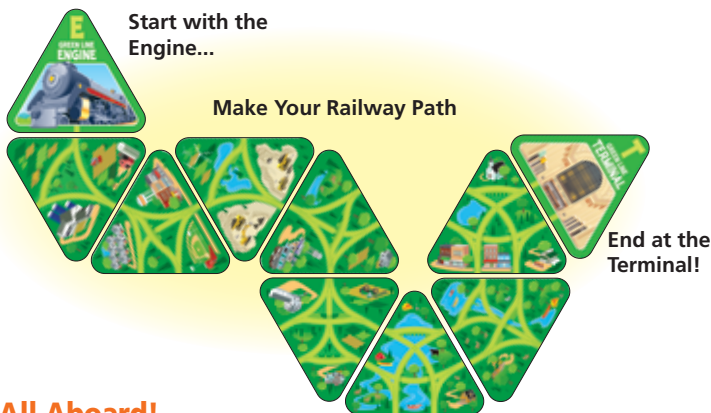
Golden Spike Game

- ⊗ Golden Spike Card (1)



Object of the Game

It's a race! Be first to complete your railroad by connecting an Engine Card and Terminal Card using eight Track Cards. There are lots of ways to make a winning track! Here is an example:



All Aboard!

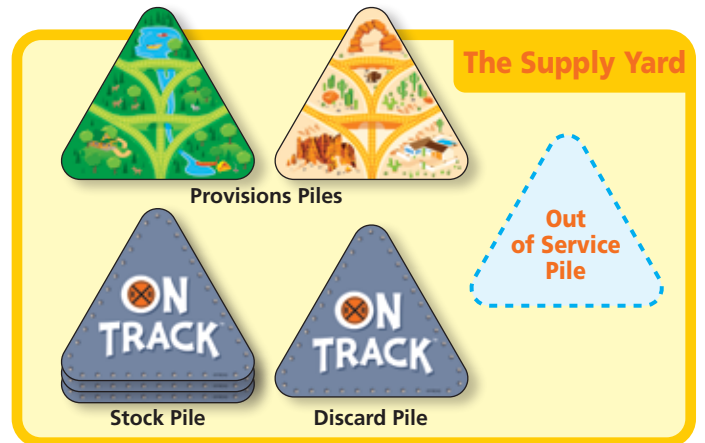
- Before mixing the deck, take out the four Engines, the three Landslide Cards, and the three Handcar on Tracks Cards.
- ⊗ Shuffle just the Engine Cards and deal one to each player. Set extras aside. The engine color decides where players will build: plains, deserts, mountains, or coast. Get ready for sights and surprises!
 - ⊗ Shuffle the deck. Deal 6 cards to each player. Do not show other players your cards.
 - ⊗ Add the Landslide and Handcar on Tracks Cards back into the deck and shuffle to mix up all of the cards.

The Supply Yard

Let's prepare the Supply Yard! Place the shuffled deck face down in the center of the play area to create the Stock Pile. Use cards from the Stock Pile to create the rest of the Supply Yard as shown above. You'll make:

- 🔧 Two Provisions Piles: Place ONE card FACE UP above the Stock Pile and ONE FACE UP next to it.
- 🔧 One Discard Pile: Place ONE card FACE DOWN next to the Stock Pile. (You'll discard face down.)

Leave space in the Supply Yard area for an Out of Service Pile (discard Action Cards here face down).



Time to Make Tracks!

The player to the left of the dealer begins. Each turn has four moves: Draw, Restock (as needed), Lay (optional), and Discard.

- 1. First, load up by DRAWING.** Decide where you'll draw from (choose any ONE option each turn):
 - 🔧 Draw ONE or TWO cards from the Stock Pile.
 - 🔧 You MUST have less than 6 cards in your hand to draw two.
 - 🔧 Draw from ONE of the FACE UP Provisions Piles.
 - 🔧 Draw the TOP card from the Discard Pile.
 - 🔧 Draw ONE card from another player's hand (they fan them out and you take a no-look grab).
- 2. RESTOCKING the Supply Yard**
 - 🔧 If you take from either Provisions Piles, flip over the top card from the Stock Pile or Discard Pile to restock it (face up) BEFORE making your move.
 - 🔧 If you turn over a Landslide or Handcar on Tracks for restocking, move it to the bottom of the deck it was pulled from and flip a new card.
 - 🔧 When the Stock Pile runs out, mix the Discard Pile and place it in the Stock Pile position. The next discard will start a new Discard Pile.
- 3. LAYING Cards**

A player may make ONE of the following moves:

 - 🔧 Lay one or more Track Cards and/or a Turntable

Track WILD Card on their own railroad (only ONE WILD per railroad).

- Place a Closed Track Card on another player's railroad.
- Lay an Open Track Card on a Closed Track Card.
- Play a Conductor Card.
- Choose NOT to play any card(s).
- GOLDEN SPIKE GAME:** Players may pass ONE card to their partner (if they are under the hand limit).

4. DISCARDING Cards

Players discard from their hand (face down) to end each turn except when clearing a Closed Track Card.

Hand Limits

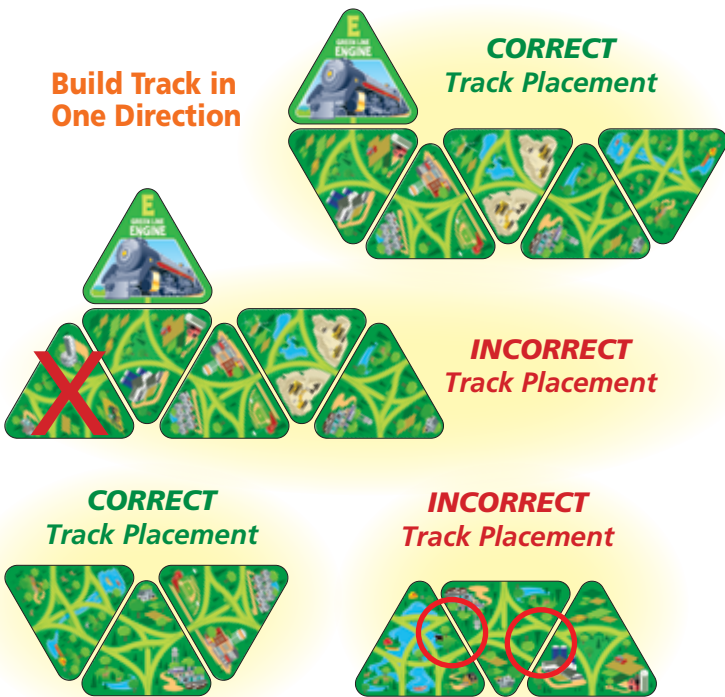
- A player may not have more than 6 cards in their hand at the end of any turn.
- A player may not draw two cards from the Supply Yard when their hand is full (6 cards) to start their turn.
- Only one card may be discarded per turn.

Build Your Railroad

Connect Track Cards by laying them next to each other to build your railroad. A player may lay multiple Track Cards on their railroad each turn as long as the cards match the player's Engine Card color, and:

- Line up with the previously laid track (connecting single track to single track, or double track to double track); see examples below.
- If the card is a Turntable Track WILD Card, it may be used (ONE TIME) in place of any Track Card on any railroad.
- Progress in a single direction; see example below.
- Are played on a railroad free of Closed Track Cards.
- Are not a Terminal Card; Terminals must be the last Railroad Card played.

Hint: Terminal Cards only connect to a double-track card. If you use up all of your double-track cards too soon, you might have to get "Back on Track!" to finish your railroad.

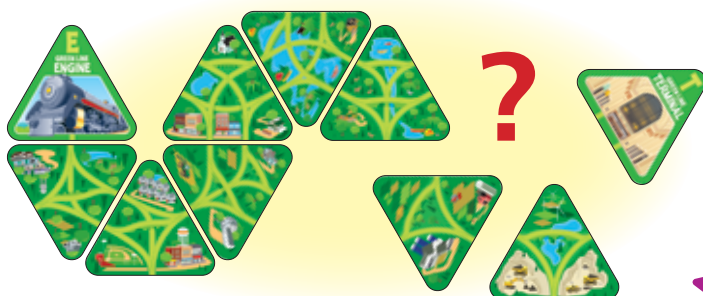


"Back on Track!"

Missed a connection? Here's the ticket: when a player can't properly connect the Terminal Card to the final Track Card, they begin their NEXT turn by declaring they need to get "Back on Track!"

The player then:

- Skips drawing from the Supply Yard
- Rearranges their railroad cards (as many as needed)
- Discards one card from their hand to the Discard Pile
- Build carefully! Players may only use this once.



Closed Tracks

There are TWO ways to clear a Closed Track:

- Lay an Open Track Card on it (if you have one in your hand), **OR**,
- Skip two full turns (don't draw or lay cards) and then remove the card.
- To clear, place the Open/Closed Track Cards Out of Service. Do not discard any additional card(s).
- Resume regular play on your NEXT turn (after your tracks are cleared).



Landslide Cards

- This card takes effect right away! If you have started your railroad, remove one card from it and discard it. Place the Landslide Card in the Out of Service Pile.
- Note: You may remove ANY card, but your railroad must still fit together without gaps or rearranging other cards.



Conductor Cards

- This card may be played right away or saved for later.
- To use, lay it Out of Service and request a card (Track Card for your railroad, an Open Track, or a WILD, for example) from any player. If the player has the card in his or her hand, they must hand it over.



Handcar on Tracks Cards

- Hang on! This card reverses play direction when it's drawn.
- Discard it Out of Service to end your turn and continue playing in the opposite direction.



You Win!

The first player to build a railroad from Engine Card to Terminal Card in a single, continuous track WINS!

The Golden Spike Game

Partner up! Each two-person team works together to build two railroads consecutively that meet at the Golden Spike before their opponents' trains.



- Remove all Terminal Cards from the game and set aside. The Golden Spike is used in place of each Terminal Card.
- Each player draws an Engine Card to determine their rail color. Players must only lay on their own rail color.
- Remove Landslide and Handcar on Tracks Cards from the deck. Deal 6 cards to everyone.
- Mix Landslide and Handcar on Tracks Cards back into the deck.
- Set up the Supply Yard the same as the regular game. Players may only have 6 cards in their hand at the end of each turn.
- Turns have 4 moves (Draw, Refill, Lay, and Discard). See the full list starting on page 1. Note: Players may **pass one card per turn** to their partner instead of laying tracks or playing action cards. (The player receiving cards must have less than 6 in their hand.)
- Pass the card face down and discard to end your turn. All action cards work the same as the regular game.
- The first team to connect both railroads and meet at the Golden Spike wins!

Play Options

Easier/Quick-Play Ideas:

- Use fewer Track Cards between the Engine and Terminal Cards
- Remove all action cards
- Use multiple Turntable Track WILD Cards per railroad

Challenging/Longer Play:

- Remove Turntable Track WILD Cards
- Add action cards back into the Discard Pile (place at bottom of pile) rather than Out of Service