

HOW TO PLAY



Rail Wreck is best played on a table or other hard surface. Place the "Train Station" in the middle of the table. Without looking inside the bag, randomly pull trains from the bag and place them on the spaces in the Train Station.

Give each player a "Train Track" board. The youngest goes first.

When it's your turn:

Each player gets to pick up to 2 trains from the Train Station and place them on the matching color spaces on their Train Track. (e.g.: Blue trains go on the blue spaces.) The goal is to fill all spaces on your railroad with matching-color trains.

When you get all 4 trains of a specific color (e.g., 4 blue trains, or 4 red ones) or you fill up your rainbow train (the rainbow train has one train of each color and a bonus train that can be any color), then the train is complete and you get a "Power Card." Power Cards are held, and can be played right before your next turn or any subsequent turn. Power Cards can only be played once, then placed in a discard pile. After a Power Card is played, the player proceeds to pick up to 2 trains from the Train Station as normal.

HOW TO WIN

Complete all 4 sets of trains
(blue, red, yellow and rainbow)
first to win.

POWER CARDS



Rail Wreck Card:

When you play this card, tell another player they have gotten into a "Rail Wreck." That player must then choose any TWO trains to take off his or her own Train Track, and put them back in the bag.



Lightning Strike Card:

When you play this card, call out ONE train color such as blue or yellow. All other players must remove ONE train of this color off their Train Track, if they have one and put it back in the bag. The player who played the card does not lose any trains.



Bandit Card:

You may steal ONE train from another player's Train Track, and place it on your Train Track.



Bonus Card:

The player may take up to THREE trains (instead of two) during the turn they play the Bonus Card.



Skip A Turn:

Upon playing, you may choose a player who will lose his or her next turn.

Power Cards may be played right before any turn. They do not need to be played on the next turn, and may be saved for an opportune time. Only one power card may be played per turn. Once they are played, they are placed in a discard pile. If Power Cards run out, shuffle the discard pile and re-use.

Once the Train Station gets down to 3 or less trains, fill the Train Station back up by replacing the trains randomly without looking into the bag.

FAQ

I completed a set of 4 blue trains and got a Power Card. Then another player took a blue train away with a Bandit Card. If I complete the blue train set again, will I get another Power Card?

Yes. You may take a Power Card each time you complete a set of trains, even if you do so multiple times.

I completed a set of 4 blue trains and a set of 4 yellow trains in the same turn. Do I get two Power Cards?

Yes. You get a Power Card for each set you complete, even if they are on the same turn.

There are only 4 trains left in the Train Station and I can only use 1 of them on my Train Track. What do I do?

Each player may take UP TO 2 trains on his or her turn. Taking only 1 train is an acceptable move.

What if there are only 4 trains left and I cannot use any of them on my Train Track because they are not colors I need?

If there are no trains you can use, but it's not time to fill the Train Station back up yet, simply skip your turn and move onto the next player. If each player's turn is skipped, and no one can use any of the trains in the Train Station, the board may be refilled early. Otherwise, wait until there are 3 or less trains to refill.



For more information, please visit
www.InspirationPlay.com
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The Game of Colors, Matching,
Counting, & Strategy Skills

AGES:
3+

PLAYERS:
2-4

GAME
DURATION:
10-15 min.

» **GAME INSTRUCTIONS** «