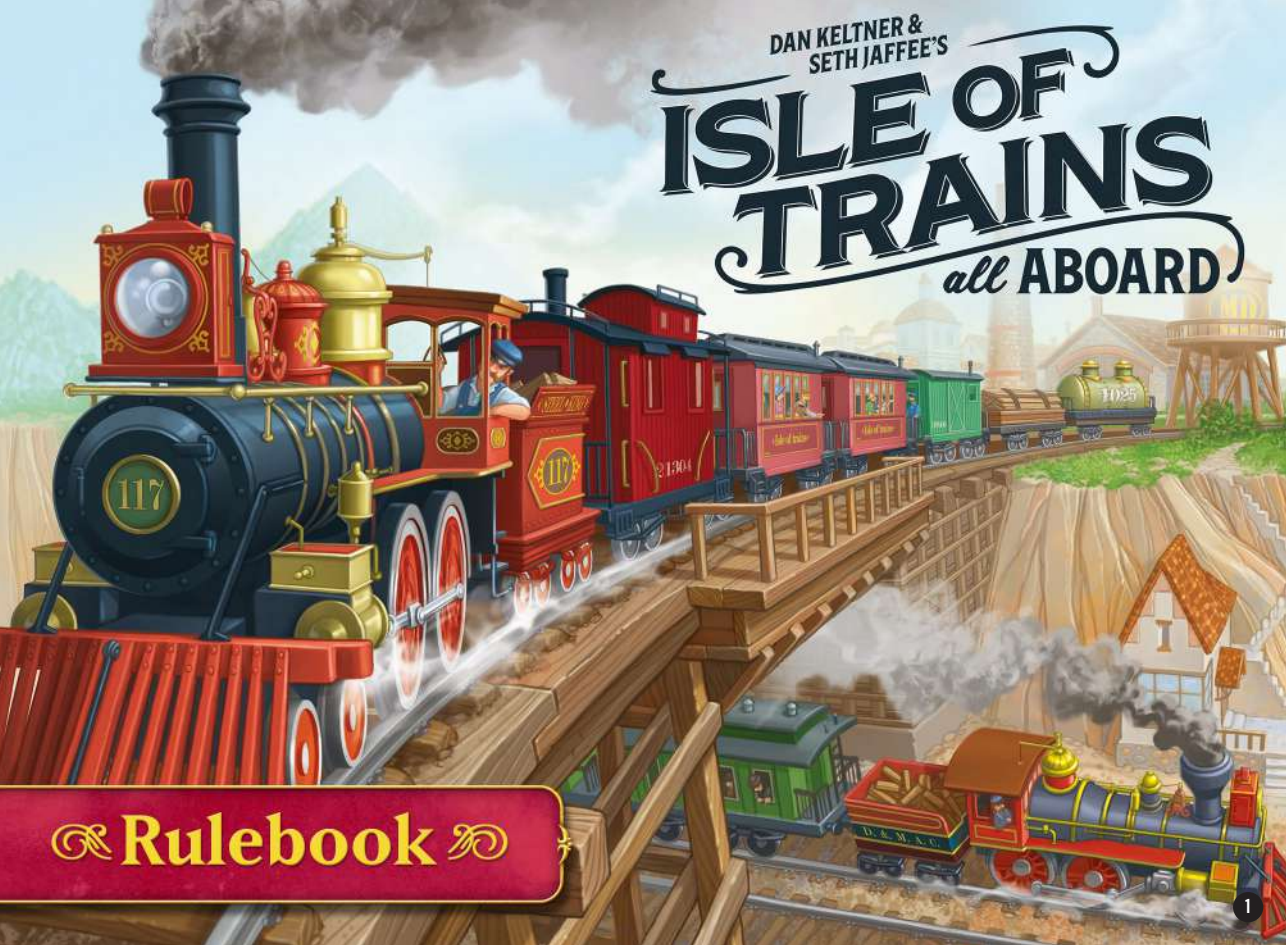DAN KELTNER &
SETH JAFFEE'S

ISLE OF TRAINS
all ABOARD

❦ Rulebook ❦

DAN KELTNER & SETH JAFFEE'S
ISLE OF TRAINS
all ABOARD

Introduction

Welcome to the Isle of Trains, where all the best conductors come to build and run our famous locomotives. You'll need to get to work right away if you're to be remembered as the greatest operator of all time!

Isle of Trains: All Aboard is an engine-building card game in which you will build extravagant engines whilst competing for contracts, cargo, and passengers.

Objective

In Isle of Trains: All Aboard you will collect Victory Points by building the best train, loading cargo and passengers, and delivering them to their destinations. The conductor with the most points at the end of the game will be named the winner and declared the greatest operator of all time!

Components

7 island cards
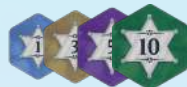

71 train cards

1 progress track

1 progress train

1 passenger bag

4 reference cards
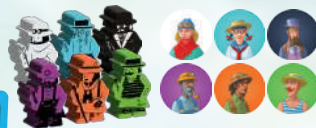

36 Victory Point (VP) tokens

These tokens are not intended to be limited, so if you run out, use a suitable replacement.

6 destination tiles

6 ticket tiles

18 passengers

Meeples in deluxe edition. Tokens in retail edition.

Deluxe edition meeples are available to purchase at

www.drandagames.co.uk/shop

Setup

1. Create the Isle of Trains in the centre of the table by laying out the **6 island cards** (or 7 in a 4 player game) with their primary contract face up. See page 8 for more details.

2. Place the **6 destination tiles** next to the corresponding island cards. Shuffle and randomly place 1 **ticket tile** underneath each.

3. Place the **progress track near** the island cards and place the **progress train** near the progress track.

4. Give a **Level 1 Engine** card to each player. Put the unused Level 1 Engines back into the deck of cards.

5. Shuffle the **train cards** to create the train deck. Deal 5 cards to each player. Draw 3 cards and place them face up to create a display next to the deck.

6. Place the **passengers** in the **passenger bag** and give it a good shake. Randomly draw and give 2 passengers from the bag to each player. Place your drawn passengers in your supply beside your engine.

7. Place the **VP tokens** beside the island within reach of all players.

4 player game only

Alpine Lodge

Cactus Mines

Camp Eagle

Billington's

Devon City

Flint Beach

On your turn, take 2 **A** Actions from the following list. Each of your chosen actions may be different, or you may choose the same action twice.

- **Take -** Take 1 card from the face-up display or from the top of the train deck, **OR** draw a passenger from the passenger bag.
- **B Build -** Build 1 card from your hand by paying the cost and placing it into your play area.
- **L Load -** Load either a card from your hand **OR** a passenger in your supply, into an available space on your train or another player's train.
- **D Deliver -** Deliver cargo from your train cars to fulfil a contract and/or passengers from your train cars to a destination.

If you cannot fulfil the requirements of an action, you cannot choose that action. For example, you cannot take the Build action if you do not have the cards required to fund the action.

Take

Take 1 card **OR** take 1 passenger:

TAKE A CARD

Take 1 card from the face-up display or from the top of the Train deck.
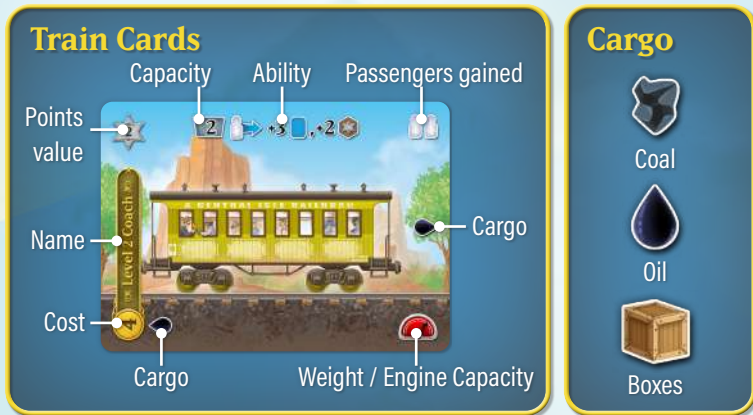
If you take a face-up card, replenish the display at the end of your turn.

If you ever need to draw cards from the Train deck but it is empty, shuffle the discard pile to create a new Train deck.

TAKE A PASSENGER

Draw 1 passenger randomly from the passenger bag and place it next to your engine.

If you ever need to draw a passenger from the passenger bag but it is empty, take 1 VP token instead.

Train Cards

Capacity · Ability · Passengers gained

Points value

Name

Cost

Cargo

Cargo

Weight / Engine Capacity

Cargo

Coal

Oil

Boxes

🅱 Build

Build 1 card from your hand by paying the cost and placing it into your play area.

To take the build action, carry out the following steps:

🏠 **If you are building a building, only carry out step 3.**

STEP 1. EXTEND OR UPGRADE?

If you are building a train car, decide if you are:

a. Extending your train by adding a new train car to the right of your existing engine and other train cars, **OR**

b. Upgrading an existing train car that is eligible for an upgrade. A train car is eligible for an upgrade if it is in the same category of car as the train car being built.

Train car categories are shown in the card reference on page 16.

Extending with a new Train car

Cost = 4

Upgrading an existing Train car

Cost = 3

STEP 2. CHECK YOUR ENGINE CAPACITY.

If the train car you intend to build would mean that your total weight exceeds your engine capacity then you cannot build it.
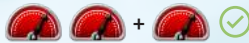
Optional: You may discard one non-engine train car from your train to reduce your total weight before building.

Train Engines and Caboose 6 add to your Engine Capacity

Other train cars add weight to your train

If your capacity would not be exceeded, you can take the Build action

If your capacity would be exceeded, you cannot take the Build action

STEP 3. CHECK THE COST OF THE BUILD ACTION.

If you are building a new train car, building, or caboose, the cost is shown on the card.

If you are upgrading an existing train car, the cost is the difference between the cost of the current car and the cost of the new car.

To fund the build action, discard cards from your hand equal to the cost. **If you cannot afford to fund the Train card, you cannot take the build action.**

STEP 4. DRAW PASSENGERS.

Some train cards give you passengers when they are built. Draw the number of passengers shown at random from the passenger bag and place them beside your engine in your play area.

Remember, if you ever need to draw a passenger from the passenger bag but it is empty, take 1 VP token instead.

OTHER NOTES ON THE BUILD ACTION:

- When upgrading a train car, discard the previously built train car.
- When upgrading a train car, you may upgrade directly from Level 1 to Level 3.
- Buildings and Cabooses cannot be upgraded, so the cost is always equal to that shown on the card.
- You can have multiple caboose cars.
- You can only ever have 1 engine.
- You can only ever have 1 building. A previously built building may be replaced by building a new one (paying the full cost).
- You can have duplicates of the same train car.

1. Sam chooses to upgrade a level 1 coach to a level 3 coach. This is a valid upgrade because the coaches are in the same category of train car.

2. Sam's engine capacity is +6 and after the build action they will have a total weight of 2 so they are able to build.

3. The cost for this upgrade is the difference between the cost of the two coaches, which is 6. Sam discards 6 cards from their hand.

4. Sam gains 3 passengers from the bag for building the level 3 coach and discards the level 1 coach.

🅛 Load

Load a card from your hand or a passenger from your supply into an available space on your train or another player's train.

To take the load action, carry out the following steps:

1. Choose an available space on your train or another player's train that matches what you want to load (cargo or passengers). A space is available as long as the car has fewer loaded cargo or passengers than its total capacity 🛒.

2. If loading cargo, place a card from your hand with the matching cargo type underneath the train car with the available space, rotated so the cargo is still visible. **Note:** Some cards show all types of cargo and can be loaded as any one type. Once loaded, it counts only as the type of cargo shown on the train car it is loaded into.

If loading passengers, choose a passenger from beside your engine and place it onto the train car with the available space.

3. If loading into another player's train car, gain the benefit shown on that car.

If you are loading into your own train car, do not gain the benefit.

Capacity · Benefit · Required Cargo type
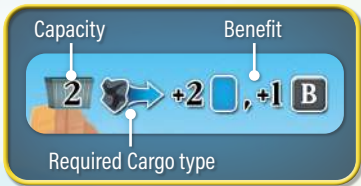
OTHER NOTES ON THE LOAD ACTION:

· Benefits are gained from left to right. Cards are drawn before bonus actions are gained. If a bonus action cannot be taken when it is gained, the bonus action is lost.

· Cargo and passengers loaded through +🅐 and +🅛 **bonus actions must be loaded into your own train cars.**

· When loading cargo, you may discard an additional card from your hand to load the cargo as any type. Place the loaded card face-down underneath that train car. Once loaded, it counts only as the type of cargo shown on the train car it is loaded into.

· Bonus actions (+🅐, +🅛, +🅑 and +🅓) do not count towards the 2 actions of your turn.

1. Chris chooses to load a box into Sam's Level 2 Boxcar. Chris gains the benefit shown on the Boxcar, which allows them to take 4 cards and do a bonus load action.

2. The bonus load action must be loaded into their own train car, so Chris loads a coal into their Level 2 Hopper

D Deliver

Deliver cargo from your train cars to fulfil a contract or passengers from your train cars to a destination.

Choose a single delivery destination. A destination is a named location, such as Alpine Lodge.

There are four types of delivery that can be carried out at each destination.

- A primary contract
- A secondary contract
- A ticket tile
- A special delivery

When delivering to a destination, you can carry out one or more of these delivery types as one action.

Island Card

Primary Contract Points Value
Secondary Contract Points Value
Primary Contract Requirements
Secondary Contract Requirements
Location name

Destination tile — Alpine Lodge
Ticket tile
Reward

DELIVERING CARGO TO A PRIMARY CONTRACT:

1. Deliver the loaded cargo shown on the primary contract. Place the delivered cargo in the discard pile. You must have all of the required cargo to do this action.
2. Take the island card and place it beside your engine.
3. Advance the progress train forward one space on the progress track.

Note: You can only deliver cargo to a primary contract if you do not already have an island card beside your engine. If you already have an island card beside your engine, you must complete one of the secondary contracts before taking a new island card.

Once you have taken an island card, only you can complete the contracts on that card.

DELIVERING CARGO TO A SECONDARY CONTRACT:

1. Deliver the loaded cargo shown on one of the secondary contracts on the island card beside your engine. Place the delivered cargo in the discard pile. You must have all of the required cargo to do this action.
2. Flip the island card over and tuck it underneath your engine, oriented to show the secondary contract you just delivered.

DELIVERING A PASSENGER TO A TICKET TILE:

1. Deliver a loaded passenger that matches the destination tile colour.
2. Place the passenger onto the leftmost empty space of the ticket tile and claim the reward shown on the token.
3. If the passenger is placed on the final space, advance the progress train forward one space on the progress track.

FULFILLING A SPECIAL DELIVERY:

Perform a special delivery to draw cards. This can be done instead of, or at the same time as delivering to a destination.

1. Deliver any number of loaded cargo or passengers, placing them aside for now.
2. Draw 2 cards for each cargo or passenger delivered.
3. Place the delivered cargo in the discard pile. Return delivered passengers to the passenger bag.

OTHER NOTES ON THE DELIVER ACTION:

- You can deliver any number of goods and passengers as one deliver action, but they must be delivered to the same destination.
- Cargo and passengers loaded through +L bonus actions on the ticket tile must be loaded into your own train cars.
- Bonus actions on ticket tiles (+L and +B) do not count towards the 2 actions of your turn.

When an island card is taken or the final passenger is delivered to a Ticket tile, advance the progress train forward one space on the progress track.


Sam chooses **Billington's** as their delivery destination.

1. They deliver 1 box and 1 coal (1a) to claim the island card (1b) and place it beside their engine (1c).
2. They also deliver 1 passenger (2a) to the ticket tile at the destination (2b) and take 4 VP tokens(2c).
3. They then choose to do a special delivery, delivering 1 additional coal (3a) and drawing 2 cards (3b).

When you have completed 2 🅰 Actions

Check to see if the end of the game has been triggered. The end of the game can be triggered in one of two ways:

- When the progress train reaches the required spot on the progress track (dependent on player count); **OR**
- When there are no more cards in the train deck or discard pile at the end of their turn.

2 players   3 players   4 players
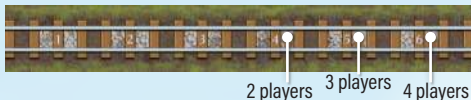
If the progress train has reached the required spot, the active player takes the progress train. All players, including the player who triggered the end of the game, take one final turn then proceed to **End of game scoring.**

Alternatively, if there are no more cards in the train deck or discard pile at the end of a player's turn, all players, including the player who triggered the end of the game, take one final turn then proceed to **End of game scoring**. In this case, no-one takes the progress train unless the progress train reaches the required spot as part of their final action. This does not grant any extra turns after their final one.

Remember: If you ever need to draw cards from the Train deck but it is empty, shuffle the discard pile to create a new Train deck. The end of the game is only triggered in this way when the Train deck and discard piles are both empty.

If the end of the game has not been triggered, play proceeds to the player on your left. If you have 6 or more Train cards in your hand, discard Train cards of your choice until you only have 5 remaining.

If you took any face-up cards from the display, replenish it to ensure there are 3 cards face-up at the end of your turn.

End of Game Scoring 📜

Count up your points from:

⭐ **tokens** claimed throughout the game.

Built Train cars ⭐ as shown in the badge on the train cars

Contracts ⭐ as shown in the badge on the face-up side of your contracts (secondary contracts already show the full total)

Loaded cargo/passengers are each worth 1 ⭐

Progress train is worth 1 ⭐

Buildings ⭐ as per the scoring conditions (*see Buildings 🏠 on page 16*)

The player with the most points is the winner. In case of a tie, the player who has the longest train is the winner. If still a tie, the tied player who has the most points from their engine and train cars is the winner. If still a tie, the tied players share the victory.
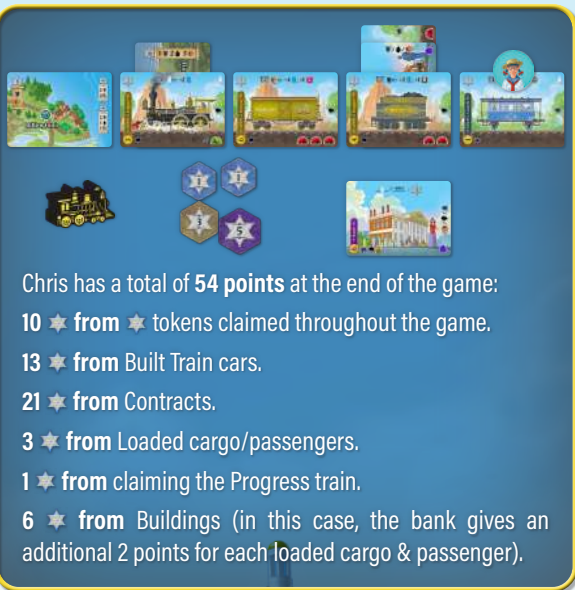
Chris has a total of **54 points** at the end of the game:

10 ✦ **from** ✦ tokens claimed throughout the game.

13 ✦ **from** Built Train cars.

21 ✦ **from** Contracts.

3 ✦ **from** Loaded cargo/passengers.

1 ✦ **from** claiming the Progress train.

6 ✦ **from** Buildings (in this case, the bank gives an additional 2 points for each loaded cargo & passenger).

ISLE OF TRAINS
SOLO MODE

Introduction ✐

In the Isle of Trains: All Aboard solo mode, you will be attempting to reach a target score in the **Challenge mode** OR completing one of the special scenarios for the inhabitants of the Isle of Trains in the **Scenario mode**.

Unlike in the regular game, in the solo mode, you will be able to use the abilities on your own train cars.

We recommend you play your first game in **Challenge mode** and then try the **Scenario mode** by using the scenarios on page 13.

Setup ✐

Setup the game in the same way as the regular game. If you are playing **Scenario mode**, take note of any special setup instructions in each scenario.

How to Play

There are two phases in solo mode.

1. Day Phase
2. Night Phase

Phase One - Day Phase

The day phase plays in a similar way to a player's turn in the regular game mode of Isle of Trains: All Aboard.

Take 2 **A** Actions. These actions are the same as in the regular game, with the following changes:

- **L Load -** Load a card from your hand or a passenger in your supply, into an available space on your train.

L LOAD

The Load action works in a similar way to the regular game mode, but as you can only load goods into your own train cars, in the solo mode you will gain the benefit shown on your own cars.

Cargo and passengers loaded through **+A** and **+L** bonus actions **do not gain the benefit.**

1. By loading a box into your Level 2 Boxcar you gain the benefit shown on the Boxcar, which allows you to take 4 cards and do a bonus load action

2. You choose to use the bonus load action to load your Level 2 Hopper but you do not gain the benefit shown for this additional load action.

Once you have performed 2 Actions in Phase One, proceed to Phase Two.

Phase Two - Night Phase

If you have 6 or more Train cards in your hand, discard Train cards of your choice until you only have 5 remaining.

If you took any face-up cards from the display, replenish it to ensure there are 3 cards face-up at the end of your turn.

Discard the top card from the Train deck face up to the discard pile.

Note: You may return cards from the top of the discard pile to the top of the Train deck at anytime. To do so, discard 3 VP tokens for each card you wish to return to the deck. You can return multiple cards as long as you have the VP tokens to spend for each card.

Game End Conditions ✍

Challenge mode

When the Train deck is empty, the game ends immediately.

Count up your score and check the table below to see your rating.

Note: Never shuffle the discard deck back into the Train deck in the solo mode. You do not use the progress tracker for the solo mode, and it cannot trigger the end of the game.

Victory Points	Rating
0-49	Freeloader
50-59	Trainee
60-69	Engineer
70-79	Head Conductor
80+	Island Conductor

Scenario mode

HOW TO WIN
Complete the objective explained in your chosen scenario. If you complete the objective, you win the game immediately.

HOW TO LOSE
You will lose the game if the Train deck ever runs out and you have not completed the objective. The Discard deck is never reshuffled.

Scenarios ✍

CHAPTER ONE: WELCOME TO THE ISLE OF TRAINS

"Welcome to the Isle of Trains, it's great to have a new conductor joining us. There are already customers waiting in Billington's and Flint Beach so you need to deliver the goods on these contracts right away!"

Objective:
Complete primary and secondary contracts for **Billington's** and **Flint Beach.**

Special Rules:
None.

CHAPTER TWO: STRONG FOUNDATIONS

"You there! I need you to take this money from the bank straight away. There are contractors waiting to start work on four fantastic new buildings, but they won't begin without the cash upfront."

Objective:
Build 4 buildings.

Special Rules:
There is no limit to the number of buildings you can build.

CHAPTER THREE: NEW PEOPLE, NEW LANDS

"Hello! We've just arrived on the island after hearing some great things from back home. We would love to see more of this land and get to know how everything works. Do you mind if we hop on board whilst you go about your daily work?"

Objective:
Gain at least 60 victory points.

Special Rules:
None.

CHAPTER FOUR: SHOW TIME!

"Hi there. We have a strange request for you if you don't mind? It's the annual Firebox Festival today and the Mayor has demanded we show the island something really unique this year. Could you send as many train cars as possible steaming around the island?"

Objective:
Build a train with at least 13 cars attached (not including upgrades or engines).

Special Rules:
None.

CHAPTER FIVE: ALL ABOARD!

"I need you to cover my shift. I usually run the dedicated passenger engine, but it has a leak and needs repairs. There are a load of passengers waiting to get all around the island. Could you pick them up and drop them off for me?"

Objective:
Fill at least 5 ticket tiles with their corresponding passengers.

Special Rules:
None

CHAPTER SIX: NORTHERN TOUR

"We've been here a little while now and seen a few of the sights, but we've spent most of our time on the south side of the island. We have heard fantastic things about Alpine Lodge, Devon City, and a Research Station way up north. Could you take us there, please?"

Objective:
Complete primary and secondary contracts for **Alpine Lodge**, **Devon City**, and the **Research Station**.

Special Rules:
Add the Research Station to the map during setup.

CHAPTER SEVEN: CAPITALISE

"The island is really prospering now, but we're not done yet. We need to be world famous for our architecture, in the same way we are for our fantastic railroad infrastructure."

Objective:
Score at least 50 victory points from buildings.

Special Rules:
There is no limit to the number of buildings you can build.

CHAPTER EIGHT: TRAVELLING MAN

"I've been exploring this island for months. I've seen everything, and I was hoping to finish my travels by going skiing for the first time. But it seems I've left bits of my equipment all over the place. Could you help me collect it all?"

Objective:
Complete the primary contract of all 7 island cards.

Special Rules:
Add the Research Station to the map during setup.

You cannot complete secondary contracts. Only complete primary contracts.

CHAPTER NINE: BIG AND POWERFUL

"Excuse me sir, my little boy has a fascination with your trains and it would thrill him so much to see a big modern train fly past us. Do you think you could drive something that would impress him?"

Objective:
Build a Level 3 Engine and 4 different types of Level 3 cars.

Special Rules:
Discard 2 VP tokens instead of 3 in order to return a card from the discard pile to the top of the Train deck.

CHAPTER TEN: YOU HAVE MY ATTENTION

"I've heard remarkable things about you. As the Mayor of this island, I want to see what you can do. Go on then. Impress me, if you can."

Objective:
Gain at least 70 victory points.

Special Rules:
Each VP token is a negative point at the end of the game

Buildings 🏠

Gain points at the end of the game by fulfilling a building's requirements.

COAL FACTORY

For each Coal shown on your completed contracts (primary and secondary), gain 2 points.

BANK

For each passenger or cargo loaded into your train, gain 2 additional points.

OIL REFINERY

For each Oil shown on your completed contracts (primary and secondary), gain 2 points.

GRAND CENTRAL

Gain 8 points (no requirements).

CUSTOMS HOUSE

For each Box shown on your completed contracts (primary and secondary), gain 2 points.

TOWN HALL

For each engine and train car showing a passenger icon in your train, gain 2 points.

RAIL YARD

For each train car in your train (not including your engine), gain 2 points.

MIDDLE STATION

Gain 4 points plus 1 point for each passenger delivered to Cactus Mines and Devon City.

NORTHERN STATION

Gain 4 points plus 1 point for each passenger delivered to Alpine Lodge and Billington's.

SOUTHERN STATION

Gain 4 points plus 1 point for each passenger delivered to Camp Eagle and Flint Beach.

Cabooses

Cabooses are unique train cars, and give ongoing bonuses to the player who has built them.

CABOOSE 1

When you take the Deliver action, draw 1 card. When built, take 1 passenger.

CABOOSE 2

When you Load a Coal, draw 1 card. When built, take 1 passenger.

CABOOSE 3

You may store 1 of any good type with this caboose. If you store a card with all good types, it can become any type when it is unloaded. When built, take 1 passenger.

CABOOSE 4

You may build 1 additional building. When this caboose is built, take 1 passenger.

CABOOSE 5

Train cards cost 1 less to build when extending your train. When built, take 1 passenger. This caboose does not give any benefits for upgrading your cars.

CABOOSE 6

Your weight capacity is increased by 2. When built, take 1 passenger.

CABOOSE 7

Once per Delivery action, you may deliver a passenger to a contract as if they were any cargo type.

The passenger delivered in this way is returned to the passenger bag. When built, take 1 passenger.

CABOOSE 8

When you Load a passenger, draw 2 cards. When built, take 2 passengers.

CABOOSE 9

When you Deliver, you may also deliver 1 passenger to any other destination. That passenger must match the destination it is being delivered to. When built, take 1 passenger.

CABOOSE 10

When taking a Deliver action, you may deliver a passenger to the current destination even if it does not match.

If you do this, gain the reward shown on the leftmost empty space of the ticket tile and return the passenger to the bag. When built, take 1 passenger.

Engines

Engines determine the Engine Capacity of your train.

ENGINE LEVEL 1

+4 Engine Capacity

When Passengers are loaded, draw 2 cards.

ENGINE LEVEL 2

+6 Engine Capacity

When Passengers are loaded, draw 2 cards.

When built, take 1 passenger.

ENGINE LEVEL 3

+8 Engine Capacity

When Passengers are loaded, draw 2 cards.

When built, take 1 passenger.

Hoppers

Hoppers give an ability when coal is loaded.

HOPPER LEVEL 1

When Coal is loaded, draw 3 cards, then discard 1 card (this does not have to be one of the three you drew).

HOPPER LEVEL 2

When Coal is loaded, draw 2 cards, then you may do a bonus **B** **Build** action.

HOPPER LEVEL 3

When Coal is loaded, draw 2 cards, then you may do a bonus **A** **Action**.

Tankers

Tankers give an ability when oil is loaded.

TANKER LEVEL 1

When Oil is loaded, draw 3 cards.

TANKER LEVEL 3

When Oil is loaded, draw 3 cards, then you may do a bonus **L** **Load** or **D** **Deliver** action.

TANKER LEVEL 2

When Oil is loaded, draw 3 cards, then you may do a bonus **D** **Deliver** action.

Boxcars

Boxcars give an ability when boxes are loaded.

BOXCAR LEVEL 1
When Boxes are loaded, draw 4 cards.

BOXCAR LEVEL 2
When Boxes are loaded, draw 4 cards, then you may do a bonus **L** **Load** action.

BOXCAR LEVEL 3
When Boxes are loaded, draw 5 cards, then discard 1 card (this does not have to be one of the five you drew), then you may do a bonus **L** **Load** action.

Coaches

Coaches give an ability when passengers are loaded.

COACH LEVEL 1
When Passengers are loaded, draw 3 cards, then take 1 VP token.
When built, take 1 passenger.

COACH LEVEL 2
When Passengers are loaded, draw 3 cards, then take 2 VP tokens.
When built, take 2 passengers.

COACH LEVEL 3
When Passengers are loaded, draw 3 cards, then take 3 VP tokens.
When built, take 3 passengers.

Ticket tiles

Ticket tiles give a bonus when passengers are delivered.

Reward 1: Take 5 cards.
Reward 2: Take 4 cards.
Reward 3: Take 3 cards.

Reward 1: Take 5 cards.
Reward 2: Take 2 cards and gain 2 VP tokens.
Reward 3: Gain 2 VP tokens.

Reward 1: Take 2 cards and do a bonus **L** **Load** action
Reward 2: Take 1 card and do a bonus **L** **Load** action
Reward 3: Do a bonus **L** **Load** action

Reward 1: Gain 4 VP tokens.
Reward 2: Gain 3 VP tokens.
Reward 3: Gain 2 VP tokens.

Reward 1: Gain 4 VP tokens.
Reward 2: Take 2 cards and gain 2 VP tokens.
Reward 3: Take 3 cards.

Reward 1: Take 2 cards and do a bonus **B** **Build** action.
Reward 2: Take 1 card and do a bonus **B** **Build** action.
Reward 3: Do a bonus **B** **Build** action.

Rules Reference ✎

On your turn, take 2 [A] Actions (same or different).

Take
Take 1 card or 1 passenger.

[B] Build
Build 1 card from your hand by paying the cost and placing it into your play area.

🏠 **If you are building a building, only carry out step 3.**

1. **Extend or upgrade?**
2. **Check engine capacity.**
3. **Check and pay the cost.**
4. **Gain passengers.**

[L] Load
Load a card from your hand or a passenger in your supply, into an available space on your train or another player's train.
If loading onto another players train, gain the benefit shown on the card.

[D] Deliver
Deliver cargo from your train cars to fulfil a contract and/or passengers from your train cars to a destination.
Choose a single destination to deliver any/all of the following:

· **A primary contract** - **Only if you do not already have an island card beside your engine**
· **A secondary contract**
· **A ticket tile**
· **A special delivery**

When an island card is taken or the final passenger is delivered to a Ticket tile, advance the progress train forward one space on the progress track.
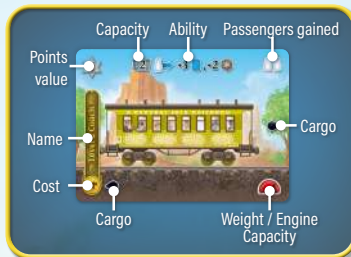
End of game scoring

VP tokens
Built Train cars
Contracts

Loaded cargo/passengers
Progress train
Buildings

Points value — Capacity — Ability — Passengers gained — Cargo
Name
Cost — Cargo — Weight / Engine Capacity

Destination tile
Alpine Lodge

Ticket tile
Reward

Island Card
Primary Contract Points Value
Secondary Contract Points Value
Secondary Contract Requirements
Primary Contract Requirements
Alpine Lodge
Location name