

TINY TRANSIT



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1-4 PLAYERS

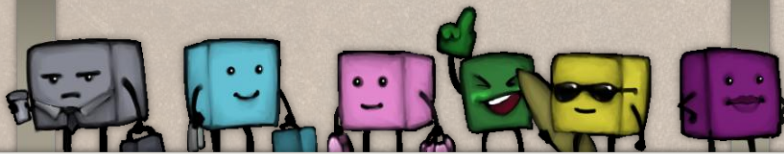


20 MINS



AGES 12+

Designed by Andrew Carpenter



A pick up & deliver microgame for 2 to 4 players



Watch a
gameplay
overview
video



Manage a railcar on the transit network to move as many passengers to their destinations as you can. More passengers are arriving all the time, and new stations open as well. Don't let a station get overcrowded, or it's all over!

Tiny Transit is a pick up and deliver game squeezed into a small package.

Each turn you will pick up one or more passengers from your current station, move around the circle of stations to your next destination, and drop off any passengers heading there for points. Drop off 3 or more passengers, and a new station is added to the network! Then, new passengers arrive, and four more cubes are added into play. Once someone has earned 30 or more points, or a station has no room for new cubes and becomes overcrowded, the game ends. The player with the highest score wins!

Components:

60 passenger cubes	12 station cards
4 scoring cubes	4 train cards
4 railcar tokens	1 scoring card

Highlights:

- Pick-up-and-deliver in a tiny package
- Increasing tension as the stations get crowded
- Solo play mode