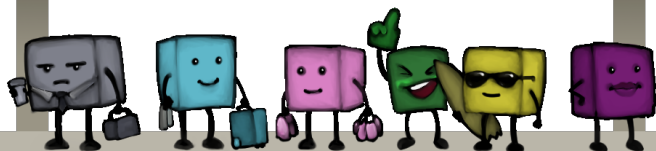


TINY TRANSIT



A pick-up and deliver microgame
for 1 to 4 players
by Andrew Carpenter



Rules



Gameplay overview video



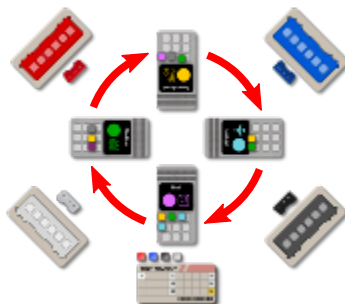
Setup

Give each player a train card and matching token. Shuffle the Starting Station cards and deal 4 out in a circle (rails toward the centre). Shuffle the remainder with the New Station cards and set to one side. Put all the passenger cubes into the tin. Starting with your nearest station and working clockwise, add 12 passengers.

Adding Passengers

Shake the tin, then blindly draw a cube and place it on the current station; or, if the colour matches, skip this station and add it to the next one. Then, move one station in the required direction and repeat, as many times as indicated.

Choose a starting player, who chooses a starting station for their train. Continue clockwise until all players have placed their trains. The starting player then takes the first turn.



Add 12 cubes proceeding clockwise. If the cube matches the station, place it on the next one.



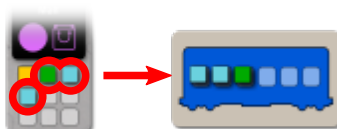
Starting with the first player, everyone chooses a starting station.

Gameplay

On your turn:

1) Pick up passengers

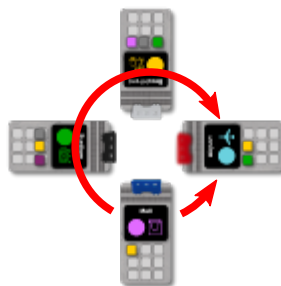
Pick up any selection of cubes from your current station and place them on your train card. If possible, you must pick up at least one passenger.



Pick up one or more passengers (if possible) from your current station

2) Move your train

Move your train token in either direction to a new station. You can move as many stations as you like, but you *must* stop at the first open station matching the colour of any of your passengers.

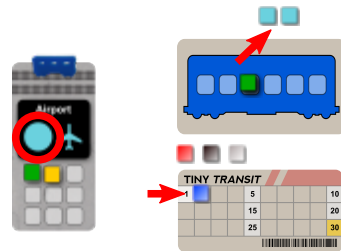


Move any number of stations in either direction, but you must stop if your passengers match a station.

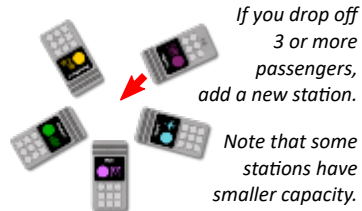
3) Drop off passengers

If you have stopped at a station matching any of your cubes, remove them from your card and return them to the tin, **scoring 1 point per cube**.

- If you drop off 3 or more passengers, draw a Station card (if available) and add it between any two stations that are not of the same colour.
- If you do not drop off *any* passengers, you may optionally pick up any number of passengers (up to your train's capacity) at your destination.
- If you drop off a *full train* of 6 passengers at once, skip the 'add new passengers' step and immediately take a second turn.



If you have passengers matching your destination, return them to the tin for one point each.



If you drop off 3 or more passengers, add a new station.

Note that some stations have smaller capacity.

4) Add new passengers

Choose a station to the left or right of your train. Starting with that station and continuing in that direction, add 4 passengers. Note that each station has a maximum passenger capacity. If there are not enough cubes in the tin, add as many as you can. Proceeding clockwise, the next player will take their turn.



Starting from the station to the left or right of your train and continuing in that direction, add 4 passengers.

Game end

If any player reaches 30 or more points, all other players get one final turn, then the game ends.

If at any time you must place a cube on a station but there is no room, the station is overcrowded, and the game ends *immediately*.



If you have to add passengers to a station that is already at capacity, the game ends immediately.

Winner

The player with the highest score at the end of the game is the winner. If there is a tie, the player with *the most passengers of a single colour* on their train wins, then *the most passengers in total*. If there's still a tie, those players share the victory.



The player with the highest score at game end is the winner.

Solo play

During setup, place out the 6 New Station cards in a circle. The remaining station cards will not be used. Your goal is to score 30 or more points before any station is overcrowded.



Rush Hour

In this challenging variant, instead of adding 4 passengers at the end of a turn, add 1 passenger for each station in play!