



Loko moto

RULEBOOK

2-5 PLAYERS
FROM 8 YEARS OF AGE
30 MINUTES GAME

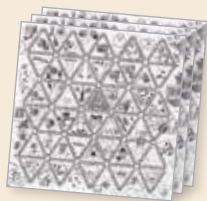


Your career is going really well: you started out as a ticket collector on a small railway, then you were a train driver and later, as a railway engineer, you also learned the ins and outs of track planning. Now you are the director of the Railway Development Company! You decide what length of main and branch lines you build, and how expensive or special the locomotives that you put on them will be.

Be the most skilful rail network builder and get your favourite trains!

Contents

1 pad of maps (80 sheets)



5 coloured + 1 black felt pen



30 shape cards (3 different levels of difficulty)



1 rulebook

26 train cards



How to play?

Follow the QR code link to watch a video explaining the rules!



The aim of the game

During the game, players draw railway lines on the map sheet using their own colours. If you have several sections that are joined (they can also be branch lines!), you can redeem them for a train card with the same number as the number of stages. You can also earn extra points by matching different formations of shapes.

The winner is the player who has accumulated the most points from their train cards and the shape cards at the end of the game, after deducting points for any uncompleted lines.



Setup

1. Place a map sheet in the middle of the table! *
2. Each player chooses one coloured pen, place the black pen next to the map!
3. Shuffle the train cards and put 6 of them next to the map sheet! Use the remaining cards as a draw pack.
4. Divide the shape cards into 3 decks according to their scores (ones, twos and threes separately). Place the decks next to the map pad, then turn one card from each deck face up.

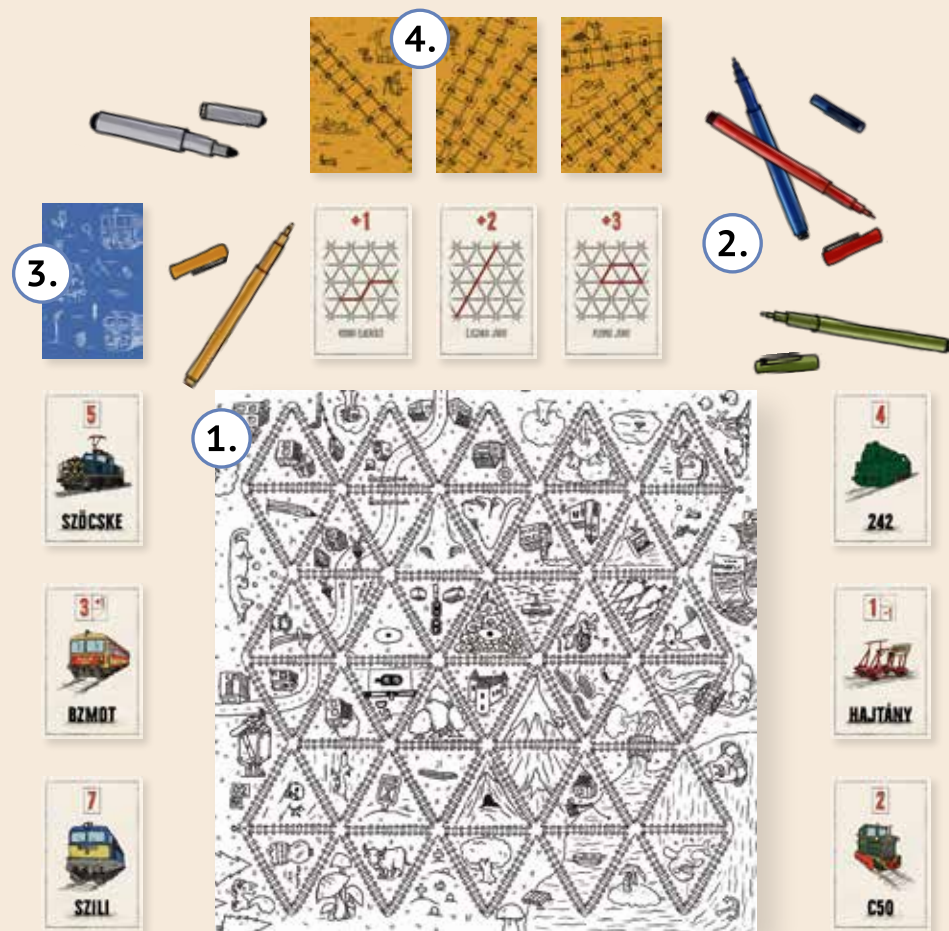
Tip *

If you are playing with younger children, ensure that the cards are facing them when preparing to play, so that they can see the shapes and scores more easily.



You can also help those players by allowing them to hold the upturned shape cards in their hands to quickly check and rotate them to see if they match the lines on the map sheet. Then, of course, the shape cards must be put back so that the others can also take a look and plan accordingly.

* The felt-tip pen might go right through the paper.






LET THE GAME BEGIN!

How to play

Whoever travelled by train most recently makes the first move. If you cannot come to a decision this way, the player who can imitate the sound of a train's whistle for the longest with a single breath should go first.

The player taking a turn can make any **1** of the following **3** actions:

-  **Reserve a railway line:** With a marker pen in your own colour, you can reserve **2 railway lines** with dotted lines. Only the player who has reserved the railway line can then draw on it later in the game.
-  **Draw railway lines:** Draw **1 railway line** section with a continuous line using the marker on a still empty section or on a dotted line previously reserved with your own colour.
-  **Buy a train card:** Buy yourself a **train card** using the lines you have marked in previous moves, and take also a **shape card** if you are able to. Always draw a new card from the draw deck to replace the train card or shape card you have bought.

Then it is the turn of the player to the left.



DETAILED ACTIONS

Reserving a railway line

With your own pen, you can draw **2** sections on the map with a dotted line. They do not have to be connected; you can draw on any **2** empty sections. You have reserved these lines, no one else can draw them, but you cannot use them for shopping, you have to draw them with a solid line.

Drawing in railway lines

With your own coloured felt pen, you can draw a continuous line either onto any blank section of the map, or onto a dotted line section that you have previously drawn.

Buying a train card

If you have enough **joining continuous lines** drawn in your own colour, during your turn you can decide to buy a train card from the upturned cards on the table. The number in the centre at the top of the train card is price of the card. It is also the score you get at the end of the game. It also indicates how many train lines you need to use in order to buy it.



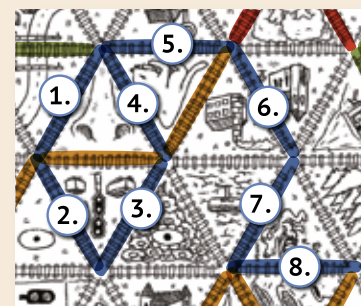
If you buy a train card then:

- ✗ place the card that you picked up in front of you as part of your collection;
- ✗ Use the **black marker** to draw over as many linked railway lines in your own colour as the card costs (if you have more linked lines than this, you can use the remainder for another card later);
- ✗ check whether the black lines you have just drawn contain a shape that matches one of the shape cards upturned on the table. If it does, you can pick up a shape card along with the train card. If your newly drawn black lines include patterns from more than one shape card, you can decide which one to pick, but you can only choose **1 shape card** for one train card. Shapes can be rotated, but can't be mirrored;
- ✗ if you have enough lines for a shape but there isn't a train that has the exact same value, then you can decide to get a lower value train than the amount of lines that you drew over with black. (Obviously you can keep collecting for a more expensive train if you wish);
- ✗ some train cards have a smaller **+1 point** on them too. These are bonus points, you do not pay any extra for them, but they do count as extra points at the end of the game.



Example

Leslie has 8 connecting **blue** sections. He wants to buy the 6-point “Csörgő”, so he uses the black pen to draw over 6 of his 8 sections (he will use the rest later). In addition, a part of the route he has just drawn with the black pen matches one of the 3 **revealed shape cards**, so he picks that card up. He then draws a train card and a shape card from the corresponding deck to replace the cards he has drawn.



The end of the game

The game ends when there are no more railway lines left free on the map sheet (i.e., all of them are drawn with black, coloured or dotted lines). If there is only 1 free line left for the last player, on one occasion only they may draw a single section of dashed lines instead of 2 (in order not to lose points).

Scoring

Your score is obtained by adding up the following:

- ✗ **train cards** – the score written on the train cards together with bonus points (where you see a bonus point written with a minus, subtract that value from the original score, see: the draisine),
- ✗ **shape card** scores,
- ✗ **penalty points** – you lose **1 point** per unused railway line section in your color drawn with a solid line left on the map sheet at the end of the game.

Whoever collects the most points wins the game.

In the event of a tie, whoever has more **train cards** wins. If the result is still a tie, the winner is the one with the most points from their **shape cards**.

The two-player game

In the first 6 rounds, players take turns using the black marker to draw a railway line on the map, which no one can get during the game. Once you have drawn these 12 sections, the game continues according to the normal rules.

Hidden Agendas!

In this game mode, turn over only one of the **1 point shape cards**. Then each player should secretly draw one of the **2-** and **3-point cards** for themselves, which only they may look at. During the game, only show the card to the others once you have managed to use your card, then you can put it aside with your points. At the end of the game, any unmatched shape cards you have left are not worth any points, nor do they incur penalties.



For advanced players

In this game mode, you can only buy train cards for connected sections that you can draw without lifting the black pen. In this game mode, select and set aside the shape cards marked with an asterisk when setting up the game, you cannot use them.





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Illustration © Emma Pásztor

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This game is not suitable for children under 3 years of age!

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