Transit
FG19 GD Boardgame Instructions

Introduction
Players: 2 - 4
Time to play: 10 – 15 Minutes

To get play the game print the 13 pages found in the link.
https://drive.google.com/drive/folders/1FTEcJEjsb8WsUbgoNJUIzofo_O4hPW2T?usp=sharing

Then connect the front sides with the backsides randomly.

Goal & Setting

You're late to work! Your boss seeks an explanation for your late arrival. Explain the transit that you had to go through. Come up with the best excuse that you can tell your boss. Use the cards to build the transit explanation, the following modes of transport are:

- Commute the **train**
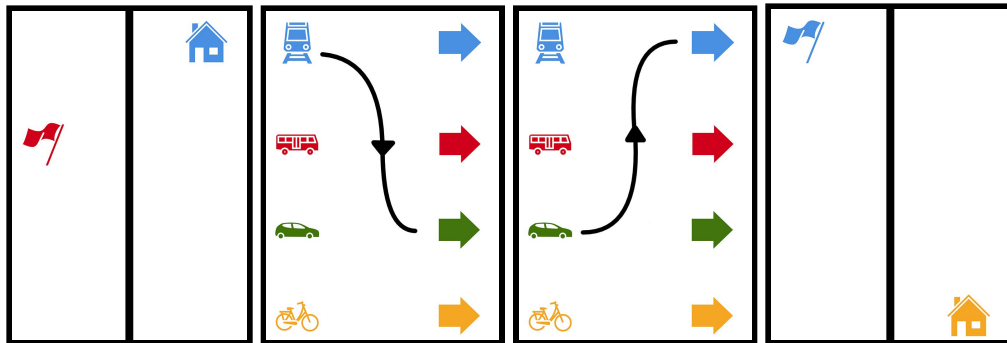- Commute the **bus**
- Driving a **car**
- Riding a **bike**

The player who has the **longest route to work** at the end of the game is the one who manages to give the **best excuse** to their boss, and is therefore declared the **winner**. The **losing** players are deemed having **bad excuses** and get fired from work.

Setup

1. Shuffle the deck and hand out **two** random cards to each player.
2. Turn these towards their backside, which is indicated by both a flag and a house icon. These are your **start** and **finish** points and should be placed on opposite sides in front of the player.
3. Place the rest of the deck in the middle of the table with their backsides facing upwards and have every player take turns drawing cards from the stack.
4. Repeat until every player has a hand size of **four** cards.
5. The player who have traveled the furthest during this day, will start the game.

How to Play

The game is played by 2 to 4 players, each trying to build the longest connected travel route. This is done by placing cards to connect your **starting point** (the house icon) with your **finish line** (the flag icon).

- Following the image above, the player has a **blue train starting point** that indicates where the player needs to **start**.

- The **line** on the card demonstrates what mode of transport the player is **required** to use to continue their journey.
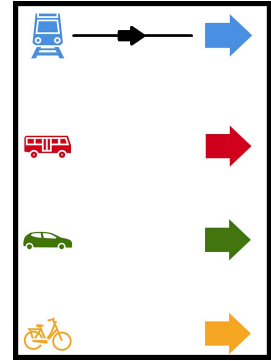
Turn Sequence

Each player takes turns in a clockwise order. During a turn, the player can take any combination of **two** actions, consisting of either:

- Draw a card from the deck. This can be done until the player has reached the maximum hand size of **eight** cards.

- Pick a card from any opponents hand and swap it with one of your own. The player cannot swap cards with the same opponent twice in one turn.

- Play a card from your hand. This may only be done if the cards mode of transport connections match with the last card they placed.
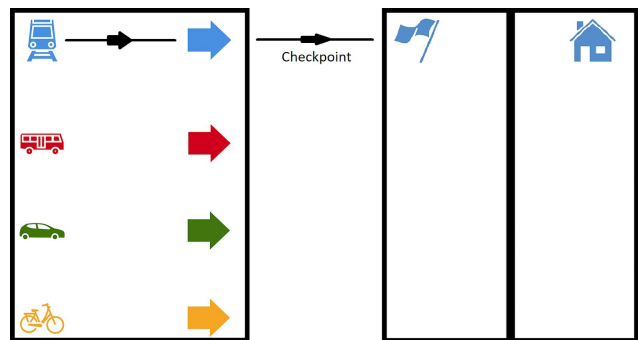
Chaining

Cards which **directly connect** to the same mode of transport will start a **chain**. When a chain starts the player is able to play **as many cards as they want** as long as they connect to the **previous mode**.

Checkpoint

When the game ends, if a player's final card is not connected to the finish line. The last card that connects to the finish line is the last card that the player can count towards their final score. The final card that connects to the finish line is called a checkpoint.

End of game

The game can end in **two ways**:

- When a player has drawn the **final card** of the deck, after that player's next turn, the game ends.
-

  When the turn lands on a player without any cards on hand. Even if there are cards still in the deck.

Then, each player **counts** the amount of connection cards which has been played during the game. The player with the **highest amount** of connection cards **wins**.

Contents

There are 56 cards in the game:

- 14 **Bus** transit cards
- 14 **Train** transit cards
- 14 **Car** transit cards
- 14 **Bike** transit cards