



GAME RULES



MŮJ VLÁČEK

NAME OF THE GAME: MY TRAIN

NUMBER OF PLAYERS: 2-4

GAME LENGTH: 30-90 MINUTES

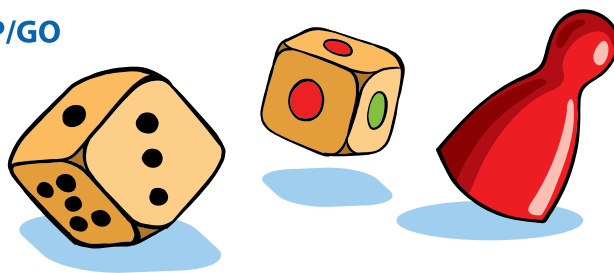
THE GAME LENGTH DEPENDS ON THE NUMBER OF PLAYERS AND THE NUMBER OF TRAIN CARS/FIGURES IN THE GAME

WHAT YOU NEED TO PLAY THE GAME

4 x 4 COLOURED BOARD GAME PIECES – TRAINS

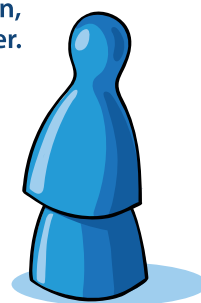
1 x DICE

1 x SIGNAL DICE – STOP/GO



GAME RULES:

- First, players choose the colours of their own pieces/trains, which they place on their "basic" squares.
- The number of trains and their placement determines the length of the game.
- If you have enough time, each player places 3 trains at the start and the fourth at the final destination on the opposite side of the game board.*
- For faster play, players only place trains at the start.
- Each player first rolls the dice and whoever gets the highest number starts.
- Then the player rolls the dice 3 times in a row and if he/she rolls 6, he/she becomes a train driver and puts his/her piece/train on the field marked by the arrow.
- The train travels by as many squares as the number rolled on the dice. If a 6 does not show on three rolls of dice, another player rolls the dice clockwise.
- If a player has at least one train on the track, he/she rolls the dice only once in each round and advances with any of his/her trains on the track.
- Each time a player rolls 6, he/she proceeds as follows:
 - A)** If a player has trains on the basic squares, one of them must always be put on the track and advanced with as many squares as the dice rolls on the next roll.
 - B)** If a player does not have a single train on the basic squares, he/she adds up the number of points of both rolls and travels on any train.
- If a player advances to a square already occupied by a train of a different colour, both players roll the signal dice. The signal dice determines which of the trains will start in the next round and which will be standing.
- If a player advances to a square already occupied by his/her own train, he/she joins the trains together and the next ride becomes even faster.
- The train driver's goal is to deliver all his/her trains safely to their final destination as soon as possible (four boxes of the same colour).
- However, the train driver must wait for the appropriate number of points on the dice to place his/her train on the free square.
- *If you have opted for a longer version of the game, one piece/train is waiting for each player at the final destination. All 4 trains set off on the way back according to the same rules.



LOTS OF ADVENTURES AWAIT PLAYERS ON THE TRACK IN THE FORM OF SPECIAL SQUARES:

SIGNALING DEVICE (NÁVĚSTIDLO):

- In the next round, the player first rolls a dice with green (go) and red (stop) dots.
- If the player rolls green, he/she starts according to the number rolled on the numeral dice.
- Red means stop and the player does not play until the next round.

VIGILANCE BUTTON (TLAČÍTKO BDĚLOSTI):

- If the player steps on the field with the vigilance button, he throws again.

EMERGENCY BRAKE (ZÁCHRANNÁ BRZDA):

- Someone pulled the emergency brake and the player stands one round.

DOKSY:

- The player goes swimming with Žralda to Mácháč. It's a bit of a delay but a lot of fun.

ČD BIKE:

- ČD Bike: The player rents a bike which shortens the trip.

