

電車GO!

カードゲーム

Game Instructions

Drive the train from station to station and stop it exactly! Watch out for accidents and make sure to obey the signals. Use all sorts of tricks to slow down your opponents and reach the station before anyone else!

Become a train god! 「DENSHA DE GO!」

MASUDAYA

Package Contents

Cards	96 Pieces
Spare Cards	2 Pieces
Instruction Manual	1 Piece

Made For Ages

6 and older

Number of People Who Can Play

2 to 8 People

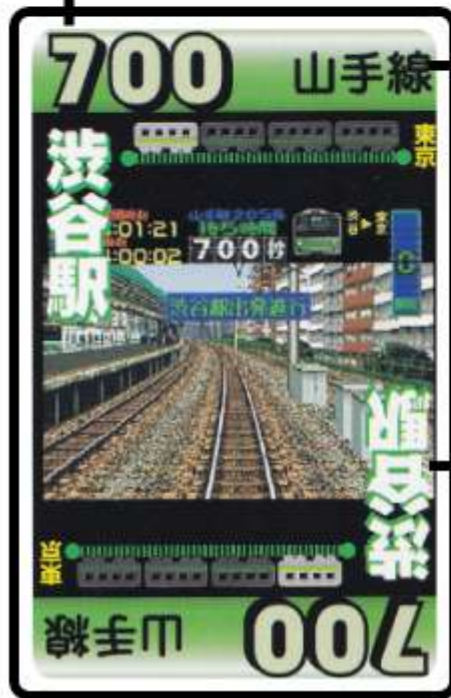
The distance of the route determines the score. The game is played in several rounds and the player with the highest total score wins!



Types of Cards

Station Cards.....16 pieces (1 each)

Distance to Destination



Line

Departing
Station

山手線 (Yamanote Line)

Shibuya 渋谷	Ebisu 恵比寿	Shinbashi 新橋	Yurakucho 有楽町
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京浜東北線 (Keihin-Tohoku Line)

Shinagawa 品川	Omori 大森	Kawasaki 川崎	Higashi Kanagawa 東神奈川
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山陰本線 (San'in Main Line)

Kameoka 亀岡	Umahori 馬堀	Hozukyo 保津峡	Tambaguchi 丹波口
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東海道本線 (Tokaido Main Line)

Kyoto 京都	Takatsuki 高槻	Ibaraki 茨木	Shin-Osaka 新大阪
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Distance Cards.....54 pieces

Distance Line Affects All Lines



50 (4 lines, 3 cards each)

100 (4 lines, 3 cards each)

150 (4 lines, 3 cards each)

200 (4 lines, 3 cards each)

250 (All the Lines 4 cards)

500 (All the Lines 2 cards)

Interruption Cards.....11 pieces



「STOP Signal」	4 pieces
「CAUTION Signal」	2 pieces
「Railroad Crossing Accident」	2 pieces
「Slow Leading Train」	1 pieces
「Line Shut Down」	2 pieces

Guard Cards.....15 pieces

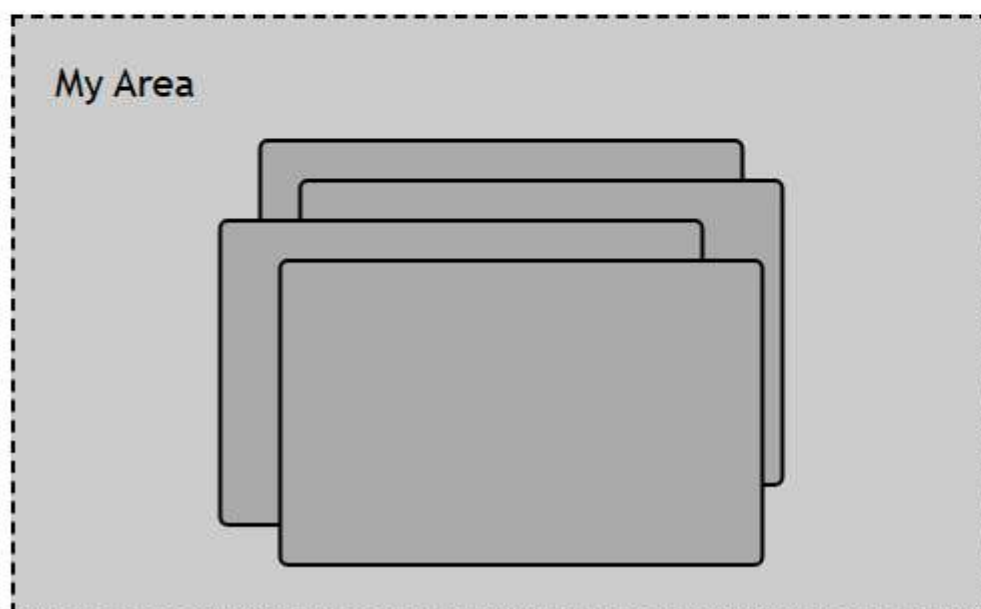
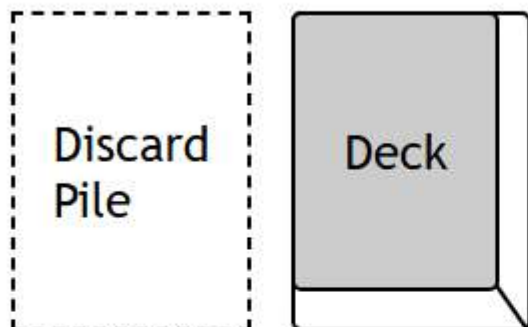
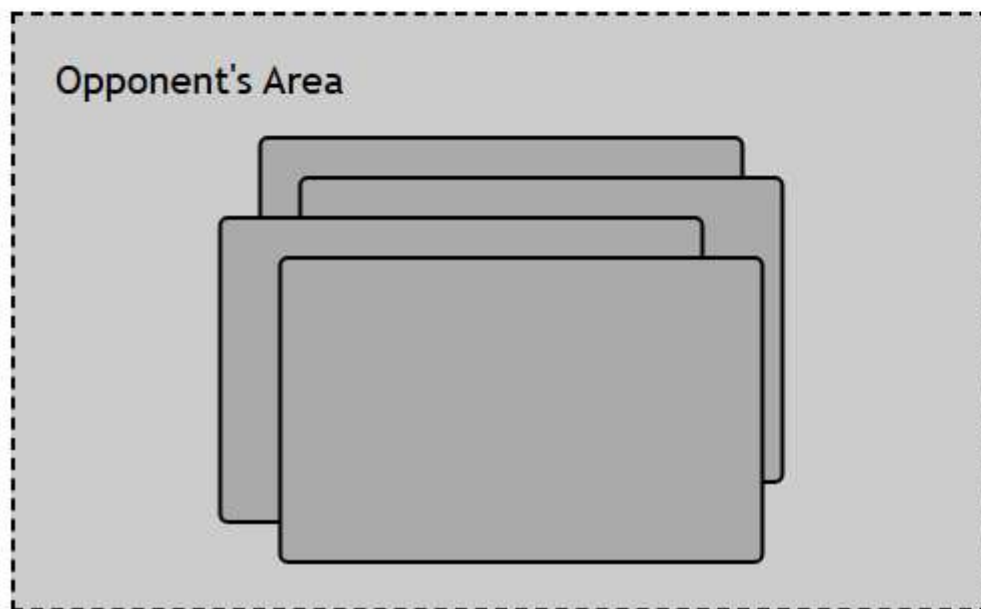


「GO Signal」	8 pieces
「Emergency Break」	7 pieces

Spare Cards.....2 pieces Use these if you lose cards.

How to Play

1) First, choose a dealer. The dealer shuffles the cards and deals 4 face down cards to each player. The remaining cards are placed face down to form the deck. The area next to the deck is the discard pile where cards will be placed face up.



You always have 4 cards in your hand. If you play one, then draw a replacement.

2) The dealer draws one card from the deck, adds it to their hand and then plays one station card. If they don't have a station, they must discard a card and put it face up in the discard pile. The next player takes their turn and does the same actions.

※ A train is running on the line designated by the station card.

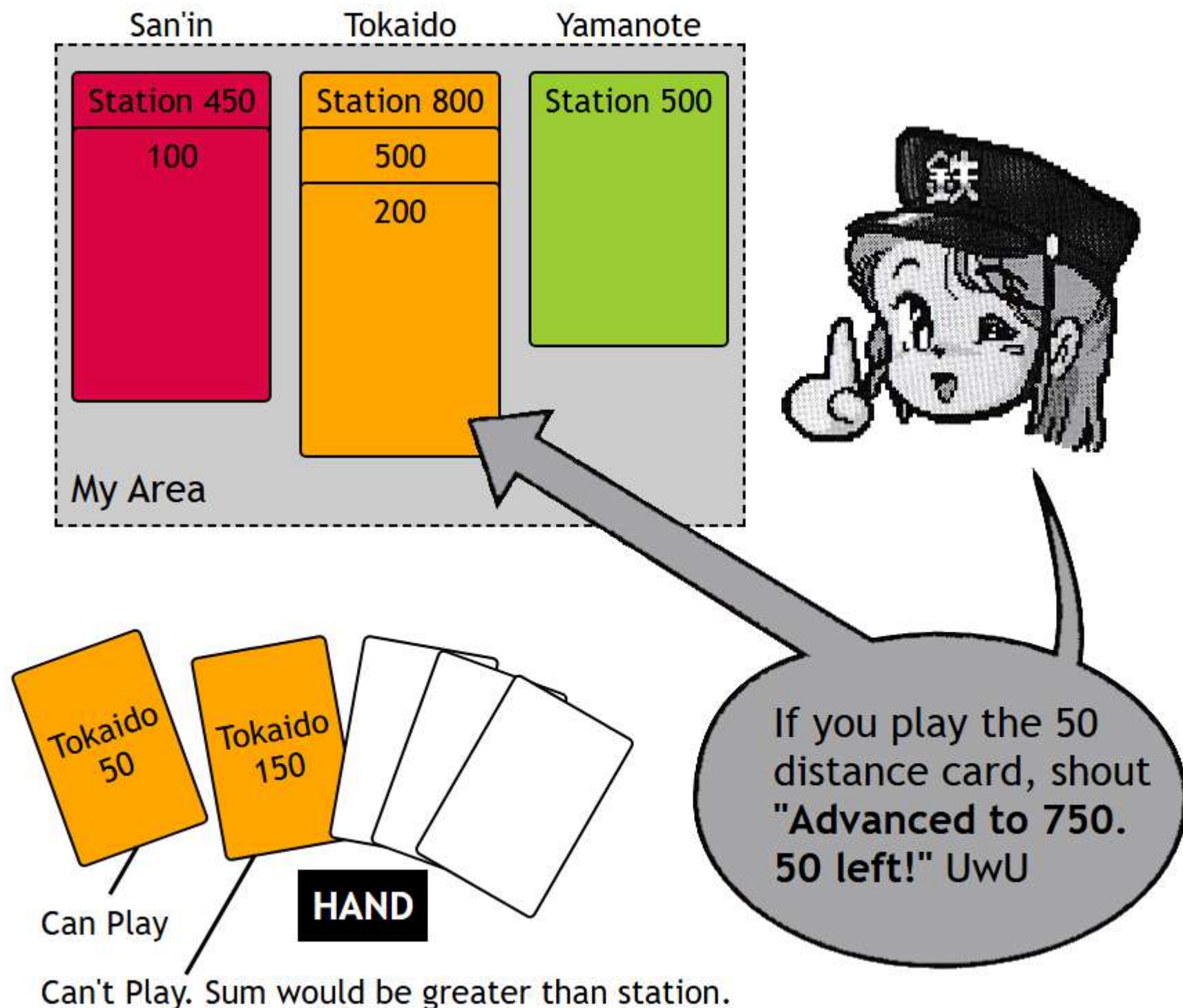
※ You cannot play multiple stations for the same line. Remember lines are color coded. Each person can have a maximum of 4 active stations because there are 4 lines.

※ You can only play one card during your turn.

You draw one card then play one card so you will always have 4 cards in your hand.

3) When you play a Station Card, you've started moving a train on a line. You can play distance cards from your hand to advance the train. The total of distance cards played is the distance the train has travelled. You **MUST** call out the distance traveled and how much remaining on each line.

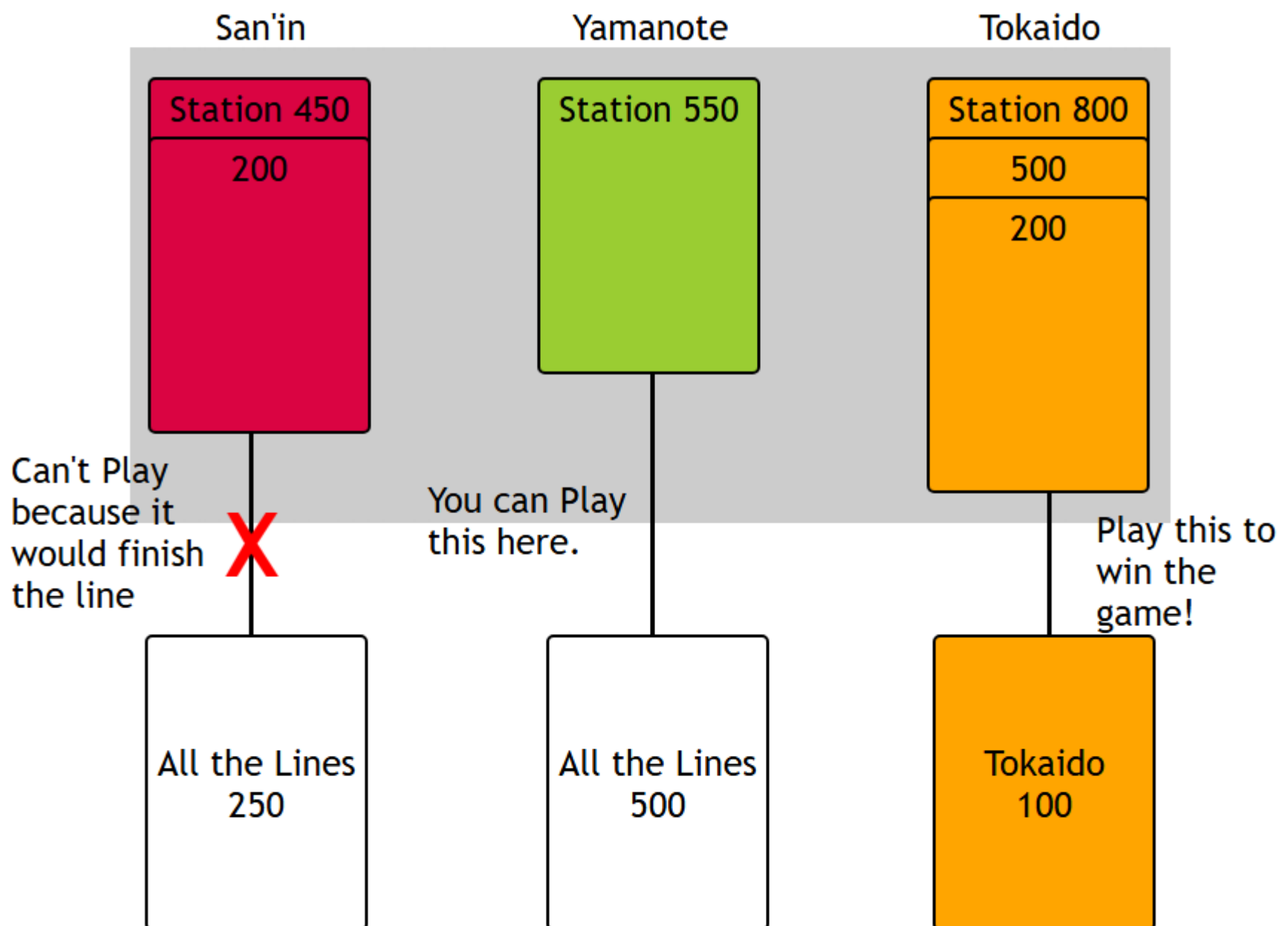
※ You cannot play a distance card that would put your total of distance cards for a line over the distance indicated by the station as you would go past your destination!



4) The first person to arrive at the destination exactly, by having the sum of the distance cards exactly match the distance on the station, wins. The winner's points are written down. The winner becomes the dealer and starts the next game.

※ The 250 and 500 Distance Cards that have "All the Lines" can be used on any line. However, these can not be used as the last card to complete the line.

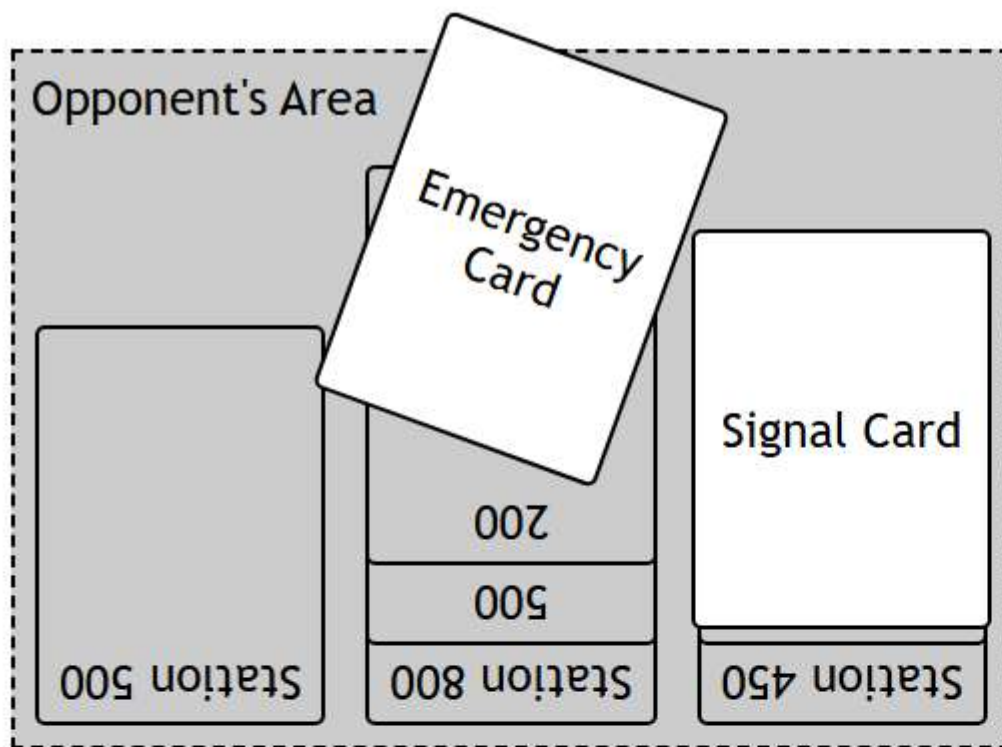
※ If the deck runs out during the game, shuffle the discard pile to make a new deck.



How to use Interference Cards

There are two types of interference cards: Signal cards and Emergency Cards. In order to make Tetsu-chan proud, you must disrupt your opponent. Place these types of cards on an opponent's Station or Distance cards.

- ※ You can play these cards on ANY opponent no matter the order!
- ※ It's possible to disrupt others, even if you have no lines.
- ※ You can NOT play these on an already blocked line.



Chaos is always
the **BEST** policy <3

Signal Cards

When these cards are played, the affected route is stopped or restricted. The affected player can remove these by playing a 「GO signal」 on their turn.



- 「STOP Signal」

No cards can be played on this line until this card is removed using a 「GO signal」 .

※ Turn order does not change.



- 「CAUTION Limit 50 Signal」
- 「CAUTION Limit 100 Signal」

Until this card is removed with a 「GO signal」 , the line can only be progressed a maximum of 50 or 100 distance. If a Limit 100 card is played you may also use 50 distance cards.

※ Turn order does not change.

※ The target cannot play any distances besides 50 or, in the case of a 100 signal, 100. Greater distances do not partially count.

Emergency Cards

When these cards are played, it immediately becomes the turn of the person who is targeted who will draw another card. If the target has an 「Emergency Break」 in their hand they must immediately play it to cancel out the effects. Otherwise, they play their turn normally and then follow the effects of the emergency card.



- 「Railroad Crossing Accident」

If this card isn't removed with an 「Emergency Break」, discard the entire line.

※ The target will take their turn, skipping everyone else.



- 「Slow Leading Train」

There is a slow train ahead and to prevent a collision you must use an 「Emergency Break」! Until you use an 「Emergency Break」, every turn remove the distance card underneath this one. If there are no distance cards left, and just the station, discard the station and this card.

※ The target will take their turn, skipping everyone else.

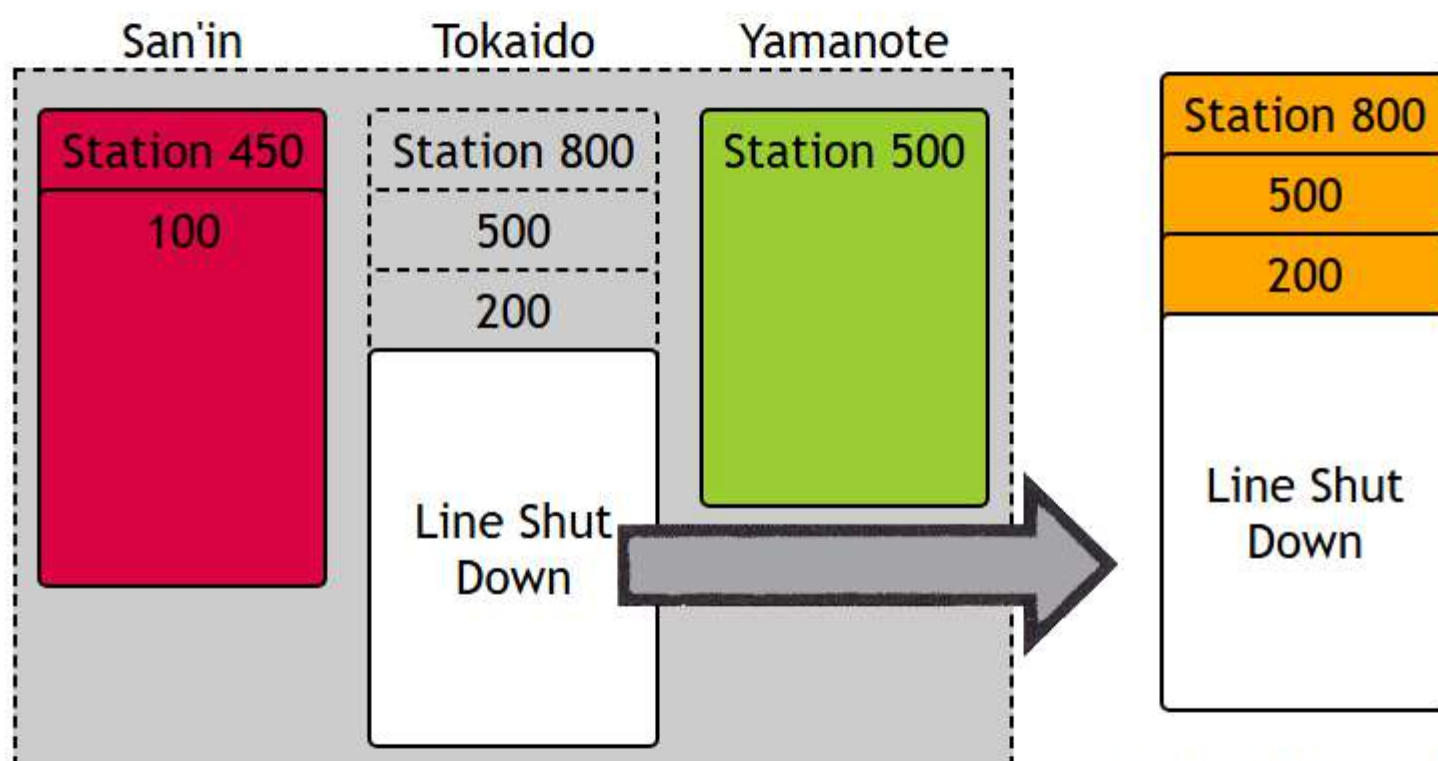


● 「Line Shut Down」

When this card is played, the entire line is discarded. There is no corresponding Guard card, so there's nothing that can be done.

※ The target will take their turn, skipping everyone else.

※ All cards for the affected line must be discarded.



Discard the station, all distance cards, and the Line Shut Down card.

It's no use! The Line Shut Down card is too powerful!



How to use Guard Cards

There are two Guard cards: 「GO Signal」 and 「Emergency Break」 Cards. 「GO Signal」 remove Signal Interference cards and 「Emergency Breaks」 remove Emergency cards.

1) An Interference card is played on you.

2) Draw a card (because it is now your turn) and play the appropriate Guard card. If you don't have the right card, resolve the affects of the Interference card and play normally.

3) If you played the Guard card, place both the Interference card and Guard card in the discard pile.

Interference Card	Guard Card
「Stop Signal」	「GO Signal」
「Caution Signal」	「GO Signal」
「Railroad Crossing Accident」	「Emergency Break」
「Slow Leading Train」	「Emergency Break」
「Line Shut Down」	No card

Guard Cards

These cards can negate the effects of Emergency and Signal Cards.



- **「GO Signal」**

This card removes the effects of both 「STOP Signal」 and 「CAUTION Signal」 cards.



- **「Emergency Break」**

This card negates the effects of the 「Railroad Crossing Accident」 and 「Slow Leading Train」 cards. If you have this in your hand when you are targeted, you **MUST** play this card.

Calculating Scores

The first person to match the sum of their distance cards to the station card wins. Remember if you go over, that line does not count. The distance on the station is the number of points you get for winning. After playing several rounds, the player with the greatest sum of points wins.

※ You get 0 points if you do not win the round.

Example: 4 people play 5 rounds

Name	1	2	3	4	5	Total
A	450	0	500	0	0	950
B	0	0	0	800	0	800
C	0	600	0	0	550	1150
D	0	0	0	0	0	0

RESULT

After 5 rounds Player C got 1150 points. Because that is the largest amount, Player C is the TRAIN GOD.

※ Play as many rounds as you want.

※ Gambling is bad mmkay?

To the Players

Thank you for giving this game a try! I don't read Japanese, so I'm sorry if there are any errors. I also removed some of the diagrams that didn't make much sense and spiced up the language a bit so hopefully that's ok. I ran down the Densha de Go! rabbit hole and it brought me here! If you want to send any support my way maybe check out my twitch stream at

<https://www.twitch.tv/swolekat>

-- Swolekat

Special Thanks

Witch_Hunter_ -- Proofreading

Original Game by **Masudaya**
Densha De Go! is owned by **Taito**
Originally Published 1998