

STOP THE TRAIN!

A BOARD GAME ADVENTURE

GAME PLAY



It's late November 1942 and the **19.05 to Paris** is armed with a **BOMB**, hurtling towards its destination and threatening civilian destruction. To avert **disaster**, you and your fellow passengers have only one hope: identify the **Saboteur** of this runaway adventure, throw him off, and **STOP THE TRAIN!**

BOX CONTENTS



Actual components may vary slightly from images shown.

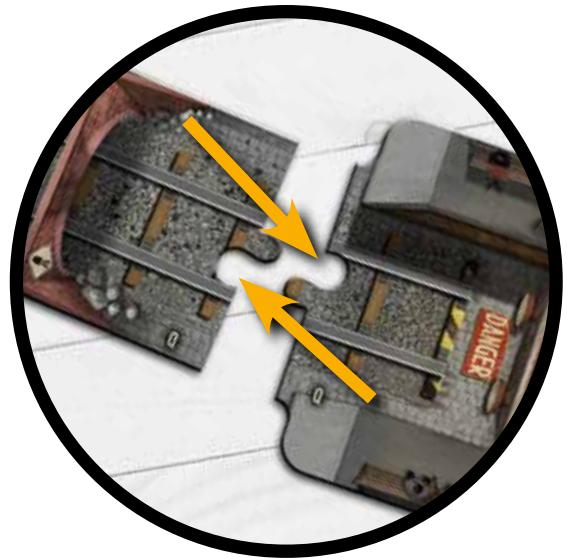
GAME SET UP

PREPARE THE CHARACTER CARDS

- 1 Gather the **CHARACTER CARD** deck and set aside the **Saboteur** Card face down.
- 2 If you are new to the game, we recommend you remove the **Rogue**, the **Ticket Inspector** and the **Stuntman** from the deck and return them to the box.
- 3 If you are playing with less than 6 players, remove the **Rogue** card and return it to the box.
- 4 Shuffle the remaining **CHARACTER CARDS** in your hand and discreetly add enough cards to the face down **Saboteur** to match the total number of players. *For example, in a 5-player game you would add 4 more **CHARACTER CARDS** to the **Saboteur**.*
- 5 You now have your final **CHARACTER DECK** and must discreetly return the remaining **CHARACTER CARDS** to the box.

PREPARE THE BOARD

- 1 Assemble the *TRACK* by connecting all 16 pieces using the letters for guidance and place the *TRAIN* counter at the white *START* sleeper.
- 2 Lay out the *CARD ORGANISER* and:
 - Set the *SPEEDOMETER* to *120km/h*.
 - Place the *RAIL SPEED RECORD* token  side up.
 - Place 2 x *PERMIT TO TRAVEL* tokens on the *CARD ORGANISER*.
 - Place the *CURRENT PLAYER* token in front of the starting *Player*.
(This is the last person to have been on a train).



DISTRIBUTE THE CARDS

- 1 Shuffle:
 - THE EFFECT DECK*
 - THE CHARACTER DECK*
 - THE INTERVENTION DECK*
- 2 Place the *EFFECT DECK* face down on the *Draw* section of the *CARD ORGANISER*.
- 3 To each *Player*, deal:
 - 1 x *CHARACTER CARD* face down from the *CHARACTER DECK*, which they alone can look at to understand their missions.
 - 1 x *CHARACTER REFERENCE CARD* – this card will help understand other *Players*' missions.
 - 3 x *VOTING CARDS* each – one for each rail route (*Scenic Route*, *Fast Track*, *Viaduct*).
 - 3 x *INTERVENTION CARDS* face down.
- 4 Each *Player* then chooses 2 *INTERVENTION CARDS* from the three cards dealt to them to keep for the game – *Players* may find it helpful to reference their *Character Missions* when making this decision. They must return the remaining card back to the *INTERVENTION DECK* which is then placed to one side of the *TRACK*.



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OVERVIEW

Stop the Train! is a semi co-operative, social deduction board game where **Players** take turns to control the speed of a runaway train, armed with a **BOMB** and hurtling towards **Paris**! To **WIN** each **Player** must achieve 2 objectives – complete their **Character Mission** and prevent the train crashing into the station. But one or more of the other **Players** is secretly working against your team – your only hope is to identify them, throw them off and **STOP THE TRAIN!**

WINNING & LOSING

Players **WIN** if they achieve both the objectives set out on their **CHARACTER CARD**:

- 1 **STOP THE TRAIN!** before the end of the **TRACK** by exhausting the **EFFECT DECK**.
- 2 Complete their personal **Character Mission**.

This is the case for all but 2 **CHARACTERS** – the **Saboteur** and the **Rogue**.

If the Train Stops:

- Players who have completed their **Character Mission** or can show a **PERMIT TO TRAVEL** (see *Tunnels/Permits to Travel* section on Page 7.), are hailed as heroes and **WIN** the game.
- Players who do not have a **PERMIT TO TRAVEL** or have not completed their **Character Mission** **LOSE** the game.
- The **Saboteur** and the **Rogue** **LOSE** the game.

If the Train Crashes:

- The **Players** **LOSE**.
- Except the **Saboteur** who **WINS**.
- The **Rogue** also **WINS** if they have also completed their second **Character Mission**.

CHARACTERS

A brief summary of each **CHARACTER** can be found on the **CHARACTER REFERENCE CARD**.

When learning the game, this card will help you discern the motives and actions of other **Players**.



For details on your specific *Character Mission*, consult your own *CHARACTER CARD* and read *Mission 2* to understand what you need to do to **WIN**.

Remember that the **Saboteur** is the only *CHARACTER* with one *Mission*. For a detailed summary of the *CHARACTERS*, you can refer to the *Appendix* on Page 11.

TRAIN SPEED

When the game commences the *SPEEDOMETER* is set to *120km/h*. When an *EFFECT CARD* is played, the *SPEEDOMETER* is moved accordingly. Each speed states how many spaces the *TRAIN* will advance along the track. At the end of each turn, the *TRAIN* advances according to its current speed. The *TRAIN* will advance between 1 and 6 spaces. The speed of the *TRAIN* can never exceed *180km/h* nor drop below *30km/h*.

SPEEDOMETER	Train advances
<i>30km/h</i>	<i>+1 space</i>
<i>60km/h</i>	<i>+2 spaces</i>
<i>90km/h</i>	<i>+3 spaces</i>
<i>120km/h</i>	<i>+4 spaces</i>
<i>150km/h</i>	<i>+5 spaces</i>
<i>180km/h</i>	<i>+6 spaces</i>

EFFECT DECK

EFFECT CARDS accelerate, brake or maintain the current train speed. When an *EFFECT CARD* is played, the *SPEEDOMETER* is moved according to the instruction on the card. There are 7 types of *EFFECT CARDS*:

- **ACCELERATE** - *+30km/h*
- **SPEED UP** - *+60km/h*
- **FULL SPEED AHEAD** - *increase speed to 180km/h*
- **MAINTAIN SPEED** - *stay at current speed*
- **APPLY THE BRAKES** - *-30km/h*
- **HIT THE BRAKES** - *-60km/h*
- **HARD BRAKE** - *reduce speed to 30km/h*

For example, if the current *TRAIN* speed is *60km/h* and an **Accelerate** card is played, the *SPEEDOMETER* increases (by *30km/h*) to *90km/h* and the *TRAIN* will move *+3* spaces along the *TRACK*.



Also in the *EFFECT DECK* you will find **OR CARDS** - if played, the current *Player* must choose one of the options. For example, **Sleight of Hand** allows you to maintain speed **OR** steal a *PERMIT TO TRAVEL* at the cost of increasing the *TRAIN* speed by *30km/h*.

If the *EFFECT DECK* is exhausted, the *TRAIN* stops and the game ends.



PLAY

Starting with the last *Player* to be on a train, *Players* will take turns in a *clockwise* direction.

- 1 The first *Player* draws 3 x *EFFECT CARDS* from the *Draw* stack on the *Card Organiser* and discards 1 of them face down onto the *Discard* stack.
- 2 The remaining 2 x *EFFECT CARDS* are passed discreetly to the *Player* to their left, who then becomes the *Current Player* and takes the *Current Player* token.
- 3 The *Current Player* secretly places 1 x *EFFECT CARD* onto the *Discard* stack and openly plays the remaining *EFFECT CARD* by placing it on the *Play* section of the *Card Organiser*.



- 4 The *SPEEDOMETER* is adjusted according to the *EFFECT CARD* instruction and the *TRAIN* is moved along the track.
- 5 *Special Events* (see section below) are resolved – if there are any.
- 6 The turn ends and play resumes with the *Current Player* beginning at *Step 1* (drawing 3 *EFFECT CARDS* etc.).

If needed, *Players* can refer to the *ORDER OF PLAY* cards throughout the game.

SPECIAL EVENTS

Certain sections of the *TRACK* have an impact on *TRAIN* speed or require the *Players* to collectively make a decision.



DOWNHILL SECTIONS/SPEED RECORD

The *Downhill* sections of the *TRACK* are identified by this signage. These sections of the *TRACK* are of importance to the *Speedster*.

In order to achieve his/her second *Character Mission*, the *TRAIN* must be travelling at full speed (180km/h) on a *Downhill* stretch of the *TRACK* – when this happens the *Rail Speed Record* is broken.



So as not to give away his/her identity, it is the *Current Player's* responsibility to announce that the *Rail Speed Record* has been broken and turn over the *Rail Speed Record* token on the *Card Organiser*.

At the end of any *Players'* turn, the front of the *TRAIN* must be on a hill and the *SPEEDOMETER* must have reached *180km/h*

TUNNELS/PERMIT TO TRAVEL

When the *TRAIN* passes through a *TUNNEL*, the *Current Player* can obtain a *PERMIT TO TRAVEL* from the *Card Organiser* or steal one from another *Player*!

The *Current Player* may only collect/steal a *PERMIT TO TRAVEL* **AFTER** the *TRAIN* has moved on their turn. You may collect/steal a *PERMIT TO TRAVEL* if any part of the *TRAIN* is inside a *TUNNEL*.

"Why do I need a PERMIT TO TRAVEL?"

If the *TRAIN* has stopped but you did not achieve your second *Character Mission*, you can still **WIN** if you are in possession of a *PERMIT TO TRAVEL* (see *Character Exceptions, Appendix* on page 11.).

If a *Player* is thrown off the *TRAIN*, their *PERMIT TO TRAVEL* is removed from play.



SIGNAL BOX VOTE



At the *SIGNAL BOX*, just before the *TRACK* splits into three routes, the *TRAIN* comes to a halt. It stops here even if the *SPEEDOMETER* indicates it would go further.

The *SPEEDOMETER* is not changed, and the *TRAIN* will resume at the current speed next turn.

It is here that *Players* vote on which route the train will take using their *SIGNAL BOX VOTE CARDS*:

■ **Scenic Route** ■ **Fast Track** ■ **Viaduct**

Each *Player* passes one *SIGNAL BOX VOTE CARD* to the *Current Player* and unless an overruling *INTERVENTION CARD* (See Page 9.) is played, the vote is *secret*.

The *Current Player* shuffles the cards and reveals the results of the *Signal Box Vote*.

N.B. In the event of a *tied SIGNAL BOX VOTE*, the shortest route is selected, *unless* an overruling *INTERVENTION CARD* is played.

Once the *SIGNAL BOX VOTE* is complete, it is the end of the turn and play resumes with the drawing of 3 new *EFFECT CARDS*.

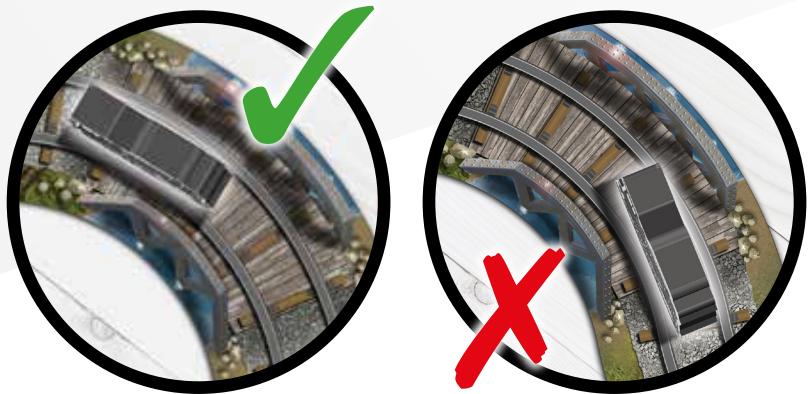
BRIDGES & VIADUCTS/EMERGENCY MEETINGS

When the *front* of the *TRAIN* is on a *Bridge* or a *Viaduct*, the current *Player* **MUST** call an *EMERGENCY MEETING*. This is where *Players* discuss, then vote publicly, who to throw off the *TRAIN*!

No cards are used, and the vote is officiated by the current *Player*.

Starting with the *Player* to their *left*, everyone is invited to share their thoughts on who the **Saboteur** is and why they believe this to be the case. Remember, throwing the right *Player* off is going to help you slow the *TRAIN* down as they will no longer be working against you!

5 minutes is suggested as an appropriate time for the *EMERGENCY MEETING*, at which point the current *Player* will call for the *final vote*, starting with the *Player* to their left.



If a *Player* is thrown off the *TRAIN*:

- They play no further part in the game unless immediately rescued by an *INTERVENTION CARD*
- They *DO NOT* reveal their *CHARACTER CARD*
- Their *PERMIT TO TRAVEL* (if they have one) is removed from the game
- They cannot play any *INTERVENTION* or *EFFECT CARDS* for the remainder of the game

In the event of a *TIED VOTE*, no one is thrown off the *TRAIN*.

Emergency Meeting Rules:

- The current *Player* may only call an *EMERGENCY MEETING* *after* the *TRAIN* has moved on their turn, when the front of the *TRAIN* is on a *Bridge/Viaduct*. The position of the back of the *TRAIN* has no consequence
- The only information you are *forbidden* to share during the discussion is your *Character Identity*
- Everyone *must* vote unless an *INTERVENTION CARD* dictates otherwise
- *Players cannot* vote themselves off the *TRAIN*
- Each turn the *TRAIN* stops on a *Bridge/Viaduct*, an *EMERGENCY MEETING* *must* be called - this may result in multiple *EMERGENCY MEETINGS* in some games
- If there are only two players left on the *TRAIN*, the *EMERGENCY MEETING* *does not* take place

INTERVENTION CARDS

As part of the *Set Up*, each *Player* is dealt 3 x *INTERVENTION CARDS* from which they choose to keep 2 and discard 1. The cards either provide *Players* with advantages or cause disruption to other *Players*. They are self-explanatory but clarifications (such as which cards overrule others) exist in the *Appendix* (See Page 13).

When can *INTERVENTION CARDS* be played?

- Most of the cards are linked to the *Special Events* that occur during the game and direct *Players* to the specific time they can be played e.g. *When the SIGNAL BOX VOTE is announced*, or *after the EMERGENCY MEETING VOTE has been decided*.
- Exceptions to this are the following cards which can be played *at any time*:
 - *Gun to the head*
 - *Ticket Upgrade*
 - *Burn*
 - *Jam the Controls*
 - *Conductor*

CURRENT PLAYER TOKEN



The *Current Player* token is available as a reminder of who the *Current Player* is. It is optional to use, but may be helpful if the team are engaged in a *SIGNAL BOX VOTE* or an *EMERGENCY MEETING* for example.

END OF THE GAME

The game ends when either:

- There are no more *EFFECT CARDS* to draw causing the *TRAIN* to stop *before* it hits *Paris*.

OR

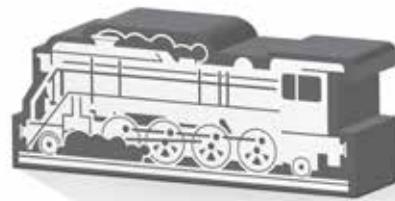
- The *TRAIN* has collided with *Paris Station* (the front of the *TRAIN* has passed *over* the final yellow and black sleeper on the *TRACK* – if it lands on the final square, it has not yet crashed).

At this point, all *Players* reveal their *CHARACTERS* and establish whether they have achieved their specific *Win Conditions* (see *WINNING & LOSING* section on Page 4.).



GAME PLAY EXTENSION

THE FREIGHT TRAIN



You can play with an additional train counter

- **THE FREIGHT TRAIN** - which chases down the **19:05 to Paris**. Introducing it increases the difficulty of **STOPPING THE TRAIN**.

After the **19:05 to Paris** has completed 2 turns, the **FREIGHT TRAIN** is placed at the **STARTING POINT**. For each subsequent round, it advances at a fixed speed of **120km/h** (4 spaces). This happens after the **19:05 to Paris** has been moved, during point 5 of the **ORDER OF PLAY** card.

The following rules then apply:

- If at any point the **FREIGHT TRAIN** occupies the same square as the **19:05 to Paris**, both **TRAINS** are derailed and everyone **LOSES** the game, except the **Rogue**.
- The **Rogue's mission** is adjusted. The collision they seek to cause can either be in **Paris** or with the **FREIGHT TRAIN**.
- When the **FREIGHT TRAIN** reaches the **SIGNAL BOX**, it always advances down the **FAST TRACK**.
- If the **19:05 to Paris** stops, so does the **FREIGHT TRAIN**.

OPTIONAL GAME ADJUSTMENTS

Once you are familiar with the game and the **CHARACTERS**, to *increase* the difficulty of **STOPPING THE TRAIN**, you can make any of the following adjustments:

- During set up, the **TRAIN** may begin at a *higher speed*.
- During **CHARACTER** preparation, you can ensure the presence of more nefarious **CHARACTERS** or those that wreak more havoc: **Rogue**, **Stuntman**, **Speedster** and **Ticket Inspector**.
- During set up, start the **TRAIN** closer to **Paris** by up to 12 squares.
- Introduce the **FREIGHT TRAIN** (see above).

To *decrease* the difficulty of **STOPPING THE TRAIN**, make any of the following adjustments:

- During set up, the **TRAIN** may begin at a *lower speed*.
- During **CHARACTER** preparation, you can exclude the **Rogue** and/or the **Stuntman** (you must keep the **Saboteur** to ensure the **M16 Agent** and the **Resistance Conspirator** can achieve their missions).
- During set up, reduce the **EFFECT DECK** by 3 or 6 cards (removing cards that accelerate the **TRAIN**)

Our recommendation for a balanced game: *During Character Preparation...*

- **4 Players:** 1 **Saboteur**; Exclude the **Rogue**
- **5 Players:** 1 **Saboteur**; Exclude the **Rogue** but ensure a **Stuntman** or **Speedster** or both
- **6 Players:** 1 **Saboteur**; Include either a **Rogue** **OR** include a **Stuntman** and **Speedster**

APPENDIX

WIN/LOSE CONDITION CLARIFICATIONS

You may wish to consult these during a game, but there is no need to read them to learn the game.

CHARACTER	WIN	LOSE
Saboteur	WINS if the <i>TRAIN</i> crashes, irrespective of whether they have been thrown off.	Only LOSES if the <i>TRAIN</i> is stopped.
Prisoner of War	WINS if the <i>TRAIN</i> is stopped having taken the <i>FAST TRACK</i> . WINS if the <i>TRAIN</i> is stopped and he holds a <i>PERMIT TO TRAVEL</i> . WINS if the <i>TRAIN</i> is stopped after he has been thrown off. (The character has the agility to survive ejection and escape into the countryside).	LOSES if the <i>TRAIN</i> crashes LOSES if the <i>TRAIN</i> is stopped without taking the <i>FAST TRACK</i> AND he does not hold a <i>PERMIT TO TRAVEL</i> .
Chanteuse	WINS if the <i>TRAIN</i> is stopped having taken the <i>FAST TRACK</i> . WINS if the <i>TRAIN</i> is stopped and she holds a <i>PERMIT TO TRAVEL</i> .	LOSES if the <i>TRAIN</i> crashes. LOSES if the <i>TRAIN</i> is stopped without taking the <i>FAST TRACK</i> AND she does not hold a <i>PERMIT TO TRAVEL</i> . LOSES if she is thrown off the <i>TRAIN</i> .
Engineer	WINS if the <i>TRAIN</i> is stopped having taken the <i>VIADUCT ROUTE</i> . WINS if the <i>TRAIN</i> is stopped and she holds a <i>PERMIT TO TRAVEL</i> .	LOSES if the <i>TRAIN</i> crashes. LOSES if the <i>TRAIN</i> is stopped without taking the <i>VIADUCT ROUTE</i> AND she does not hold a <i>PERMIT TO TRAVEL</i> . LOSES if she is thrown off the <i>TRAIN</i> .
Photographer	WINS if the <i>TRAIN</i> is stopped having taken the <i>SCENIC ROUTE</i> . WINS if the <i>TRAIN</i> is stopped and he holds a <i>PERMIT TO TRAVEL</i> .	LOSES if the <i>TRAIN</i> crashes. LOSES if the <i>TRAIN</i> is stopped without taking the <i>SCENIC ROUTE</i> AND he does not hold a <i>PERMIT TO TRAVEL</i> . LOSES if he is thrown off the <i>TRAIN</i> .

CHARACTER	WIN	LOSE
Speedster	<p>WINS if the <i>TRAIN</i> is stopped and the <i>RAIL SPEED RECORD</i> is broken, even if she has been thrown off the <i>TRAIN</i>.</p> <p>WINS if the <i>TRAIN</i> is stopped and she holds a <i>PERMIT TO TRAVEL</i>.</p> <p>Optional Rule: (must be agreed prior to a game)</p> <p>WINS if the <i>RAIL SPEED RECORD</i> is broken on more than 1 hill irrespective of whether the <i>TRAIN</i> crashes or is stopped.</p>	<p>LOSES if the <i>TRAIN</i> crashes.</p> <p>LOSES if the <i>TRAIN</i> is stopped without hitting the <i>RAIL SPEED RECORD</i> AND she does not hold a <i>PERMIT TO TRAVEL</i>.</p>
MI6 Agent	<p>WINS if the <i>TRAIN</i> is stopped and the <i>Saboteur</i> is on board.</p> <p>WINS if the <i>TRAIN</i> is stopped and he holds a <i>PERMIT TO TRAVEL</i>.</p>	<p>LOSES if the <i>TRAIN</i> crashes.</p> <p>LOSES if the <i>Saboteur</i> is thrown off the, irrespective of whether the <i>TRAIN</i> stops or crashes.</p> <p>LOSES if he is thrown off the <i>TRAIN</i>.</p>
Resistance Conspirator	<p>WINS if the <i>TRAIN</i> is stopped and the <i>Saboteur</i> has been thrown off.</p> <p>WINS if the <i>TRAIN</i> is stopped and she holds a <i>PERMIT TO TRAVEL</i>.</p>	<p>LOSES if the <i>TRAIN</i> crashes.</p> <p>LOSES if the <i>TRAIN</i> is stopped and the <i>Saboteur</i> is still on board, unless she holds a <i>PERMIT TO TRAVEL</i>.</p>
Stuntman	<p>WINS if the <i>TRAIN</i> is stopped and he has been thrown off (he can be one of many thrown off the <i>TRAIN</i>).</p> <p>N.B. The <i>Stuntman</i> is a difficult role to WIN with.</p>	<p>LOSES if he is NOT thrown off the <i>TRAIN</i>. N.B. A <i>PERMIT TO TRAVEL</i> will not help you.</p> <p>LOSES if the <i>TRAIN</i> crashes.</p>
Rogue	<p>WINS if the <i>TRAIN</i> crashes and everyone is on board.</p> <p>N.B. The <i>Rogue</i> is a difficult role to WIN with.</p> <p>N.B. If the <i>FREIGHT TRAIN</i> is introduced, the collision may occur with that <i>TRAIN</i> OR at <i>Paris</i> Station.</p>	<p>LOSES if the <i>TRAIN</i> is stopped.</p> <p>LOSES if anyone is thrown off the <i>TRAIN</i>.</p>

CHARACTER	WIN	LOSE
Ticket Inspector	<p>WINS if the <i>TRAIN</i> is stopped and no other <i>Player</i> holds a <i>PERMIT TO TRAVEL</i>.</p> <p>N.B. The <i>PERMIT TO TRAVEL</i> must either be in his possession, available on the <i>Board</i>, burned by an <i>INTERVENTION CARD</i>, or lost when a <i>Player</i> is ejected.</p> <p>N.B. The <i>Ticket Inspector</i> is a difficult role to WIN with.</p> <p>N.B. When a <i>Player</i> is thrown off the <i>TRAIN</i>, their <i>PERMIT TO TRAVEL</i> is thrown off with them, if they hold one.</p>	<p>LOSES if the <i>TRAIN</i> is stopped and another <i>Player</i> holds a <i>PERMIT TO TRAVEL</i>.</p> <p>LOSES if he is thrown off the <i>TRAIN</i>, irrespective of whether it stops and the status of any <i>PERMIT TO TRAVEL</i> tokens.</p>

CLARIFICATION ON INTERVENTION CARDS & PRIORITY

SIGNAL BOX CARDS

- **Open Vote**, **Citizen's Arrest** and **Broken Track** must all be played *before* any *VOTING CARDS* are laid down.
- **Second Choice**, **Swing Vote** and **Run the Red** must all be played *after* the *SIGNAL BOX VOTE* has been decided.
- **Run the Red** takes priority over all other *INTERVENTION CARDS* at the *SIGNAL BOX* (except **Conductor**).
- If **Second Choice** is played, *after Run the Red*, it takes *no effect*. **Run the Red** is *not* considered to be a democratic vote. It may overrule **Swing Vote** if played *after* it.
- If **Swing Vote** is played, it refers to the *first* vote, unless **Second Choice** has been played.



CLARIFICATION ON INTERVENTION CARDS & PRIORITY (continued)

EMERGENCY MEETING CARDS

- **Lock the Doors**, **Occupied** and **First Class Passenger** may be played at the *beginning* of an *EMERGENCY MEETING*, but it is also permitted to play these cards *during* an *EMERGENCY MEETING*, but *before* the final vote is cast.
- **Hang On** can only be used to save yourself (and not another *Player*).
- **Extend Your Hand** can only be used to save another *Player* (and not yourself).
- **You're Coming with Me** can only be used if you have been thrown off the *TRAIN*. If you play **You're Coming with Me** and are subsequently rescued with **Extend your Hand**, you may choose whether to pull that *Player* off the *TRAIN* as they attempt to rescue you (you both leave the *TRAIN*) or to accept their rescue (you both stay on the *TRAIN*).
- **Second Meeting** must be played directly *after* an *EMERGENCY MEETING*, whilst the *TRAIN* is still over a *Bridge*. If the first meeting resulted in a tie, a *SECOND MEETING* is called regardless in the hope of a different outcome.
- Once a *Player* is thrown off the *TRAIN*, they cannot play any *INTERVENTION CARDS* except **You're Coming with Me**, **Hang On**, or **Conductor**. It is too late to play **Lock the Doors**, **Occupied** or **First Class Passenger** or any *OPEN PLAY INTERVENTION CARDS*.
- **Conductor** can only overrule the last played *INTERVENTION CARD* *before* a subsequent turn is played.

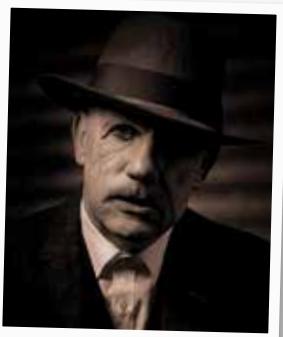
OPEN PLAY INTERVENTION CARDS

- When **Ticket Upgrade** is played, you may choose *any* *INTERVENTION CARD* from the deck (including undealt cards and discarded cards from the set-up draft).
- **Burn** cannot be played once you are thrown off the *TRAIN*.
- **Conductor** overrules the last *INTERVENTION CARD* and the game returns to the status it held before the last *INTERVENTION CARD* was played.



CHARACTER BIOGRAPHIES

SABOTEUR | *Vasilios Kardassopolous* | Nationality: Greek



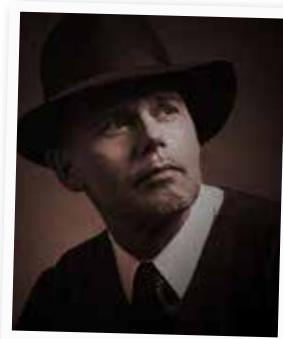
It all can happen at once. One moment you're working as a dishwasher in a Russian Bistro while you wait for the first boat home. The next thing you know, you're sitting in a cell with a chain-smoking Russian who tells you he has evidence of that time you were caught drawing graffiti on a portrait of Karl Marx. He hands you a bag of cash, an envelope with your orders and a suitcase that has an odd ticking noise at set intervals. Still, it beats scraping Borsch out of your fingernails every night.

MI6 AGENT | *Nigel Jenkins* | Nationality: British



Fresh out of spy school, *Jenkins* failed his first assignment. How was he to know that the German ambassador's dog was supposed to be kept on lead at all times? And who could have predicted that the London Society of Tandem Cyclists would have been holding their London to Bognor Regis run at that very moment! As punishment *Jenkins* was posted to watch the shipping lanes off Svalbard. Now he's temporarily out of the cold, entrusted with delivering a sensitive package to *Paris*, since no one else was available. If he can save the train, he'll be back in the good graces of *MI6* and out of the cold for good. The only ice from then on will be in his drinks.

PRISONER OF WAR | *Marcin Kaminski* | Nationality: Polish



It all started when *Marcin* went out to get a loaf of bread. What he hadn't told his wife was that he was instead going to the local card sharks to try and win back the money he'd lost the previous week. As the invasion had ended and life had resumed to normal as it could be, it was of immense shock when the Casino got raided by Germans and everyone taken prisoner. As fate would have it, *Marcin* was a dead ringer for a Polish officer that had evaded the Germans and had disappeared underground. Despite his protestations, *Marcin* was carted off, and it was only through sheer luck of his fluent German and an opportune moment to steal a uniform, that he was able to escape his captors by boarding a German military train headed for France. Since then he's nearly been promoted, defected, has managed to avoid military police and has been on the run from his would-be captor, a particular Gestapo agent who is the only person who could recognise him. If he can get himself to *Paris*, then he has a chance to get on a train to neutral Switzerland and seek his freedom.

CHARACTER BIOGRAPHIES (continued)

PHOTOGRAPHER | *Hideo Mishima* | Nationality: Japanese



Hideo Mishima has always been a little too bohemian and rebellious for his very traditional father's liking. Add the fact that he is an open pacifist with socialist tendencies, and you have a perfect recipe for scandal in the upper Tokyo set, not to mention an embarrassment for his father's political aspirations. When the opportunity arose to do photography for a newly planned European travel brochure of occupied Europe, *Hideo* wasn't the first choice, he wasn't even the last, but with a little finagling was given the position by his father in order to remove him from Tokyo's political spotlight for a few months at least. Armed with a camera kit in one hand and a French dictionary in the other, *Hideo* has set out to take the best landscape photos possible. If he manages to get a few political photos in the meantime, all the better.

SPEEDSTER | *Bianca Bonomelli* | Nationality: Italian



Bianca is from a long line of adventurers with a need for speed. Being a descendent of the great Augusto Bonomelli, who died when his hot air balloon crashed into the ocean while trying to set a World Speed Record. Her father Guiseppe Bonomelli died likewise trying to set the World Dirigible Speed Record. Her uncle Tito also died horrifically in a car accident trying to set a Land Speed Record, and likewise her aunt Margarite in a boating accident, trying to set a Speed Record. You might say that it's in the blood, and *Bianca* intends to follow in their footsteps by setting the *Land Speed Record* by rail, whether survival is guaranteed or not, she will seek to immortalise her name among the long line of famous Bonomelli.

CHANTEUSE | *Madeline Archambeau* | Nationality: French



Madeline Archambeau has always tiptoed between the sublime limelight of celebrity and working in the smallest rat-infested holes one could imagine. It was with amazement when the call came through that her rival the musical diva Celeste Badeux had got her heel caught in a small hole in the stage, plunging her forth into the woodwinds of the big band with microphone in hand. Her leg will heal, but she won't be able to make what *Paris* has dubbed, "The musical extravaganza of the century." Within minutes *Madeline* was packed and headed for the station, she knew all the songs by heart, now it was just getting to *Paris* on time and in one piece.

TICKET INSPECTOR | *Josef Oppenheimer* | Nationality: German



When *Josef* was a young boy, he'd been an avid train watcher. He'd even collected rail sets and locomotives of all kinds, and would dream of being the Conductor, the big boss with ultimate power over the train and the people on it. When he had the opportunity to take the examinations to become a Conductor, he jumped at the opportunity. He failed... And has had to make do with the best of a bad lot. Being the *Ticket Inspector* is still not so bad, as they still have immense power over those on the train, whether it's deciding to privately fine them, scoffing all of the best food before it reaches First Class, or gleefully throwing people out of the train if they dare to disagree, making sure to go through their pockets for any loose change beforehand!

ENGINEER | *Hildegard Bauer* | Nationality: Austrian



An avid member of SARA (Society for the Appreciation of Railway Architecture), *Hildegard* has made a hefty wager with its founding member Professor Otto Schultz that the particular style of buttress used on this Viaduct was employed by the French 10 years before it became a more common method in Europe. After being publicly scoffed at on the matter by Professor Schultz at their last convention, *Hildegard* is determined to prove him wrong and reclaim some respect amongst her peers. Armed with a camera and vengeance in her heart, *Hildegard* must inspect the *Viaduct* personally and prove her worth to the society.

RESISTANCE CONSPIRATOR | *Sofie Durand* | Nationality: French



When the Germans invaded, each true patriot signed up for the resistance in order to free their fellow countrymen! Or at least that is what the selling point was. When *Sofie* had joined up, she had expected a lifetime's worth of excitement, subterfuge, and danger, and instead has found the majority of field work has been exceptionally dull. From following the daily routines of some German officers, to staking out the local collaborators, and making sure food caches and safehouses are supplied, this isn't exactly what *Sofie* had in mind when she signed up. It's vital work for sure, but she wants something more. When the chance came, sitting in a café with her back to the telephone, she was able to overhear a plot to set a bomb on the *19:05 to Paris*, but missed the opportunity to see who it was who'd had the conversation. Now was her opportunity for a bit of real espionage, find the *Saboteur*, eliminate him and stop the train before it reaches *Paris* would assuredly mean she'd be given more important jobs by the resistance, than delivering parcels and tailing milkmen.

STUNTMAN | *Grant Cassidy* | Nationality: American



Hollywood! The shining lights! The glamour! The actresses! What's not to love from the glittering lifestyle that is portrayed in those very honest magazines about the about the rich and powerful. Sure no one has ever heard of *Grant Cassidy* before, and why would they? He's never taken an acting class. He's never been in a movie. He's not even really an American. But isn't that what it's all about? The American dream! That can-do attitude that *Grant Cassidy* has in spades, isn't that what it's all about. Sure! No one has ever heard of this kid before. Before today that is! What's the quickest way of getting oneself into the news and a golden ticket into Hollywood? By doing the one thing that no other **Stuntman** in the history of business has done! An epic free fall from a moving train into the cold murky waters of the river below! Sure, it's dangerous and stupid, but dangerous and stupid is your middle name when you're an outsider looking to get your foot in the door.

ROGUE | *Anna Amundsen* | Nationality: Danish



They say "Hell hath no fury like a woman scorned." *Anna* is a woman on a mission. It was her last chance to get back to *Paris*, ticket in hand she waited on the platform for the train bound to *Paris*, but the train never came. At first it was delayed, the situation still seemed salvageable, but then those immortal words that have victimized many an erstwhile commuter were spoken. "Cancelled due to a rail workers strike." It's been a few years since that fateful day *Anna* was removed from the platform and admitted for a mental breakdown, losing out on her chance of happiness as her fiancé left her at the altar and married another woman. Moreover, she lost a promotion at work, and a chance to redeem her winning sweepstake ticket for an all-expenses paid trip to America. Needless to say she has a reason for her revenge, and has had to avoid Hospital Security, Gestapo, Gendarmerie, local resistance cells, and an amorous dry goods wholesaler in order to board the *19:05 to Paris*. The rail company and the train will be made to pay for their unspeakable wrongs. Everyone else is just collateral damage.

STOP THE TRAIN!
A BOARD GAME ADVENTURE

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