The Overland Route

A semi-cooperative train game for two players. Five to ten minutes and only 18 cards!

Objective:

In The Overland Route two players cooperatively work to build the transcontinental railroad from Council Bluffs, Iowa to San Francisco, California. Once the route is complete players will score points based on how many of the track segments they built, plus bonus points if the track goes through a mid-point station that they own.

Components:

- 2 Starting Station cards – Council Bluffs (black) and San Francisco (red)
- 2 Mid-Point Station cards
- 4 Starting Track cards (with stars on them)
- 10 Track cards

Setup:

- Give each player a Starting Station card and two Starting Track cards (with the stars).
- Place the three cards in a pyramid shape with the Starting Station nearest the player.
- Continue placing Track and Mid-Point Station cards between the two players' starting stations to create a diamond shape of 1-2-3-4-3-2-1 cards, with the Starting Stations at opposite corners and the Mid-Point Stations at the middle corners.
- Place the remaining two Track cards to the side, near the playing area.
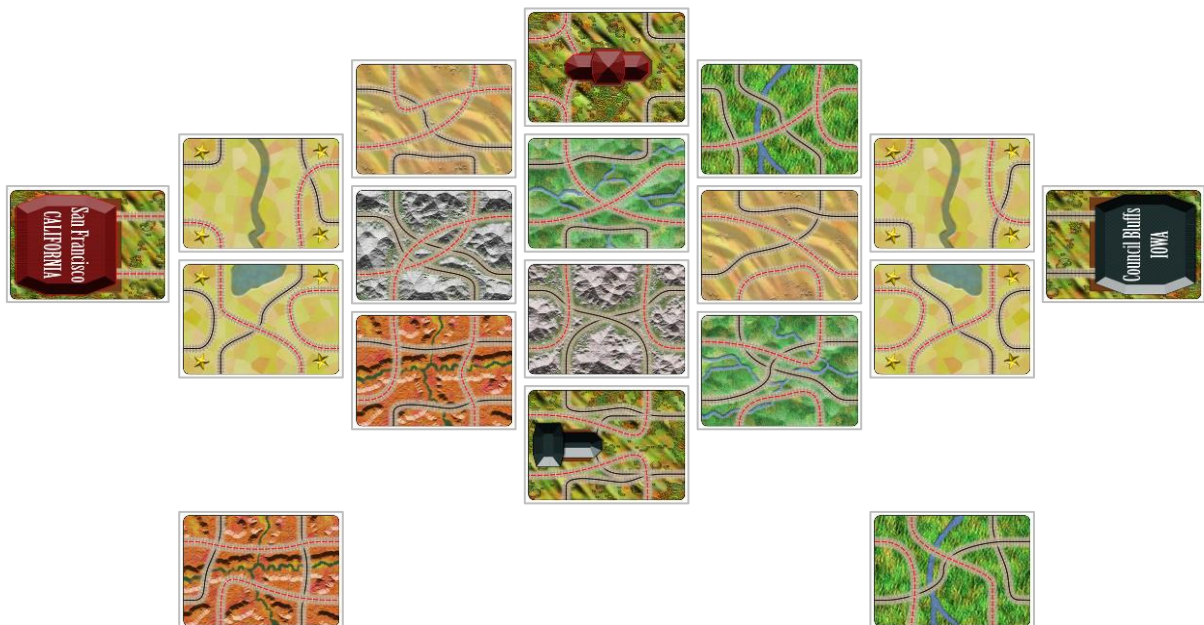
Sample Setup

Gameplay:

On your turn you may do any one of the following actions:

- Replace any Track card with either of the two set aside Track cards.
- Rotate any Track card 180 degrees.
- Flip any Track card vertically or horizontally.
- Rotate or Flip one of the Mid-Point station cards.

You may not change a card in the play area that your opponent just changed.

After the initial setup, the Starting Track cards (with the stars) are considered standard Track cards.

Game End:

The game ends immediately when there is a consecutive track that connects Council Bluffs with San Francisco.

Follow the patch of the connecting track and tally points. Each player gets 1 point for each segment of track in their color. Each player will get 2 points if the track goes through a Mid-Point Station of their color. Mid-Point Stations only score once, even if the track passes through that card twice.

The winner is the player with the most points. In the case of a tie the winner is the player that placed the last track.

It is possible to complete two connecting tracks at the same time. If this happens, sum the score of both tracks.

Credits:

Game design by: George Jaros - http://georgejaros.com/GJJGames

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros!

Playtesting by: Julie Zaborac, Mike Jaros, Sam Jaros, Ben Leverton.