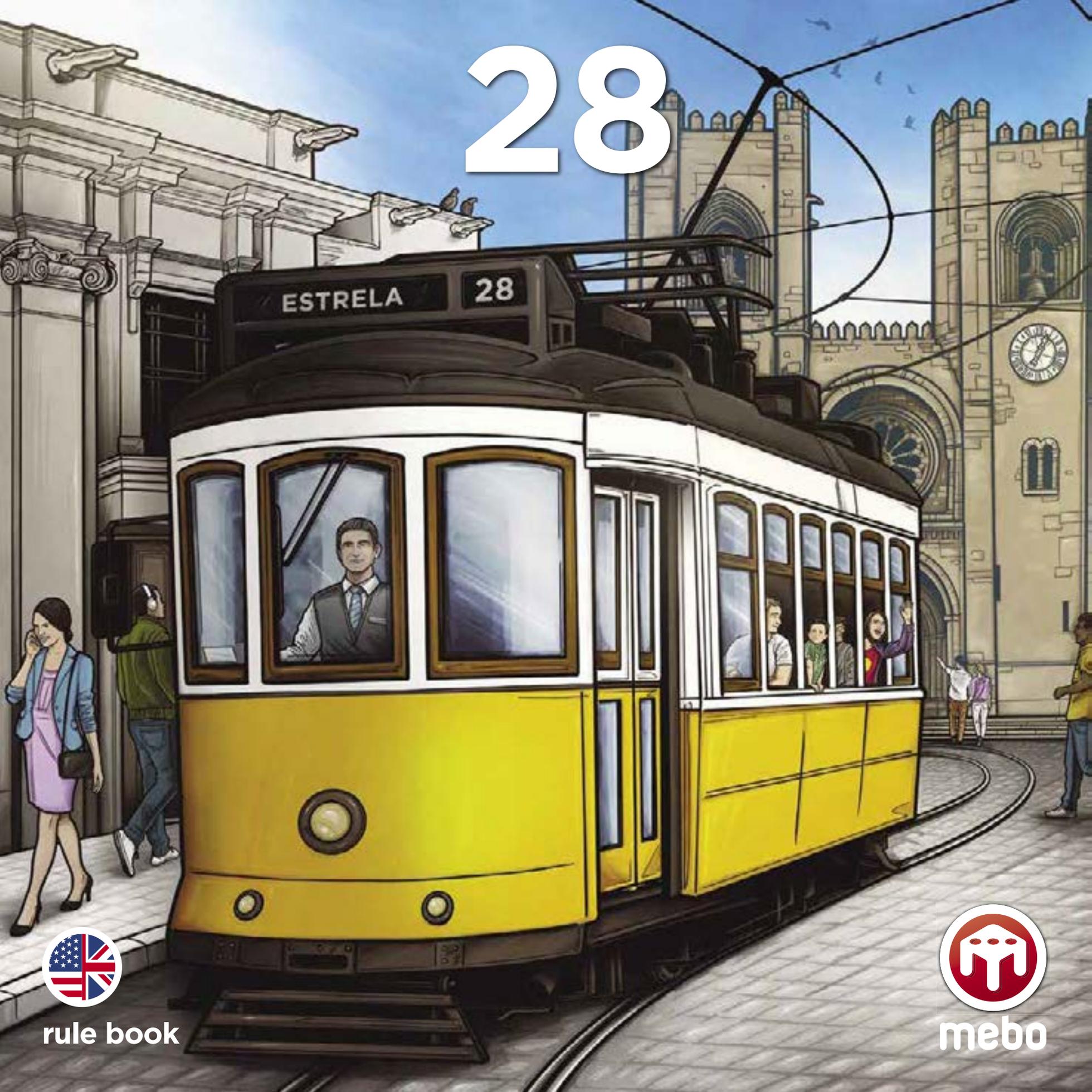


# 28



rule book



mebo

# Introduction

1. In this game players will drive their trams around Lisbon, picking up Passengers and dropping them off at various monuments around the city.



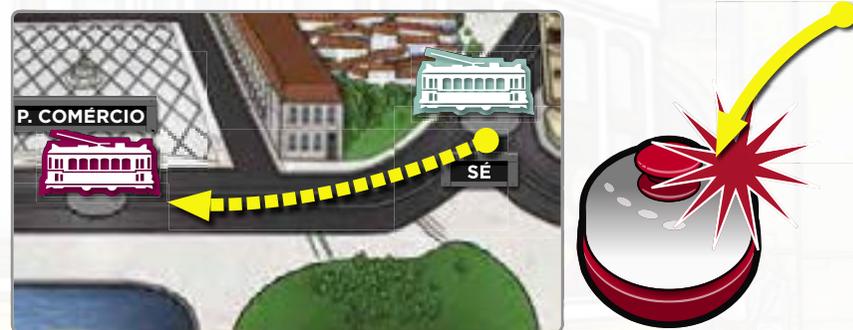
2. Use Tickets to move your tram and collect Passengers.



3. Earn points for dropping Passengers off at Lisbon's monuments

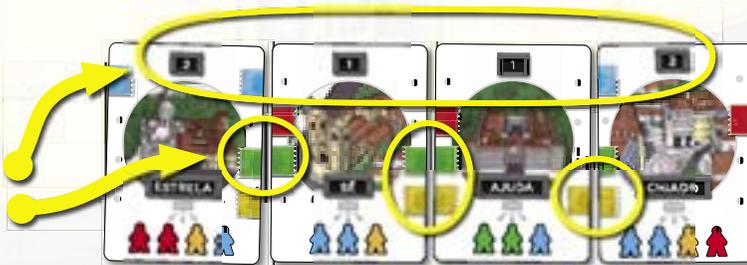


4. And don't forget to ring the bell when you want to push other trams out of your way!



**Historical note:** Tram lines have operated in Lisbon since 1873. The most famous of these is Tram 28, which goes past many historic sites and has become a favorite of locals and tourists alike. To learn more, please visit: [www.carris.pt/en/carris/history/](http://www.carris.pt/en/carris/history/)

5. At the end of the game, the winner will be the player who earned the most Victory Points (VP) from the Monument cards they collected, and the connections between them.



These rules are described for a 4-player game. Any exceptions for 2- or 3-player games are marked with these symbols:

Number of players: 2 to 4  
Age: 8+ years  
Time: 60 min.



# Game Components

This rulebook

1 Game board (2-sided)



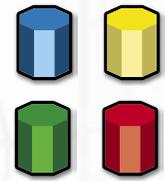
108 Tickets



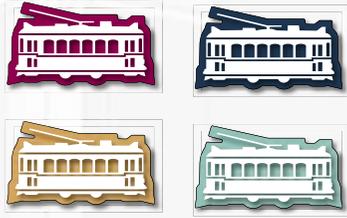
4 Monument cones



1 Bag



16 Bonus markers  
4 blue, 4 yellow,  
4 green, 4 red



4 Trams



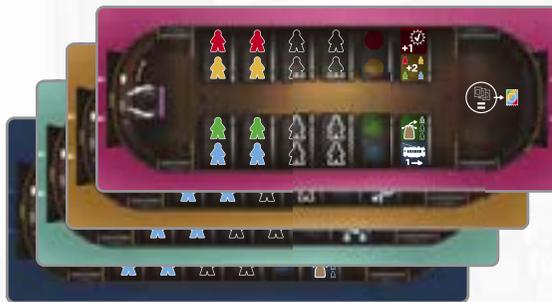
22 Monument cards



60 Passengers  
15 red, 15 yellow,  
15 green, 15 blue



1 Bell



4 Player boards



1 First-player card



4 Player aids



1 Cover card  
(for 2-player games)

## Player-board Explanation

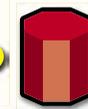
This board represents the inside of your tram.



Whenever you pick up Passengers, they must be placed in seats that match their color.  
- see page 9



These additional Passenger seats will become available once you have earned the corresponding bonus. - see page 12



Bonus markers placed here indicate which bonuses you have earned.- see page 10

These symbols are reminders of the various bonuses' effects. - see page 12

This symbol is a reminder that you can ALWAYS use 3 Tickets of the same color to replace 1 Ticket of another color.

## Game Setup

1

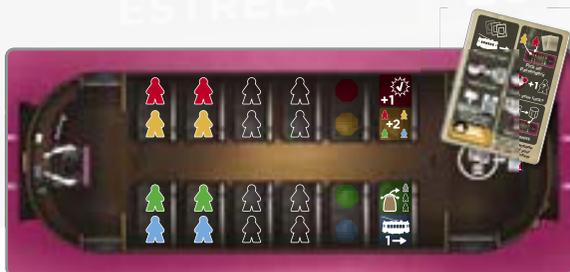
Place the board in the center of the table, within reach of all players.

For a 4-player game, use the side of the board with this symbol:



2

Give each player the tram and player board in the color of their choice, along with a player-aid card.

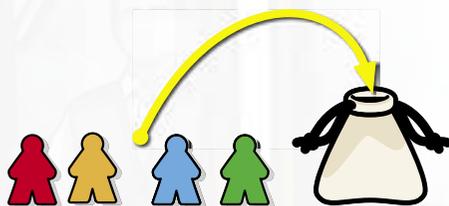


Place all players' trams at Rossio.

**Historical note:** The Rossio, also known as King Pedro IV Square, has been a popular Lisbon meeting place since the Middle Ages.

3

Place all Passengers into the bag.

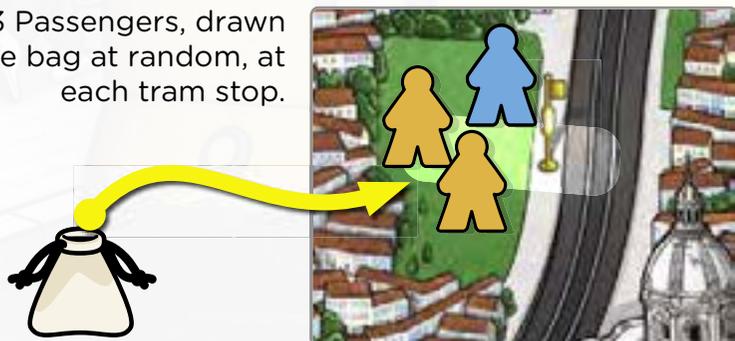


4

Tram stops are marked on the game board with this symbol:



Place 3 Passengers, drawn from the bag at random, at each tram stop.



5

Shuffle all Tickets into a face-down deck, then deal 5 Tickets to each player. You may look at your own Tickets, but do not show them to other players.

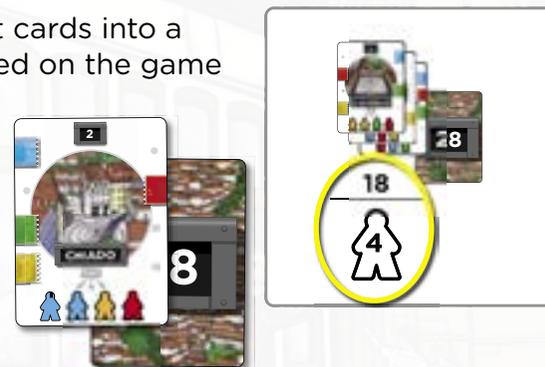


Place the Ticket deck on the game board, for players to draw from whenever necessary. If the deck runs out of Tickets, shuffle all discarded Tickets into a new draw pile.

6

Shuffle the Monument cards into a face-down deck, placed on the game board.

Then, turn over the top 18 cards and place them face-up on top of the deck.



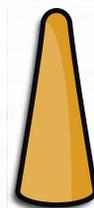
7

Draw the top 4 cards from the Monument card draw pile and place them, face-up, at the corresponding locations on the game board.

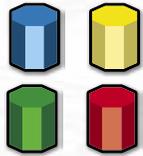
8

Place the 4 Monument cones on the game board at the locations of the 4 Monument cards placed in step 7 of setup.

Note: If you drew 2 cards for the same Monument, place both cards and both cones at the same Monument.



9

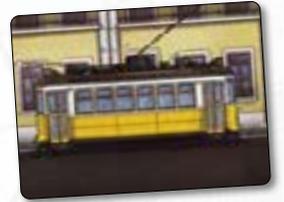


Place the bag full of Passengers, the bonus markers, and the bell at the top-right of the game board.

10

Give the first-player card to the player who most recently rode in a tram.

The game is ready to begin!



Note: While this illustration is not a real map of Lisbon, it does represent some of its monuments and places.

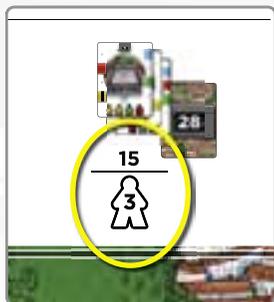
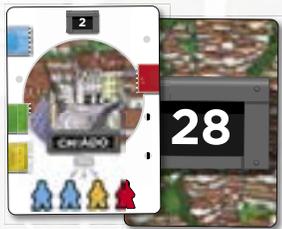
To set up a 3-player game, make the following changes:



Use the side of the board with these symbols.

Shuffle the Monument cards into a face-down deck, placed on the game board.

Then, turn the top 15 cards of the deck over and place them face-up on top of the deck.



To set up a 2-player game, make the following changes:



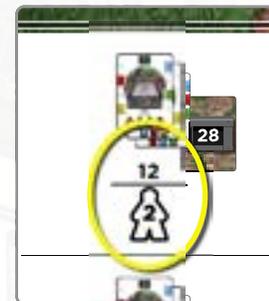
Use the side of the board with these symbols.

Shuffle the Monument cards into a face-down deck, placed on the game board.

Then, turn the top 12 cards of the deck over and place them face-up on top of the deck.



In a 2-player game, only 3 Monuments (and only 3 Monument cones) are available at any time. Use the cover card to block the Monument card space shown here.



## How to play

“Lisbon Tram 28” is played over a series of rounds. A round consists of each player taking a single turn, starting with the first player and going clockwise around the table.

There are 4 possible actions that you can take, and you may take up to 2 actions on your turn. Note that some actions will require you to discard Tickets or remove Passengers from your tram.

You may take the same action more than once per turn.

You may pass your turn without taking all (or any) of your actions.

During the game you may earn a bonus that allows you to take more actions. - see page 10

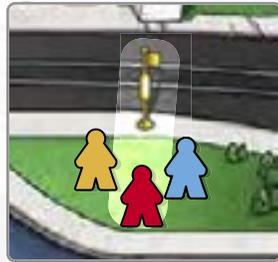
### Available actions:

- 1 - Move your tram - see page 7
- 2 - Pick up Passengers - see page 9
- 3 - Drop Passengers at Monuments - see page 9-10
- 4 - Take bonus - see page 10

**At the end of your turn, draw 4 Tickets.**  
(there is no limit to the number of Tickets you may have in your hand.)

# 1 - Move your tram

A movement action consists of moving your tram along the rails from its current location to a new stopping place.

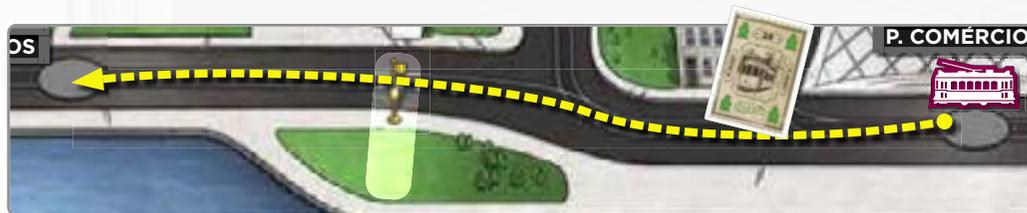


... and Bonus stops (marked by colored circles).

Stopping places include:

Tram stops (only when Passengers are present) ...

... Monuments (marked with grey circles) ...



## IMPORTANT:

Tram stops WITHOUT Passengers are NOT considered stopping places, and are ignored for the purposes of movement.

*In this example, the player only has to discard 1 Ticket to move their tram to the next Monument.*

To move your tram, you must discard Tickets from your hand. Discarding a Ticket of ANY color allows you to make a single move with your tram.

*By discarding 2 Tickets of the same color, this player was able to make 2 moves with only ONE action.*

You can make multiple moves with just ONE Action if you discard multiple Tickets of the SAME COLOR. You may make 1 move for each card discarded in this way.



As long as you follow the same-color rule, there is no limit to the number of Tickets you may discard with ONE Action.

*This player needed TWO actions to make 2 moves. For their first action, they discarded a red Ticket to make 1 move. For their second action, they moved again by discarding a green Ticket.*

Discarded Tickets should be placed in a single, face-up discard pile next to the Ticket deck.



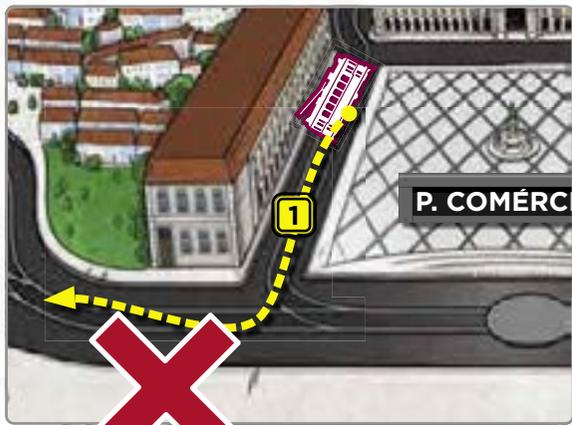
On your turn, you can ALWAYS discard 3 same-colored Tickets to replace 1 Ticket of another color; you may do this as many times as you are able.



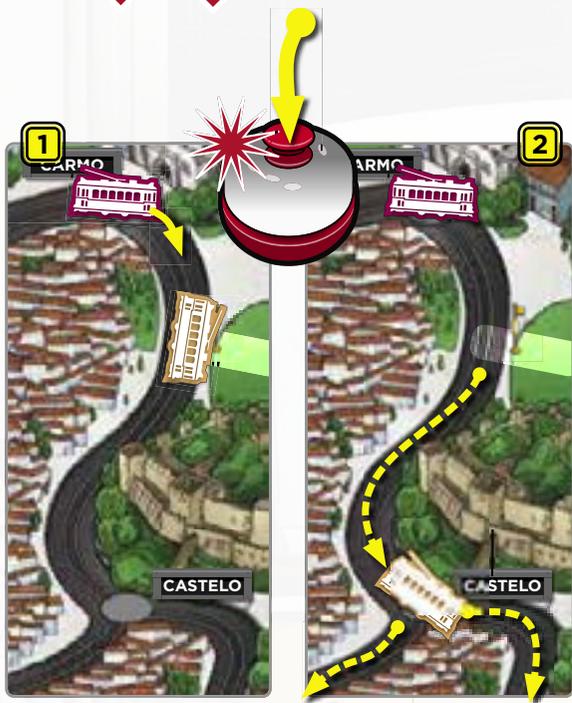
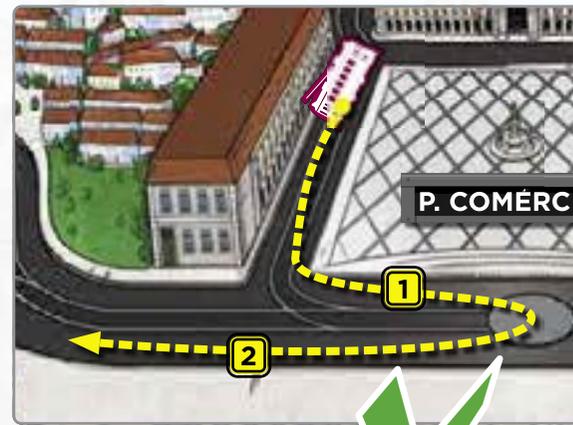
*Rossio stopping place.*

There can only be one tram at each stop other than Rossio, which any number of trams can occupy simultaneously. Trams at Rossio cannot be pushed (see next page).

Trams can move in any direction, but they may never move through each other. Although you cannot move past other trams, you may push them out of the way (see next page).



Tram movement MUST follow the rail lines; you cannot turn in a particular direction if the rails do not go in that direction.



If another player's tram blocks your movement, you may complete your move by pushing the other tram out of the way.

To do so, first ring the bell to signal your approach. Then, move the blocking tram to the next stop along the line. If multiple options exist as to where that tram can be pushed, its owner decides which route their tram takes.

If more than one tram is in your way, you can push them all. Work backwards, starting with the blocking tram that is farthest away and moving every tram blocking your path until your own tram is able to move.



*Brown's tram blocks Pink's path from Carmo to Castelo, so Pink must ring the bell to make Brown move their tram. Brown, who is being pushed past Castelo, must choose whether to take the left or right path.*

*Now, Pink only needs to spend 1 Ticket to move from Carmo to Castelo. Why? Because on Brown's last turn, they picked up all of the Passengers at the tram stop, and a tram stop without any Passengers does not count as a stopping place.*

When one tram pushes any others, all players involved (pushing or being pushed) draw 1 Ticket.

This can only happen ONCE per player and turn. If you push a tram several times, even across separate actions (or with your free movement if you have it), you and the other players involved can only draw ONE Ticket in this way on any given turn.

The same applies if your tram is pushed any number of times during another player's turn.



## 2 - Pick up Passengers

To take this action, your tram must be at a tram stop **with at least one Passenger**.

To pick up Passengers, you must discard as many Tickets as there are Passengers waiting and their colors have to correspond exactly to the colors of those Passengers.



You cannot select which Passengers to pick up; you **MUST** take the entire group. Remember that you can always use 3 Tickets of the same color to replace 1 Ticket of another color; you may do this multiple times.

Place the Passengers on your player board; a Passenger may only be placed in a space that matches its colors.

At the start of the game, your player board can only hold 2 Passengers of each color; a certain bonus will allow you to carry up to 4 Passengers of each color. - see page 12

### Do you want even more Passengers? Take a risk!



Before picking up Passengers, ring the bell! The player to your right picks **ONE** Passenger from the bag (no looking) and places it with the group located at the same tram stop as your tram. Then follow the rules described above; you will now need one more Ticket to pick up that group of Passengers. If you cannot discard enough Tickets to pick up the whole group, you cannot pick up any of those Passengers **and you lose this action**. However, you will not lose any Tickets from your hand.

You can do this once per action.

Note: If the bag becomes empty, refill it with all of the Passengers that have been discarded over the course of the game.

### What if I can't fit all the Passengers on my tram?

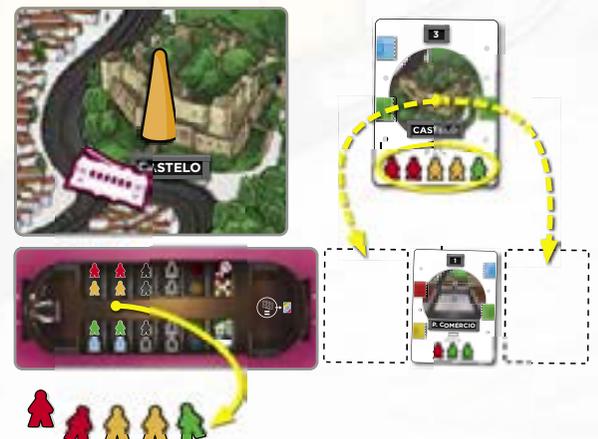
When you pick up Passengers, you must **ALWAYS** discard a Ticket for **EACH** Passenger at that tram stop, even if you do not have room for all of them; any "extra" Passengers will remain at the tram stop.

## 3 - Drop Passengers at Monuments (and claim Monument cards)

To take this action, your tram must be at a Monument that has a Monument cone - these cones indicate Monuments whose cards can be claimed.

Each Monument card shows a particular grouping of Passengers. To claim a Monument card, you must discard exactly the same number and color of Passengers from your player board as are shown on the Monument card.

Do **NOT** put dropped-off Passengers back in the bag. Instead, set them aside in a discard pile.



Place your first claimed Monument card next to your player board. Monument cards collected after this one must be placed adjacent to, and with the same orientation, as your other Monument cards; newly claimed Monument cards may be placed on either side of those you have already claimed.

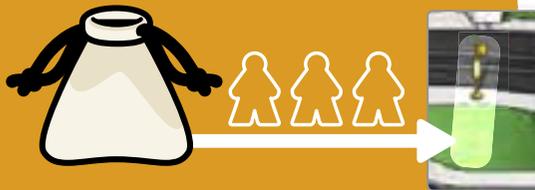
Once placed, a Monument card cannot be moved.

Each action only allows you to obtain ONE Monument card.

When you claim a Monument card, this symbol will appear on the game board:



This means that the player to your right must IMMEDIATELY draw 3 Passengers from the bag at random and place them at ONE empty tram stop (one without Passengers or trams).



If there are no empty tram stops, skip this step.

If the bag is empty, refill it with all of the Passengers that have been discarded over the course of the game.

Finally, replace the just-claimed Monument card with the top card of the Monument card deck. Move the Monument cone from the just-claimed Monument to the location named on the new Monument card.



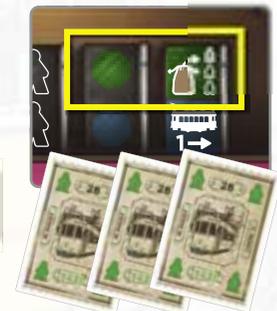
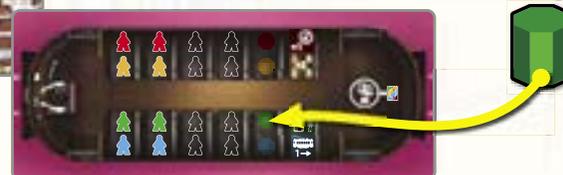
The Monument card display may sometimes contain 2 cards belonging to the same Monument. This is expected; if this happens, place a second Monument cone on the board at that location.



## 4 - Take bonus



**Historical note:** The Lavra Funicular is Lisbon's oldest funicular; it was inaugurated on 19 April 1884.  
For information, [www.carris.pt/en/carris/history/](http://www.carris.pt/en/carris/history/)



The game board includes 4 Lisbon elevator/funicular spaces. These colored spaces are bonus stops, which will allow you to unlock certain bonuses on your player board. Note that each player board has a unique arrangement of color/bonus pairings.

To take this action you must first be on one of these spaces.

Then, you must discard 3 Tickets matching that stop's color; collect the corresponding bonus marker (same color) and place it on your player board (with the same color).

Remember that you can use 3 Tickets of the same color to replace 1 Ticket of another color, and that you may do this multiple times.

For the rest of the game, you may use this bonus and your other unlocked bonuses on your turn. Each bonus may only be used once per turn, and you may only have 1 bonus of each type.

**See page 12 for descriptions of these bonuses.**

## End of turn

**At the end of your turn, draw 4 Tickets.**

If the draw pile is empty, shuffle all discarded Tickets into a new, face-down draw pile.

There is no limit to the number of Tickets you can have in your hand.



## End of the game:

The end of the game is triggered as soon as the last face-up Monument card is placed on the board.



When this happens, complete the round (so that all players have taken the same number of turns). If necessary in the last round, replace claimed Monuments with cards flipped over from the face-down deck.

Then, the game is over.

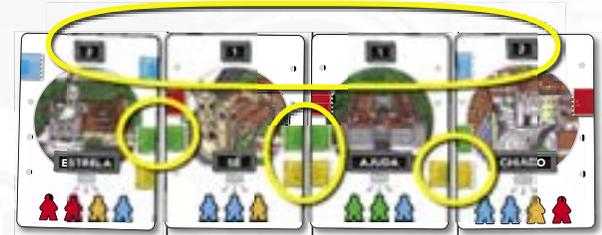
## Final scoring:

To obtain your final score, add the following values:

- The VP values of your Monument cards.
- Plus 1 VP for each complete, same-colored Ticket that connects your Monument cards.

The player with the most points is the winner.

In the event of a tie, the winner is the tied player with the most connections between their cards.  
If a tie remains, the winner is the tied player with the most Passengers on their player board.  
If there is still a tie, the winner is the tied player farthest in player order from the first player.



*In this example, the player scored a total of 10 VP: 6 points for their Monument cards, plus 4 links between those cards.*



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## Actions you can take on your turn:

### Move your tram

see page 7



Ring the bell if you want to push another tram and all players involved draw 1 card.



### Pick up Passengers

see page 9



Ring the bell if you want to push your luck and try for one more Passenger.



### Drop Passengers at Monuments

(and claim Monument cards).

see page 9-10



### Take bonus

see page 10



You may take up to 2 actions on your turn (unless you have a bonus).  
At the end of your turn, draw 4 Tickets.

## Bonuses that can be unlocked during the game:

see page 10



### 1 free movement

You can make one free movement with your tram, without having to spend an action or discard a Ticket.

Once earned, this bonus is immediately available to use.



### +2 seats for each color in your tram

Your tram can now transport 4 Passengers of each color.

Once earned, this bonus is immediately available to use.



### +1 action

On your turn you can take up to 3 actions (instead of the 2 normally permitted).

Once earned, this bonus is immediately available to use.



### When picking up Passengers, ring the bell to have the player on your right pick 3 Passengers (instead of 1) from the bag and without looking. You choose 1.

(return unchosen Passengers to the bag)

Place your chosen Passenger at the tram stop where your tram is located; you can only do this at a tram stop where there is already at least 1 Passenger. Then, follow the normal rules for collecting Passengers. - see page 9

Once earned, this bonus is immediately available to use.

