

# Paperclip Railways

## Express Edition

Station				Notes
Abandoned Mine	EE*	(1)		<b>When built:</b> Put any  station already in play, except Metropolis/Gigantopolis, into the discard pile. Return all cubes on it, and clips used to link it to other stations, to their owners' supply.
Absent-Minded Suburb	EE	(1)		<b>When built:</b> You must discard a card at random from your hand. If you can't, lose 3 points. If you have any cards in hand, you must discard one; you cannot choose to lose the points instead.
Abstainer's Village		(1)		<b>Game End:</b> +1 point for each blue cube in play.
Admin Town		(1)		<b>Replacement rule:</b> Other players lose 3 points when crossing or touching a Mountain or Lake obstacle. From the time this station is put into play until the end of the game, all other players lose 3 points for crossing or touching an obstacle tile instead of 2 points. Move the cube on the Construction Board across to show the obstacle penalty now = 3.
Ambitious Town		(2)		<b>When built:</b> Gain 3 clips for use in your next build. Put the clips in front of you as a reminder. Keep them until you next take a build action. If you don't use them in your next build, return them to your normal stock.
Antisocial Town		(1)		No text
Archaeological Site		(2)		<b>When built:</b> Take any one station from the discard pile into your hand. You may look through the discarded stations at any time before you decide which one to take using this ability.
Architects Town		(1)		<b>When built:</b> Take a draw action immediately. This is a full draw action (see rules).
Area 51		(1)		<b>When built:</b> Remove 3/6/9/12 clips in your stock from the game to gain 3/7/12/18 points. You must hand in exactly 3, 6, 9 or 12 clips.
Area of Outstanding Natural Beauty		(1)		<b>When built:</b> Take a draw action immediately. This is a full draw action (see rules).
Autumn Town	EE	(1)		<b>When built:</b> Draw 1 card. If it is September, October or November take a draw action in addition.
Backwards Town	EE	(1)		When you build from here, remove your cube from here instead of adding one. <b>When built:</b> Each other player must put a cube in this station. <b>Game end:</b> Lose 5 points.
Beauty Spot		(2)		<b>Game End:</b> +2 points for each of your  stations.
Boom Town	EE	(1)		No text
Border Suburb		(2)		<b>When built:</b> Put a blue cube on any station except Metropolis. The chosen station must have spare capacity for the blue cube; blue cubes count towards capacity limit.
Boring Town		(1)		No text
Bridge City		(1)		+ 1 point (instead of losing points) whenever one of your links crosses the River.
Builders Town		(1)		<b>Game End:</b> + 5 points if you have no paperclips left in your stock.
Busy Town		(1)		<b>Game End:</b> +1 point for each cube in this station. You score for all cubes in this station not just your own.
Cable Car Village	EE	(1)		This station can only be built on a Mountain obstacle. You do not lose any points for crossing and/or building on mountain obstacles for the rest of the game.
Capacious Suburb	EE	(1)		Your maximum hand size is increased by one.
Charity Town	EE	(1)		<b>When built:</b> Each other player may discard a card to gain 4 points; you then take all cards discarded in this way.
Cheeky Town	EE	(1)		<b>When Built:</b> The next time you would cross one or more links, you do not lose any points.
City City		(1)		<b>Game End:</b> +2 points for each  station that you own. You own your Starting City and any station you have a cube in.
City In Flight	EE	(1)		When you choose to put this into play, flip it from a height of at least 45cm above the playing area; if it lands face-up, pay one less card to build (min: 0) otherwise lose 3 points. For less disruption, flip it away from the playing area.
Climbers Camp		(1)		Place this station touching a Mountain (no penalty). At least some part of this station must touch or cross one of the Mountain or Lake/Mountain obstacles.

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Clip Port		(1)		Place this station touching the River (no penalty). <b>When built:</b> Draw three cards. At least some part of this station must touch or cross the River. No points are lost.
Clip Suburb		(5)		+ one clip. Add the extra clip from your stock to those you buy using cards to make your link. You cannot 'save up' extra clips between turns. You do not have to use the extra clip.
Clip Town		(6)		+ one clip. Add the extra clip from your stock to those you buy using cards to make your link. You cannot 'save up' extra clips between turns. You do not have to use the extra clip.
Coffee Franchise	EE	(2)		Whenever you place a cube in this station, you may pay 3 clips from your supply to put a cube in any other station. Remove the 3 clips from the game.
Delightful Suburb	EE	(2)		<b>Game End:</b> + 2 points for each  station that you own.
Diplomatic Town		(2)		<b>When built:</b> Draw 1 card.
Diverse City		(1)		<b>Game End:</b> +4 points for each set of    stations (excluding Metropolis) you have a cube in. Boundary Stations count towards this bonus. Metropolis does not count towards this bonus.
End of the Pier	EE	(1)		<b>When built:</b> Move all blue cubes in play onto this station. Blue cubes on this station ignore capacity limits.
Farmyard	EE	(1)		<b>Game End:</b> Score -1/0/2/4 pts if you have 0/1/2/3+  stations. Repeat this scoring for , , and  stations.
Fishing Resort		(1)		Place this station touching the River (no penalty). At least some part of this station must touch or cross the River. No points are lost.
Flexible Town		(1)		<b>Game End:</b> This station counts as  and .
				If you have Twinned Town or Happy Suburb, this station will count towards all instances of those stations. This station counts as one or the other type for scoring Diverse City.
Football Stadium	EE	(1)		<b>When built:</b> Draw 1 card. <b>Game End:</b> + 1 point for each card in your hand.
Foundry		(3)		<b>When built:</b> You may build another link immediately and score it. You must place this station and its link and pay for the build <b>before</b> taking the additional build action. The build action includes all the 'Building a Link' steps and scoring the new link.
Friendly Suburb		(5)		<b>Game End:</b> +1 point for each station you share with any other player(s). Sharing is 'having a cube in a station with at least one other player cube'. Blue cubes do NOT count as cubes for sharing.
Fruit Farm	EE	(1)		Whenever a cube is placed here, put the top card of the discard pile on top of the draw deck.
Garden Centre	EE	(1)		<b>When built:</b> You may build another link to or from a  station immediately and score it.
Happy Suburb		(5)		<b>Game End:</b> +1 point for each of your  stations. Metropolis counts as one station for this scoring.
Haulage Town	EE	(1)		<b>When built:</b> Move one of your cubes from any station to any other non- station.
Haunted Wood	EE	(1)		<b>When built:</b> After scoring, return all clips in the link to your stock then remove 3 of your clips from the game.
Henge	EE	(1)		Whenever a player builds into this station, the game is over for that player at the end of their current turn. You cannot build this station when END OF THE LINE has been revealed.
Hippy City	EE	(1)		<b>Game End:</b> + 2 points for each  station directly linked to this station.
Historic Town		(1)		<b>Game End:</b> This station counts as  and .
				If you have Twinned Town or Beauty Spot, this station will count towards all instances of those stations. This station counts as one or the other type for scoring Diverse City.
Hoarding Town		(2)		<b>Game End:</b> +1 point for each cube you have in your stock.
Hub City		(2)		+ 2 clips. Add the extra clips from your stock to those you buy using cards to make your link. You cannot 'save up' extra clips between turns. You do not have to use the extra clips.

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Junction Town		(1) 	<b>Game end:</b> +2 points for each of your links that crosses, or is crossed by, another player's link.
Lazy Town		(1) 	Whenever you build from or to this station, score the stations but do not score the paperclip link.
Leapfrog Suburb	EE	(1) 	Whenever you build out of this station, move one of your cubes from it and put it on the destination (instead of from your stock). If you do this, and you have no cubes in the station, you no longer own the station.
Library Town		(1) 	<b>When built:</b> Take a draw action immediately. This is a full draw action (see rules).
Magnetic Anomaly	EE	(1) 	<b>When built:</b> In a 2/3/4+ player game take 3/2/1 clip(s) from each other player's supply and add them to your own; treat these clips as yours when building links. You can use and score these paperclips as if they are your own.
Market Town		(2) 	No Text
Metro Resort		(1) 	<b>Game end:</b> +4 points for each of your  directly connected (one link) to at least one of your  . The green station must be connected to a City (yellow) station directly with a link of your colour.
Middle of Nowhere, The		(1) 	No text.
Miniature Village		(1) 	<b>When built:</b> Copy the 'When built' effect on any other station in play. You cannot copy the ability of Miniature Village.
Miserable Suburb		(2) 	<b>When built:</b> + 3 points.
Mountain Railway		(1) 	Place this station touching a Mountain (no penalty). At least some part of this station must touch or cross one of the Mountain or Lake/Mountain obstacles. No points are lost for this.
New Town		(1) 	<b>When built:</b> Put the top 4 cards of the draw deck into the discard pile - take one of them into your hand.
Old Folks Home	EE	(1) 	<b>When built:</b> + 1 point for each player aged $\geq 40$ ; +2 extra points for each player aged $\geq 60$ .
Oubliette Town	EE	(1) 	<b>When built:</b> Each other player must choose to either put a cube on this station, ignoring capacity, or lose 3 points.
Over-Complicated Town	EE	(1) 	<b>Whenever you place a cube here:</b> + 4/3/2 points if there are 1/2/3+ other players. + 3/2/1 points if there are 0/1/2+ cubes already in here.
Park & Ride	EE	(1) 	+ 1 clip. You do not have to pay a card to build links from this station if you have enough 'free' clips.
Political City	EE	(1) 	Blue cubes count as your cubes when deciding where to build from. <b>When built:</b> Put one of your cubes in any station with at least one spare capacity.
Poor City		(1) 	You can only play this station if you have 5 or less cubes in your stock.
Power Station	EE	(3) 	+ 1 point whenever you use at least one free clip as part of a build.
<b>Promotional Station Blank</b>		(3)	When you want to build a link you may swap this card for any available promotional station card and build that – all link and station rules still apply.
Railway Museum		(1) 	<b>Game end:</b> +2 points for each station that gives you a  bonus. Clip Town, Clip Suburb, Track City, Velo City, Hub City and Steel Works all count towards this bonus.
Recycling Centre		(1) 	<b>Game End:</b> +1 point for every set of 3 unused paperclips in your stock.
Regatta Suburb	EE	(1) 	+ 1 point (instead of losing points) whenever one of your links crosses the River.
Remote City		(1) 	Place this station on or touching an obstacle tile (no penalty). At least some part of this station must touch or cross one of the Mountain, Lake or Lake/Mountain obstacles. No points are lost for this.
Robot Factory	EE	(1) 	Whenever a player would put a cube on this station, put a blue cube onto a directly linked station (if possible).
Scenic Railway		(1) 	When you connect to this station +1 point for every 2 clips in the link. Score the stations and link as normal including the clips in the link. For the bonus, only count complete sets of 2 clips.
Scenic Suburb	EE	(2) 	<b>When built:</b> + 3 points each for the 4th, 7th and 11th clips in the link to this station.

Station			Notes
Skid Row		(2) 	When you connect from this to another station, fill that station up with blue cubes after you have placed yours. Remember: Blue cubes count towards the capacity of a station
Social Town		(2) 	<b>Game End:</b> +1 point for each cube in this station You score for all cubes in this station not just your own.
Spending Town		(2) 	<b>Game End:</b> +3 points if you have no cubes in your stock.
Spring Suburb	EE	(1) 	<b>When built:</b> Take an extra turn after this one.
<b>STARTING CITIES</b>		(5) 	+2 points whenever the [colour] player places a [colour] cube in a station occupied by one or more other players. The Starting City bonus is exclusive to that player.
Steel Works		(1) 	+ one clip per cube you have in this station. Add the extra clips from your stock to those you buy using cards to make your link. You cannot 'save up' extra clips between turns. You do not have to use the extra clips.
Stopover Town	EE	(1) 	<b>When Built:</b> You may build another link from here immediately and score it.
Summer Camp		(1) 	Place this station touching a Lake (no penalty). At least some part of this station must touch or cross one of the Lake obstacles or the Lake/Mountain obstacle. No points are lost for this.
Swapping Suburb	EE	(1) 	<b>When built:</b> Swap the position of any two cubes in play.
Tiny Suburb	EE	(1) 	Whenever a player chooses to build into this station, ignore the capacity limit and return all other player cube(s) in this station to their owner(s).
Tourist Information Centre		(1) 	<b>Game End:</b> +2 points for each  station you have a cube in.
Town Farm		(1) 	<b>When built:</b> Discard the top 4 cards of the draw deck. You must show these cards to all players. If one of them is the 'End of Line' station card, the end of the game is triggered.
Track City		(1) 	+ 3 clips (when building from this station only). Only use the three bonus clips when building directly out of Track City.
Tunnel Town		(1) 	You do not lose any points for crossing the River for the rest of the game.
Twinned Town		(3) 	<b>Game End:</b> +3 points for each pair of your  stations (excluding Metropolis). Pre-printed Metropolis stations do not count for this scoring.
University Town		(1) 	<b>When built:</b> Take a draw action immediately. This is a full draw action (see rules).
Velo City		(1) 	+ one clip. Add the extra clip from your stock to those you buy using cards to make your link. You cannot 'save up' extra clips between turns. You do not have to use the extra clip.
Venture Suburb		(1) 	<b>Game End:</b> +4/6 points if your longest link is at least 10/14 clips long. You score 4 points if your longest link is 10-13 clips long and 6 points if it is 14 clips or greater.
Vineyard	EE	(1) 	Whenever a cube is placed here, put the top 2 cards of the discard pile on top of the draw deck.
Water Mill Town	EE	(1) 	Whenever a cube is placed here, discard the top card of the deck.
Water Park		(1) 	Place this station touching the River or a Lake (no penalty). At least some part of this station must touch or cross one of the Lake obstacles or the Lake/Mountain obstacle or the River. No points are lost for this.
Waterproof Town	EE	(1) 	<b>When Built:</b> The next time you would cross, or build on, the River or a Lake obstacle you do not lose any points.
Wedding Suburb	EE	(1) 	Whenever a player places their first cube of the turn in this station, if there is still space they may place an additional cube and score 6 points.
Wildlife Reserve		(1) 	<b>When built:</b> Discard the top 8 cards of the draw deck. You must show these cards to all players. If one of them is the 'End of Line' station card, the end of the game is triggered.
Winter City	EE	(1) 	<b>When built:</b> Each other player may draw 1 card then you take a draw action.
Worker City		(1) 	<b>When built:</b> Take up to three of your cubes on any station(s) in play into your stock and replace them with blue cubes.

\* EE = New for the Express Edition