



# The speed reaction card game for 2 – 8 players with two ways to play

## Fast Track

**Components:**  
108 Game Cards  
2 Buildings and Icons Key Cards



### Game 1 – All Stations!

#### Aim:

Be the first player to get rid of all their cards by matching the Buildings, Icons and Tube lines to the current “Go To” card. This is a speed reaction game with everyone playing at the same time. It is played over a number of rounds.

#### Set-up:

1. Shuffle the game cards and deal 10 cards to each player.
2. Players lay their cards out, face up, in front of them.
3. Place the 2 Buildings and Icons Key Cards in the play area where everyone can see them – one showing the Buildings of London side, the other showing the Icons of London side. These are for players to reference during the game if they need to.
4. Place the remaining game cards in a stack, face down, in the play area where everyone can reach it. This is the draw deck.
5. Place the box in the play area to the side of the draw deck. This is the “Go To” zone.
6. The youngest player starts the game.

#### Play:

1. The top card from the draw deck is placed on the “Go To” zone and revealed to all players. This is the “Go To” card for this round.
2. Players race to place cards in the middle of the table from their collection that match any of the lines, buildings or icons on the “Go To” card. Players shout out what they are matching as they put the card down.
3. Once a player has placed a card matching a line, building or icon on the “Go To” card, no other player can play that line, building or icon in this round.

4. Players can place more than one card from their collection each round if they can make other new matches.
5. The round ends when all the buildings, icons and lines on the ‘Go To’ card are matched or no one can play any more cards. If no player can make any matches this round, deal each player 1 new card from the draw deck and then reveal a new ‘Go To’ card.
6. At the end of the round, all the cards played onto the table and the “Go To” card are discarded.
7. A new “Go To” card is revealed from the draw deck, and placed in the “Go To” zone and the next round begins.

#### Winning:

The game ends when a player plays their last card. They announce, “I’m home!”, and win the game.

#### OR

The game ends when there are no cards left in the draw deck. The player with the fewest cards in their collection is the winner.

#### Optional Rules:

- For younger players, accept their interpretation of the lines, buildings and icons when announcing the cards they are playing. For example, just using colours for the lines or saying “dog” instead of “Corgi”.
- For more experienced players, introduce a penalty for announcing the wrong line, building or icon. Players must add another card to their collection from the draw pile if they say the wrong thing when placing a match, forget to announce what they are matching or try to make a match that has already been used.

# Game 2 – Route Planner

## Aim:

Collect the most cards by the time the deck runs out.

This is a speed reaction game with everyone playing at the same time. It is played over a number of rounds.

## Set-up:

1. Shuffle the game cards and lay 6 of them on the table in a line as the "Route".
2. Place the remaining cards in a stack, face down, next to the line of cards. This is the draw deck.
3. Place the box next to the line of cards where everyone can see it. This is the "Go To" zone.

## Play:

1. The top card from the draw deck is placed on the "Go To" zone and revealed to all players. This is the "Go To" card for this round.
2. Using one hand only, players grab cards from the "Route" showing any building, icon or line matching the "Go To" card and collect them on the table in front of them.
3. Players can grab as many cards as possible in each round.
4. When there are no more cards remaining in the "Route" that show a matching building, icon or line to the "Go To" card, the round ends.

5. Players check the cards they collected at the end of the round to make sure they contain a match to the "Go To" card and pay a penalty if any were grabbed incorrectly – players discard the incorrect card AND another card from their collection if they have any.
6. Players keep the cards they have collected in their score pile.
7. Any remaining cards in the "Route" that couldn't be matched to the "Go To" card are discarded.
8. Start a new round by laying out another "Route" of 6 cards and revealing a new "Go To" card.
9. The game ends when there are not enough cards left in the draw pile to make a new "Route".

## Winning:

When the final round is complete, the player with the most cards in their score pile is the winner.

In the event of a draw, lay out a new "Route" and take a new "Go To" card from the discard pile and the tied players play another round head-to-head. The one who grabs the most matching cards wins.



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