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Value: \$650

Value: \$650

Value: \$750

Value: \$750

Value: \$1000

Loot	Loot	Loot	Loot	Loot
<p>Bottle of champagne</p> <p>Value: \$400</p> <p>The bottle of champagne is worth \$200 more if you have the crystal champagne flutes.</p>	<p>Bottle of wine</p> <p>1787 Chateau Lafite.</p> <p>Value: \$750</p> <p>The wine is worth \$250 more if you also have the crystal wine glasses.</p>	<p>Bottle of beer</p> <p>Value: \$10</p> <p>If you run into a passenger (not crew), you can make them leave you alone (discard that card) by giving them the bottle of beer.</p>	<p>Mynah Bird</p> <p>“Prettee-ee! Prettee-ee!”</p> <p>Value: Insured for \$50,000, but only worth \$2,000 to you.</p>	<p>Radio</p> <p>Just like the one Tokyo Rose used. A must have for any respectable gang.</p> <p>Value: \$300</p>
Loot	Loot	Loot	Loot	Loot
<p>Crystal champagne flutes</p> <p>Value: \$300</p> <p>The flutes are worth \$200 more if you have champagne.</p>	<p>Crystal wine glasses</p> <p>Value: \$300</p> <p>These glasses are worth \$200 more if you have wine.</p>	<p>Bottle of beer</p> <p>Value: \$10</p> <p>If you run into a passenger (not crew), you can make them leave you alone (discard that card) by giving them the bottle of beer.</p>	<p>Soda Mints</p> <p>Value: \$25</p> <p>“You'd be surprised what a lot of ailments soda mints can help.”</p> <p>When looting a square, you can discard soda mints and the cards you drew and draw new cards.</p>	<p>Soda Mints</p> <p>Value: \$25</p> <p>“You'd be surprised what a lot of ailments soda mints can help.”</p> <p>When looting a square, you can discard soda mints and the cards you drew and draw new cards.</p>

Loot	Loot	Loot	Loot	Loot
<p>Train Blueprint From the Zephyr</p> <p>“It's too complicated for a Zephyrette”</p> <p>Value: \$0</p> <p>Loot</p>	<p>Zephyrette's Uniform From the Zephyr</p> <p>You can discard the uniform to avoid all passengers and crew for 1 turn.</p> <p>Loot</p>	<p>China From the Zephyr</p> <p>A complete set from the Zephyr's beautiful dining car.</p> <p>Value increases by \$250 if you have the Zephyr silverware.</p> <p>Loot</p>	<p>Silverware From the Zephyr</p> <p>Nothing but the best silver for the passengers on this gleaming new train.</p> <p>Value increases by \$250 if you have the Zephyr's china.</p> <p>Value: \$750</p> <p>Loot</p>	<p>Tea Service From the Zephyr</p> <p>Loot</p>
<p>Camera Tool</p> <p>“A lot of passengers get aboard staggering under loads of field glasses, cameras and light meters.”</p> <p>The value of the camera increases by \$200 if you have the field glasses or light meter and by \$500 if you have both.</p> <p>Value: \$300</p>	<p>Field Glasses Tool</p> <p>“A lot of passengers get aboard staggering under loads of field glasses, cameras and light meters.”</p> <p>The value of the field glasses increase by \$200 if you have the field glasses or light meter and by \$500 if you have both.</p> <p>Value: \$200</p>	<p>Screwdriver Tool</p> <p>“We were issued first-aid kits and even screw drivers, so we could fix anybody and anything.”</p> <p>The screwdriver is worth an additional \$400 if you have the First Aid Kit</p> <p>Value: \$50</p>	<p>First Aid Kit Tool</p> <p>“We were issued first-aid kits and even screw drivers, so we could fix anybody and anything.”</p> <p>The First Aid Kit is worth an additional \$500 if you have the screwdriver.</p> <p>Value: \$150</p>	<p>Light Meter Tool</p> <p>“A lot of passengers get aboard staggering under loads of field glasses, cameras and light meters.”</p> <p>The value of the field glasses increase by \$300 if you have the field glasses or light meter and by \$700 if you have both.</p> <p>Value: \$500</p>

Loot	Loot	Loot	Loot	Loot
Necklace Jewelry	Pendant Jewelry	Gold Watch Jewelry	Earrings Jewelry	Brooch Jewelry
The necklace is worth \$250 more if you have the pendant.	The pendant is worth \$200 more if you have a necklace.			
Value: \$500	Value: \$300	Value: \$1000	Value: \$250	Value: \$300
Loot	Loot	Loot	Loot	Loot
Ring Jewelry	Diamond Jewelry	Violin Instrument	Saxophone Instrument	Guitar Instrument
The ring is missing a diamond. Its value increases by \$500 if you find it.	This diamond is worth \$500 more if you find its missing ring.			
Value: \$250	Value: \$750	Value: \$1000	Value: \$500	Value: \$500

Crew

Crew

Crew

Crew

Crew

Zephyrette

Zephyrette

Zephyrette

Zephyrette

Zephyrette

“A gentle breeze wafting through the train”

“A gentle breeze wafting through the train”

“A gentle breeze wafting through the train”

“A gentle breeze wafting through the train”

“A gentle breeze wafting through the train”

You are transfixed by the beauty of this apparition.

You are transfixed by the beauty of this apparition.

You are transfixed by the beauty of this apparition.

You are transfixed by the beauty of this apparition.

You are transfixed by the beauty of this apparition.

Move 2 squares less next turn

Move 2 squares less next turn

Move 3 squares less next turn

Move 4 squares less next turn

Do not move on your next turn

Crew

Crew

Crew

Crew

Crew

Nellie O’Grady

Steward

Conductor

Engineer

Chef

“As the California Zephyr’s official ‘hostess’, I naturally have a chance to chat with just about every passenger on every trip.”

“Thank goodness my wife isn’t here to count the calories when the Steward comes around with one of those wonderful menus.”

“The conductor... is authorized to sign chits in the diner for anyone who is hungry”

“The Zephyr is ready to roll”

This man has knives!

Spend 2 turns telling Nellie about yourself.

It’s just a snack, really. Lose 1 turn and your girlish

Discard all loot from this location. Go immediately to the nearest table and loot it if it has not already been looted.

The engineer’s started the train. Add one counter to the police countdown.

The chef successfully defends the loot at this location unless you distract him something “from the zephyr”.

Passengers

Passengers

Passengers

Passengers

Passengers

Newlyweds

“Our train is something of a Honeymoon Special”

It would be wrong to steal from them, just starting out like this.

Give back the loot and cash you took from this location.

Party Boy

“The party boy is just trying to recapture lost youth.”

You’re ruining his fun. If you give him a drink, the Party Boy will loot the nearest star and give you the proceeds. If you don’t have a

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You’re ruining his fun. If you give him a drink, the Party Boy will loot the nearest star and give you the proceeds. If you don’t have a

Lounge Lizard

“He is a show-off who plants himself in the club car, then begins to make coins or cards disappear until he attracts an audience.”

Turn over the next five cards and encounter any passengers or crew found there.

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“He is a show-off who plants himself in the club car, then begins to make coins or cards disappear until he attracts an audience.”

Turn over the next five cards and encounter any passengers or crew found there.

Passengers

Passengers

Passengers

Passengers

Passengers

Wolf

“After a few drinks Mr. Wolf isn’t shy any more.”

Move 2 squares less on your next turn for each passenger or crew member card turned over this turn

Wolf

“After a few drinks Mr. Wolf isn’t shy any more.”

Move 2 squares less on your next turn for each passenger or crew member card turned over this turn

Wolf

“After a few drinks Mr. Wolf isn’t shy any more.”

Move 2 squares less on your next turn for each passenger or crew member card turned over this turn

Young Child

It’s his birthday.

Give him a gift: one of the cards from your hand.

Young Child

It’s his birthday.

Give him a gift: one of the cards from your hand.

Passengers

Passengers

Passengers

Passengers

Passengers

Newlyweds

"Our train is something of a Honeymoon Special"

It would be wrong to steal from them, just starting out like this.
Give back the loot you took from this location.

Card Shark

"Do you know anyone who would like to play poker?"

To avoid getting fleeced, roll against the player on your left. If their roll is equal or higher, you don't get any loot from this square and you lose a

Card Shark

"Do you know anyone who would like to play poker?"

To avoid getting fleeced, roll against the player on your left. If their roll is equal or higher, you don't get any loot from this square and you lose a

Gadgeteer

He comes after you, hammer and tongs.

Unless you placate him with a tool, he hobbles you and you move 3 less squares on your next turn.

Busybody

They know everything about everyone.

Look at one other player's hand.

Passengers

Passengers

Passengers

Passengers

Undercover

Agent

Pierre Monteux

The famous conductor is on his way to yet another performance.

If you have an instrument, he gives you 3 cards in exchange (discard any passengers or crew). Otherwise, lose 1 turn.

Dwight Eisenhower

You know, the president of Columbia University.

He helps you plan your upcoming trip to Europe. Lose 1 turn but gain a world of insight.

Tokyo Rose

"en route to prison"

If you have a radio, she gives you 5 cards in exchange (discard any passengers or crew). Otherwise, lose 1 turn.

Tipster

Does he have the stock for you!

Discard 1 – 3 cards from your hand. If you roll 5-6, draw triple that number (discard any people).

Someone tipped off the feds!

Add one marker to the police countdown.

Roll 1 die. The agent keeps you prisoner for that number of turns.

Special

Special

Special

Special

Special

Eye Loupe

This work of optical craftsmanship allows you to appraise and value jewels.

Doubles the value of all jewelry collected.

Disguise

Nobody knows who you are.

Discard the disguise to avoid all negative passenger or crew effects for one turn or to get one extra turn to get off the train.

Disguise

Nobody knows who you are.

Discard the disguise to avoid all negative passenger or crew effects for one turn or to get one extra turn to get off the train.

“Look dad, it’s Bambi”

The wildlife outside the window distracts one passenger or crew member.

Sleight of Hand

Draw one random card from another bandit’s hand

Special

Special

Special

Special

Special

Honor among thieves?

Look at one other player’s special cards.

Nature’s Call

Go immediately to the nearest bathroom or toilet. You may loot it if it is unlooted.

Nature’s Call

Go immediately to the nearest bathroom or toilet. You may loot it if it is unlooted.

Sleight of Hand

Draw one random card from another bandit’s hand

Sleight of Hand

Draw one random card from another bandit’s hand

Special

Special

Special

Special

Special

Speed Freak

Roll two dice to move this turn. Each 6 rolled advances the police counter.

Speed Freak

Roll two dice to move this turn. Each 6 rolled advances the police counter.

Speed Freak

Roll two dice to move this turn. Each 6 rolled advances the police counter.

Bait and Switch

Choose any player (even yourself). Draw 3 cards, look at them and hand them to that player. The effect of any passenger or crew cards are doubled where possible.

Bait and Switch

Choose any player (even yourself). Draw 3 cards, look at them and hand them to that player. The effect of any passenger or crew cards are doubled where possible.

Special

Special

Special

Special

Special

Smokescreen

Remove one police counter. This can only be done BEFORE Sirens in the Distance occurs.

Smokescreen

Remove one police counter. This can only be done BEFORE Sirens in the Distance occurs.

Luthier contact

The value of instruments is tripled.

Workshop

The value of tools is doubled.

"The Best Loved Train in America"

Value of items "from the Zephyr" are doubled

Special

“What do you call that sweeping light on the locomotive”

Distract all crew members for the rest of your turn as they try and figure out the answer.

Special

“The Santa Fe lets me do it”

Loot an adjacent star and draw two extra cards.

Special

“Thanks, we never accept gratuities.”

Force one bandit who is still on the train to discard one Cash card.

Special

“I’ll need you to walk the dog when we stop in Ottumwa.”

Force one bandit to miss a turn or discard one crew member.

Special

“We want to buy her some food. Find out if she is broke.”

She is. Select one bandit who gains no loot or cash the next time he loots a table.

Special

“Not bad for meat loaf or creamed chipped beef with veggies, rolls and ice cream.”

Select one bandit. That bandit must move as directly as possible to the nearest toilet or exit. They may loot along the way.

Special

“Moldy Rolling Donut”

This embarrassing article makes crew members cringe.

Discard one crew member.

Special

“A wonderful dream”

A passenger you just drew is sleeping and has no effect this turn.

Special

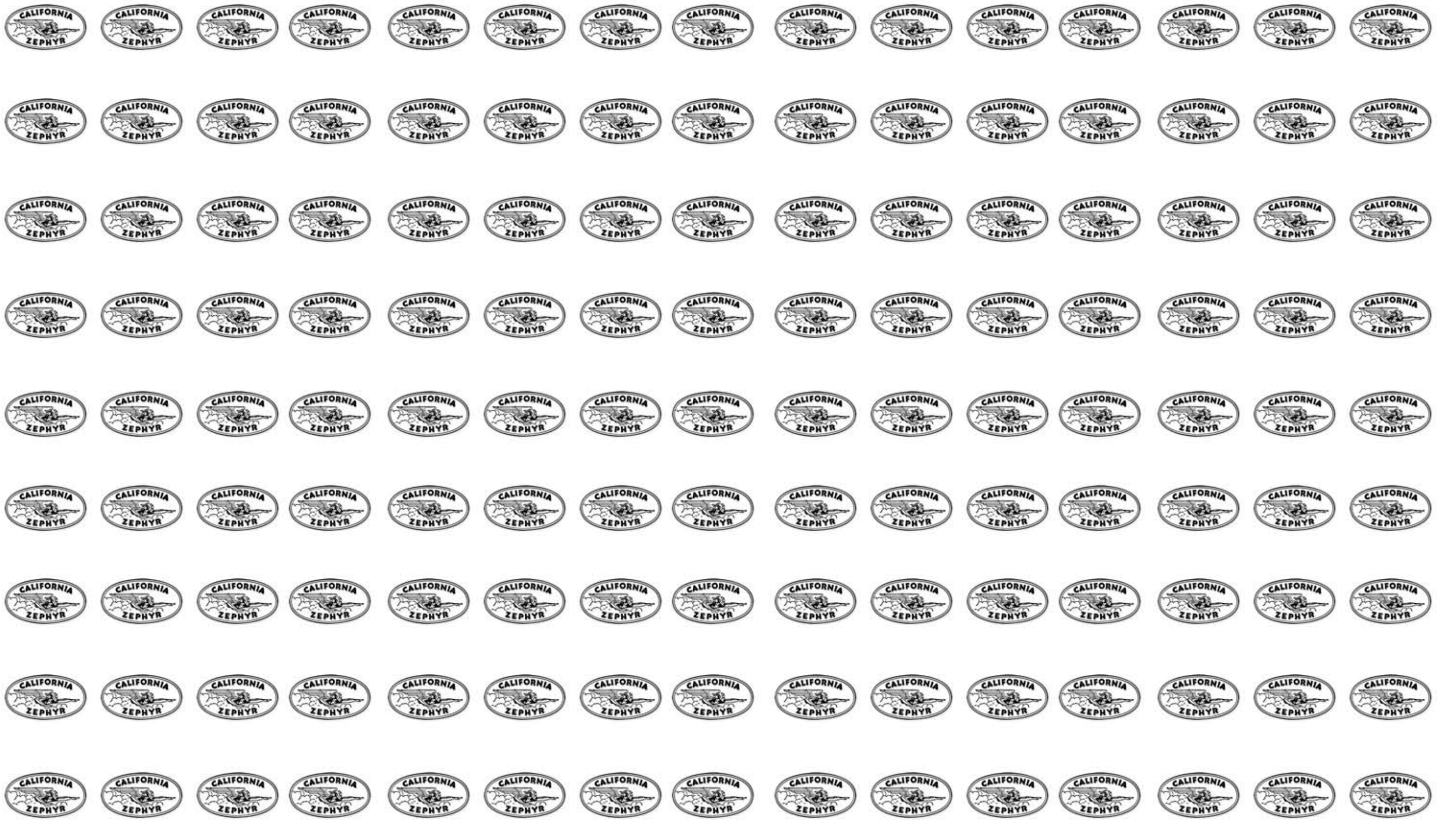
“Where’s my money?”

Force another bandit to give you two cash cards.

Special

Quick Thinking

Take an extra turn.



1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
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3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

