

Night Tram: The Case of the Missing Bell

PRINT SET · NIGHT TRAM

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 8 clues from tasks and bring the whole team to Evening News Office together with the transport “Tram Number Seven”. Then choose “Print the paper”.
- If night 6 ends before you finish, you lose.

Night (CHAPTER 4)

- Each night you have 8 shared effort tokens. Unused effort does not carry over.
- Who draws: the youngest player draws at setup and during night 1, the player to their left during each further night.
- An “At once” card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the night together.

Actions (CHAPTER 5)

- **Walk** · 1 effort · to a neighbouring place; not on the tram
- Route → carries characters only, ⇌ the transport only, ↔ both; the transport stops only at places marked “transport may stop here”.
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters on the tram may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Tram Number Seven at the same place; it holds 2 characters including the operator
- **Drive the tram** · 1 effort (damaged 2 effort) · steered by a character with “tram driving” on the tram; up to 3 routes; everyone on the tram travels along
- **Recover** · 1 effort · “first aid” brings a weakened character back, “repairs” repairs the transport; at the same place
- **Print the paper** · 0 effort · goal met
- **End the night** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its clues 🔍 count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection 🛡 from one hazard.
- Lead “↔”: once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two nights: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.

- → weakened: loses its own ability; items still work.
- Tram Number Seven: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-night cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the night marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is a district, a round is a night; the map is the town.

Setup

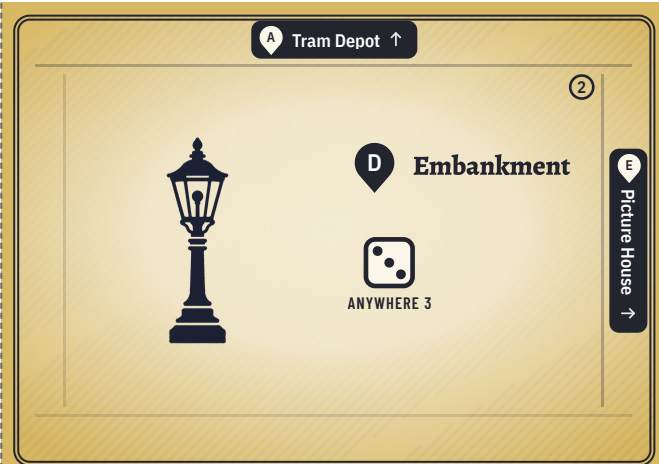
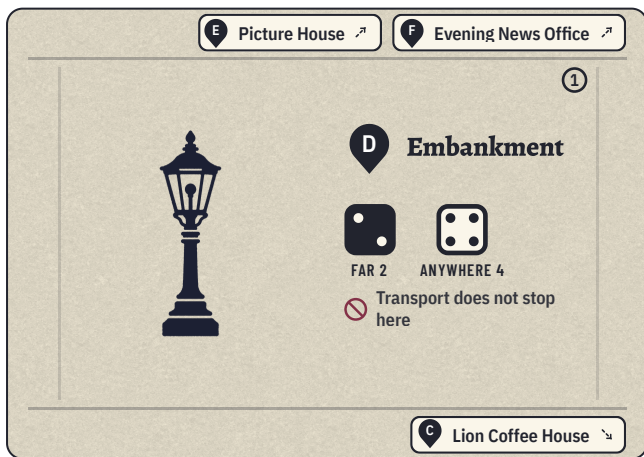
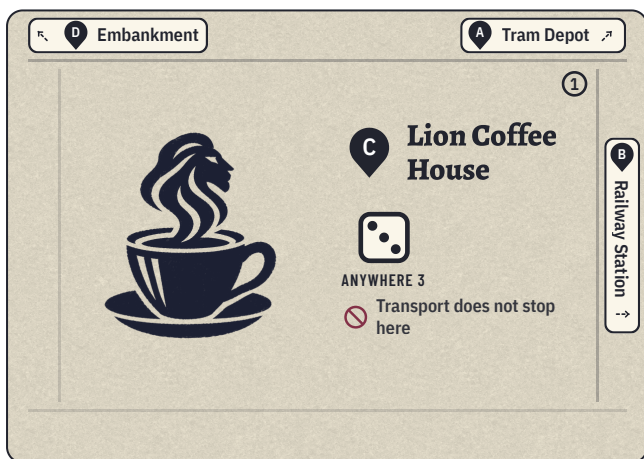
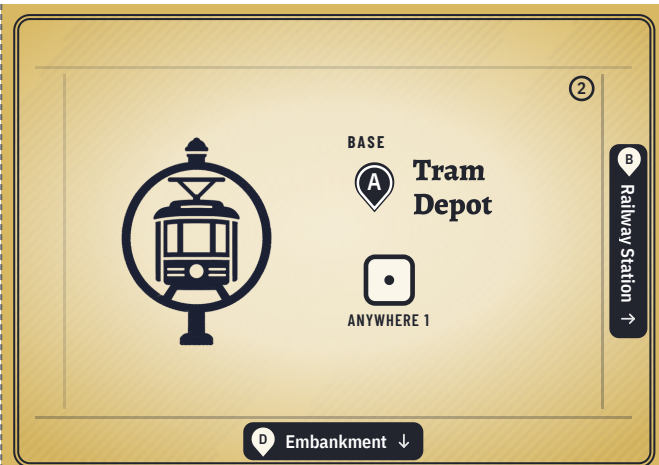
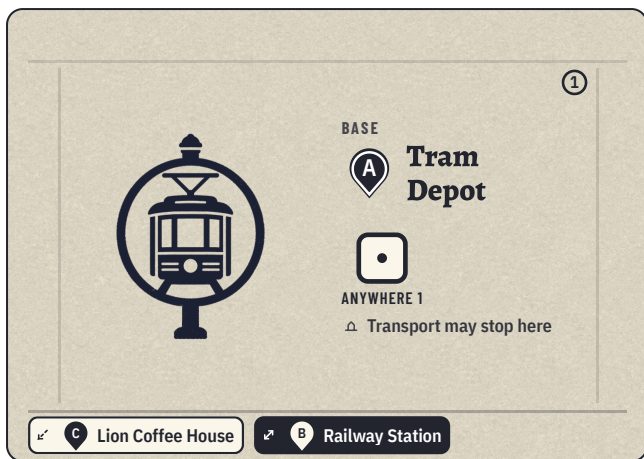
1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Tram Number Seven) at the base.
4. Put 8 effort tokens in the middle and the night marker on space 1.
5. Who draws: the youngest player draws at setup and during night 1, the player to their left during each further night.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

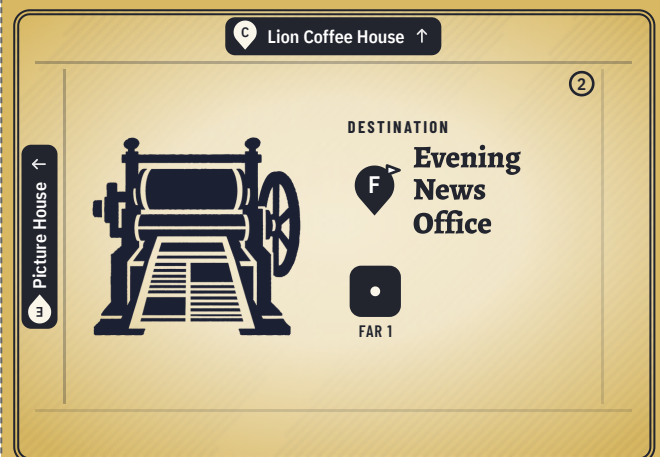
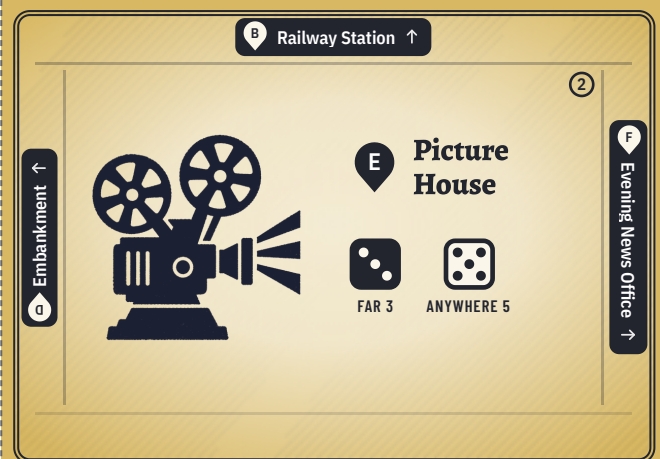
Prepare 8 identical effort tokens, one night marker, one die and 5 distinct pawns.

Cut out 38 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; night marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.





D Embankment

C

Lion Coffee House

FAR 2

ANYWHERE 3

Transport may stop here

B

Railway Station

E Picture House

D

Embankment

FAR 1

ANYWHERE 5

Transport may stop here

C

Lion Coffee House

E Picture House

E

Picture House

FAR 3

ANYWHERE 4

Transport does not stop here

F

Evening News Office

D Embankment

Picture House

F

Evening News Office

Transport may stop here

A

Tram Depot

tolbek-13 | tram | A4, 100 % scale, single-sided



Night Streets

TOLBEK · NIGHT TRAM · EXPEDITION 2

● ● ○ DIFFICULTY 2/3

Morning edition

The town bell has vanished from the belfry and the night trams run only until midnight. The Evening News team collects clues 🕵️. With enough of them, and everyone back at the office with the tram, the morning edition goes out.



Split team: 9 clues. First night: 1 fewer, Team trial: 1 more.

Effort: 8 per night · nights: 6

②



Split team

The town bell has vanished from the belfry and the night trams run only until midnight. The Evening News team collects clues 🕵️. With enough of them, and everyone back at the office with the tram, the morning edition goes out.



Goal: 8 clues and the whole team with the transport at the destination.

Effort: 8 per night · nights: 6

Team: Agatha, William, Dora, Ivan

NIGHT

6

5

4

3

2

1

①



The Loop Line

TOLBEK · NIGHT TRAM · EXPEDITION 3

● ● ○ DIFFICULTY 2/3

Morning edition

The town bell has vanished from the belfry and the night trams run only until midnight. The Evening News team collects clues 🕵️. With enough of them, and everyone back at the office with the tram, the morning edition goes out.



Split team: 8 clues. First night: 1 fewer, Team trial: 1 more.

Effort: 8 per night · nights: 6

tram · 3 · c3

ITEM 1

ITEM 2



Agatha
DRIVER

tram driving

RED

ADVANCED SIDE

When you steer the transport, it goes 1 route further:

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



William
REPAIRER

repairs

BLUE

ADVANCED SIDE

Repairing the transport costs you no effort.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Agatha
DRIVER

tram driving

RED

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1

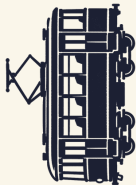


William
REPAIRER

repairs

BLUE

☐ ☐ ↑ ready · → weakened (loses its own ability)



1

Tram Number Seven

tram driving

2

3

Steered by a character with “tram driving” on the tram. Range 3 routes. Seats including the operator: 2.

↑ moving costs 1 effort · → damaged, moving costs 2

□



1

High Street

TOLBEK · NIGHT TRAM · EXPEDITION 1

● ● ○ DIFFICULTY 2/3

Morning edition

The town bell has vanished from the belfry and the night trams run only until midnight. The Evening News team collects clues 🕵️. With enough of them, and everyone back at the office with the tram, the morning edition goes out.

Split team: 8 clues. First night: 1 fewer, Team trial: 1 more.

Effort: 8 per night · nights: 6



ITEM 1

ITEM 2

Ivan

DOCTOR

first aid

GREEN

↑ ready · → weakened (loses its own ability)

□



ITEM 1

ITEM 2

Dora

INVESTIGATOR

investigation

YELLOW

↑ ready · → weakened (loses its own ability)

□



Night Tram

1

High Street

TOLBEK · NIGHT TRAM · EXPEDITION 1

Shared pool: 8 effort tokens a night. Tram Number Seven: range 3 routes.



ITEM 1

ITEM 2

Ivan

DOCTOR

first aid

GREEN

↑ ready · → weakened (loses its own ability)

□



ITEM 1

ITEM 2

Dora

INVESTIGATOR

investigation

YELLOW

ADVANCED SIDE

You may turn a face-down card on a neighbouring place for free (with Discovery or in fog).

↑ ready · → weakened (loses its own ability)

□

tolbek-13 | tram | A4, 100 % scale, single-sided



 Suspicious Car in the Depot

 tram driving +  repairs ● ● ○

or

 tram driving +  first aid ● ● ●



 Place: die, “far” numbers.

 →  →  Expires without penalty.

 **BACK: TASK**



 Suspicious Car in the Depot

 tram driving +  repairs ● ● ○

or

 tram driving +  first aid ● ● ●



 Place: die, “far” numbers.

 →  →  Expires without penalty.

 **BACK: TASK**



 Witness on the Last Tram

 tram driving +

 investigation ● ● ●

or

 tram driving +  repairs ● ● ●



 Place: die, “far” numbers.

 →  →  Expires without penalty.

 **BACK: TASK**



 Silent Night Watchman

 persuasion ● ● ○

or

 first aid +  investigation ● ● ●



 Place: die, “far” numbers.

 →  →  Expires without penalty.

 **BACK: TASK**

Night Tram

TASK



Night Tram

TASK



Night Tram

TASK





Ticket Inspector in a Brawl

 tram driving ● ○ ○

 Leaves protection from “Pickpocket in the Crowd”; an item for one of the characters.

 Place: die, “anywhere” numbers.

 On expiry it weakens the characters at its place and damages the transport if it is there.

 →

BACK: OTHER



Smelling Salts

 none ● ○ ○

 Item: gives “first aid”; one of the characters who solved the card takes it.

 Place: die, “anywhere” numbers.

 →

Expires without penalty.

BACK: OTHER



Magnifying Glass

 none ● ○ ○

 Item: gives “investigation”; one of the characters who solved the card takes it.

 Place: die, “anywhere” numbers.

 →

Expires without penalty.

BACK: OTHER



Fingerprints on the Broken Lock

 investigation +  repairs ● ● ○

or

 investigation +  first aid ● ● ●

 Task

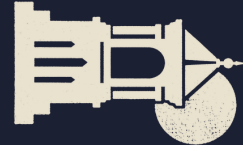
 Place: die, “far” numbers.

 →

Expires without penalty.

BACK: TASK

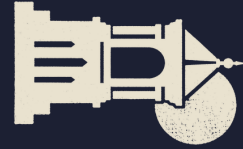
Night Tram
OTHER



Night Tram
OTHER



Night Tram
TASK





 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**

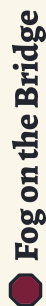


 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**



tion

 Place: die, “anywhere” numbers.



On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**



Watch on a Chain



Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

 Place: die, “anywhere” numbers.



Expires without penalty.

● **BACK: OTHER**

Night Tram

OTHER



Night Tram

OTHER



Night Tram

OTHER





Press Card



● ○ ○

Item: gives "persuasion"; one of the characters who solved the card takes it.



persuasion

Place: die, "anywhere" numbers.



Expires without penalty.



→

→

→

BACK: OTHER



Pocket Tools

none

● ○ ○

Item: gives "repairs"; one of the characters who solved the card takes it.



repairs

Place: die, "anywhere" numbers.



Expires without penalty.



→

→

→

BACK: OTHER



Big Umbrella

none

● ○ ○

Item: protects from "Autumn Downpour"; one of the characters who solved the card takes it.



protection

Place: die, "anywhere" numbers.



Expires without penalty.



→

→

→

BACK: OTHER



Autumn Downpour



first aid

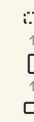
● ● ○

Leaves protection: an item for one of the characters.



Place: die, "anywhere" numbers.

Expires: weakens characters without protection here, then turn it upside down.



→

→

→

BACK: OTHER



Lasting: whoever enters without protection is weakened. Solving it removes it.



→

→

→

Night Tram

OTHER



Night Tram

OTHER



Night Tram

OTHER



Night Streets

TOLBEK · NIGHT TRAM · EXPEDITION 2

Shared pool: 8 effort tokens a night.
Played on foot: the transport card and pawn stay aside.



Knocked-out Conductor

first aid + tram driving

Turn the card over: its back is "Meeting at the Station".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



OTHER SIDE (BACK)

Meeting at the Station

tram driving +

persuasion

tram driving + repairs

Task

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK

The Loop Line

TOLBEK · NIGHT TRAM · EXPEDITION 3

Shared pool: 8 effort tokens a night.
Tram Number Seven: range 3 routes.



Envelope with a Reward

none

Item: gives "persuasion"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER

Night Tram

OTHER



Night Tram

OTHER



On the Front Page

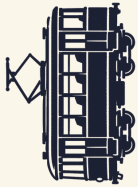


Ease: a card you solve together with the guest of honour costs 1 less, at least 1.
At once: The rolled character is the guest of honour until the end of the night.

Roll the die: who. 1 = the drawing player's character, then clockwise. Too high? Reroll.

At once: resolve, discard, draw a replacement.

BACK: OTHER



Tram Number Seven



Steered by a character with “tram driving” on the tram. Range 3 routes. Seats including the operator: 2.

↑ moving costs 1 effort · → damaged, moving costs 2



Smashed Watchmaker's Window



Turn the card over: its back is “Unsigned Letter”.

Place: die, “far” numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Kicked-in Door of the Police Post



Turn the card over: its back is “Bell in a Trunk on the Embankment”.

Place: die, “far” numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK

Night Tram



Unsigned Letter



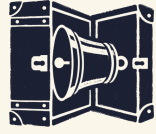
...

Task

Place: die, “far” numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Bell in a Trunk on the Embankment



Task

Place: die, “far” numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK