TRAINMAKER

Export Goods

City Card

WICHITA

Export Goods

Rolling Stock Required

Contract Card

N.W. LUMBER CO.

3x

or

3x

Collect either
three Coal City cards
or
three Timber City cards.

Required Export Goods

Switch Track Token

Export Goods

Passengers

Coal

Cattle

Corn

Mail

Timber

Wild

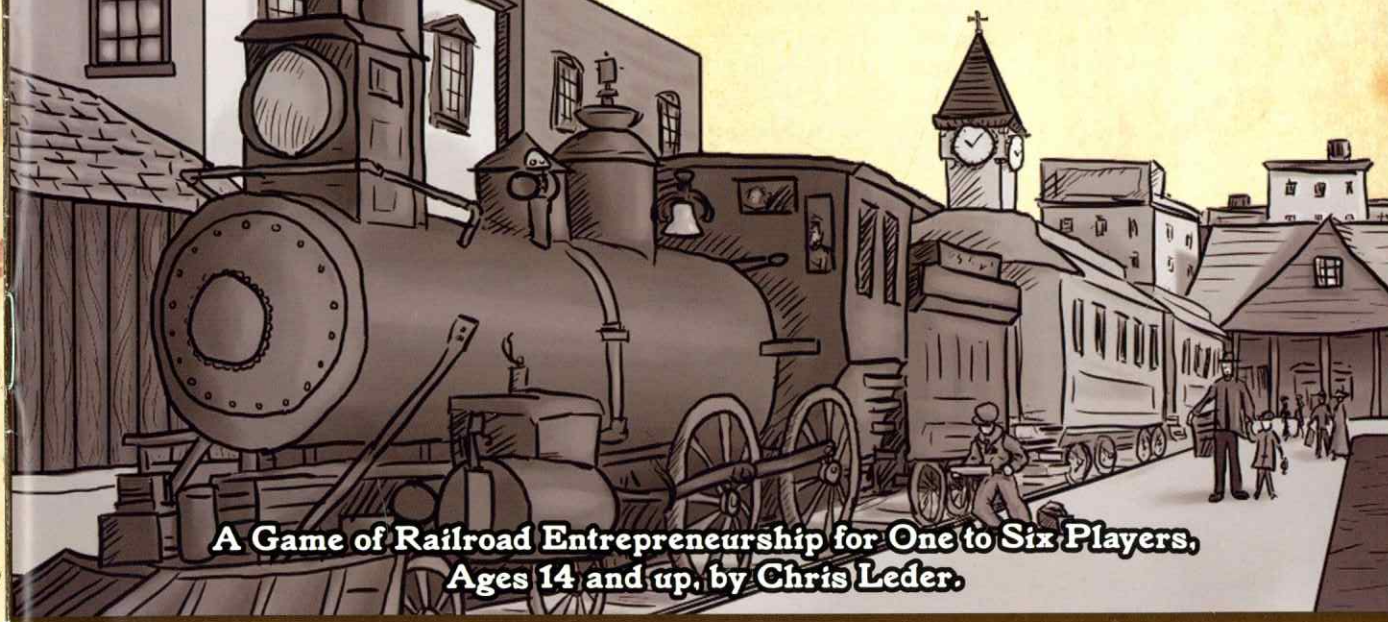**Locomotive**

Flatcar

Boxcar

Passenger Car

Caboose

# TRAINMAKER

~ RULE BOOK ~

**A Game of Railroad Entrepreneurship for One to Six Players,
Ages 14 and up, by Chris Leder.**

began with little more than a dream. I could see that America was on the verge of incredible expansion, and railroads were the ticket to fame and fortune. From my humble start in the bustling city of New York, I moved quickly to spread rails across golden prairies, over vast mountains, and onward until I met the other great ocean. I built an empire of steam and iron, of passenger carriages and boxcars full of every imaginable good. My locomotives ushered in a new age, connected the nation, and made me more successful than I could have ever imagined. I have watched with pride as my beloved railroads shaped and sustained America, widening its edges while bringing it closer together. To this day, I still feel a tremendous thrill when I stand on a station platform with the great iron horse in the distance. The majesty, the noise, the thunder as it bears down makes me shiver. This great nation grew up with the railroads, and I am proud to say that my dream helped make that possible.

— Charles Simon Vanderhill, 1880

GET ROLLING: THE GREAT AMERICAN WEST BECKONS

Gleaming silver rails stretch toward the Pacific. Mighty locomotives transport passengers and goods to ever-growing cities across the nation. As a railroad tycoon in search of fame and riches, your job is to build the best and most profitable empire of rails and rolling stock. Every train gets you one step closer to glory! The railroad business is cutthroat, so beware of other tycoons attempting to derail your efforts! In the end, fulfilling lucrative contracts and satisfying the demands of the people will prove that you are the greatest rail pioneer of the 19th Century, and the one and only Trainmaker!
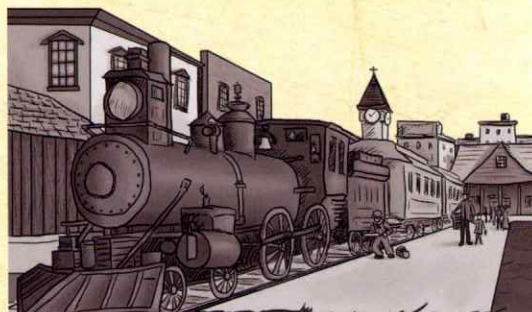
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7 six-sided Train dice – all with the same faces (2 black Locomotives, 1 blue Passenger Car, 1 yellow Boxcar, 1 green Flatcar, 1 red Caboose)

40 City cards representing seven goods types – 6 each of cattle (red), mail (blue), coal (purple), passenger (grey), lumber (green), corn (yellow) and 4 wild (Dollar Sign).

    6 Whistlestops (1 rolling stock goal)
    18 Depots (2 rolling stock goal)
    12 Stations (3 rolling stock goal)
    4 Terminals (4 rolling stock goal)

12 Contract cards
6 Switch Track tokens
1 Rulebook

Locomotive

Flatcar

Boxcar

Passenger Car

Caboose

City Card

Export Goods

WICHITA

Rolling Stock Required

Contract Card

N.W. LUMBER CO.

3x

or

3x

Required Export Goods

Collect either three Coal City cards or three Timber City cards.

Switch Track Token

OBJECT OF THE GAME

Players take on the role of railroad pioneers in the Old West, pushing their luck to build trains and deliver goods to cities across the wild nation. The goal of the game is to expand your rail network to either include all goods types or to fulfill the terms of your secret contract.

SET UP

Give each player one Switch Track token.

Shuffle the Contract cards and deal two to each player. At the beginning of each player's first turn, they choose one Contract card to keep and discard the other from the game. A Contract card remains secret until the player can meet its criteria and win the game.

Shuffle the City cards and place them in the center of the table. Draw the top three City cards and lay them out in the middle of the table where all players have access to them.

The player who rode a train most recently takes the first turn, then play passes clockwise around the table.

Player's Hand

Switch Track Token

City Cards

Contract Cards

Switch Track Token

Player's Hand

PLAYING THE GAME

Each turn, you will perform the following steps:
1) Replenish City cards (if necessary),
2) Roll Dice and Begin a Train,
3) Re-roll Unplaced Dice and Add to Train,
4) Score a City card if Able.

Once you score a City card, your turn is over unless you have a Double Locomotive Bonus.

1) Replenish City cards (if necessary)

There should always be three face-up City cards available at the beginning of each player's turn.

2) Roll Dice and Begin a Train

You are attempting to build a single train, always beginning with a Locomotive, continuing with rolling stock (Boxcars, Flatcars, and/or Passenger Cars), and ending with a Caboose. The rolling stock on your train should match the needs of a city, as displayed on the bottom of its City card, so that you may score it.

Players always build trains from left to right, starting with the Locomotive. On your first roll, you must roll at least **one Locomotive** and **one rolling stock**. Place these on the table together to begin your train. Dice you place as part of the train can never change position or be moved.

First Roll

Begin a Train

If you fail to roll a Locomotive on your first roll, your turn is over. As a consolation, if you have already spent your Switch Track token, you may take it back to use again. (See "Switch Track Ability")

3) Re-Roll Unplaced Dice and Add to Train

Once you place a Locomotive and at least one rolling stock, you may re-roll your remaining unplaced dice to try to add onto your train. Whenever you re-roll, you **must** add at least one of your results onto the train. If you are unable to add a die onto a train after a re-roll, you DERAIL and your turn ends!

Re-Roll

Add to the Train

All new rolling stock must be placed to the right of the existing train, and Locomotives may never be added after the first roll of a turn. A Caboose may only be added at the very end of a train to complete it.

As long as you can legally place at least one die per roll onto the train, you may re-roll as many times as you like until
a) you choose to stop,
b) you have placed all of your dice, or
c) you DERAIL. Remember that every time you re-roll, you must add at least one die onto the train!

4) Score a City Card

Each City card represents a bustling location with certain cargo needs that you strive to fulfill. When you complete a train with rolling stock (in any order) matching the needs shown on a City card, score the card by placing it in front of you so all players can see it.

Each City card has a main export good, indicated by the icon in the upper-left corner and represented by a color scheme. Collecting sets of goods from City cards is crucial to winning.

Score a City Card

WICHITA

To score a City card, your train must include each type and quantity of rolling stock depicted on the card, but it is acceptable (and often strategically important) for the train to include more than the required rolling stock. This can help maximize the train if you have the Double Locomotive Bonus. The train's rolling stock does not have to be in the same order as the icons on the City card. Only one City card can be scored per train.

Export Goods
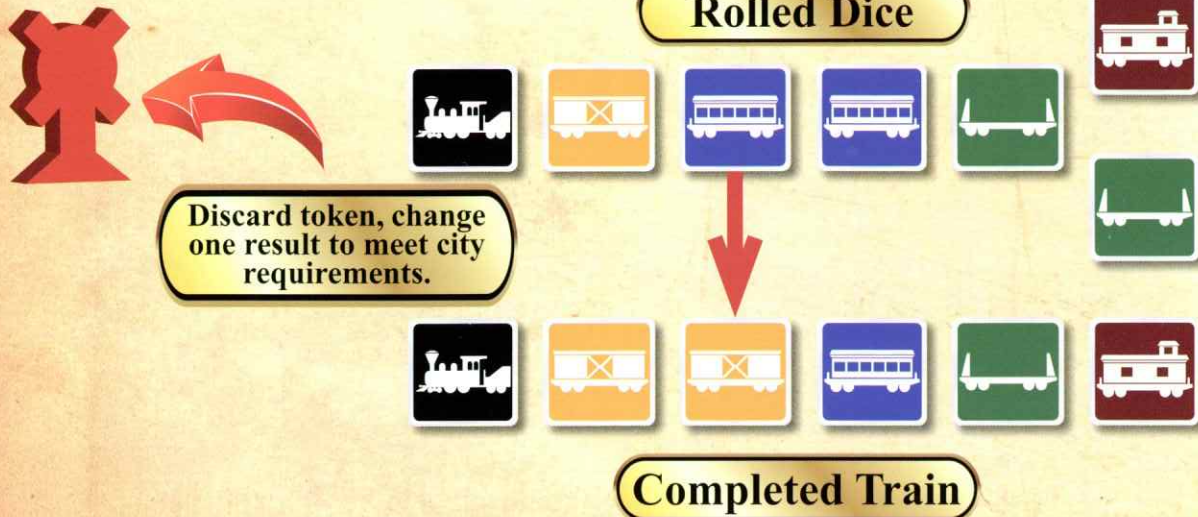
Passengers

Coal

Cattle

Corn

Mail

Timber

Wild

SWITCH TRACK ABILITY

You begin with one Switch Track token, which you can play once during the course of the game.

To use the Switch Track token, discard it after rolling the dice to change any one unplaced die to the result of your choice.

Discard the Switch Track token after using it. You may get it back if you do not roll any Locomotives on the initial roll of a subsequent turn.

Desired City Card — CHICAGO

Rolled Dice

Discard token, change one result to meet city requirements.

Completed Train

WINNING THE GAME

The winner of the game is the first to complete one of these sets:

a) A set of City cards featuring each of the six goods types.

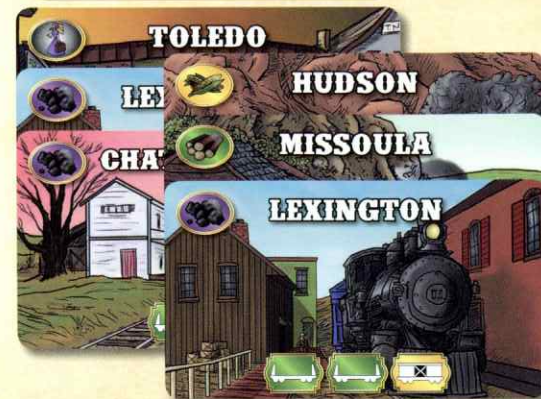**b)** The specific requirements on your Contract card.

Once either of these sets is complete, the game ends immediately and the player is victorious!

NOTE: Terminal City cards (ones requiring four rolling stock to score) are WILD and can be used as any type to complete a set to win the game.
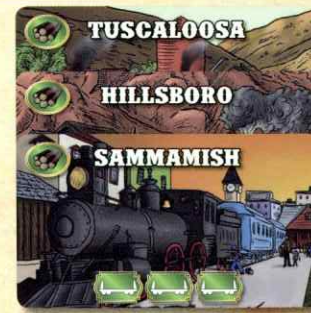

Wild card, any goods type.

Collect six City cards

TOLEDO
HUDSON
LEXINGTON
MISSOULA
CHA...
LEXINGTON

Score a Contract card

N.W. LUMBER CO.

3x
or
3x

Collect either three Coal City cards or three Timber City cards.

TUSCALOOSA
HILLSBORO
SAMMAMISH

THE STEAM ENGINE

Developed by Ken Grazier

To play Trainmaker solitaire, or to add challenge to any games, you may compete against the Steam Engine, a dummy AI player.

During Setup, after players are dealt their Contract cards, the Steam Engine is dealt one Contract card face up. Players may freely look at the Steam Engine's Contract card before deciding which Contract cards they will choose.

Steam Engine

Player's Hand

Switch Track Token

City Cards

Contract Cards

During Gameplay, after every player has taken their turn, the Steam Engine activates. On its turn, the Steam Engine draws and claims City cards from the top of the deck until it has gained at least 3 rolling stock worth of cards.

For example, if the first card claimed is a Whistlestop (requiring 1 rolling stock) and the second was a Station (requiring 3 rolling stock), it would stop collecting cards. If the first card was a Terminal (requiring 4 rolling stock), it would only collect that card.

Steam Engine Turn

HILLSBORO + **KANSAS CITY**

4 total Rolling Stock

Or

SAN FRANCISCO

4 total Rolling Stock

The Steam Engine wins if it completes its Contract Card before the other players. Even though the Steam Engine gains cards each turn, it does not always collect cards that get it closer to winning.

Steam Engine Victory

HILLSBORO

TUSCALOOSA

SAN FRANCISCO