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# **FREIGHT TRAIN**

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**Alan R. Moon**

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**SPIELANLEITUNG**

**RULEBOOK**

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## FREIGHT TRAIN

For 2-5 players.

By Alan R. Moon

In **FREIGHT TRAIN** each player must run his own freight yard and put together the longest freight trains possible. All players use the same main freight yard which always has cars available, although not every type of car is always available. Players must switch cars from the main freight yard directly to their trains or into their own freight yards.

The game lasts three days but each day is comprised of a different number of turns. Late in each day the tension mounts as players try to insure their trains will be one of the two longest. The locomotives are waiting to roll. Are you ready?

## COMPONENTS

- 1 Main Freight Yard gameboard
- 5 Freight Yard boards
- 176 Freight Car Cards
- 1 Trains Leave Card
- 35 Locomotive Cards
- 60 Plastic Chips  
(Copper are 1,  
Silver are 5,  
Gold are 10)
- 1 First Player Engine
- 1 Rulebook

## PREPARATIONS

Place the Main Freight Yard gameboard in the center of the table. Each player should take a Freight Yard board and place it on the table in front of him.

If there are **two** players, each player begins the game with **7** Locomotives.

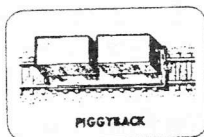
If there are **three** players, each player begins the game with **6** Locomotives.

If there are **four or five** players, each player begins the game with **5** Locomotives.

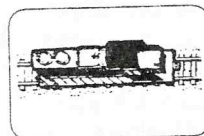
Each player should place all his Locomotives face up on the table in front of him.

Decide who will be the First Player for the First Round of the game. Give him the Engine. At the end of the First Round, the player passes the Train to the player on his left who becomes the First Player for the next Round.

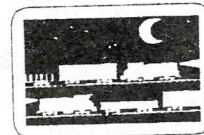
The First Player should give **each player 5 chips**. Copper chips have a value of 1, silver chips have a value of 5, and gold chips have a value of 10.



**Freight Car**



**Locomotive**



**Trains Leave**

The chips should be treated like change. For example: 1 gold chip is worth 2 silver chips, or 1 silver chip and 5 copper chips, or 10 copper chips.

There are 11 types of Freight Cars in the game, and there are 16 cards of each type of Freight Car.

If there are **two** players, only **9** cards of each type of Freight Car are used (permanently remove 7 cards of each type of Freight Car).

If there are **three** players, only **12** cards of each type of Freight Car are used (remove 4 of each type of Freight Car).

If there are **four** players, only **14** cards of each type of Freight Car are used (remove 2 of each type of Freight Car).

If there are **five** players, **all** the Freight Car Cards are used.

The Main Freight Yard has five sidings with five spaces per siding. The First Player should shuffle all the Freight Car Cards. He then fills the Main Freight Yard by placing one card in each of the 25 spaces. The cards should be placed face down initially to ensure a random placement, but after all 25 cards have been placed, all the cards are then turned face up.

Each player's Freight Yard has two sidings with eight spaces per siding. The left side of the players' Freight Yards show the open sidings where Freight Cars enter and leave the Yard. The right side of the Yard is closed and cars may not enter or leave through this side.

The First Player deals 12 Freight Car Cards to each player. Each player then

places these 12 cards face down in the 12 leftmost spaces (the 6 leftmost spaces of each siding) of his Freight Yard to ensure a random placement. After all 12 cards have been placed, all the cards are then turned face up.

The remaining Freight Car Cards form the deck. Split the deck approximately into halves. Put the Trains Leave Card in one of the halves and reshuffle this half. Place the other half, that does not contain the Trains Leave Card, on top of the reshuffled half to form one deck.

## PLAY

The game consists of three days. Each day consists of a number of Rounds. During each Round, each player has one turn.

At the beginning of his turn, if two or more sidings in the Main Freight Yard are completely empty, the player has the option to fill one, and only one, siding. To fill a siding, the player takes the top five cards from the deck and places one card face down in each of the five spaces of the siding, then turns all five cards face up.

After refilling or not refilling a siding in the Main Freight Yard, a player may perform one of the following actions.

1. Switch **exactly three Freight Cars** from the Main Freight Yard. These cars may be switched to the player's Trains and/or to his own Freight Yard.
2. Switch **four or less Freight Cars** from his own Freight Yard to Trains.

3. **Rearrange** his own Freight Yard by switching cars within the sidings. Rearranging his own Freight Yard always **costs 1 chip**.

4. **Call up another Locomotive.** Players can only call up one Locomotive each day.

## FORMING TRAINS

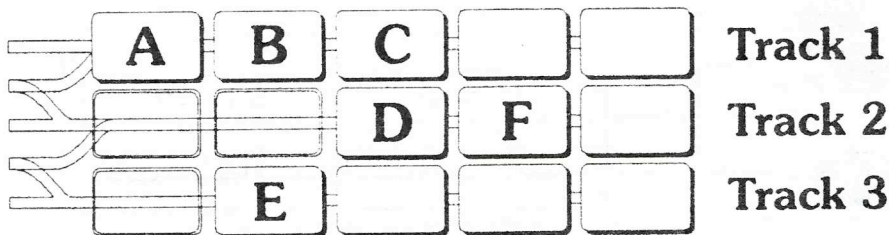
A player forms Trains by switching cars from either the Main Freight Yard or his own Freight Yard. When a car is switched to a Train, the car is placed next to the Locomotive. Each subsequent car is placed on top of the previous car, so that the cards overlap. In this manner, the cards will take up as little room as possible but players will still be able to tell how many cars are in the Train.

Each Train may only contain one type of car, but may contain any number of the same car. As an exception to this, each player may have one Mixed Freight Train which may contain one of each type of car, but may not contain more than one of any type (which means it may have a maximum of 11 cars, one of each of the 11 types).

A player may not have more than one Train of each type of car. So, if a player already has a Train of Coal cars, he may not start a second Train of Coal cars.

## SWITCHING CARS FROM THE MAIN FREIGHT YARD

Cars can only be taken out of the Main Freight Yard in order. Cars leave the Main Freight Yard via the open tracks on the left side of the Yard.



Example 1: Player takes Cars A, B and C from track 1.

Example 2: Player takes Car A from track 1, Car D from track 2 and Car E from track 3

Example 3: Player takes Cars D and F from track 2 and Car E from track 3



The player should remove the three cars he is switching from the Main Freight Yard and place them on the table in front of him. He must then place them in Trains or in his own Freight Yard. He may place the cars in his Freight Yard in any order he wishes. If there are less than 3 cars in the Main Freight Yard, a player must fill a siding to be able to switch cars since exactly 3 cars must always be switched in a turn.

## SWITCHING CARS FROM YOUR OWN FREIGHT YARD

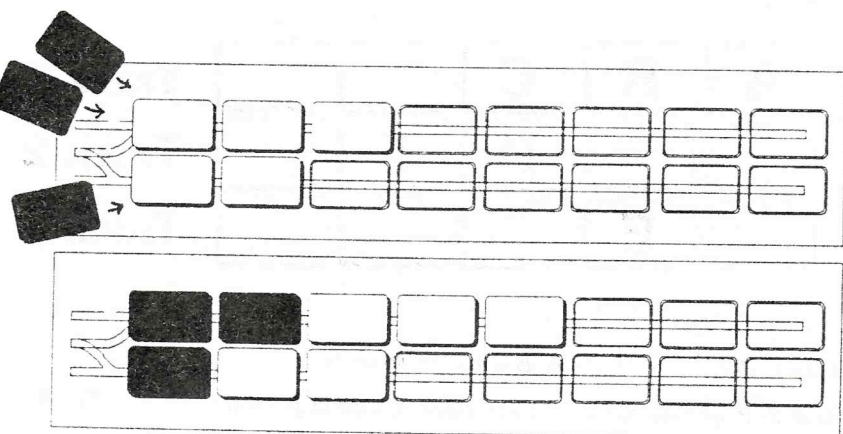
Cars can only be taken out of a player's Freight Yard **in order**. Cars leave the player's Freight Yard via the open tracks on the left side of the Yard. (Please note example under "Switching cars from the Main Freight Yard".)

The player should remove the cars he is switching from his Freight Yard and place them on the table in front of him. He must then place them all in Trains.

## REARRANGING CARS WITHIN YOUR OWN FREIGHT YARD

When a player chooses to rearrange his Freight Yard, he removes all the cars in the Freight Yard and places them in front of him. He may then replace the cars in the Freight Yard in any order he wishes. However, the cars must be placed in the leftmost spaces; he may not leave any empty spaces between cars and the left side of the Yard.

A player may place the cars back in exactly the same spaces if he wishes. In addition, a player with no car or only one car, may perform this action if he wishes. In both of these cases, it is in effect a way for a player to PASS.



*Example: 3 Cars are switched to a players Yard*

However, rearranging his Freight Yard will **always** cost 1 chip, even if a player passes.

## SWITCHING CARS TO YOUR OWN FREIGHT YARD

Whenever a player switches cars into his own Freight Yard, these cars enter from the left side of the Yard. All cars already in a siding are pushed back to the right a number of spaces equal to the number of cars entered into that siding, at all times maintaining their relative positions to each other. There may never be any empty spaces between cars and the left side of the Yard.

A player may enter cars on either or both sidings during the same turn. The two sidings in a player's Freight Yard are not required to have the same number of cars, but each siding may only have a maximum of eight cars.

## CALLING UP A LOCOMOTIVE

On the First or Second Day, a player may call up one, and only one, additional Locomotive each day. To do so, the player simply takes a Locomotive Card and places it face up on the table in front of him. The player may then use this Locomotive to form an additional Train on a later turn.

## END OF THE FIRST DAY

When the Trains Leave Card is drawn from the deck, it signals the end of the First Day of play. The following things then happen in order.

1. The Trains Leave Card is removed from the Main Freight Yard and replaced by the top card from the deck, if there are any cards left in the deck.
2. The Round of play is completed. Players who have not yet had a turn in the round take their turns normally. A player may fill a siding in his turn.
3. All Trains leave to deliver their freight. Players score Points as follows.
  - a. The player who has the **longest** Train of each of the 11 types of car receives **3** chips. The player who has the **second longest** Train of each type of car receives **1** chip.
  - b. If only one player has a Train of one type he only receives 3 chips.
  - c. If two players are tied for the longest Train of one type of car, each player receives 2 chips and no player gains chips for the second longest Train of this car.
  - d. If three players are tied for the longest Train of one type of car, each player receives 1 chip and no player gains chips for the second longest Train of this car.
  - e. If four or more players are tied for the longest Train of one type of car, no player receives any chips for this type of car.

f. If two players are tied for the second longest Train of one type of car, neither player receives any chips for this type of car.

4. Players receive chips for cars in their Freight Yards at the rate of 1 chip for each two cars (ignore an odd car). It does not matter what type of cars they are.
5. Players remove all Freight Car Cards from all their Trains. The First Player removes all Freight Car Cards from the Main Freight Yard. All these cards are combined with any cards remaining in the deck.

## BEGINNING OF THE SECOND DAY

At the start of the Second Day, the following things happen.

1. The First Player shuffles all the Freight Car Cards in the deck (cars in players' Freight Yards remain in place.). He then refills the Main Freight Yard by filling all the empty spaces, using the same procedure used at the start of the game.
2. The First Player splits the deck approximately into thirds. He puts the Trains Leave Card into one of the thirds and reshuffles this third. He places the other two thirds that do not contain the Trains Leave Card on top of the reshuffled third to form one deck.
3. Each player who did not call up a Locomotive during the First Day receives one Locomotive.

## END OF THE SECOND DAY

Repeat the same procedure used at the end of the First Day except that players receive **no** chips for cars in their Freight Yards.

## BEGINNING OF THE THIRD DAY

At the start of the Third Day, the following things happen.

1. The First Player shuffles all the Freight Car Cards in the deck (cars in player's Freight Yards remain in place.). He then refills the Main Freight Yard by filling all the empty spaces, using the same procedure used at the start of the game.
2. The First Player splits the deck approximately into fourths. He puts the Trains Leave Card into one of the fourths and reshuffles this fourth. He places the other three fourths that do not contain the Trains Leave Card on top of the reshuffled fourth to form one deck.
3. Each player who did not call up a Locomotive during the Second Day receives one Locomotive.

## END OF THE THIRD DAY

Repeat the same procedure used at the end of the First Day except that players **lose 1 chip** for each car in their Freight Yard.

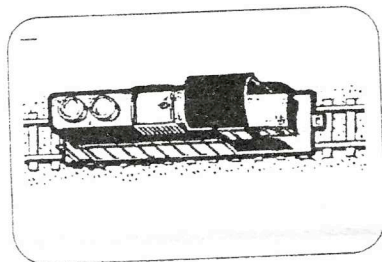
## WINNING

The player with the most Points is the winner.

**HINT:** At the beginning of a day, the deck of cards may be too high to stack altogether without tipping over. Players should take a gold chip and place it on the part which contains the Trains Leave Card. Other parts of the deck do not receive a chip. Players draw cards from the parts without the chip until no more cards are left in these parts, at which point the chip is removed and these cards may be drawn.

## OPTIONAL SEQUENCE OF PLAY

Do not use the First Player Engine. After it is decided who will take the first turn of the game, play simply proceeds clockwise around the table, each player taking one turn at a time. At the start of the Second and Third Days, the player to the left of the player who took the last turn of the previous day takes the first turn.



### FREIGHT TRAIN

**Game Design:** Alan R. Moon  
**Artwork:** Ralf E. Kahlert  
**Production:** Mick Ado

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