

Rolling Freight

A rail game for 2-5 players by Kevin G. Nunn

Equipment

- ✓ Game board
- ✓ XX Contract cards
- ✓ 3 End of Phase cards
- ✓ 3 End-of-phase cards
- ✓ 17 Improvement cards
- ✓ 4 “RR X-ing” construction markers
- ✓ Bag of 65 cargo markers (23 Blue, 23 Gray, 12 Red, 7 Yellow)
- ✓ 1 Play mat in each player color
- ✓ 1 Locomotive pawn in each player color
- ✓ 20 Rail construction cubes in each player color
- ✓ 30 Rail link sticks in each player color
- ✓ 6 Resource dice in each player color
- ✓ 6 Stockpile markers in each resource color
- ✓ 62 Black saturation markers
- ✓ XX “B” markers
- ✓ XX “C” markers
- ✓ 8 Specialty dice (3 Black, 2 Yellow, 1 Blue, 1 Gray, 1 Red)
- ✓ Shares of stock in denominations 1, 5, 20

Setting

Players are managers in the A, P & E Rail and Shipping Company. As managers, you compete to establish the best shipping lines over land and sea by laying rail, carving roads and commissioning ships. You also compete to establish major multi-stage shipping routes to bring A, P & E maximum profit. The company rewards its managers in shares of company stock. The player with the most stock at the end of the game will be the winner.

Objective

Rolling Freight is a route building and cargo shipping game. The dice represent resources. Manage these resources to establish shipping lines and major cargo routes in order to earn the most victory points.

Player Setup

Take the play mat, locomotive pawn, construction cubes, link sticks and dice in the color of your choice. Place the locomotive in the first (blank) space on your play mat.

Setting Up the Game Board

Choose a side of the game board to play. Spread it out in the center of the table.

Create the improvement deck according to the game board you’re using. After shuffling this deck thoroughly, place it in its space on the game board.

- The southern U. S. map uses the entire deck of improvements.
- The U. S. west coast map does not use all the improvements. Return the improvements *Red Die*, one *Friendly* and one *Efficient Storage* to the box.

To create the contract deck, set aside the three End of Phase cards. Consult the chart for the game map you’ve chosen. Sort the contracts into sets A, B and C accordingly. Return any unneeded contracts to the game box. Shuffle each set separately.

The contract deck is assembled face down. Organize this deck as follows: Place an End of Phase card on the bottom, set C contract cards atop it, an End of Phase card atop the C set, set B next, an End of Phase atop set B and set A on top. Place the contract deck above the contract boxes on the game board.

U. S. West Coast Game Map

A map for 2 – 4 players with a playing time of 2 hours.

This map depicts the years of the California gold rush and the rapid expansion that followed it.

	Set A	Set B	Set C
Blue Contracts	1 – 4	5 – 8	9 – 11
Gray Contracts	1 – 3	4 – 7	8 – 11
Red Contracts	1 – 4	5 – 8	9 – 11
Yellow Contracts	1 – 4	5 – 7	8 – 11
Ocean Contracts	1	2 – 4	-

Southern U. S. Game Map

A map for 3 – 5 players with a playing time of 3 hours.

This map depicts the years of reconstruction after the American civil war to the early twentieth century.

	Set A	Set B	Set C
Blue Contracts	1 – 4	5 – 10	11 – 14
Gray Contracts	1 – 5	6 – 10	11 – 14
Red Contracts	1 – 5	6 – 10	11 – 13
Yellow Contracts	1 – 4	5 – 9	10 – 13
Ocean Contracts	1 – 3	4 – 6	7 – 8

Sort the stockpile markers by color into their spaces on the game board.

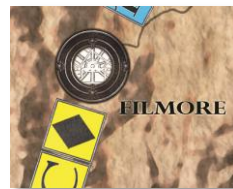
Cover every city space labeled “B” or “C” with a matching marker.

Each city has one or more symbols made from an outer ring with an inner circle. Each outer ring indicates something the city wants while inner circles indicates a surplus the city offers at the start of the game.



Example: Richmond, VA has a blue inner circle. Richmond begins the game with a blue cargo marker to indicate its surplus of textiles. Richmond also has a red outer ring. Richmond wants tourists.

Some cities have a black outer ring. These cities may offer surpluses but do not require imports.



Example: Filmore, UT will begin the game with surplus cargo (type randomly determined during setup) but does not have any significant cargo demand.

Each city that has an inner circle shaded blue, gray, red or yellow begins the game with a matching cargo marker indicating its surplus. Place an appropriate cargo marker on these cities.

Each city that has a white inner circle begins with a randomly selected surplus. Place random cargo markers on these cities.

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Ignore any city whose inner circle is black. These whistle-stops do not grow enough to have a significant surplus.

For the moment, ignore any city covered with a “B” or “C” marker. As the game progresses, these locations start small but grow larger. Cities covered with “B” and “C” markers develop cargo surpluses later in the game.

There will be several cargo markers still in the bag when you are done. Set the bag aside for the moment. You will need these markers at the beginning of Phase B and Phase C (see page XX for details).







Example: Atlanta begins the game as a small city that wants blue agricultural products and possesses a randomly drawn cargo surplus. In the second phase of the game, “B,” Atlanta grows into a larger city that needs industrial goods and offers a new randomly-drawn cargo. In phase “C,”

Atlanta grows into a very large city that wants tourists and offers a third randomly-drawn cargo.

Deal the top 4 rail contracts face up to fill the spaces on the track. Use construction markers to mark the corresponding location of these links on the map.

Cargo colors and cargo speed

There are four different cargo types in Rolling Freight:

-  Red cargo represents tourists,
-  Blue cargo is agriculture,
-  Gray is industrial, and
-  Yellow is business travel.

The cargo Distance Table on the map shows that Yellow and Red cargo like fast deliveries, and provide bonuses for shorter routes. Gray and Blue cargo provide bonuses for longer delivery routes.

Also, there are far fewer red and Yellow (fast) cargo markers in the game than Blue and Gray (slow). Watch for opportunities to make the fast deliveries before your opponents get them!

Deal the top 3 improvements face up to fill the spaces on the track. If a duplicate appears, place the duplicate face-down on the bottom of the deck. Then draw another improvement to replace it. There may never be duplicates on the improvements track.

Beginning the Game

Choose a start player.

Every game begins with an opening draft.

Roll your resource dice before the draft begins. This roll shows the resources you will have on your first turn of the game and may influence your decisions in the opening draft.

Beginning with the player to the right of the start player and proceeding *counter-clockwise*, each player chooses either

one contract or one improvement and puts it on their play mat.

As each player makes a selection, slide any cards above it down to fill the gap. Then draw a new card to refill the track. If a duplicate improvement appears, place the duplicate face-down on the bottom of the deck. Then draw another card to replace it.

When a contract is selected, the player should also fill one of the link’s squares with one of his or her construction cubes before moving the construction marker to the map location of the new link.

If a player claims an improvement during this draft that gives the player a new die, that player should immediately roll this die and add it to his or her resource dice.

Once each player has made a first selection, continue around the table a second time. This time, each player must choose from the group *not chosen* the first time—improvement or contract.

The start player makes the last draft and immediately takes the first turn. Play proceeds clockwise.

On Your Turn

Your dice roll represents your resources for the turn. Spend these dice to carry out actions in any order. You may perform as many or as few actions as you wish and in any order. Most actions may be performed multiple times.



- A. Take on a contract
- B. Construct track
- C. Establish a major route (Limit once per turn)
- D. Build a switching station
- E. Purchase an improvement

When you have finished carrying out actions, do steps F, G and H in order.

- F. Stockpile resources
- G. Refill the contract track and the improvement track
- H. Roll your dice

Your turn has now ended. Play passes clockwise.

A: Taking on Contracts

To begin one of the available contracts, you must pay the number of  indicated (each  may be paid with any die) AND pay one die in the color of the contract (or a split-color die in the case of an ocean Slash contract).

Dice symbols used in the game

Throughout these rules and on the dice and game board you will see the various symbols described below:



This indicates any dice rolled, regardless of the color(s) showing on the face.



Used with contracts and indicates that the dice must match the color of the contract (or Slash).

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Example: Nich wants to build contract Red 5A. He spends one die showing red and three more dice of any color to take the contract and put a construction cubes on that route on the map.



Example: Debra wants to build the Slash 8B contract. She spends one die showing a split of two or more colors and one more dice of any type to take the contract and put a cube on the map.

Move the contract to your play mat. Find the corresponding link on the game board and fill one of its squares with one of your construction cubes. Move the “RR Xing” construction marker from this game board link to the empty space on the contract track.

You are limited to three contracts at a time. If you have three contracts, you must complete one of them before taking any further ones.

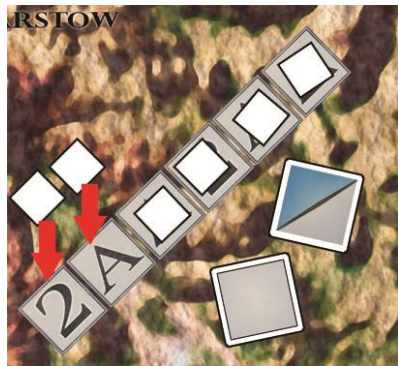
Do not refill gaps in the contract track until the end of your turn.

B: Constructing Links

Spend dice to add construction cubes to your unfinished contracts. Each die spent must show a color matching the link and adds one construction cube to the corresponding link on the game board.

Dice that show two colors on their face may be used on either color, not both. Dice that show two colors on their face may also be used for ocean links—ocean links require dice that show two or more colors.

Each contract completes and scores the moment you fill its last space. Completing contracts earns you shares of stock toward victory. The value of a completed contract depends both on its length and on the number of contracts you were building:



Example: Amy (white) managed to place four of the six required construction cubes on the gray 2A link last turn. This turn she completes this link by spending two dice that show gray. These two cubes finish the contract, so she

Length of Rail Line		2	3	4	5	6	7	8
Contracts	1	2	3	4	6	8	10	15
	2	1	2	3	4	6	8	10
	3	1	1	2	3	4	6	8

replaces them with a link marker and scores the contract.

Amy was working two contracts at the time – Gray 2A

and Blue 4A. The payout for completing a length 6 contract when the player has two contracts is 6 points.

Each time you complete a contract, score it immediately. Collect its value in stock and place its card in the “Completed Contracts” space on the board. Retrieve your construction cubes and mark the link with a rail link stick in your color.

C: Establishing Major Routes

Alternate Name: Special Delivery to Inaugurate Service.

People and cargo are constantly moving along every completed route. In addition to these minor routes, there is also a demand to establish major routes to move a surplus in one city to the demand in another.

Choose a cargo marker on the map and a city with a demand for that cargo (The outer ring of the city shows that color). To establish a major route, you must trace a path of completed links between these two points. At least one of these links must be your own. This path may not use any city twice and may not pass through any other cities with demand for the cargo.

Keep the cargo marker. Cargo marker bonuses will be paid out at the end of the phase.

The cost of establishing the route must be paid in dice. Each link of your own costs one die. Other players’ links cost two dice each. Switching stations you’ve built discount this cost. Reduce the number of dice needed for the route by your number of switching stations, to a minimum of one die. (See *Building Switching Stations* below for more details)

Each player earns \$1 in stock for each of their rail links used in the route.

Important: Players may only establish one major route each turn.

To indicate the establishment of this major route, cover up the city’s demand with a black saturation marker. This city space will no longer be considered when establishing major routes.

Distance Bonuses

Fast freight—red and yellow—earns you extra rewards when you establish routes that get it to its destination quickly.

DISTANCE	1	2	3	4	5	6	7	8	9	10
Fast Freight (Red & Yellow)	3	2	2	1	1	—	—	—	—	—
Slow Freight (Blue & Gray)	—	—	1	1	2	2	3	4	5	—



Slow freight—blue and gray—earns you extra points for routes over great distances.

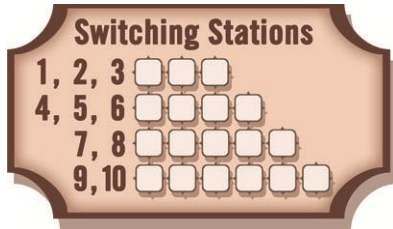
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D: Building Switching Stations

Switching stations make major routes more efficient and easier to establish. Each switching station reduces the resource cost of establishing major routes by a die, to a minimum of one die cost.

Each switching station you build costs the number of  indicated (remember,  may be paid with any dice).



The number of switching stations you've built is tracked on the bottom of your player mat.

Unlike improvements, each switching station will provide its discount during the same turn that it was purchased.

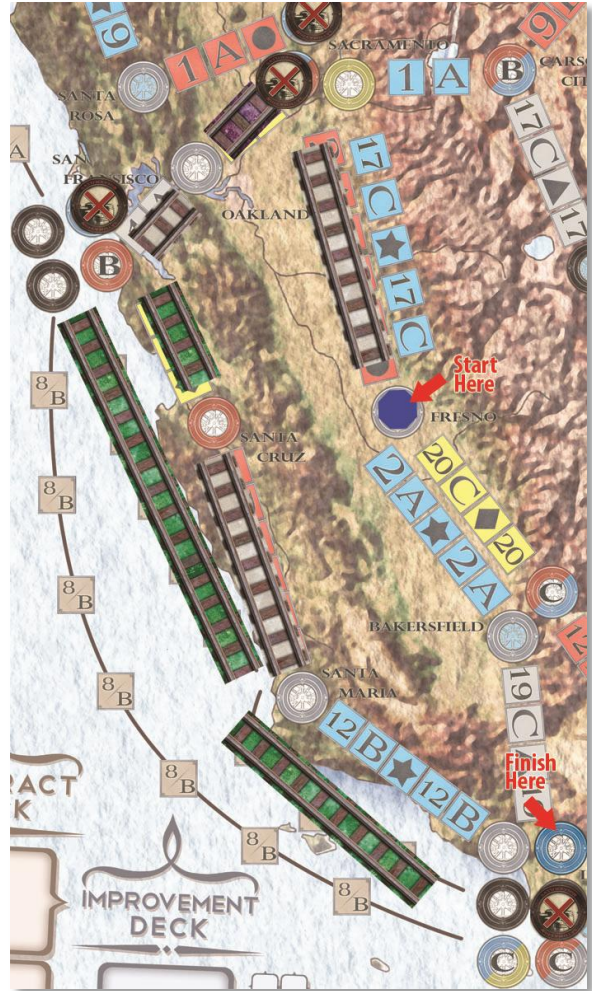
Example: It is the middle of Phase B. Amy wishes to establish a major route from Fresno (see Start Here above) to Los Angeles (see Finish Here) by delivering the excess agricultural cargo (blue) that's sitting in Fresno. The route she chooses is Fresno – to – Sacramento (white) – to – Oakland (purple) – to San Francisco (white) – to – Santa Cruz (green) – to Santa Maria (white) – to Los Angeles (green water route). None of these cities show an unsatisfied need for agricultural cargo (blue outer ring), so her route is valid.

After she makes the delivery, she would mark the blue circle with a saturation marker to show that LA has received the agricultural goods that it needed.

Three of the links she used belong to Amy (white) and three belong to other players (purple and green). The resource cost for establishing this route is 9 dice (one die for each of Amy's links plus two dice for each link belonging to other players). Amy has built four switching stations and spends 5 more dice to pay the balance.

James (green) scores 2 points and Doug (purple) scores one point, for each of their links that Amy used in the delivery. Amy scores 3 points for her links and since agricultural cargo (blue) is slow freight and this is a 6-link route, she scores an additional 2 points as a distance bonus, for a total of 5.



Finally, Amy places the blue cargo marker on her player mat. This will score an additional 2 points at the end of Phase B.



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E. Purchasing Improvements

To take one of the available improvements, you must pay the number of  indicated ( may be paid with any dice).

Improvements do not take effect until the very end of your turn.

Example: Amy wants Efficient Storage. She spends four dice to take the improvement and puts it on her play mat.




Example: James wants to add a yellow die to his dice. He spends six dice to take the improvement and puts it on his play mat. At the end of this turn, he adds a yellow die to his dice.



You are limited to holding no more than three improvements at any one time. Should you take a fourth improvement, one of the four must be returned to the bottom of the improvement deck.



Acquisition Expert

Pay one fewer  each time you take a contract, purchase an improvement or build a switching station.

This improvement does **not** provide any discount when establishing major routes.

Improvement deck contains 1



Friendly

Other players pay one fewer die for each of your links they use establishing a major route. In addition, score one bonus point every time another player uses any of your links while establishing a major route.

Improvement deck contains 2



Efficient Storage

With one of this improvement, you may store one resource token for each die, ignoring the usual one die penalty.

With two of this improvement, any of your basic (non-improvement) dice showing two colors may be used to store both.

Improvement deck contains 3



Steady Builder

Once per turn, add a construction cube to a link you're constructing.

Improvement deck contains 3



Extra Resources

Add a black die to your resource dice.

Improvement deck contains 3



Extra Resources

Add a yellow die to your resource dice.

Improvement deck contains 2



Extra Resources

Add the red die to your resource dice.

Improvement deck contains 1



Extra Resources

Add the blue die to your resource dice.

Improvement deck contains 1



Extra Resources

Add the gray die to your resource dice.

Improvement deck contains 1

Note: Do not refill any gaps in the improvement track until the end of your turn.

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The Improvement Dice (sidebar)

Six symbols appear on improvement dice that aren't available on the basic resource dice. These are their abilities:



This symbol may be spent as a die of any color desired. This die may also be spent to add a construction cube to an ocean route.



This symbol may be spent to add one or two construction cubes to one of your contracts.



When this symbol is spent as part of the price of establishing a major route, earn an additional \$2.



This symbol may be spent as a die for any purpose that is not color-specific: beginning contracts, purchasing improvements, establishing major routes or building switching stations.



This symbol may be spent as two dice for any one purpose that is not color-specific: beginning contracts, purchasing improvements, establishing major routes or building switching stations.



After establishing a major route, this symbol may be spent as part of the price of establishing a second major route on the same turn. Switching stations used in the first route may not be reused to discount the second route.

F. Stockpiling Resources

Unused dice are turned in for resource markers at the end of your turn. Take one fewer marker than you have dice remaining in each color.

Example: With three blue dice remaining, take two blue resource markers.

Example: With four red dice and two yellow dice remaining, take three red markers and one yellow marker.

Dice that show two or more colors may be put toward markers in any one of the colors shown. Note: you cannot stockpile slashes.

Dice that show no color (possible with several of the improvement dice) may not be stored.

Resource markers may be spent on later turns as if they were dice of the same color or as generic (\$) dice.

There are only six of each resource marker – if there are none left, you may not stockpile them.

G. Refilling the Contract Track and the Improvement Track

If you purchased any contracts or improvements during your turn, there will be gaps on these tracks. Slide the cards that remain down to fill any gaps. Then draw new cards from each deck to refill the tracks from the top. As during setup if a duplicate

improvement appears, immediately place the duplicate face-down on the bottom of the deck. Then draw an another card to replace it.

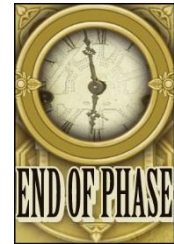
For each new contract, be sure to also place a construction marker on the matching location on the map.

H. Rolling Your Dice

Roll all your dice, including any improvement dice purchased this round. These will be your resources on your next turn. Observe what each other player does on his or her turn and plan how you will use yours accordingly.

Ending Phase A

When the first end of phase card appears on the contract track, this signals the approaching end of phase A. The player that drew the End of Phase card places it in front of him. Then draw a new contract to replace it. Every player takes one more turn, including the player with the End of Phase card. Phase A is then over.



At the end of Phase A:

- Each player returns to the game box all cargo for routes they've established and collects \$3 in stock for each.
- Each player announces their stock count.
- The End of Phase card is removed from the game.

Beginning Phase B

- All "B" tokens covering cities are returned to the box. Draw random cargo markers from the sack and place them in each "B" space on the map.
- Move the lowest contract and the lowest improvement to the bottom of their respective decks face down. Slide the remaining cards down. Draw replacements to fill each track.
- If a duplicate improvement appears, place the duplicate face-down on the bottom of the deck. Then draw an additional card to replace it.
- Play continues with the next player in sequence (the player seated to the left of the player who had the End of Phase card).

Ending Phase B

When the second End of Phase card appears on the contract track, this signals the approaching end of phase B. Give this card to the active player and draw a new contract to replace it. Every player takes one more turn, including the player with the End of Phase card. Phase B is then over.

At the end of Phase B:

- Each player returns to the game box all cargo for routes they've established and collects \$2 in stock for each.
- Each player announces their stock count.
- The End of Phase card is removed from the game.

Beginning Phase C

- All "C" tokens covering cities are returned to the box. Draw random cargo markers from the sack and place them in each "C" space on the map.
- Move the lowest contract and the lowest improvement to the bottom of their respective decks face down. Slide the remaining cards down. Draw replacements to fill each track.
- If a duplicate improvement appears, place the duplicate face-down on the bottom of the deck. Then draw an additional card to replace it.

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- Play continues with the next player in sequence (the player seated to the left of the player who had the End of Phase card).

Ending Phase C

When the third and last End of Phase card appears on the contract track, this signals the approaching end of the game. Give this card to the active player and draw a new contract to replace it. Every player takes one more turn, including the player with the End of Phase card.

The game is now over.

At the end of Phase C:

- Each player returns to the game box all cargo for routes they've established and collects \$1 in stock for each marker.
- Each player collects in 1 in stock for each construction cube on uncompleted contracts.
- Each player announces their final stock count.

Winning

The player that has accumulated the highest value of stock wins.

In the case of a tie, the win is awarded to the player among these with the most switching stations.