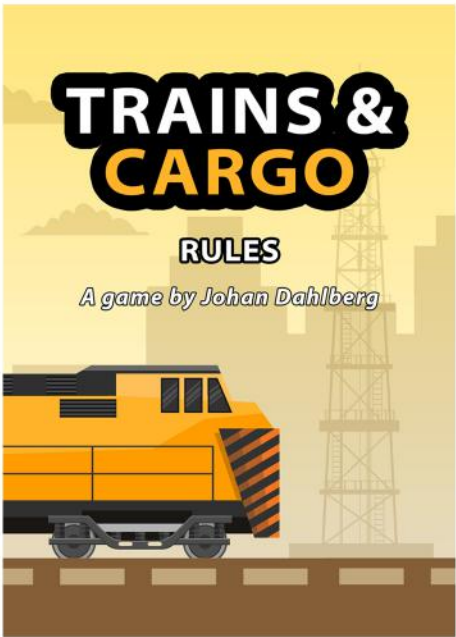# TRAINS & CARGO RULE BOOKLET PDF

TRAINS & CARGO

RULES

A game by Johan Dahlberg

INTRODUCTION:

In *Trains & Cargo* the goal is to load your train with the right cargo and send it off when the time is right. You must first **collect Cargo Tokens** by playing Cargo Cards from your hand. Then you must **load them onto your train**, grouped together two and two. Two Cargo Tokens represent **one train carriage**.

Finally, you must **send off your train to score points**. Each Cargo Token on your train is worth points based on their current market value. You can **manipulate the market** by playing Market Cards, and **upgrade your locomotive** to send off longer trains. Text-based **Effect Cards** such as "Load & Send", "Must Send" and "Double Value" bend the rules.

With the **Route Boards** add-on you load your tokens onto a board for various perks as your train grows longer. See "Route Boards" for details.

Whoever has the most points once the deck of cards has run out wins the game.

PLAYERS: 2-6
TIME: 30-45 min
AGE: 10+

WHAT'S IN THE BOX:

124 Cards
— 48 Market Cards
— 40 Cargo Cards
— 36 Effect Cards
192 Cargo Tokens
(24 of each color)
6 Locomotive Figures
8 Wooden Cargo Cubes
1 Market Board
3 Route Boards
1 Rule Booklet

Playing for the first time?

Remove the three route boards. These are an add-on designed to enhance replayability, introduced at the end of this rule booklet.

2, 3, 4 OR 6 PLAYERS:

Trains & Cargo is great as a team game with 4 or 6 players, two in each team, but can also be played individually. If you play in teams, see "Team rules".

SET UP THE GAME:

1. Shuffle the deck and deal five cards to each player. Place the remaining cards in a draw pile.

2. Sort the Cargo Tokens by color and place them at the center of the table. This is the Cargo Bank.

3. Place the Market Board so that it's visible to all players, and place one wooden Cargo Cube of

each color on the row marked 6. Six points is the starting value of all cargo types.

4. Give a green locomotive to each player or team, and place one (2 players or teams) or two (3+ players or teams) orange locomotives at the center of the table.

5. Grab a pen and paper for score keeping.

TYPES OF CARDS:

There are three types of cards, and unless you have an Effect Card that says otherwise you may only play one of each type during any one turn:

1. Cargo Cards: Collect the number of Cargo Tokens specified on the card and place them in front of you. These are now in your storage but have not yet been loaded onto your train.

2. Market Cards: Influence the market as specified on the card by moving the corresponding colors up or down on the Market Board. Some Market Cards influence two types of cargo, others only one, and some let you choose the type of cargo to move.

3. Effect Cards: Text-based cards that let you bend the rules.

DURING YOUR TURN:

Do one of the following four things:

1. Play 1, 2 or 3 cards — max one of each type. For example, you may play one Market Card and one Cargo Card, but not two Cargo Cards.

Any Cargo Tokens collected using Cargo Cards are placed in storage in front of you, but have not yet been loaded onto your train.

At the end of your turn, draw new cards so that you always finish your turn with five cards in your hand.

2. Load up to two Cargo Tokens onto your train, then "burn" a card from your hand by discarding it and drawing a new one, if you wish to do so. Take the tokens from your storage of previously collected tokens and place them in a row in front of you, grouped together two and two. This is your train, not to be confused with the tokens in storage. The loaded Cargo Tokens may be of the same or of different colors.

Each pair of tokens represents one train carriage, though it is possible for the last carriage to be only half full (one token) if an odd number of tokens have been loaded. It is never possible to have more than one half full carriage.

3. Upgrade a locomotive, then "burn" one card if you wish to do so. Exchange your standard green locomotive for an orange one, if one is currently available at the center of the table. Orange locomotives are required to send off trains longer than three carriages. See "Locomotives" for details.

It is possible to not have any locomotive at all if your green locomotive has been targeted by the "Engine Sabotage" Effect Card. In this case, you must upgrade in order to take your green locomotive back. You must then wait another turn before you can upgrade again to orange.

4. Send off your train to score points. Score for each individual Cargo Token already loaded onto your train, based on their level on the Market Board at the time of sending off your train.

Example: If you send off three Livestock Tokens and two Grain Tokens, and their values are Livestock 5 and Grain 9, your score is (3x5) + (2x9) = 15 + 18 = 33 points.

You can send off a train that is up to three carriages long with the standard green locomotive. When sending off an orange locomotive, return it and take back a green one.

Write down your score and return the tokens from the train to the Cargo Bank.

THE MARKET BOARD:

There are eight types of cargo:

Green: **FOOD**   Blue: **PASSENGERS**   Yellow: **GRAIN**
Red: **LIVESTOCK**   Black: **COAL**   Gray: **STEEL**
Orange: **TIMBER**   Purple: **CARS**

The Market Board is used to keep track of the values of the different types of cargo. Place a wooden Cargo Cube of each color on row 6, the starting value of all cargo. Play Market Cards to change the values during the game by moving the tokens up or down on the board.

Market values range from 0 to 14 points, with a gap between 11 (second highest) and 14. **Only one type of cargo may be at the highest and lowest value at any given time.** If Grain (yellow) is currently at the top value (14 points) and Passengers (blue) is moved into that space, Grain is immediately bumped down to 11 points. If the space for 0 points is occupied when a new type of cargo moves into it, the previous occupant is bumped up to 1 point.

This train consists of four carriages and based on the Market Board on the next page on it is worth:

$$(1x14) + (2x4) + (1x11) + (3x6)$$
$$= 14 + 8 + 11 + 18$$
$$= 51 \text{ points}$$

MARKET BOARD
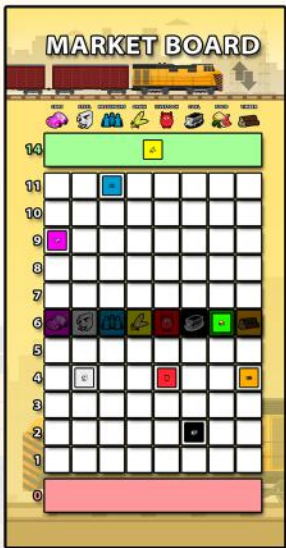
LOCOMOTIVES:

There are two types of locomotives: the standard green and the upgraded orange. You can load as much cargo as you want onto your train, but you must have a suitable locomotive to send it off.

Green locomotive: Send off trains up to three carriages (6 tokens) long. You must upgrade to send off longer trains.

Orange locomotive: Ultimate pulling power. Send trains with an unlimited number of carriages.

You may always load cargo regardless of the locomotive, even if you don't have one as a result of the "Engine Sabotage" card, but must have a suitable one to send off your train. In the case that you do not have a locomotive at all you must upgrade in order to take back a green one, then upgrade again if you want an orange locomotive.

The number of orange locomotives are limited based on the number of players/teams.

ENDING THE GAME:

When someone draws the very last card of the deck, everyone has one more turn. The player who drew the last card will be the last player to make a move.

The player or team who has the highest total score wins the game.

TEAM PLAY:

With 4 or 6 players, *Trains & Cargo* is best played in teams. Pair up two and two and seat team members opposite each other.

The same rules apply as during individual play, with team members collecting and storing cargo individually, however they **share the same train**.

If either of the two players have started loading onto a train the other player will use his or her own Cargo Tokens to load onto the same train. **Either of the two players may send off the train regardless of who started it.** "Long Train Bonus" Effect Cards are valid regardless of who played them and who sent off the train. Cards like "Must Send" target the team train, not specific players.

It is not allowed to communicate between players. You can hint at your desired course only through the cards that you play.

ROUTE BOARDS:

The three **Route Boards** are an add-on to *Trains & Cargo*, designed to enhance replayability. When loading you may also choose an available board from the center of the table. Place your cargo on the white squares.

The following rules apply when playing with the Route Boards:

1. Loading cargo is not a turn of its own. To encourage longer trains you may always load up to two Cargo Tokens at the end of your turn, except when sending off your train. Upon loading you may also take an available Route Board.

2. You may never "burn" a card.

3. You do not have to take a Route Board. For example, you may wish to wait for your desired board to become available.

4. Your train may not exceed the maximum length of your board. You may not select a board on which your already loaded cargo (if you have any) does not fit.

5. When you take a Route Board any previous cargo is immediately placed on the board. If you reach some of the specified carriages that provide bonus Cargo Tokens, the bonus is instantly added as long as it does not make your train exceed the maximum length. For example, if you load six tokens onto the City Route you instantly add four Passenger tokens, making your train reach the maximum length. However if you load ten tokens you do not receive the bonuses.

6. Return the board to the center of the table when sending off your train.

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#strackspel
#trainsandcargo

Got questions?
Help improve the game!

Trains & Cargo is an independently developed game with lots of help from friends and family. Countless hours have been put into test playing, rewriting and fine tuning the cards, rules and components. But it's easy to get blind to your own game, and questions are likely to arise among new players. Help eliminate any unclarities by reaching out and asking any questions you may have:

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Thanks for playing!