

BEN PARMENTIER'S

FREIGHT CARS

RULEBOOK



ARTWORK BY CALDER MOORE

**QUICK
SIMPLE
FUN**
GAMES

FREIGHT CARS

A GAME BY BEN PARMENTIER

IN THE NOT-SO-DISTANT FUTURE ...

Corporations have superseded governments for global control. With the dawn of improved mag-lev technology, competition on the high speed railways of America is fierce.

Players take the helm of a grand shipping company delivering produce to the north, lumber to the south, and oil and coal coast to coast. Profit is the name of the game as players strive to earn the most credits—but only one player will make the right deliveries to earn enough credits to win the day!



INDEX

Components / Object of the game	2
Game Setup	3
A Player Turn	5
End of Game / FAQ	6

COMPONENTS



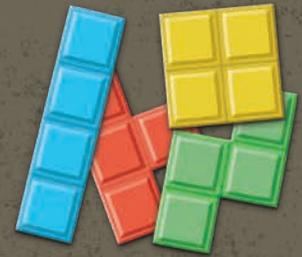
50 Freight cards



21 Corporation cards



1 active player standee



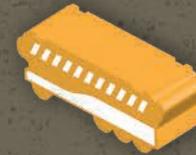
64 freight pieces



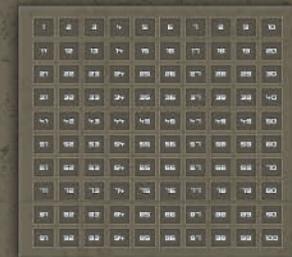
21 City Demand cards



1 End of Game card



4 score tokens



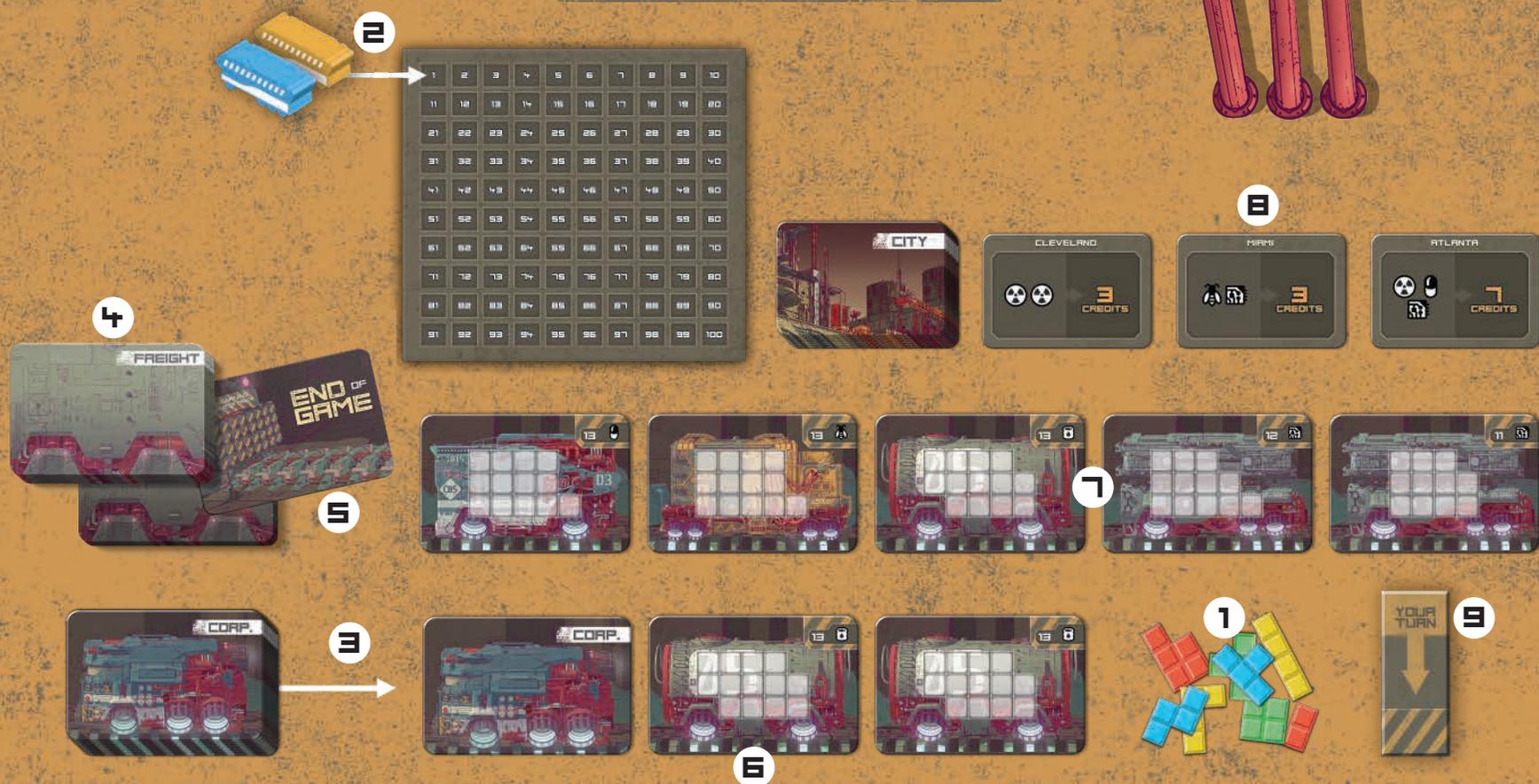
1 score board

In **Freight Cars** your goal is to earn the most credits by **efficiently shipping trainloads of goods**, satisfying the demands of America's cities, and taking advantage of your Corporation's speciality.

CREDITS ARE EARNED BY:

- ▶ Shipping trains of loaded freight cars
- ▶ Claiming City Demand bonuses
- ▶ Satisfying conditions of your Corporation card

GAME SETUP



1 DISTRIBUTE FREIGHT PIECES

Each player takes a set of 16 Freight pieces in their chosen color.

2 PLACE PLAYER SCORE TOKENS AND SCOREBOARD

Place the scoreboard with the player score tokens in the center of the play area.

3 DEAL CORPORATION CARDS

Shuffle the 21 Corporation cards and deal three face-down to each player. Players will choose one of the cards to keep.

Return all remaining Corporation cards to the box. Each Corporation card features a different bonus to be scored at the end of the game.

NOTE: During the game, players may look at their Corporation card freely, but should keep it secret until the game's end.

4 ASSEMBLE FREIGHT CARD DECK

Shuffle the required number of Freight cards (see the below table) and split the deck into four approximately equal stacks.

2 PLAYERS	3 PLAYERS	4 PLAYERS
30 CARDS	40 CARDS	50 CARDS

5 ADD END OF GAME CARD

Choose a stack to shuffle the “End of Game card” into, and then place the other three stacks on top to create the draw deck.

6 PLAYERS PICK FREIGHT CARDS

Deal three Freight cards face-down to each player. Then place the draw deck near the score board.

Players select two cards to keep and one to discard. Discarded Freight cards are placed face-up next to the draw deck, creating a tableau from which cards will be drawn during the game (see example below).

7 REVEAL FREIGHT CARDS

Turn additional Freight cards face-up, based on the number of players.

REVEALED FREIGHT CARDS BY GAME SIZE

2 PLAYERS	3 PLAYERS	4 PLAYERS
7 CARDS	6 CARDS	5 CARDS

These cards will be refreshed as players take cards throughout the game.

8 REVEAL CITY DEMAND CARDS

Shuffle the 25 City Demand cards and place this deck near the score board. Reveal the first three City Demand cards and place them face-up next to the deck.

9 PASS STANDEE TO FIRST PLAYER

Randomly decide which player goes first; they receive the active player standee. Rotate this standee between players to keep track of the active player.

Play will now proceed clockwise around the table.

EXAMPLE PLAYER TABLEAU



A PLAYER TURN

On a turn, a player may perform one of the following **three actions**:

- ▶ Draw a Freight card into your hand
- ▶ Play a Freight card from your hand to load freight
- ▶ Ship your train of loaded cars

At the end of your turn, pass the **active player standee** to the player on your left.

DRAW A FREIGHT CARD

Choose either a **face-up Freight card** or draw from the top of the **Freight card deck**, and add the card to your hand. Immediately replace any face-up cards taken with one from the draw deck.

LOAD A FREIGHT CAR

Play a **freight car** from your hand **face-up**, adding it to your train to the right of your **Corporation card**. Using your supply of **Freight pieces**, immediately load the car by **filling all of its available spaces**.

Freight may be freely rotated and flipped over, but all pieces must lie flat on the card and may not overlap. *If you find you cannot legally place any of your Freight pieces on any of your cards, you must forfeit your turn.*

SHIP A TRAIN

You may ship any number of fully-loaded **Freight cards** you have. First, **check the resources** in your train (the icon located in the upper-right corner on each Freight card) with those available on the **City Demand cards**.

If the resources shipped on your train match the resources listed on a **City Demand card**, you may claim that card.

NOTE: You may only apply each Freight car's resource to a single City Demand card, but you can score as many City Demand cards as you have resources to fulfill.

Additionally, your **shipped train** is scored based on its **length** according to the scoring table below. Score the **credit value** for your **train's length** and any **City Demand cards** you claimed.

CARS SHIPPED	1	2	3	4	5
CREDITS	\$1	\$3	\$6	\$10	\$15

Next, return all of your loaded **Freight pieces** to your available pool. Tuck the **shipped Freight card(s)** and **City Demand card(s)** in a stack under your **Corporation card** for end-game scoring. Finally, replace any claimed **City Demand cards** from the corresponding deck.



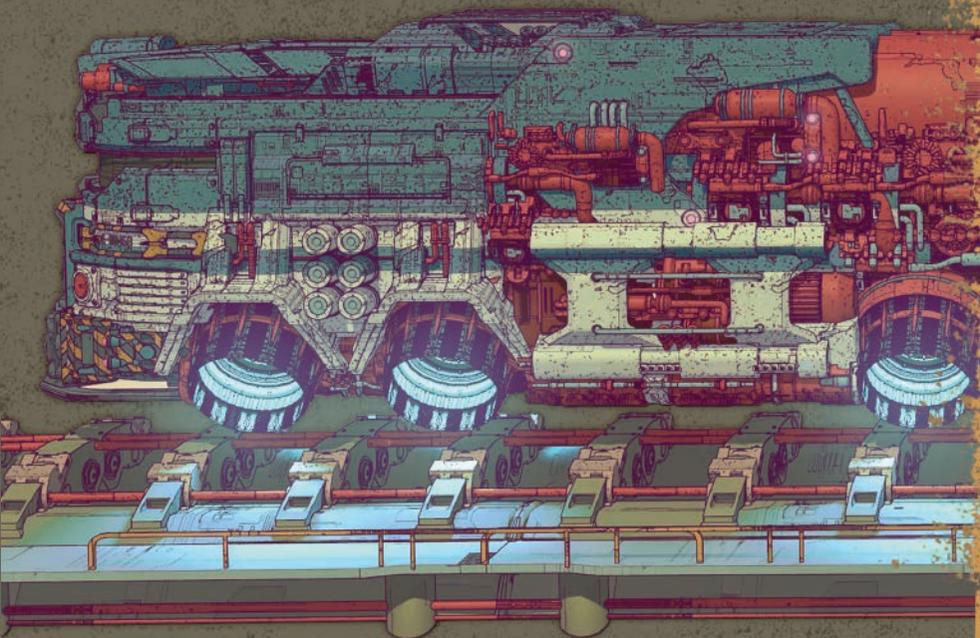
EXAMPLE: Taylor ships four Freight cards on their turn. Shipping four cars gets them 10 credits, and because they shipped a  & , they get to take the revealed New Orleans City Demand card and score an additional 3 credits.

END OF GAME

WHEN **END OF GAME** CARD IS DRAWN

Each player will take one final turn, ending with the player who revealed the **End of Game** card. Do not draw any new **City Demand** cards.

Next, there is one final round of shipping any fully-loaded **Freight** cars.



SCORING AND DETERMINING A **WINNER**

Once the **final round** is over, players should reveal their **Corporation** cards and **score their bonuses** accordingly.

The player with the highest number of credits is the winner.

If there is a tie, the player who shipped the most **Freight cars** wins. *If there is still a tie, then the player who scored the **highest Corporation bonus** wins.*

FAQ

Why is there an active player standee?

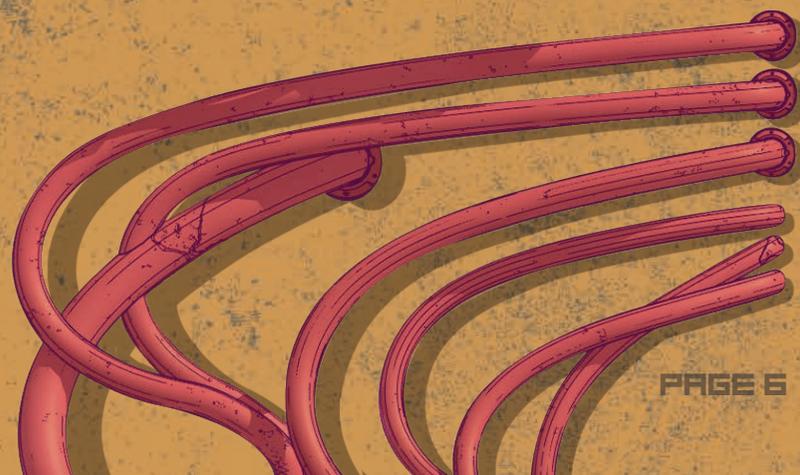
- ▶ During playtesting, we found that the standee helped us to keep track of whose turn it was, as we would frequently have our heads down while working on the “Tetris™ puzzles” of our Freight cars.

Can I work on filling in a Freight car while I wait for my turn?

- ▶ **Yes**, but make sure to keep your loaded Freight cars separate from the ones you are currently working on. We would do this during playtesting, in fact! On our respective turns, we would push a completed car upward to indicate that we were loading it.

If I have loaded a Freight car, may I scrap it and use the pieces on a more valuable Freight car?

- ▶ **No**. Once you have loaded a Freight car, it can only be emptied when you ship your train. Make sure to keep an eye on your available Freight pieces when taking Freight cards, so that you are maximizing your victory points.





**WARNING
END OF TRACK**

CREDITS

Game Design: **Ben Parmentier**

Development: **Michael Mihealsick**

Artwork: **Calder Moore**

Graphic Design: **Julián Tunni
Lin Stover**

Publishing: **Quick Simple Fun Games**

Rulebook Editing: **Susan Hansen
Ashleigh Ramey**

Project Management: **Patrick Havert
Andrew Russell Birkett**

Special thanks to Anastasia Freeman and Molly Goltry;
this game would not have been possible without them!

This game is produced by
Quick Simple Fun Games © 2021.

