

TRAIN REVOLUTION: ROUNDHOUSE

A Cooperative Train Game

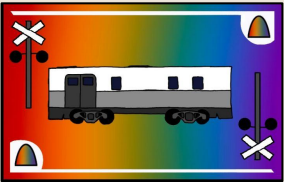
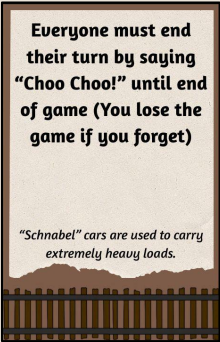
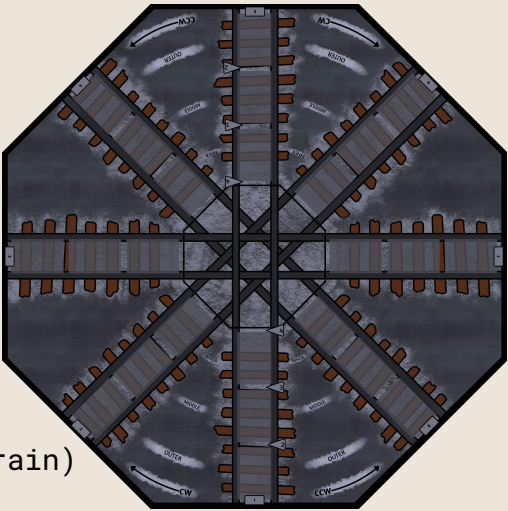


Overview:

A backlog at the local roundhouse has left the railyard in disarray! It is up to you and your colleagues to sort the cars to bring peace back to the railyard. Work together to move train cars around the roundhouse to complete work orders and save the roundhouse! In this puzzle-solving train game you will need to complete enough work orders before it's too late! Be warned, 5-years of obstacle management experience will be necessary. CHOO CHOO!!!

Components:

- x1 Game Board
- x64 Event Cards
- x12 Industrial Events
- x26 Work Orders
- x24 Set up Cards (3 of each train)
- x7 Red Train Cards
- x7 Blue Train Cards
- x7 Black Train Cards
- x7 Orange Train Cards
- x7 Green Train Cards
- x7 Purple Train Cards
- x12 Rainbow Train Cards
- x24 Gray Train Cars
- x4 Barricades
- x1 Turn Tracker
- x1 Turn Tracker Piece
- x6 Turn order/Color Wheel Cards
- x2 Dice (x1 D8, x1 D4)
- X2 Supply/Dump Cards



How to Play

Setup:

To start, take three of each colored train card (red, blue, black, orange, green, purple, rainbow, gray). These cards will be shuffled and placed face down on each position of the game board. There will be three train cards on each section of track. Once all cards are placed. Flip the cards on the outer layer face up.

Roll the D8 to decide which section of track the starting barricade will be place on. Roll the D4 to decide where on the track the barricade will be place. (i.e. D8-5,D4-3)

Shuffle the event cards and place them near the game board. Do the same with the industrial events and the work orders.

Shuffle the remaining color train cards with 5 rainbow cards and 7 gray cards together. Split the shuffled deck into two decks and flip the top cards face up. These two decks will serve as the **train supply decks**. Place the two train supply decks with the leftover rainbow cards and gray cards in the play area.

Lastly, take the work orders and pass out two work orders (facedown) to the ends of tracks 1,2,4,5,6,8. Flip the top objective face up.

Place the turn tracker next to the board. You're ready to play!=



Turn Order:

1. At start of turn, player flips **two** face down cards face up, if able. Eventually all train cards will be face up, though there may be events that cause more to appear.
2. Next, players will complete **two actions**. There are four actions to choose from. **Push**, **Crane**, **Rotate**, **Logistics**.
3. After both actions, if there are empty card spaces on the track in line with the **supply/dump**, **draw** from either supply deck on card at a time and fill the empty spaces. Empty spaces are filled from one end unless there is a **barricade**. Train cards should be placed in the order they are drawn.
4. At the end of each player's turn they will **draw and resolve** an event card from the event deck. (i.e. Rotate the middle layer counterclockwise). At the end of turn 12, draw an **Industrial Event** in place of an event. The Industrial Event will have an effect on the rest of the game.
5. After you have resolved the event, move the turn tracker up one space. That is the end of your turn. The next player then starts from step 1.

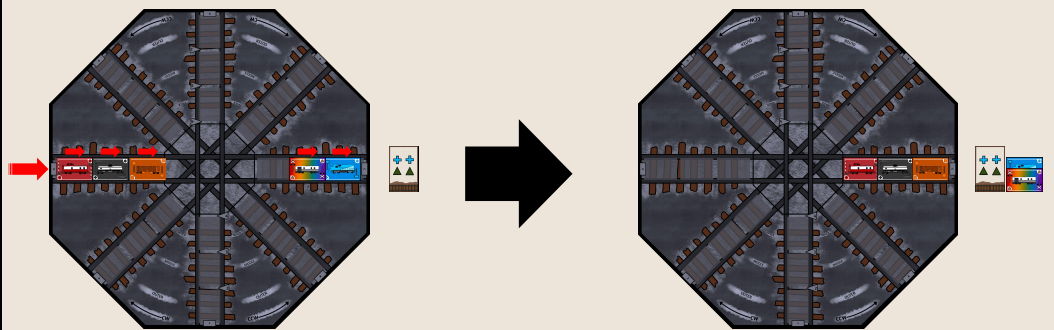
When a **work order** is **completed** during a turn, place the completed work order aside and place the train cards in a discard pile for train cards that have been used to complete work orders or for train cards that have been dumped.

At the end of **turn 12**, **after** drawing and resolving the Industrial Event, shuffle the discarded train cards and then fill all **empty spaces** on the board with face down train cards.

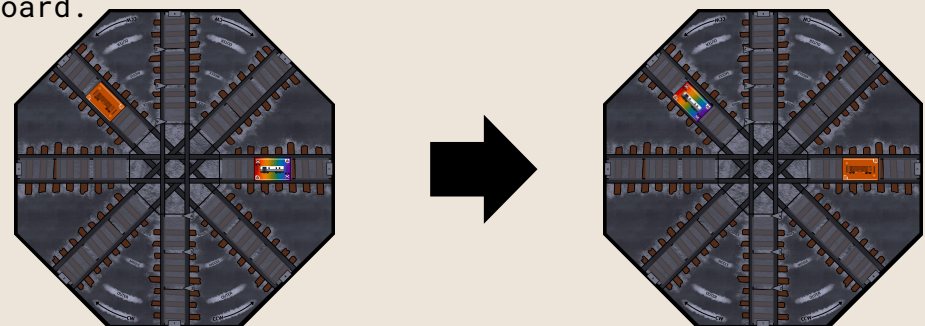
Actions:

We have a lot of tricks we can use to help us get the roundhouse in order. Make use of the tools at our disposal to get things working as fast as possible!

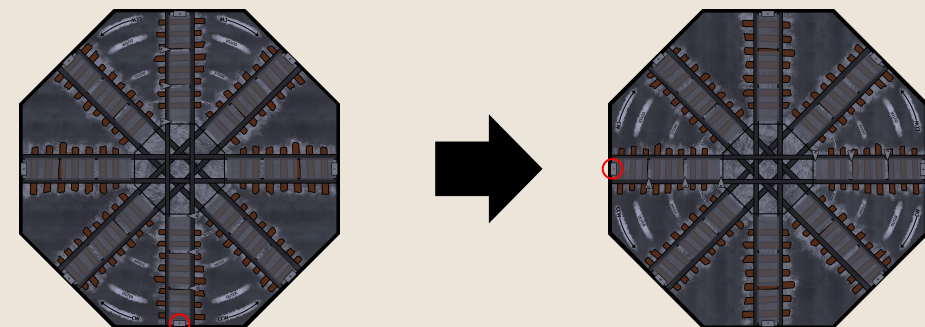
Push: Move cards into a **work order** or the **supply/dump**. When pushing, move cards from the opposite end of the board or from a barricade into a depot. All cards in the row move but you may stop pushing at any point. You may also push cards into the supply/dump to remove cards from the board. You are only allowed to push cards needed for a work order into that work order area. Cards that are dumped are placed in the train card discard pile.



Crane: Swap the position of any two train cards on the board.



Rotate: Rotate the board any number of spaces. The end of each track should line up with an objective or the supply/dump.



Logistics: Look at the **top six cards** of the event deck or either train card supply deck and place them back on top or bottom in any order.

Barricades:

Who keeps leaving these barricades around? They're getting in the way of our work!

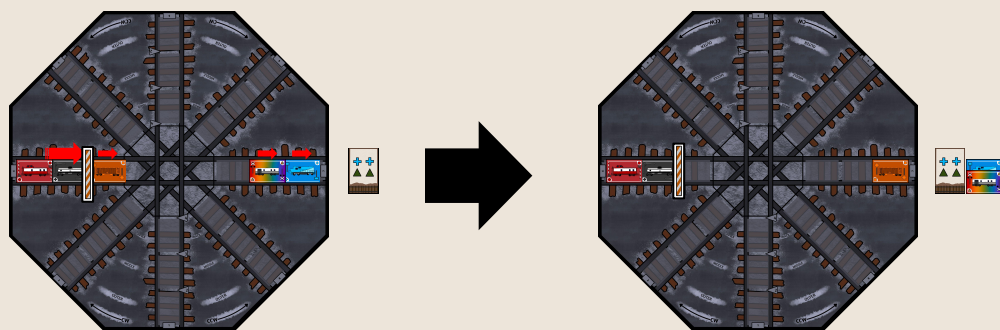
Barricades are like walls that **cannot be pushed through**. When a barricade is on the track you can push from the barricade is if it were the other end of the track

When a barricade is **placed** roll the **D8** and **D4**. The D8 will decide which section of track the barricade is placed in and the D4 will decide which position on the track the barricade will be in. See "**Set Up**" for an example.

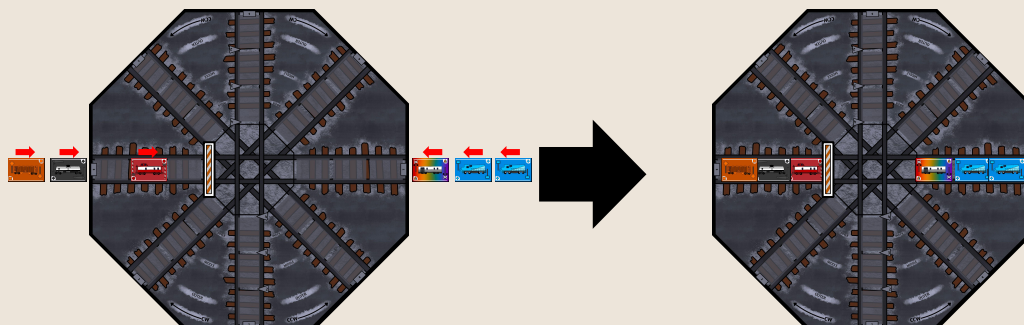
If a barricade needs to be placed and all 4 barricades are already on the board choose, a barricade to **reroll** the position of.

If the dice are rolled and result in barricades **overlapping**, the new barricade is either returned to where it was on the board before the roll or it is not placed if it was not on the board to start.

If **pushing** with a barricade, the push will start from the barricade rather than from the other end of the track.



If filling from the **supply** with a barricade. The supply will be filled from both ends. Cards are **pushed** onto the board one at a time.



Supply/Dump:

Every work site has a trash heap. Our's is made up of TRAINS! Get all those useless trains out of the way so we can get to work!

The **supply** is the deck of cards that were shuffled and separated into two decks during setup. The **dump** is a **discard pile** created for cards that have been pushed off of the board into the supply/dump area. Cards from completed objectives are also placed in the discard pile.

When **filling** the supply, draw one card off of either supply deck, **push** it onto the board, and then flip the top card of the supply deck face up. Continue this process until the track facing the supply/dump is full.

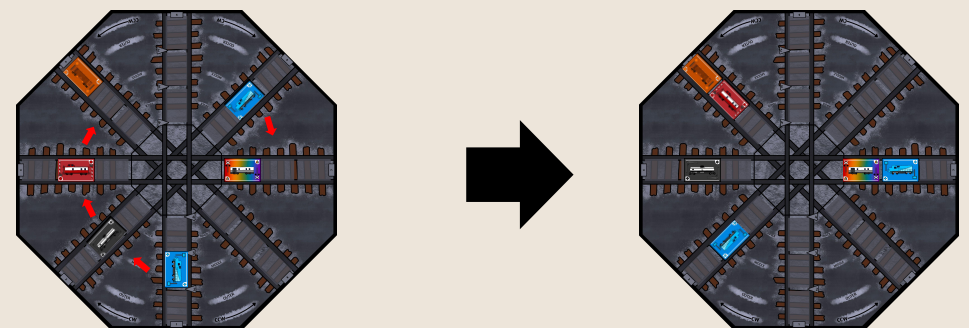
The supply decks are **not replenished** at any point. Be careful when dumping cards. If you dump too many of one color it can make it very hard to complete all objectives.

Face down cards can be dumped. Keep in mind, if you run out of the cards you need you will not be able to fulfill all of the work orders on time.

Events:

Something is happening in the roundhouse. What sort of trouble could it be this time? We already have too much work as it is.

1. Rotate inner,middle,outer layer events
i.e. Rotate the middle layer clockwise



2. When replacing work orders or moving work orders train cards do not move. If a train card does not match the new work order it is discarded.

Events continued: Industrial Events

Sometimes things are out of our hands. Keep completing orders so these big time events don't get in the way of our work!

Union Dues - The new work order is revealed if placed in a location that does not have any work orders, otherwise it is put underneath the existing work order.

Remediation - Shuffle the discard pile and then draw and replace the existing face up cards with face down cards. The face up cards are then placed in the discard pile. The empty spaces will be filled with face down cards as usual on the end of turn 12.

Shoofly - All barricades are re-added to the board. Remove all barricades and then roll to place all 4 barricades on the tracks. Logistics still acts as normal, but has the additional effect of letting you roll to move barricades

Bad Order - Move all train cards on the field into the discard pile. Take gray train cards from the extra gray train deck and place them around the outer layer. Then fill the remaining empty spaces with face down cards as usual on the end of turn 12.

Highball - Gray trains really get in the way, huh?

Collective Bargaining - Variety is key!

Hot Shot - You and your colleagues can look through all unselected work orders. When you decide where to place the new work orders they will be face down unless there are no work orders already in that location.

Groundhog Day - If placed at a location with a work order already face up it is placed face down.

Malfunctioning Roundhouse - A rotation means one tick in that direction. Rolling a 3 would move the board 3 positions clockwise, not 3 full rotations.

Business is Booming - Business = \$\$\$

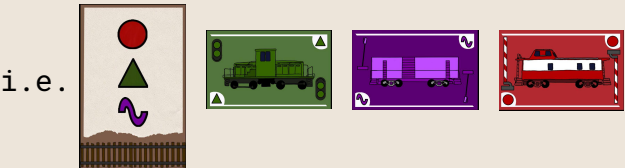
Low-Maintenance Clientele - Work orders are easier to complete, but you have more. Good luck!

Barricade Mania - Barricades will move more often. They will stay in the same track area, but may move position.

Ending the Game:

During the game it is the goal of the workers to sort train cards to matching work orders. All work orders must be complete by the **end of turn 24**. To complete an objective you must push train cards onto a work order to match the colors that appear on the work order. **Each color corresponds to a symbol which appears on every train card.**

The order that the trains are pushed onto a work order **do not matter**. Train cards can be pushed onto the work order one card at a time, or all at once.



If all work orders are completed by the end of turn 24 then you win! You have saved the roundhouse!

If all work orders are not complete then the roundhouse was not able to recover in time and will be shut down.

If the supply deck runs out and you do not have the train cards needed to complete the work orders then you will fail at saving the roundhouse.

Use everything you can to make sure the roundhouse gets back on track. Work together to complete the work orders and save the day!



Competitive Variant

Who's going to be employee of the month? It all depends on who can hit their quota the fastest!!!

As an alternate way to play, you can compete against your colleagues to earn the honorable title of "Employee of the Month"! Perks include: Bragging rights. . . And that's enough!

Setup Changes:

Each player will need to choose a work order location to be their "scoring area". This is the area you will need to push cards into to complete your work orders.

When passing out work orders you will be assigning work orders to different players instead! Each player will be passed **two work orders** at the start of the game. These work orders are hidden, so don't show your competition!

Train cards will start the game all face up after they have been placed around the board.

Actions:

There will be an additional action:
New Work Order!: Draw two new work orders, return one work order from your hand to the work order deck.

There is a **maximum hand size of 3 work orders** at a time. Once one is complete you can draw more!

Winning the game!:

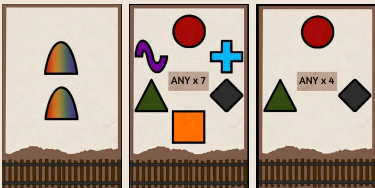
Each work order is worth company credit (points) **equal to the number of train cards** needed to complete the order.

Exceptions:

The x2 Rainbow card is worth 6 points

The Any x7 card is worth 5 points

The Any x4 card is worth 3 points



To win you will need to amass enough company credit! The first person to receive 10 or more company credits will be the new employee of the month!

Additional Rule Changes:

The **turn tracker** will no longer decide the end of the game. Still use the turn tracker to know when to draw a new **Industrial Event**. If you reach turn 24 and the game is not over, move the tracker back to turn 1 and start counting up again! (You may end up with more than 1 Industrial Event in this game mode)

Industrial Events: Take out all industrial events that add work orders around the map (or you can leave them in and ignore the additional work order effect)

Event cards that would **swap work orders** will instead cause you to draw a new work order and discard one of yours.

In this variation, when the **supply decks run out** you will shuffle the discard pile and split it into two new decks.

To **complete work orders** you will need to assign train cards to work orders when they are pushed off the board!

i.e. When you push off a train card into your area, you will need to **place it with the work order** that the train card is helping complete. The work order will remain hidden until completed

You may have **multiple work orders** in progress at once. Remember, you may have to swap work orders which would cause you to lose stocked up train cards!

Credits and Thanks:

Thanks to Helen E. Zoss for her amazing art and dedication to the cause!

Thank you to the dev team for creating such a fun and amazing game!

CHOO !!

CHOO !!

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