

RailRoder Re-imagined.

RRR is fresh look at Waddington's original 'Railroader' game from 1963. It's design was of its time in the style of 'roll and move' The main recurring decision was whether to roll one die to build more track or two to move the train towards the end of the track (the railhead). The jeopardy in each case was sabotage to the track or derailment if the train ran out of track. Coloured track spaces offered chance events from a 'Chance' deck and other predetermined events.

What's New?

This update of the game keeps the same ultimate goal to reach Buffalo Creek at the other end of the board from the starting location. Instead of progressing by rolling of dice players construct a deck and play cards from it:

- to create a gang of workers to build track,
- to support the workers with supplies,
- to prospect for gold to hire workers and buy supplies,
- to protect workers them from outlaws,
- to fuel the train with water
- to sabotage rivals whose track has become a little over-extended .

As well as workers the cast of characters includes:

- Prospectors to find gold to help fund the journey,
- Engineers (expert drivers) to lower the risk of derailment,
- Scouts to find supplies at the railhead,
- Deputies to protect workers from outlaws,
- A saboteur to delay the progress of rival railroads,
- Outlaws also up to no good.

The simple deck building mechanism used is not new. Cards can be played from a player's hand to carry out actions or to acquire other cards from a market at the location of the train. Cards acquired go into a player's discard pile to resurface later as is common in deck-building games.

The general discard pile for the market is called 'the prairie'. It can be searched when playing certain characters. The Scout can search for supplies that are delivered straight to the 'railhead' (end of the track). The prospector can search for gold to add to a player's discard pile. Water can be bought from the 'market' or also found on the prairie when a train's engine comes to rest on a river. The prairie is searched for a 'Water' card which is retrieved without cost and placed in the player's discard pile.

Outlaws may unexpectedly choose their moment to attack the railhead. They may steal supplies and/or cause workers to abandon their camp. Each run through the prairie deck outlaws will appear. As the prairie deck gets smaller the frequency of their appearance increases. Having a deputy along can be helpful on these occasions. A deputies chase the outlaws back out into the prairie. Two outlaws are returned to the prairie for each deputy also sent there.

The Railhead

This is the current end of the track at the start of a player's turn. When the train is on the last piece of track all workers, supplies and deputies played from a player's hand that turn can be left here (on the railhead mat). The railhead can hold up two supply cards and three people (workers and/or deputies) . Supplies feed the workers, deputies protect the workers and workers build the track.

Increasing the number of workers in the railhead gang increases the number of rail sections that can be built to extend the track on subsequent turns. Each turn a player may increase their track by a number of rails equal to or less than the number of workers in the railhead gang. At the end of each player's turn they MUST lose a number of supplies at the railhead equal to the NUMBER of WORKERS IN THE GANG including new workers added during their turn. If there are not enough supplies any workers for which there are no supplies leave the railhead and return to the prairie.

Set up

Each player starts the game with:

A train placed before one of the track images at Junction city.

A 'Railhead' play mat.

4x supplies cubes (to show how many supplies are left once a crate is opened)

A starting hand of 8 cards:-

2x workers

a Scout

a prospector

a Saboteur

a Gold (Value '1')

a 'Supplies' card (Value '4')

a 'Water' card (Value '3')

The Game Deck/Market/Prairie mat is placed within easy reach.

All the remaining cards including the outlaws are shuffled to create the Game Deck which is placed face down on the space marked 'Deck' on the mat. The top three cards are dealt face up to the three spaces marked at the side of the mat. These are the market cards. When players buy these cards they are replaced immediately from the top of the Game Deck. At the end of each round the card furthest from the deck is placed face up on the discard pile, the other two cards are moved away from the deck and a new card from the top of the deck is placed in the space created.

The red dynamite cubes and the one die (only one is used in this version) are also placed within easy reach. The track pieces are also placed in easy reach.

Order of play

Decide who will go first and each round of turns will follow in the same order clockwise.

Each player on their turn MUST perform THREE actions. If at the end of a player's turn they have fewer than three cards left in their hand they pick up ALL the cards in their discard pile to start again with a full hand of all their cards.

Choose 3 actions from these 8 possible actions (in any order):

- Build more track (up to the number workers at your railhead).
- Move your train by playing a water card, rolling the die and moving exactly the total of the two,
- Play a Gold card to buy a card from the Market placing both the gold and the new card on your discard pile.
- Search the prairie for a water card (if the engine of your train is standing over a river). The water card is placed in your hand.
- Send your Scout to search the Prairie for a supply card. Place the supply card on your railhead mat and the Scout on your discard pile.
- Send your Prospector out to search the Prairie for gold placing both gold and Prospector cards on your discard pile.
- Send your Saboteur to place dynamite on another player's track OR to steal an unopened supply crate from their railhead. Place dynamite on the track or take supplies and place the Saboteur on your discard pile.
- Discard ANY card from your hand to your own discard pile or the Prairie without action. If your train is at your railhead cards may be discarded from here (except opened supply crates).

At the end of a player's turn they MUST lose a number of supplies equal to the number of workers at their railhead. If there are fewer supplies than workers lose the workers without supplies.

When a train reaches Buffalo Creek (the engine of the train must be on the last piece of track) play progresses to the end of the round and the game ends.

The winner is the player whose train has reached Buffalo Creek. If two or more trains do this in the last round the winner is the one closest to the end of the track. If there is still a tie the player who was last to reach Buffalo Creek (of the tied players).

Purchasing other cards

To purchase a card from the market cards players must play a number of gold cards equal to the cost of the card they wish to purchase (the number in the black triangle - bottom right). Each card played counts as one action. If the cost of a card is 2 then two cards will be required to purchase it and so 2 actions will be used up. Cards used in this way and cards purchased are all placed in in a player's discard pile.

The purchased card is immediately replaced by the top card of the market deck. At the end of a round the card in the market at the further (bottom) end from the deck is discarded to the prairie and the market is moved down so that a new card from the deck is placed at its top.

What to do when playing each card for its effect (rather than discarding)

Worker

If your train is at the railhead place the worker card on your Railhead mat. In future turns you will be able to build one more section of track as long. If at the end of a turn there are not enough supplies workers without supplies will leave and head off back to the prairie.

Supplies

If your train is at the railhead place the Supplies card on your railhead mat. Use the supplies cube to keep track of the number of supplies left in the crate once it has been opened. An 'opened' crate is one that has had some of its supplies used on a previous turn.

Deputy

If your train is at the railhead place the Deputy card on your railhead mat. The deputy will protect two of your workers and supplies from attack by outlaws.

Water

Move your train the number of spaces equal to the sum of the value of the water card played plus the result of rolling the D6 die. Discard the Water to the prairie. If more than one water card is played each card counts as one of your three actions. The die is only rolled once however many water cards are played.

Scout

Search through the prairie and select one Supplies card. Place the card on the Railhead mat. Return the scout to your deck's discard pile.

Prospector

Search through the prairie and select one 'Gold' card and add it and the prospector to your deck's discard pile.

Engineer (skilled engine driver)

You may modify your train's movement by a number of spaces between -2 to +2. Discard the Engineer to your deck's discard pile. Play with a water card to modify normal train movement (water card plus die roll) or on its own to move your train back 1 or 2 or forward 1 or 2 spaces.

Gold

Only used to purchase more cards. Place your purchase and gold cards used in your deck discard pile. If more than one gold card is used each card played uses up one of your three actions.

Saboteur

If your engine is resting over a river you may play the saboteur from your hand to EITHER place dynamite on a rivals track laid over a river or red space OR steal an unopened case of supplies

from a rival's railhead that is over a river or a red space. Dynamite must be placed ahead of a rival's train to limit its movement to one roll of the dice (no water cards) until the train reaches the dynamite. An exact roll is not required when reaching the dynamite. Other actions may still be taken.

Outlaws

At the start of the game three outlaw cards are shuffled into the market deck. When each is revealed place it to the side of the board and select the next card to take its place in the market. When an outlaw is revealed the outlaws attack the railhead of any player whose engine is on a red square. Starting with the player whose train is furthest from its railhead and then progressing clockwise. In the case of a tie the player whose railhead is furthest from a garrison. If there is still a tie the player whose turn is earliest in the round is attacked first. The more outlaws at the side of the board (1,2 or 3) the more damage they will do. One outlaw (see card) takes an unopened crate of supplies from each railhead rather than attacking the workers. The other two outlaws each cause one worker to flee (return to the prairie). If there is a deputy at a railhead under attack two outlaws and the deputy may be returned back to the prairie. If a player decides not to use the deputy to defend workers the outlaws continue with their attack as described above. It is possible that all the outlaws have been eliminated before all the railheads are attacked.

When the prairie is shuffled to create a new market deck all outlaws are shuffled back into the market deck.

Ambush

As in the original rules, when a train ends its move on a purple space it is ambushed. The cavalry is despatched from the last garrison passed (white space). A blue 'Cavalry' cube is placed on the garrison space and the die is rolled to move the cube towards the train. Each subsequent move one action must be used to roll the die to continue to move the cavalry cube towards the train. When the cavalry reaches the train the ambush is over and the train may move from the next turn.

Original Contents

The Railroader board, trains, track, red dynamite cubes and one die.

Additional Contents

64 cards (these will be the main driver of the gameplay replacing the dice and the chance cards in the original game)

4 Train mats

4 Railhead mats

4x cubes to represent the cavalry

16x cubes or counters to keep track of supplies in opened crates