

SPK™

COMPONENTS

1 game board



12 Cargo tokens



12 Commodity price chips



4 High Score tiles
used if players go past high score on board



3 Time Cards



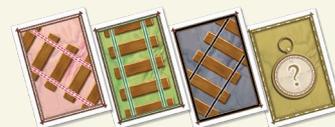
36 Contract Cards



36 Route cards



60 Rail Cards
10 each of 6 colors



12 Delivery Markers



180 Tracks
45 of each color



4 Locomotive pawns



4 Score pawns



4 sets of Train Cars in 4 colors. Each set consists of:

3 Locomotive Tokens



3 Coal Tender Tokens



3 Freight Car Tokens



4 Player Aid cards



GAME SUMMARY

You are a railroad tycoon creating a network of rails for your new train line covering the Eastern United States. Build rails to connect cities and collect money as you expand your network. Upgrade your engines, tenders and railcars to transport freight faster and farther. Complete contracts and routes for big payoffs! In the end, whoever ends up with the most money will be the true king of the rails!



SETUP

- 1 Place the board in the center of the table. Place the Time cards face-down on their spaces on the board. Flip the top one up to indicate you are in Round 1.
- 2 Shuffle the Commodity chips and place them randomly face up in the boxes in the Commodity Market space on the board. Note that there are three rows – valued at 1, 2 and 3.
- 3 Give each player all of the Train pieces in their color: Tracks, Locomotive, score pawn and Train Car tiles. Place the Score pawns for each player on the '\$0' of the score track.
- 4 There are 36 double-sided Contract cards – 6 different contracts for each of the 12 commodities. Randomly take one of each type (12 cards) and shuffle them. Deal them out equally between the players. Whichever side is dealt face up to a player is the side they must use. Place all unused Contract cards back in the box.
- 5 Give each player the matching Cargo tokens of the Contract cards they received. Place them on the corresponding Contracts. Give each player 1 Delivery marker per contract.
- 6 Shuffle the Rail cards and choose a player to go first. (*When playing with only two players, remove 3 of each type of rail from the deck before starting.*) Each player receives five Rail cards. The Starting player now chooses one Rail card from his hand to give to the player on his right. Players play in clockwise order beginning with the Starting Player.
- 7 Deal four Rail cards face up to the table as a drawing tableau. Set the remainder of the Rail cards face down beside the tableau to be the draw deck.
- 8 Shuffle the Route cards and deal one face down to each player. Players will score a bonus at the end of the game for connecting a route from the city at the top of the card to at least one of the other cities on the card.
- 9 Each player, in clockwise turn order, places his Locomotive in a city of his choice. It is okay for 2 or more Locomotives to be in the same city.
- 10 Each player sets up their starting train by connecting the Locomotive with one arrow, to the Tender with two cards and one Freight Car.



EXPLANATION OF TRAIN TILES

During the game you can upgrade the three parts of your train



SPEED: How many spaces your train may move on a turn. It is indicated by the arrows on your Locomotive and starts at 1.



POWER: How many cards you can draw when you choose to draw Rail cards. It is indicated by cards on your Coal Tender and starts at 2.



CARGO: The number of Freight cars attached indicates the limit of how much Cargo your train can carry. Each Freight car can carry one Cargo. You start with only one Freight car. You may always dump Cargo at any time to make room for new Cargo. Dumped cargo gets placed back onto the Contract card.

EXPLANATION OF TRAIN MOVEMENT

Your locomotive on the board represents your train and it is either:

- At rest in a city space, or
- Traveling on the tracks between city spaces.

At the start of your turn, if your train is currently in motion (i.e., on a piece of track, not in a city), you may move your train on the board. This is a '**Free Train Movement**', and does not count as an action. How far is based on the train's speed, which equals the number of arrows shown on your Locomotive tile. Move your locomotive pawn from zero spaces (idling) up to a maximum # of spaces = to the number of arrows on your Locomotive tile. One piece of track or a city is considered to be one space.

IMPORTANT! You may move your train on your tracks only.

When you move your train into a city...

- You may deliver a Commodity if possible.
- The train stops and must be restarted on this or a subsequent turn by using the Set Train In Motion action before it can move again.

SPECIAL CITY-SKIPPING RULE: If a train's next move would put it in a city, a player may skip that space and move their train past it to the next track (assuming there is one). This allows the train to keep moving on the next turn. Remember, any train that starts its turn in a city must use a movement action to set it in motion again.

EXPLANATION OF CARGO LOADING AND DELIVERY

LOADING

Each city has a commodity icon. This is the **ONLY** type of Cargo that can be picked up from this city. When your train is in a city, you may **LOAD** one of your Cargo tokens if it matches that city's Commodity. At any time before leaving, move that Cargo token from your Contract onto an empty Freight car in your train. You are allowed to dump a Cargo token in order to make room for a new one. Place the dumped token back on the corresponding Contract in front of you.

DELIVERY

The Contract cards show the money that you will earn by delivering a specific commodity to a specific city. If you have this token on your train when your train is in that city, you may immediately Deliver it. Choose whichever city suits you best, but note that you may only score for **ONE** city on that Contract card. Place the Cargo token back in the supply and score the specified value on the score track. Place one of your Delivery Markers over the city you delivered to on your Contract card. This is to serve as a reminder that **YOU** cannot deliver anything else to that city from any of your remaining Contracts. Other players can still deliver to that city if they have not already done so.

VERY IMPORTANT! Each player may only deliver **ONE** Cargo to any given city in the course of a game. Example: If you have a Contract card that awards you \$9 for delivering **FRUIT** to Topeka, and another Contract card that awards you \$11 for delivering **COWS** to Topeka, you may only select Topeka as a destination for one of them.

PLAYING THE GAME

On your turn, if your train is NOT in a city, you may use the Free Train Movement (see page 4). Next, you MUST do 1 of the following Actions:

- A. Draw Rail cards**
- B. Construct a path using your Rail cards (Commodity scoring)**
- C. Set train in motion**
- D. Movement Boost (one extra space)**
- E. Upgrade train (Speed | Power | Freight)**

A. DRAW RAIL CARDS

Draw Rail cards from the face up cards and | or the deck. You must draw from 1 up to the total number of cards indicated by your Coal Tender. Once you have taken all of your cards, refill the face up cards to four if necessary. If you pick the last card of the deck, flip the next Time Card to indicate the next round and reshuffle (see Rounds, page 7).

B. BUILD RAILS and Commodity scoring

Players who have run out of tracks cannot choose this Action. They must complete the game using their existing network.

Use the Rail cards in your hand to place tracks on the board. *You can only ever lay tracks directly connected to your personal network.* At the beginning of the game, your network consists solely of the location of your train. When building track, you must always make a complete connection to a new city from your network. You may branch off of any city or junction touched by your track.

Illegal build!
Cannot build branch off other player's track.

Illegal build!
Doesn't connect to city.

Jenn played these cards to build these two tracks.

Dan played these cards to build this branch off his line.

WILD
(see Page 6.)

Each card you play must match the corresponding colored track on the board you wish to build. Any cards used in this way are discarded face up in a pile next to the Rail Deck.

WILD: Multiple Rail cards of the same type may be used as WILD cards. The number of cards you play of the same type **trades in for one less** than that many cards of another type of your choice. You may trade in multiple WILD sets in one turn.

Example:

2 Solid White Rail cards = 1 Rail card of the type of your choice,

3 Dotted Blue Rail cards = 2 Rail cards of a type of your choice and so on...

COMMODITY SCORING: Check the value of the commodity provided by the new, connected city as indicated by the Market on the board. It will have a value of \$1, \$2 or \$3. Immediately score those points on the score track. The price for that commodity then changes to \$1. If the chip is on the \$3 or \$2, move that commodity chip down to the \$1 row. Move the other chips in that column up to fill the empty slot. No other columns are affected.



EXAMPLE: Jenn connects her rails to Norfolk and scores PIGS. She collects \$3 on the score track and shifts the PIGS commodity chip down to the \$1 slot. The other two chips shift up one spot each.

C. SET YOUR TRAIN IN MOTION

If your train is currently in a city, you may set it in motion and move it along your tracks. The number of rails moved is equal to the speed indicated on your Locomotive. You may Load (see page 4) a Cargo token before leaving the city. If you move your train into a city, you may Deliver a Cargo (see page 4) if possible.

D. MOVEMENT BOOST (one space)

If your train is currently sitting on a track space, you may move it forward exactly one space regardless of your train's speed. This can help you to get your train into a city so that it may deliver or pick up a Cargo.

E. UPGRADE TRAIN

To upgrade your train, simply switch out your Engine or Tender for the next higher value or add a Freight car. Each type may be upgraded twice. The first upgrade costs \$3. Subtract 3 from your score immediately. The second upgrade of the same car type costs you \$5, again deduct 5 from your score immediately. You are only allowed to upgrade one item per turn and only increase it one level per turn.

GAME ROUNDS & TIME CARDS

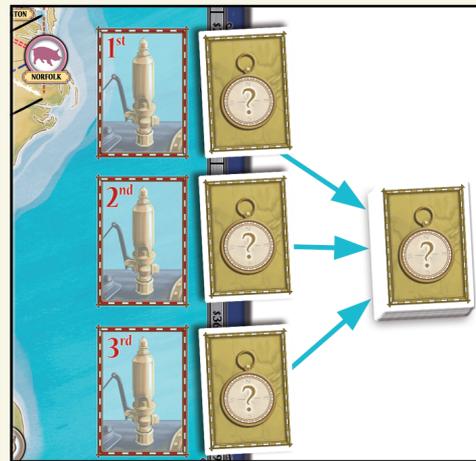
Whenever the Rail card deck is exhausted, a Round ends. Flip another Time Card face up to indicate Round 2. When Round 3 begins, all 3 Time Cards will be added into the Rail deck.



ROUND 1



ROUND 2



ROUND 3

At the end of the first and second Rounds, shuffle any remaining face up Rail cards with the discards, and replace the deck. Flip up four new Rail cards. If a player was still drawing cards, they get to finish their draw.

At the beginning of the third Round, split the Rail deck into halves. Shuffle all three Time cards face-down randomly into one half, then place the other half of the deck on top of that to form the final Rail deck.

If a player draws a Time Card, place it face-up on the board and immediately draw a replacement. *Once the THIRD TIME CARD is revealed*, the game ends immediately.

GAME END

The game is played over three Rounds. The game ends immediately during ROUND 3 when the third Time Card is revealed from the deck.

SPECIAL ENDING CONDITION - In the unlikely event that, at the end of his turn, a player (a) has placed all of his track, and (b) has exhausted his delivery options, then each other player will get one more turn and the game will end.

Players now reveal their Route cards. Players score this card only if they have track touching the Start City at the top of the card. Score the full value of the highest value city reached with their rail network. Additionally, score one point for every other city on the Route card directly connected via that player's rail network to the Start City.



Example: Jon's rails start in Indianapolis, connecting to Raleigh, Columbia, Jacksonville and Tampa. He scores \$9 total. 6 for Tampa plus 3 for the other connected cities.

Whichever player has the most money wins. If tied, the player with the most connected cities wins. If still tied, whoever has the most un-played track remaining wins the game.

ADVANCED PLAY

For a more strategic experience, try these changes to the setup.

- When dealing out Contracts, allow players to select which side of each card to use to make up their set of Contracts.
- Deal out two Routes and allow players to select one to keep as their Route card. Discard the other Route card to the box.

CREDITS

Game Design Stephen Glenn

Illustrations Pedro Soto

Development Frank DiLorenzo

Graphic Design Pedro Soto, Jenn Vargas

Editors Frank DiLorenzo,
Russell Grieshop

Special Thanks! to the following playtesters for meritorious suggestions and tweaks.

Brad Fuller, Evan Derrick, Matthew Haase, Bill Martinson, George Cummings,
Aaron Medvick, Isabel Pinaud, Jon 'Routes' Pessano, Joseph 'Tracks' Rose.

SPECIAL THANKS FOR INSPIRATION!

to

Darwin Bromley, Bill Fawcett and Alan Moon

www.RnRgames.com

©2014 R&R Games, Inc. All Rights Reserved

