

# Alan R. Moon TICKET TO RIDE TRACK SWITCHER

## Welcome to 1900, the Age of the Locomotive!

Railways connect every major city in the country, allowing people to travel considerable distances in just a few days. Trains are more popular than ever before and the railyard continuously bustles with activity as engineers and yard workers scramble to move cars onto their departure tracks.

As a Railyard Manager, YOU have an essential role to play...

By directing locomotives and shifting train cars into their correct position, you can ensure that every train departs on time. Make sure to plan accordingly, though train cars are rarely in the right place at the right time, and the clock is ticking.

– All aboard!

## CONTENTS

- ◆ 1 Track Board with Tray
- ◆ 1 Rulebook
- ◆ 40 Route Cards
- ◆ 1 Railyard Guide
- ◆ 2 Locomotives
- ◆ 2 Broken Tracks
- ◆ 5 Cars (1 red, 1 green, 1 yellow, 1 blue, 1 black)

## YOUR GOAL

Successfully conduct Locomotives and Cars to their correct routes using as few moves as possible.

## SOLVING A ROUTE CARD

A Route Card is **solved** if you manage to place all Locomotives and Cars on the required positions, without exceeding the number of moves allowed for this card.

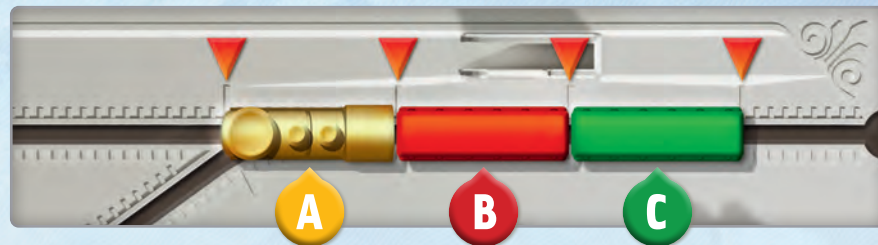
## SET-UP

Choose your difficulty level and take a Route Card of the matching color (see below). Place any Locomotives, Cars, and Broken Tracks onto the Track Board so they match the Route Card's starting positions. You are now ready to conduct!

## PLAYING THE GAME

### Track Lines

Track Lines indicate how many Locomotives and Car can fit on a track. Only one Locomotive or Car can fit between each Track Line.



*Example:* Locomotive A, Car B, and Car C all end their Move between Track Lines

### Broken Tracks

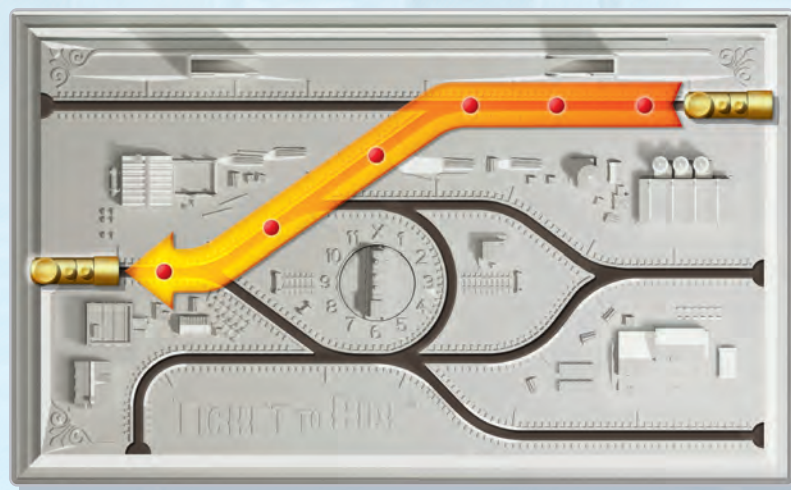
Broken Tracks block access to sections of the Track Board. Once placed during Set-up, they cannot be moved, Coupled, Pushed, or moved through.



### Move

Remember that you want to complete the Route Cards in as few moves as possible.

Choose one Locomotive on the Track Board to move either forward or backward along a track. You cannot move a Locomotive or Car off the Track Board during a move. If two Locomotives are on the Track Board, you must choose which one to move.

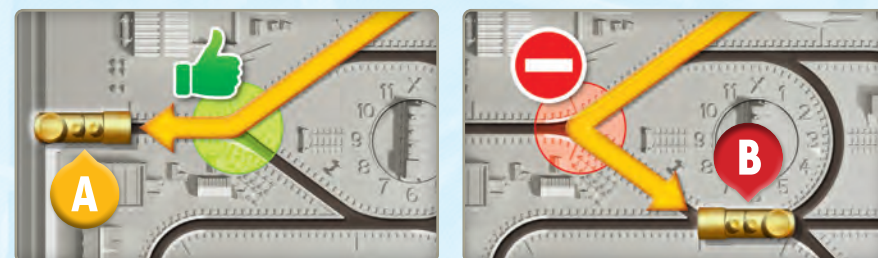


*Example:* Angela moves the Locomotive forward from one end of the Track Board to the other end of the Track Board and stops between Track Lines. This is one move.

### Continuous Movement and Sharp Turns



All moves must be made along one continuous track. You cannot make a **sharp turn** (< 90°) during a move.



*Example:* Locomotive A continues along a continuous track during its move, which is allowed. However, Locomotive B makes a sharp turn during its move, which is not allowed.

### Difficulty Levels

#### Beginner



Route Cards #1 to #10

#### Intermediate



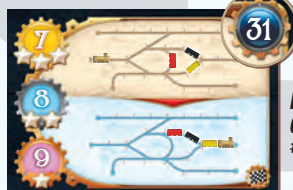
Route Cards #11 to #20

#### Advanced



Route Cards #21 to #30

#### Master



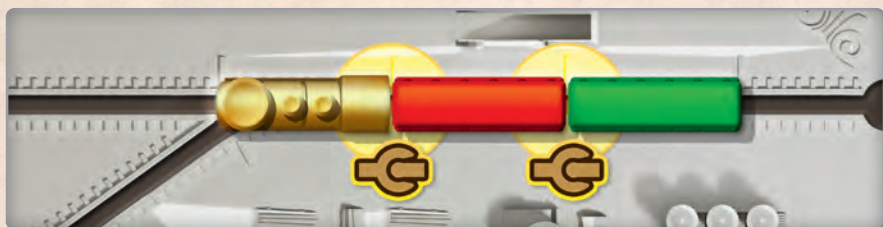
Route Cards #31 to #40



## Couple



Before or after moving a Locomotive, you can Couple the Locomotive (or its last Coupled Car, if any) with a Car or Locomotive that occupies the Track Line that is directly **behind** it. All Coupled Cars and Locomotives can now move with the Locomotive.



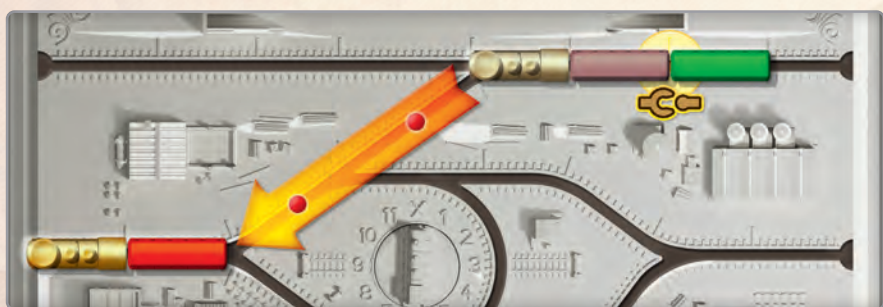
**Example:** Before Angela moves the Locomotive, she Couples it with the red Car and the green Car. She may now move the red Car and the green Car along with the Locomotive.

Coupling a Car or Locomotive is free. It does not count towards the maximum number of moves needed to solve a Route Card.

## Uncouple



Before or after moving a Locomotive, you can Uncouple any Coupled Cars or Locomotives. You can now move the Locomotive without the Uncoupled Car(s) or Locomotives.



**Example:** Before Angela moves the Locomotive, she Uncouples the green Car then moves forward with the red Car still Coupled.

Uncoupling a Car or Locomotive is free. It does not count towards the maximum number of moves needed to solve a Route Card.

## Stop

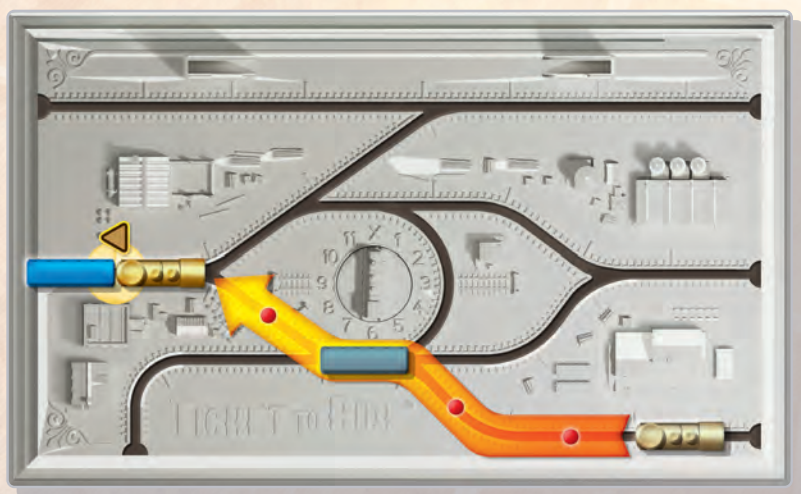


Once you stop a Locomotive, that counts as one move towards the maximum number of moves on the Route Card. All Locomotives and Cars must stop between Track Lines. There can only be one Car or Locomotive on a space between Track Lines.

## Push



When moving a Locomotive forward or backward on a track, you may Push any Cars or Locomotives on the track in the same direction as the Locomotive.



**Example:** Angela moves the Locomotive forward and Pushes the Blue Car to the end of the track.

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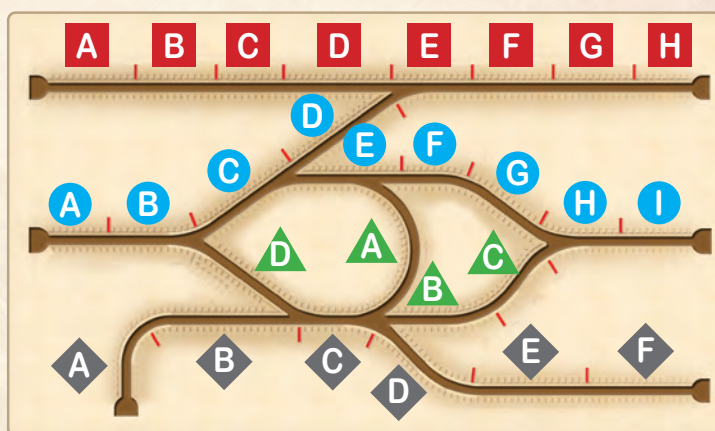
## SKILL RANK

Your Railyard Skill Rank depends on the number of moves that you used to complete a Route Card:



## THE RAIL YARD GUIDE

The back of every Route Card gives you the solution to obtain the Yard Master Rank. This is called the Rail Yard Guide.

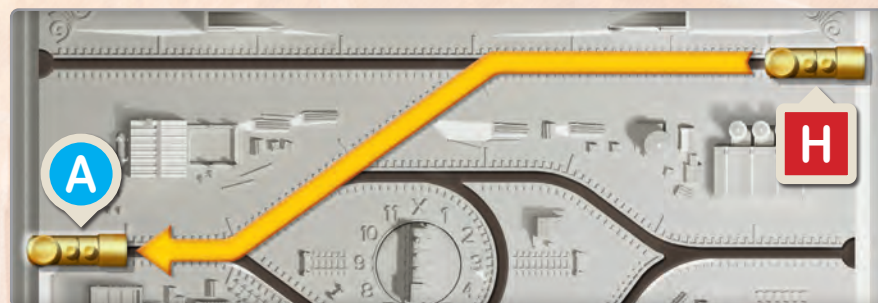


- |                   |  |   |
|-------------------|--|---|
| <b>Move</b>       |  | Move a Locomotive forward or backward along the track.  |
| <b>Push</b>       |  | When moving forward or backward, push one or more Cars or Locomotives in the same direction.  |
| <b>Couple</b>     |  | Before or after moving a Locomotive, connect it to any number of adjacent Cars or Locomotives behind it. Coupled pieces move with the Locomotive. |
| <b>Uncoupling</b> |  | Before or after moving a Locomotive, disconnect it from any number of Coupled Cars or Locomotives.  |
| <b>Stop</b>       |  | After moving, all Locomotives and Cars must stop between Track Lines. Rotate the Turn table one space.  |

Each move that the Locomotive(s) need to make shows a starting position and a destination.

Every Track Line is identified by its own shape, color, and letter.

**Example:** Angela wants to see the solution to a Route Card and looks at the back of the card. The first move shows the Locomotive start position between Track Line H and ends on A. That is the first move Angela needs to make to solve the Route Card.



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