

Paperclip Railways: Freight Expansion

The PCR: Freight Expansion has five Ship Cubes cards, one in each player colour, and this rules sheet.

Preparation

Create the stations deck as usual, but keep aside the 11 cards that include the End of Line card. These 11 cards will form the bottom of the stations deck.

Take the Ship Cubes cards in the colours of the participating players. Return the others to the box, as they won't be used.

Create a number of face down piles of station cards equal to the number of players. The piles should be roughly the same size.

Shuffle the Ship Cubes cards. Take one of the Ship Cubes cards and, without looking at it, put it underneath one of the piles. Put that pile to one side. Then shuffle one Ship Cubes card into each of the other piles of cards, and place each of those piles in turn on top of the 11 cards with the End of Line card in them. Finally put the first set aside pile face down on top of the stations deck.

The Ship Cubes cards are therefore spread relatively evenly throughout the stations deck, with the End of Line card somewhere in the last eleven cards.

When a Ship Cubes card is drawn

Whenever a player draws a Ship Cubes card, set this card aside face up. The player who drew the card completes their draw cards action and also draws a replacement for the Ship Cubes card from the top of the stations deck. Then pause the game and enter the Freight Phase (see below).

When the Freight Phase has finished, remove the Ship Cubes card from the game and continue the game from the player to the left of the player who drew it.

Freight Phase

Starting with the player using the same colour as the set aside Ship Cubes card, each player in clockwise order must take one cube of their colour from any station in play and, tracing a continuous path of links, move it to EITHER:

- any other station with at least one capacity (note that Metropolis can contain only one cube per player); OR
- the Starting City of the same colour as the set aside Ship Cubes card, regardless of its capacity.

The Freight Phase ends when each player has moved one cube. Players must move one of their cubes if possible. If this is not possible, skip that player for this Freight Phase.

Scoring in the Freight Phase

Players other than the owner of the moving cube score 1 point for each of their links (not clips!) used by the cube on its journey. The player with the same colour as the moving cube does not score for using his or her own links.

If the moving cube ends up in the Starting City of the same colour as the set aside Ship Cubes card, then the player who owns the cube scores 2 points and returns that cube to his or her supply.