

SWITCH and SIGNAL



Switch & Signal

CONTENTS

PAGE 2

Components
Setup

PAGE 3

Setup Illustration

PAGE 4

Playing the Game
Dispatcher

PAGE 5

Actions
Rules for Moving Trains

PAGE 6

Ending the Game
Advanced Play

This is the playtest edition of *Switch & Signal*. Fonts used in this manual include Baskerville and Gill Sans. This game was carefully crafted to ensure its color-blind friendliness through the unique design appearance of each game component.

A cooperative game of railway operation



30 - 45 minutes



ages: 10+



1-4 players

*In **Switch and Signal**, you take the role of engineers, signalmen, switchmen, and yardmasters working together to safely load trains with cargo, navigate a congested railway network, and deliver the cargo to a port city.*

Object of the Game

The goal of *Switch & Signal* is to move trains to production cities, load cargo onto trains, and move loaded trains to the port city. Switches and signals are used to guide trains along routes and avoid crashes. For every train that reaches the port, you gain a Victory Point - you win the game by gaining 10 Victory Points. You lose the game if you run out of cards.

CREDITS

SWITCH & SIGNAL CREATED BY

David Thompson

PLAYTESTERS & ADDITIONAL DEVELOPMENT

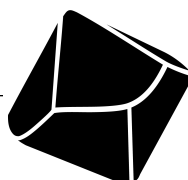
Joe Kutner, Matt Blackmon, Dan King, Georg W., Cameron McKenzie, Ghislain Leveque, Roel van der Hoorn, and Brad Pfeiffer

ART & GRAPHIC DESIGN

David Thompson with source art from the Noun Project and gameicons.net

COVER PHOTO

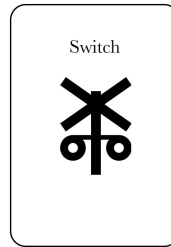
Bill Gustason



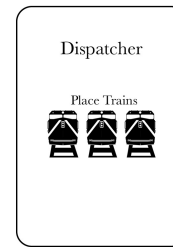
Digital
Capricorn
Studios

Components

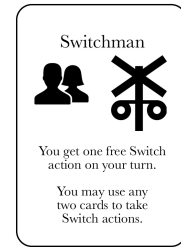
- 1 Game Board
- 104 Cards
- 2 Dispatcher Cards
- 4 Railway Occupation Cards
- 1 Victory Point Marker
- 15 Empty Train Tokens
- 10 Loaded Train Tokens
- 11 Signal Tokens
- 26 Switch Tokens
- 11 Starting City Tokens
- 2 Six-sided dice



Cards (104)



Dispatcher Cards (2)



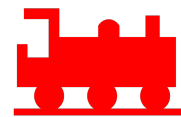
Railway Occupation Cards (4)



Victory Point Marker (1)



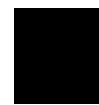
Empty Train Tokens (15)



Loaded Train Tokens (10)



Signal Tokens (11)



Switch Tokens (26)



Starting City Tokens (11)

Setup

Place Game Board

Place the game board in the center of the table.

Shuffle Cards

Sort the 104 cards into five decks, according to the circled number on the card. Add the Dispatcher cards into the appropriate decks. Shuffle each of the decks separately, then stack the decks on top of each other, in order, with the 5 deck on the bottom and 1 deck on top.

Sort Train Tokens

Sort the train tokens into two supply piles: an Empty Train token supply and a Loaded Train token supply.

Place Signal Tokens

Place five Signal tokens on the game board as depicted in the setup illustration. Place the remaining six Signal tokens in a pile near the game board.

Place Switch Tokens

Place all 26 Switch tokens on the game board as depicted in the setup illustration.

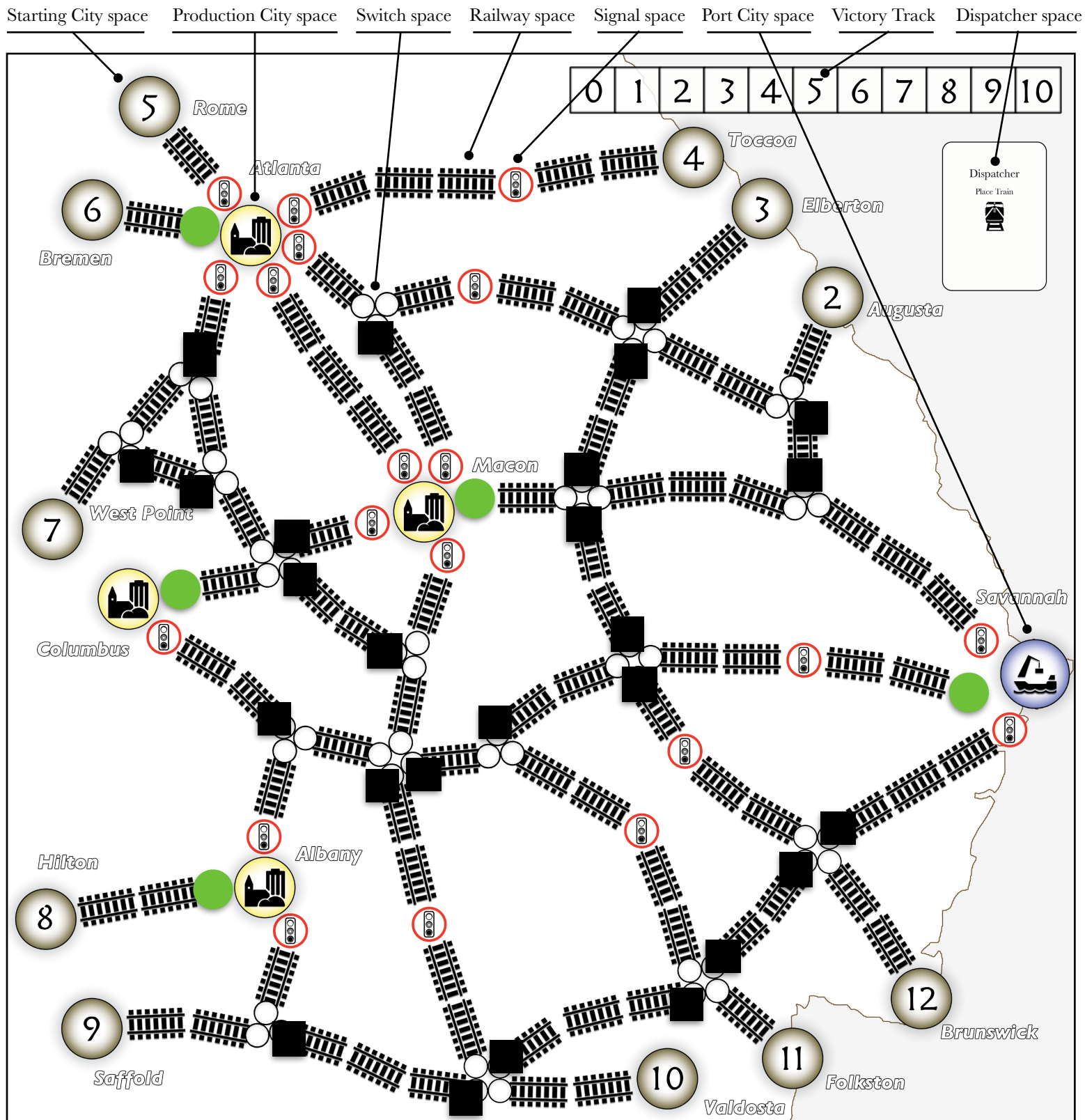
Deal Railway Occupations

Choose or randomly select a Railway Occupation card at the beginning of the game. The Railway Occupation card grants you special abilities as specified on the card.

Place Victory Point Marker

Place the Victory Point Marker on the 0 space of the Victory Track.

Setup Illustration



Place 5 Signal tokens  and all 26 Switch tokens  on the game board according to the illustration above.

Playing the Game

THE GAME TURN

Each turn consists of four phases:

- Place Trains;
- Draw Cards;
- Play Cards;
- Advance Trains.

Place Trains

Check the Dispatcher space to see how many trains are placed at the beginning of a turn. For each train, roll two six-sided dice and add the numbers. Place an Empty Train token from the supply onto the Starting City space with the corresponding number. If a train token is already on the Starting City space, roll again.

If the Empty Train token supply is empty, discard 1 card from the deck for each train that cannot be placed. If a discarded card is a Dispatcher card, place it in the Dispatcher space instead and draw a new card to discard in its place.

Draw Cards

After new Empty Train tokens have been placed, draw enough cards to bring the total number in your hand to six. If the deck is exhausted and you cannot draw at least one card, the game is over and the you lose.

Play Cards

There are four types of cards: Move Train, Signal, Switch, and Load Freight. You can use these cards to take corresponding actions. Additionally, you can use any two of the same card to take any action. For example, you can use a Switch card to take a Switch action. If you do not have a Switch card but have two Move Train cards, you can use the two Move Train cards to take a Switch action. After cards have been used, they are discarded. You can use as many or as few cards as you want on your turn.

For more information on the actions you can use by taking actions, see *Actions (p. 5)*.

Advance Trains

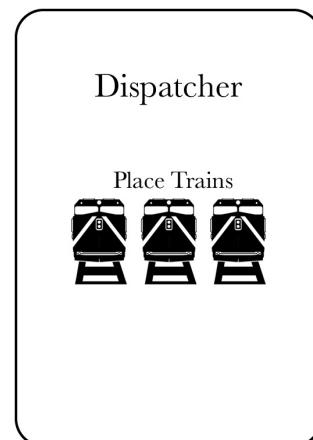
After you have played your cards, advance each train token (one at a time, rolling for each) on the game board as follows:

- Roll the two six-sided dice and use the lower result;
- Move the train token that number of spaces, or until it is forced to stop, and flip the train token to its side to indicate it has advanced;
- Complete this process for each train on the game board;
- Flip all the train tokens back up.

For more information on how to move Trains, see *Rules for Moving Trains (p. 5)*.

Dispatcher

In addition to the four types of normal cards, there are two Dispatcher cards. When a Dispatcher card is drawn, immediately place it face up on the Dispatcher space on the game board. Drawing a Dispatcher card does not count as one of your cards for your draw. The Dispatcher card determines how many trains are placed at the beginning of a turn.



Actions

MOVE TRAINS

You can use a Move Train action to advance a train by rolling two six-sided dice and using the lower result (as long as the route of the train is not blocked). For more information on how to move trains, see *Rules for Moving Trains*.

SIGNAL

You can use a Signal action to change the location of a Signal token around a city. The Signal token already adjacent to the city is moved to a different Signal space adjacent to the same city. A city must always have one, and only one, Signal token in an adjacent Signal space.

You can also use a Signal action to place or remove a Signal token between two railroad track spaces. There are six Signal spaces on the game board that are located between railroad track spaces. These Signal spaces begin without Signal tokens. Signal actions can be used to place a Signal token on these spaces. Subsequent Signal actions can be used to remove the Signal tokens.

SWITCH

You can use a Switch action to rearrange the Switch tokens on a Switch space. Each Switch space has one or two tracks that are blocked with Switch tokens. A Switch action allows for the Switch tokens to be rearranged into any configuration, but Switch tokens cannot be added to or removed from the Switch space. A single Switch action can be used to reconfigure both Switch tokens on Switch spaces with four associated railroad track spaces.

LOAD FREIGHT

You can use a Load Freight action to load your trains with cargo. When you load freight, replace an Empty Train token on a Production City space with a Loaded Train token. Place the Empty Train token back in the Empty Train token supply.

Rules for Moving Trains

In *Switch & Signal*, trains can move in two ways:

1. You can use Move Train actions, and
2. trains automatically advance at the end of every turn.

Regardless of how a train moves, movement always follows the same set of rules.

SPACES

Train speed is measured in spaces. When moving trains, count railroad spaces and city spaces, but not Signal spaces and Switch spaces.

ENTERING CITIES

When a train enters a city, it stops moving immediately.

ENTERING THE PORT CITY

When a Loaded Train token enters the port city, it is removed from the board, placed back into the supply, and you score 1 Victory Point. If an Empty Train token enters the port city, treat it as a normal city.

LEAVING CITIES

Trains can only leave a city if they began their movement on a city space. Trains on a Starting City space move to the adjacent railroad space. Trains on a Production City space or the Port City space move through the Signal space with the Signal token.

FACING

Trains always move in the direction they are facing. When a train leaves a city, the train changes its facing accordingly.

SIGNALS

Trains cannot move through a Signal space unless there is a Signal token on the space.

SWITCHES

Trains cannot move through a Switch token.

CRASHES

If a train moves into another train, a crash occurs and both trains are moved to the supply. You discard 5 cards from the deck. If any of the discarded cards are a Dispatcher card, place it in the Dispatcher space and draw a new card to discard in its place.

Ending the Game

WINNING THE GAME

You win immediately if you score 10 Victory Points.

LOSING THE GAME

You lose if you cannot draw at least one card from the deck.

Advanced Play

VARIABLE GAME BOARD SETUP

Once you become familiar with the setup for *Switch & Signal*, it is recommended that you use a variable game board setup for the Signal and Switch tokens.

Signal Tokens

You can choose to place a Signal token in any Signal space adjacent to a city. However, as per the normal requirements, a city must always have one, and only one, Signal token in an adjacent Signal space. The six Signal spaces that are located between railroad spaces should start the game without Signal tokens.

Switch Tokens

Switch spaces must start with their typical allotment of Switch tokens (two tokens for Switch spaces with four associated railroad spaces, and one token for Switch spaces with three associated railroad spaces). However, you can arrange the Switch tokens on the Switch spaces in any configuration.

Starting City Tokens (Increased Difficulty)

To increase replayability, you can use the Starting City tokens to randomize the Starting City locations. Shuffle the Starting City tokens and randomly place them on top of the Starting City locations.