



Production


Resources

All industries produce resources at the start of each players turn.

The four primary industries each add one resource token  to their pick-up spot, up to a limit of six raw resource tokens per primary industry.

Secondary industries produce if both of their drop-off spots have resources to consume. Remove one resource from each drop-off spot and add one manufactured resource token  to the pick-up spot, up to a limit of six manufactured resource tokens per secondary industry.

Workers

During the production phase, each worker  contributes one additional resource to that industry. Primary industries with one worker produce two tokens; those with two workers produce three tokens. Secondary industries behave similarly; they consume two (or more) resources from each input to produce two (or more) manufactured resources.

Even with workers, primary and secondary industries stop producing when they reach six output resource tokens.

Alt-1: you select N industries to produce; same generation as above.




Alt-2: Secondary industries consume all input resources immediately. Primary generates as above.

Alt-3: What do workers do?

Construction

Track

Your trains need tracks to run. You may lay track anywhere on the map during construction phase, and can build as much track as you can afford. Your locomotives can only move between connected track sections.

Railway sections are drawn between  pips vertically and diagonally (use wet-erase marker in your color.) Dotted lines  show buildable track segments. You can cross over other players tracks at  pips, but only one player may claim each track segment.

Each route segment has a cost. Laying rail over grasslands costs 1€, blasting mountain passes cost 2€, and bridging rivers costs 3€ per tile. Routes crossing between biomes use the higher cost.

Add a picture showing an existing route and a second player building a new route

Locomotives

In the construction phase, you can upgrade your locomotive fleet to add vehicles, travel further, and carry more.

You start with one locomotive; additional trains cost 10€ each, and you can operate up to five trains. Place purchased locomotives on any pip connected to your rails. You may also sell locomotives for 6€ each.

Each of your trains can move 8 track segments per turn initially; you can upgrade range by one segment/turn for 1€, up to a limit of 20.

Your trains can carry four resources of any type; you can upgrade capacity by one for 2€, up to a limit of eight.

All trains benefit from range and capacity upgrades.




Alt-1: Adjust literally any of the numbers on this page.



Logistics


Movement

During the logistics phase, each of your locomotives may move up to their range (8 plus upgrades) along your rail network to pick up and deliver goods. While moving, locomotives may pass each other, and may end movement on the same pip.

Delivery

You can load or unload any time your locomotive is on a  pip adjacent to an industry. You can unload any resource the industry accepts to drop-off  spots; there's no limit to the number of goods delivered to any drop-off spot. You can load any produced resource from the pick-up  spot (up to your locomotive's current capacity).

You're paid 1€ per raw resource  delivered, and 2€ for each manufactured  resource. You earn one victory point per cent earned.

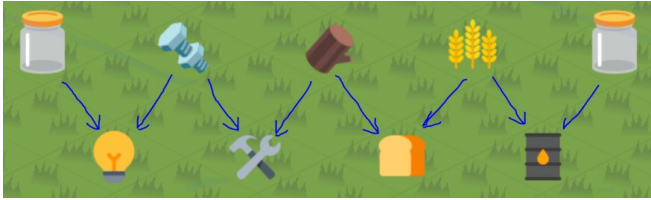
When you drop off a load of three or more manufactured resources in the city, place a worker  immediately on any primary or secondary industry. See **Workers**.

Alt-1: Locomotives load/travel/unload with no distance restrictions. Route construction incentives first movers but no ongoing penalty for bad routes.

Alt-2: Adjust payment for each resource - kinda complicated to track

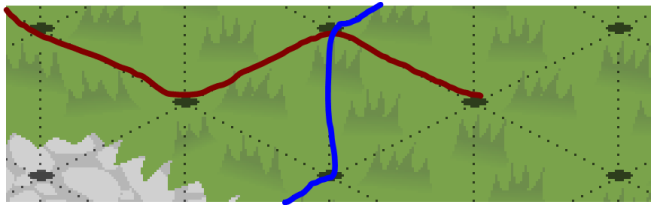
Introduction

Choo Choo has four primary industries, each of which produces a distinct raw resource - wood, metal, corn, and steel. You'll deliver raw resources to factories to create manufactured goods:



Metal and glass builds lights, metal & wood make tools. Corn & wood bakes bread, corn & glass presses to oil.

You and your friends will each build rail networks and run trains to move these goods. Rails follow the dotted segments between pips. Only one player can build on each segment, and players' tracks can cross at pips:



Setup

Each player starts with 10¢ and one train. Place each player's victory point tracker at 0, train speed tracker at 8, and train capacity tracker at 4.

Place 2 resource tokens each at the sawmill, furnace, farm, and glassworks.

The player who has most recently taken a train trip goes first. Play proceeds clockwise around the table. Each turn consists of three stages: production, construction, and logistics.

Alt-1: Track revenue & spending on paper since there's no tracker.

Victory

The game ends one round after a single player connects five of the nine industries plus the city to each other with track segments.

Winner is determined by victory points; in the event of a tie, the winner is the player who built the most track segments.

- Alt-1: First to 100 points. Sudden death isn't fun.
- Alt-2: Deliver a worker to all of the industries
- Alt-3: Fully upgrade your locomotives
- Alt-4: Connect any 6 of the 9 map locations. I like this one. Flavored like India Rails and creates incentive to diversify across factories

Variations

To increase interaction in a two-player game, double wood and disable glass production. Lightbulb and tools factories do not accept any deliveries.

Quick Reference

- 1¢ each on delivery
- 2¢ each on delivery
- 2¢ each on delivery
- 2¢ each on delivery
- + worker if >3 delivered
- 1¢ → grasslands track segment
- 2¢ → mountain track segment
- 3¢ → river track segment
- 1¢ → increase all train speed by 1
- 2¢ → increase all train capacity by 1
- 10¢ → purchase an additional train
- 6¢ → sell a train
- Milemarker pip
- Pickup/dropoff station
- Resource drop-off spot
- Resource pick-up spot

Choo Choo

(working title)



Choo Choo is a game about trains. And taking resources to new places. I hope it's fun.

You and your friends will take turns building a rail network to supply factories and cities with valuable goods.

Along the way, you'll upgrade factories to produce faster, improve your locomotive fleet, and compete to deliver the most valuable cargo.