



Transport Rules

Transport is a strategic tile placing game for 2-4 players, which will have you pulling your (or somebody else's) hair out! Players try to gather packages, ready to be shipped from the warehouse. The problem is, that everybody has to share the same conveyor belt to achieve this goal. Build new sections, tinker with the construction, or use a fork lift to rearrange things in a less subtle manner.. Just watch out you don't get boxed in!

2 to 4 players can play this game (with 4 players there are 2 teams). The object is to have the highest score at the end of the game. Players score points by guiding packages to their Pallets (and then onto their homebases). To do this, the players try to change the construction of the conveyor belt to their advantage.

The game consists of:

- 80 Playing tiles
- 4 homebase tiles
- 20 Package chips
- cloth Bag (to hold the chips)

Setup:

In a four player game, the two players sitting diagonally across each other, play as a team (so turns alternate between teams). The 'starting tiles' (recognisable by a different print on the back) are placed face up in the starting configuration (see below). This is the playing field. Note that the homebases (the isometric representation of the pallets) do not play an active role in the playing field, they are for scoring purposes and to identify which person is playing which color. Every player chooses a color, takes a homebase, and keeps it in front of him/her where everyone can see it. The unused starting tiles are put aside. The rest of the tiles is shuffled and put face down on one (or more) stack(s). The package chips are put into the bag.

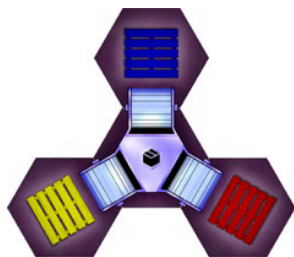
The package chips are put into the bag.

Each player receives 4 tiles in his/her hand.

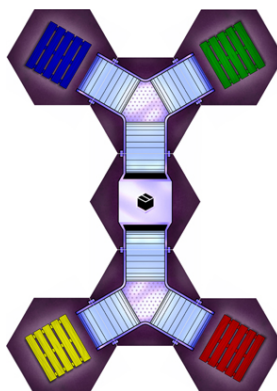
starting configurations:



2 players



3 players



4 players

Turn sequence:

If possible, each player executes all of the following actions in his/her turn:

- 1) Connect a tile from your hand to the playing field.
- 2) Move one of the packages on the playing field.
- 3) Draw a new tile from the stack.

Or

- 1) discard all of your tiles and take 4 new tiles.
- 2) Move one of the packages on the playing field.

The turn passes to the player on the left.

- 1) The player chooses one tile in his/her hand and connects it to the playing field. There are basically 2 types of tiles, Belt and Floor tiles. In the case of Belt tiles, 'Connecting' means: a) placing a tile at an 'open' end of the conveyor belt or b) placing a tile between any Pallet and the rest of the belt (directly in front of a Pallet). This is done by placing the new tile in the position of the Pallet, and connecting the Pallet to this tile. The angle of the Pallet in this new 'extension' is up to you, but tiles already on the playing field can't be moved, so you have to fit it all in. The general rule in 'connecting' is that the tile being placed or moved has to 'fit' in its new position without disturbing the image of the belt. Also, once a tile is played, it stays put, unless you use an icon to move it. Floor tiles can only be connected to a Floor-side of a tile on the playing field (you can't 'cut' the belt with these).
When a tile is connected, and it contains a white icon, the action corresponding to that icon must be executed. If it cannot be executed, the player cannot connect this tile to the playing field. If the player can't play any of his tiles, he / she must choose to discard his/her tiles this turn. This means that the player discards all his / her tiles (the tiles are shuffled back into the stack) and takes 4 new tiles. The player can't play any of these new tiles this turn, he / she must proceed to the next step: moving a package.

The icons and their actions:



Package (18x): A new package chip is taken out of the bag and moved onto the playing field (2 and 3 players: highest number face up, 4 players: lowest number face up) Package chips can only enter the playing field on an empty 'Loading' tile (see 'tiles'). If there are no empty Loading tiles available, a tile with this icon cannot be connected. If there are more than one empty Loading tiles, choose one.



Wrench (20x): Can only be used on tiles with a white icon. Choose any such tile on the playing field (yes, it can be played on itself) and connect it elsewhere. It doesn't matter if this leaves a 'hole' in the playing field, this is actually quite useful (Take note of the 'hex-rule'). It is allowed to move a tile with a package on it.



Fork Lift (10x): Can only be used on Pallets. Move 1 Pallet to an 'open end' of the belt or switch 2 Pallets on the playing field. (Take note of the 'hex-rule').

Hex-rule: Whenever a tile is completely surrounded by other tiles, it cannot be moved by using the Wrench or Fork Lift. To be able to move the tile in another turn, one must 'free' this tile by removing one of the surrounding tiles.

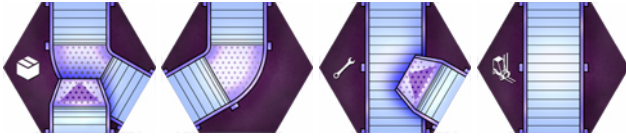
- 2) If possible, the player moves one of the packages (Skip this action if there are no packages or if all packages are 'stuck'). The number displayed on a package is the number of tiles that the package moves (a package cannot be moved across less or more tiles). After moving a package, flip it so the other number is now face up. Packages can only be moved along the belt in one direction at a time (although it can be moved in the opposite direction the next turn). Also, the packages can't jump to a higher part of the conveyor belt (note the 'arrows' on some of the Belt tiles, these indicate the correct direction for packages on that segment). Packages can't move along or stand on a tile that already has a Package on it.
If a Package ends its movement on a Pallet tile, the Package is flipped and put on the correct homebase. The number on the package is the amount of points the package is worth at the end of the game.
- 3) If the player has less than 4 tiles in his/her hand, he/she draws another tile from the stack. If a player can't draw a tile from the stack, the game ends (see 'End of the game').

Discarding cards

A player can also choose to discard all tiles and take 4 new tiles. The discarded tiles are shuffled back into the stack. The player can't play any of the new tiles this turn, he / she must proceed to the next step: moving a package.

The playing tiles:

Belt tiles:



These tiles make and extend the conveyor belt, and can be placed at an open ending of the belt, or between the belt and a Pallet. Some of them have icons, that cause actions. Some of them have three entry points, but only two exits (note the arrow on these tiles). The tiles with icons can be moved using the Wrench, the others cannot.

Floor Tiles:



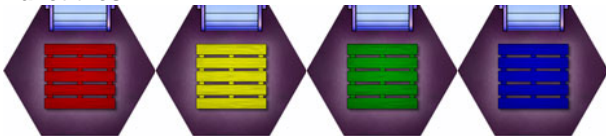
The Floor tile is the only tile that can (and must) be connected to a 'Floor' side of a tile on the playing field. It can't be connected to a 'Belt' side. There are also Floor tiles with icons, these can be moved with the Wrench. Especially useful to trigger the 'hex-rule' or to play directly behind a Pallet.

Loading Tiles



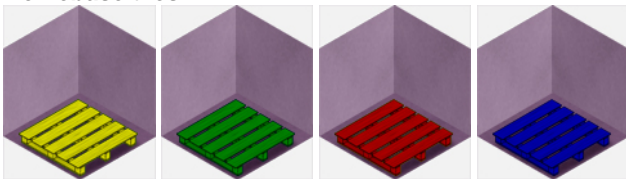
New packages enter the playing field on these tiles. (note that the black icon for packages does not count as an icon for an action, so playing this card does not bring a new package into the game and a Wrench cannot be used to move these tiles)

Pallet tiles



These tiles are linked to the homebase tiles. Packages ending their movement of one of these are flipped and then moved onto the corresponding homebase. Pallet tiles can be manipulated with the Fork Lift.

Homebase tiles



These tiles are not directly used with the playing field, but are used to keep track of the obtained packages, color and score of each player. You can place your packages here once you've guided them to a Pallet.

End of the game:

The game ends when:

- Any player places a fourth package on any homebase (game ends immediately).
- There are no tiles left on the stack (game ends at the draw phase).

At the end of the game, each player calculates his/her score by adding up the worth of all the packages on his/her homebase. In a four player game, players of a team add up their scores. The player or team with the highest score wins the game.

© 2004 Symbiose

For changes / additions / examples / tips, see [http:// www.symbiosegames.nl/transport](http://www.symbiosegames.nl/transport)