Designed by Brian Mayer

FREEDOM

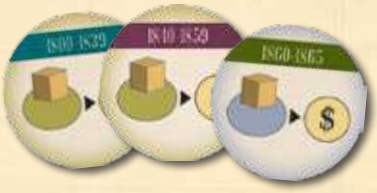
THE UNDERGROUND RAILROAD

ACADEMY GAMES

Slavery and what it embodied had been a point of contention since the founding of the United States. Thanks to the efforts of men and women across the country, it was abolished. In FREEDOM: THE UNDERGROUND RAILROAD, *players take on the role of these brave Abolitionists. They attempt to end the institution of slavery by influencing pivotal events of the time, raising funds for the Abolitionist Cause, and moving slaves to freedom in Canada.*

LEAD PLAYER LANTERN

17 SUPPORT TOKENS



13 FUNDRAISING TOKENS

27 CONDUCTOR TOKENS

SLAVE CATCHER & MOVEMENT DICE

MONEY

96 SLAVE CUBES

5 SLAVE CATCHER MARKERS

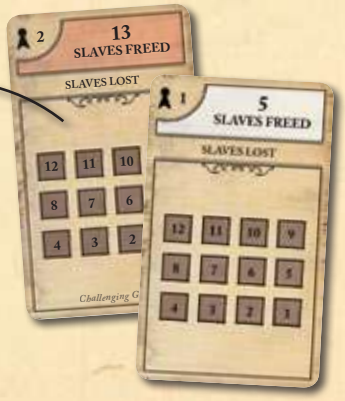
Reserve Cards (white) *General Cards (tan)* *Opposition Cards (red-orange)*

52 ABOLITIONIST CARDS

6 ROLE CARDS

18 SLAVE MARKET CARDS

MAP & TOKEN BOARD



4 VICTORY CONDITIONS CARDS

CANADA

SLAVE CATCHER ROUTE (Orange)

SLAVE CATCHER STARTING SPACE (Orange)

NORTHERN SPACE (Can hold 1 slave)

SMALL CITY (Can hold 1 slave)

LARGE CITY (Can hold up to 4 slaves)

SOUTHERN SPACE (Can hold 1 slave)

REGULAR ROUTE

SEA LANE

PLANTATION

SLAVE MARKET

PERIOD COLUMNS

ABOLITIONIST QUEUE

6 PLAYER MATS

Set Up

Role Cards

Randomly shuffle and deal a **Role Card** to each player. Your Role Card features the Benefits and Special Actions you receive during the game. Alternatively, players can select which roles they would like to use to help ensure a better balance to the game. Any unused cards are returned to the game box and will not be used in the game. Find the corresponding **Player Mat** and place your Role Card on it.

Plantations

Place **slaves** (tan cubes) into the lightened spaces of the **plantations** on the game board. These indicate the number of slaves in the plantations at the beginning of the game.

The Plantation illustration is not a space for slaves to move to. A slave's first move will be into a green southern space or city.

Slave Market Cards

Create a draw deck of **Slave Market Cards** by selecting cards with the number in the bottom right corner that corresponds to the number of players in the game.

Shuffle these cards and place them face down on the **Slave Market Deck** space on the game board. The remaining cards are returned to the game box and will not be used in the game.

Draw cards from this deck to fill the 3 empty spaces below the Slave Market Deck. These represent slaves being delivered to market for sale to the Plantations. Place the indicated number of slave cubes on each market card.

The Slave Market Cards serve as the game's clock: the game can never progress longer than the end of the 8th round, when the last Slave Market Card has sold its last lot of slaves.

Abolitionist Cards

There are 3 types of **Abolitionist Cards**: **General** (tan), **Reserve** (white) and **Opposition** (red-orange). If you are playing with 1 or 2 players, remove the cards that indicate they are for use with 3 or 4 players.

Separate the General and Reserve Cards into 3 **Period Decks** (1800-1839, 1840-1859, and 1860-1865). Then shuffle into these three Period Decks the number of Opposition Cards specified in the table below.

Players	1800-1839	1840-1859	1860-1865
1 or 2	3 cards	4 cards	3 cards
3 or 4	4 cards	5 cards	3 cards

Opposition Cards do not specify a particular Period and can appear at anytime. Place the 3 shuffled Period Decks in the matching Period Columns on the game board. At the beginning of the game, only cards from the first Period Column (1800-1839) can be used. As the game progresses, players will be able to access cards from the other Periods.

Deal 5 cards from the first Period Deck and place them on the 5 open spaces of the **Abolitionist Queue** on the game board. During setup, there should only be one Opposition Card. If a second Opposition Card appears in the queue, set it aside and continue filling the queue from the top of the deck until the queue is full. Then reshuffle the deck, including any Opposition Cards that were set aside.

Victory Conditions

Select the **Victory Conditions Card** with the number in its upper left corner that corresponds to the number of players in the game. Place this card onto the space provided in the upper right corner of the game board. The cards are double-sided: use the white side for a regular game, or the red side for a more challenging game.

Starting Funds

Each player starts the game with **$8**.

Lead Player Lantern

Randomly determine a **Lead Player** and give them the **Lead Player Lantern**.

Slave Catcher Markers

Place the 5 **Slave Catcher Markers** on their corresponding colored starting spaces on the game board. These spaces are indicated by a small circle at the top of the city featuring the corresponding colored slave catcher symbol.

Slave Catcher Dice

Place the 2 **Slave Catcher Dice** on the table within easy reach of the players.

Tokens

Place the grey **Conductor Tokens** on their corresponding spaces in the Period Columns.

Then add tokens on top of the grey tokens up to the numbers listed on the table to the right, according to the number of players. The totals listed include the grey tokens.

Players	Token	Period 1 1800-1839	Period 2 1840-1859	Period 3 1860-1865
1	Support	1	1	1
	Conductor (single/double)	3	2/2	1/1
	Fundraising	1	2	1
2	Support	2	3	2
	Conductor (single/double)	5	3/3	2/2
	Fundraising	2	3	2
3	Support	3	6	3
	Conductor (single/double)	7	4/4	3/3
	Fundraising	3	4	3
4	Support	4	8	4
	Conductor (single/double)	9	5/5	4/4
	Fundraising	4	5	4

Game Play

FREEDOM: THE UNDERGROUND RAILROAD consists of up to 8 rounds, each of which has 5 phases, played in the following order:

1. **Slave Catcher Phase**
2. **Planning Phase**
3. **Action Phase**
4. **Slave Market Phase**
5. **Lantern Phase**

The players win the game if:

1. **they move the required number of slaves to freedom in Canada as specified on the Victory Conditions Card,** *and*
2. **they purchase all of the Support Tokens in the game,** *and*
3. **they finish the round without losing the game.**

The players lose the game if:

1. **the Slaves Lost Track on the Victory Conditions Card is filled and another Slave needs to be added,** *or*
2. **they do not win the game before the end of round 8**.

1. Slave Catcher Phase

One of the slave catchers may get a tip on the whereabouts of some runaway slaves and move unexpectedly to capture them. There are 2 dice that determine if this happens.

The **Slave Catcher Die** pictures the slave catcher colored symbols and determines which slave catcher moves.

The **Movement Die** pictures white and black arrows to determine the direction and distance the slave catcher moves.

During the Slave Catcher Phase, the lead player rolls both dice.

If the symbol of the walking slave is rolled, then none of the slave catchers move and the phase ends. Proceed to the Planning Phase.

If a slave catcher's symbol is rolled, check the Movement Die to see the direction and distance this slave catcher moves. The white arrows indicate westerly movement and the black arrows indicate easterly movement. These arrow symbols are also pictured along the colored Slave Catcher Paths on the game board.

The appropriate slave catcher marker is moved the same number of spaces as the number of arrows on the Movement Die or until it reaches the end of its path. It only captures slaves on the final space it ends its movement. Slaves on spaces that were passed over are not captured. Captured slaves

are placed consecutively on the Slave Market Cards, beginning with the bottom card and continuing upwards, cycling around to the bottom Slave Market Card again if necessary.

After a slave catcher has moved and any captured slaves have been placed on the Slave Market Cards, all players proceed to the Planning Phase.

2. Planning Phase

During the Planning Phase, **each player may take up to 2 Tokens** from the Token Board. At the beginning of the game, players may only take tokens from the first Period (1800-1839). When future Period Columns become active, players may take tokens from any of the active Period Columns.

All players may take tokens during the Planning Phase at the same time. A token may only be taken if the player has enough money available, players may not give or lend money to each other. Since the game is cooperative, players may discuss strategies and offer suggestions. If the players are not able to come to an agreement on a token choice then the lead player - or the player closest to the lead player in a clockwise direction - chooses first.

There are three types of tokens available.

Support Tokens cost $10 each and remain in front of the player during the game. Money paid for Support Tokens goes to the bank. Their purchase represents the growing strength of the Abolitionist Cause and determines when future Period Columns also become active and their Tokens and Abolitionist Cards become available to the players. When the players have collectively purchased all of the Support Tokens, they have met one of the game's Victory Conditions *(see Game End & Winning, page 10)*.

Conductor Tokens allow players to move slaves along paths during the Action Phase. They represent the efforts of men and women offering refuge and guiding slaves along the Underground Railroad. The number above the cube on the token is how many slaves can be moved, and the number above the arrow is how many spaces each of these slaves can move.

The cost in dollars to purchase a Conductor Token is listed above the token symbol on the Token Board, inside a gold circle. Money paid for Conductor Tokens goes to the bank.

The Conductor Token pictured above costs $2 in the 1800-1839 Period and allows a player to move 3 separate slaves a single space each.

Fundraising Tokens cost nothing and are one way in which

players can raise money during the game. They represent the raising of funds and supplies to support the Abolitionist Cause.

There are two types of Fundraising tokens. The Fundraising Tokens available during the first two Periods raise $1 for each slave on a green Southern space. The Fundraising Tokens available during the last Period raise $1 for each slave in a blue Northern city.

Once all players have taken their tokens, play proceeds to the Action Phase.

When the last Support Token in the currently active Period Column is taken, the game is immediately paused and two changes take effect:

1. The Abolitionist Card Deck in the currently active Period Column is removed from the game. Any of the current Period's Abolitionist Cards already in the Abolitionist Queue remain where they are. Any new cards will be drawn from the next Period's Abolitionist Card Deck.
2. The next Period Column is activated and its tokens are now immediately available to be taken by all players.

3. Action Phase

During the Action Phase each player, beginning with the current lead player and continuing clockwise around the board, may take several actions.

A player may take any or all of the following Actions in any order:

- Gain his Role Card's Benefit.
- Use his Role Card's one time Special Ability.
- Play a Conductor or Fundraising Token.
- Play a second Conductor or Fundraising Token.
- Buy and resolve one Abolitionist Card.

Players may take their actions in any order. Each action must be completed before another action may be taken.

Alternatively, a player may **pass** their Action Phase, relinquishing all actions. Instead, the player may **take funds from the bank** - $3 during the first Period (1800-1839), $4 during the second Period (1840-1859) and $5 during the third Period (1860-1865).

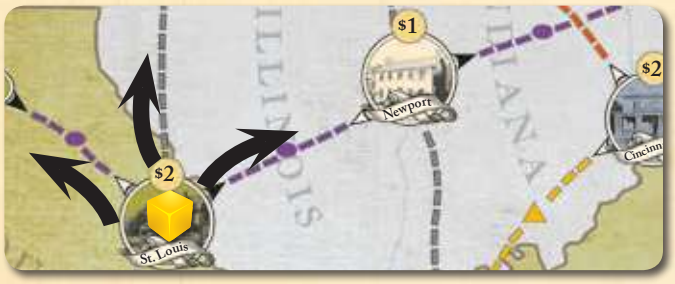
Once a player has taken all of the actions he wishes to take, play continues clockwise to the next player. After all players have taken their actions, the games proceeds to the Slave Market Phase.

Conductor Tokens

These tokens allow a player to move a specified number of slaves a specified number of spaces. A player may choose to move a slave less than the movement value pictured on the token. A single slave may not be moved twice with the same Conductor Token.

While it is not possible to move the same slave twice using a single Conductor Token, a slave already moved *can* be moved again by using another Conductor Token, an Abolitionist Card, or as a result of the player's Role Benefit.

Slaves may move along any of the paths that connect cities and spaces on the board, regardless of color. Players may choose to move a slave in any direction, including backwards, to either gain financial aid or to draw the attention of the slave catchers on the board.



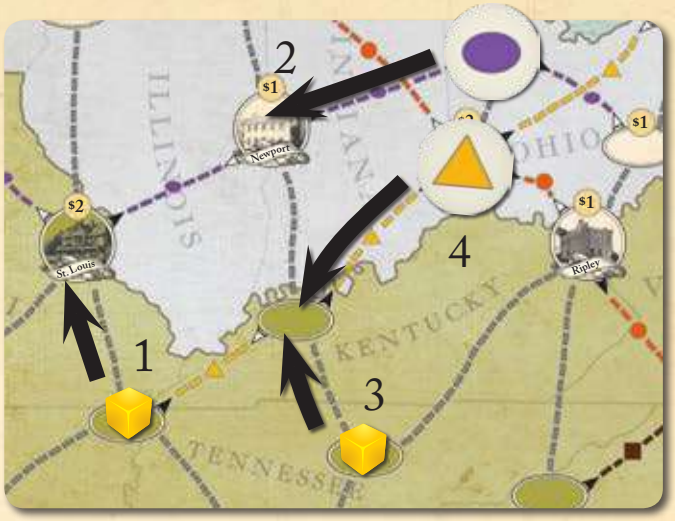
When a slave completes its movement, two things may occur based on the last space it moved into.

First, if the space has a gold circle with a number above it, the player who moved the slave receives that amount of money from the bank. This money represents aid and contributions from the local communities as the slave is on the run.

Next, if the space is connected to one or more Slave Catcher Paths, the slave has drawn the attention of slave catchers. Any slave catchers that match the colors of connecting Slave Catcher Paths move 1 space each along the matching colored path towards the slave that triggered the movement.

If a slave catcher moves into a space in which there is a slave, that slave is captured and placed on the bottom Slave Market Card. If there are multiple slaves in the space, they are placed consecutively on the Slave Market Cards, beginning with the bottom card and continuing upwards, cycling around to the bottom Slave Market Card again if necessary.

Players may wish to sacrifice a slave so that others may make their way towards freedom. As always, discussion is encouraged as players work out the best strategy for taking their actions.



Example: A player is moving 2 slaves a single space each. The slave arriving in St. Louis (1) would receive $2 in aid and trigger the purple slave catcher to move one space closer towards the slave, stopping in Newport (2). The other slave that moved (3) would not receive any aid and would trigger the yellow slave catcher (4). The yellow slave catcher would move into the same space as the slave, capturing it and sending it to the bottom Slave Market Card.

Some Conductor Tokens allow slaves to move two spaces. Slaves moving two spaces may not move through spaces that contain slave catcher tokens, but they may move through a space containing another slave. As with any slave movement, only the last space the slave moved into determines if any money is gained and if any slave catchers are triggered. They do not trigger slave catcher movement or gain any money for spaces they move through.

When moving slaves, all of the **small cities and spaces can only hold a single slave**. A slave cannot finish its movement in a circle or oval space which already contains a slave. However, the **large square cities can hold up to 4 slaves**. When moving a slave into Canada, place them in one of the spaces provided. The spaces are numbered to help track how close the players are to victory.

Example: A player is moving a slave two spaces. He moves the slave through the Southern space and finishes his move in Newport. The slave does not *trigger the yellow slave catcher because he did not finish his movement on the Southern space. He receives $1 and triggers the purple slave catcher.*

Conductor Token Limits

Token set up varies depending on the number of players *(see Setup, page 4)*. Token numbers are limited; they are **removed from the game once played**.

The exception is the last Conductor Token (colored grey) available for purchase in each of the Conductor token stacks. When this is played, it is returned to the Token Board and is immediately available for purchase again. Therefore players will always have access to at least one token from each of the Conductor stacks throughout the game.

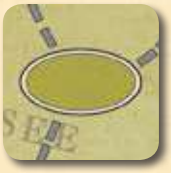
Fundraising Tokens

These allow a player to raise funds to aid the Abolitionist Cause. There are two types of tokens available during the course of the game.

During the first two Periods, the Fundraising Tokens feature a green circle. When played, these tokens give the player $1 for each slave in a green Southern city or Southern space.

Fundraising Token

Small Southern City (Can hold 1 slave)



Southern Space (Can hold 1 slave)

During the final Period of the game, the 1860-1865 Fundraising tokens feature a blue circle. These tokens give the player $1 for each slave in a blue Northern city. The large cities of Chicago, Boston and New York can hold up to 4 slaves, and *each* slave in these cities raises $1.

Fundraising Token

Small Northern City (Can hold 1 slave)

Large Northern City (Can hold up to 4 slaves.)

Action: Buying Abolitionist Cards

A player may purchase a single Abolitionist Card from the Abolitionist Queue during their Action Phase. The Abolitionist Queue consists of 5 cards played face up on the table on the five Abolitionist Queue spaces located on the bottom of the Token Board. Any Abolitionist Cards purchased from the Abolitionist Queue during the Action Phase are not replaced until the the Lantern Phase at the end of the round. To purchase a card, pay its cost to the bank. The cost is indicated by the number in the gold circle above the space that the card occupies.

There are 3 types of cards in the Abolitionist Deck: **General** (tan), **Reserve** (white) and **Opposition** (red-orange). Most cards can be purchased by a player, except for a few Opposition Cards which state they cannot be purchased.

To purchase a card, pay its cost to the bank. A card may only be purchased if the player has enough money available *before* the purchase and not as a result of money gained from the card. Also, players may not give or lend money to each other unless a card allows them to do so.

General Abolitionist Cards are resolved immediately when purchased and are then discarded.

Reserve Abolitionist Cards are usually placed on a Player Mat when purchased. A player may only have one Reserve Card on his Mat at a time. If a player purchases a new Reserve Card before an old one is used, the old card is discarded without being resolved. If a Reserve Card is usable during the Action Phase, it may be used the same turn it is purchased by the player.

Opposition Abolitionist Cards negatively impact game play. Each card specifies when its effect takes place. It can take effect while the card is in the Abolitionist Queue, when the card is purchased, or when the card is removed from the Abolitionist Queue during the Lantern Phase.

Common Card Features

The player may move a specified number of slaves a specified number of spaces.

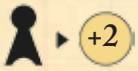
The player may purchase a single token at full cost during the Planning Phase.

The player may purchase a single token with the shown discount.

The player may take a token at no cost.

Slave catchers do not move while the player is moving slaves.

Exchange the position of two cards in the Abolitionist Queue. A player cannot exchange a card with an empty space.



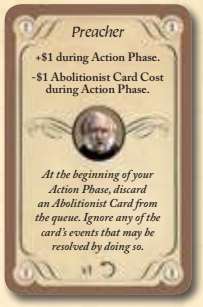
Each player receives $X from the bank.

Some General Cards allow slaves to move to indicated locations **with no effect**. This means that this movement *does not* raise money or trigger slave catchers, as normal movement would.

If an indicated location is occupied by slave catchers or filled to capacity by other slaves, the move may not be made.

Player Role Cards

Each player has a role that gives them unique benefits in the game. Each Role Card is double sided. Players begin the game with the Role Card face up on Side I.



Role Card front - Side I

Role card back - Side II

Action: Role Card Benefits

Role Benefits are listed at the top of the card above the role's image. Players receive their benefits ***each*** round during their Action Phase. The one exception is the Shepherd's '-$1 Conductor Token Cost' discount, which can be used during the Planning and Action Phases.

Action: Role Card Special Ability

The Special Ability is listed at the bottom of the card below the role's image. A Special Ability may only be used once during the game and the phase of the game in which it may be used is indicated. Once used, flip the Role Card over to Side II to show that the Special Ability has been used.

Some Role Benefits differ from Side I to Side II.

4. Slave Market Phase

During the Slave Market Phase, slaves are sold to the plantations in the South. The slaves on the bottom-most Slave Market Card are moved to available plantation spaces.

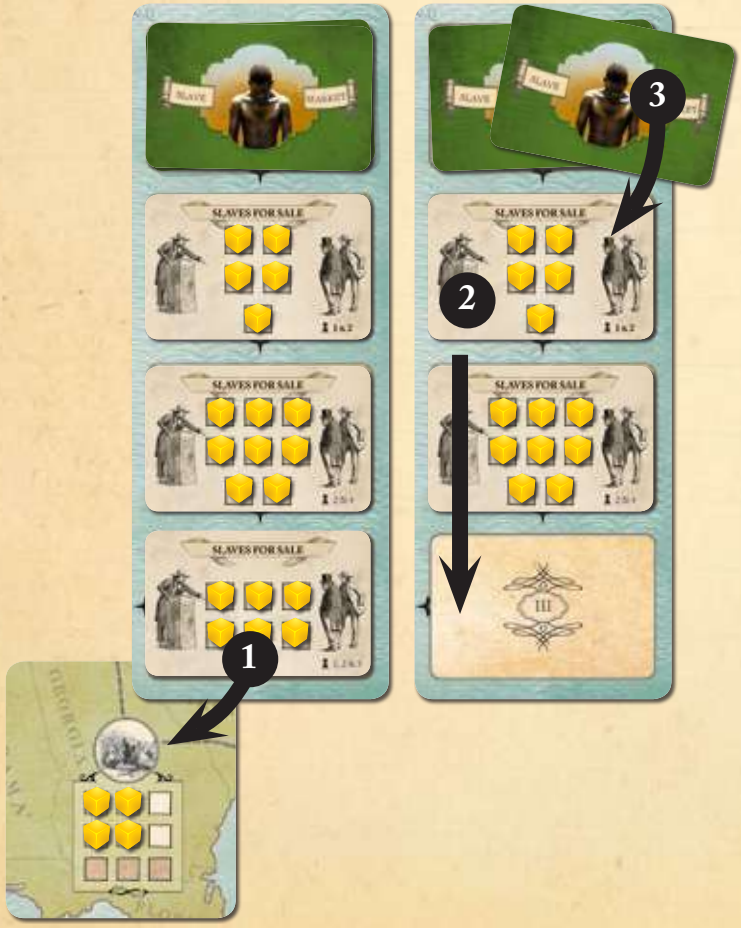
Players choose to place the slaves in any of the open spaces in one or more of the plantations. Slaves previously in the plantations can not be rearranged; only the incoming slaves may be placed freely. Once slaves have been placed they may not be rearranged later.

If there are no open spaces in the Plantations for some or all of the incoming slaves, they are instead placed on the Slaves Lost Track on the Victory Conditions Card.

If the players have to add an additional slave after the last Slaves Lost Space is filled, the players have lost the game *(see Game End & Winning, page 10)*.

After the slaves on the bottom Slave Market Card have been placed, the card is removed from the game and the remaining cards slide one space down. A new Slave Market Card is drawn and placed in the empty space and the specified number of slaves are placed on the card.

The game has eight Slave Market Cards, one for each round in the game. The game can be won or lost before round eight, but must end at the end of round eight.

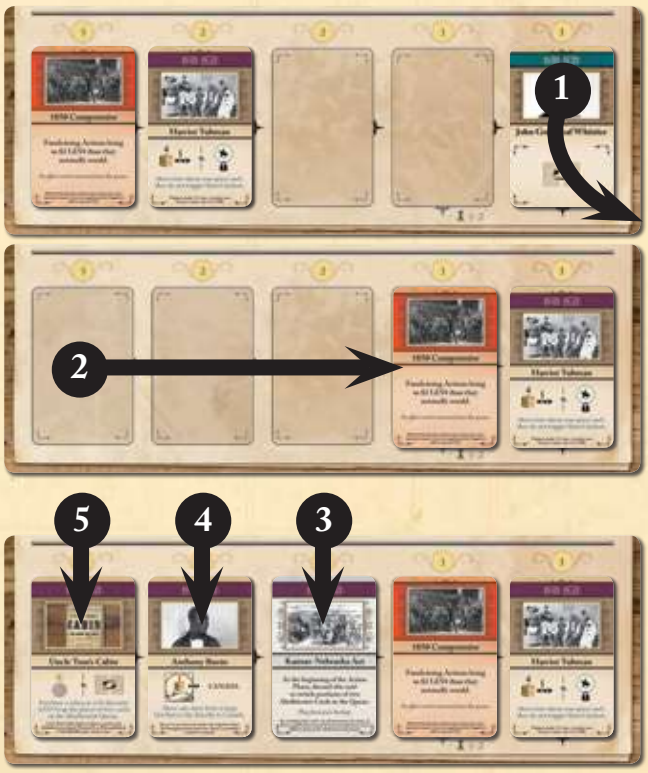


5. Lantern Phase

During the Lantern Phase the Abolitionist Card Queue is restocked for the following round. First, discard any card that is in the right most space in the Abolitionist Queue. For 1 or 2 players, discard any cards in the two right most spaces. A General or Reserve Card is simply discarded. An Opposition Card will state if it is resolved when removed and discarded. Then slide any remaining cards to the right and draw new cards to fill in the now-empty spaces, starting with the right-most empty space.

When filling the Abolitionist Queue, only one *new* Opposition Card from the deck may be added. Any Opposition Cards already in the queue remain. If the player draws more than one *new* Opposition Card they are placed to the side. Once the queue is full, take any Opposition Cards set aside and shuffle them back into the Abolitionist Period Deck currently being used. In the rare case there are only Opposition Cards remaining, they are placed in the queue.

Once the Abolitionist Queue has been filled, the game's Victory Conditions are checked. If the game is not ended, pass the Player Lantern Token clockwise to the next player. A new round begins.



Example: It is a 4 player game, the card John Greenleaf Whittier *is discarded, and the two remaining cards are moved across to occupy the two right hand most spaces of the queue. Three new cards are drawn to fill the empty spaces from the least expensive (right-most space) to the most expensive (left-most space).*

Game End & Winning

The players win the game if they are able to purchase all of the Support Tokens from all three Periods ***and*** move the required number of slaves (as indicated on the Victory Conditions Card) to Canada before the end of round eight. With good play and coordination, players may fulfill the Victory Conditions and end the game before round eight.

The round in which the players achieve both Victory Conditions is the last round of the game. However, the players do not instantly win - they still need to finish the round without losing. This means that the players must unload that round's Slave Market Card and deal with any Opposition Cards that may be resolved in the Lantern Phase without causing them to lose the game.

The players lose the game if they are unable to achieve both Victory Conditions before the end of round eight. Additionally, the players immediately lose the game if the Slaves Lost Track on the Victory Conditions Card is filled and another slave needs to be added.

Losing the game does not mean an end to the Abolitionist struggle. While the group was not able to bring about the changes they wanted to see through their efforts, countless others will continue their good work until all people are free from the scourge of slavery.

Scoring

Players wishing to compare how they play from game to game may keep score as follows:

- **2 points for each slave freed.**
- **Minus 1 point for each slave lost.**
- **10 points for freeing all the required slaves.**
- **10 points for purchasing all of the required Support Tokens.**
- **If the game was won, 5 points for each Slave Market Card still left in the queue.**

One and Two Players

FREEDOM: THE UNDERGROUND RAILROAD may be played as a solo or 2-player game. When setting up the game, remove the Abolitionist Cards that indicate they are for use with 3 or 4 players. Also, during the Lantern Phase, discard any cards in the two right-most spaces of the Abolitionist Queue as indicated below.

Adjusting Difficulty

For easier play, use any or all of these adjustments:

1. When rolling the Movement Die, treat any triple movement results as a free slave movement result, meaning no slave catcher movement happens this round.
2. Each player starts with $10.
3. During setup, leave the center Plantation (4 spaces) empty.

For more difficult play, use any or all of these adjustments:

1. Start the game with all of the plantations full rather than just filled on the lightened spaces.
2. Add an additional Support Token to Period 2 (the game comes with 1 additional Support Token for this purpose).