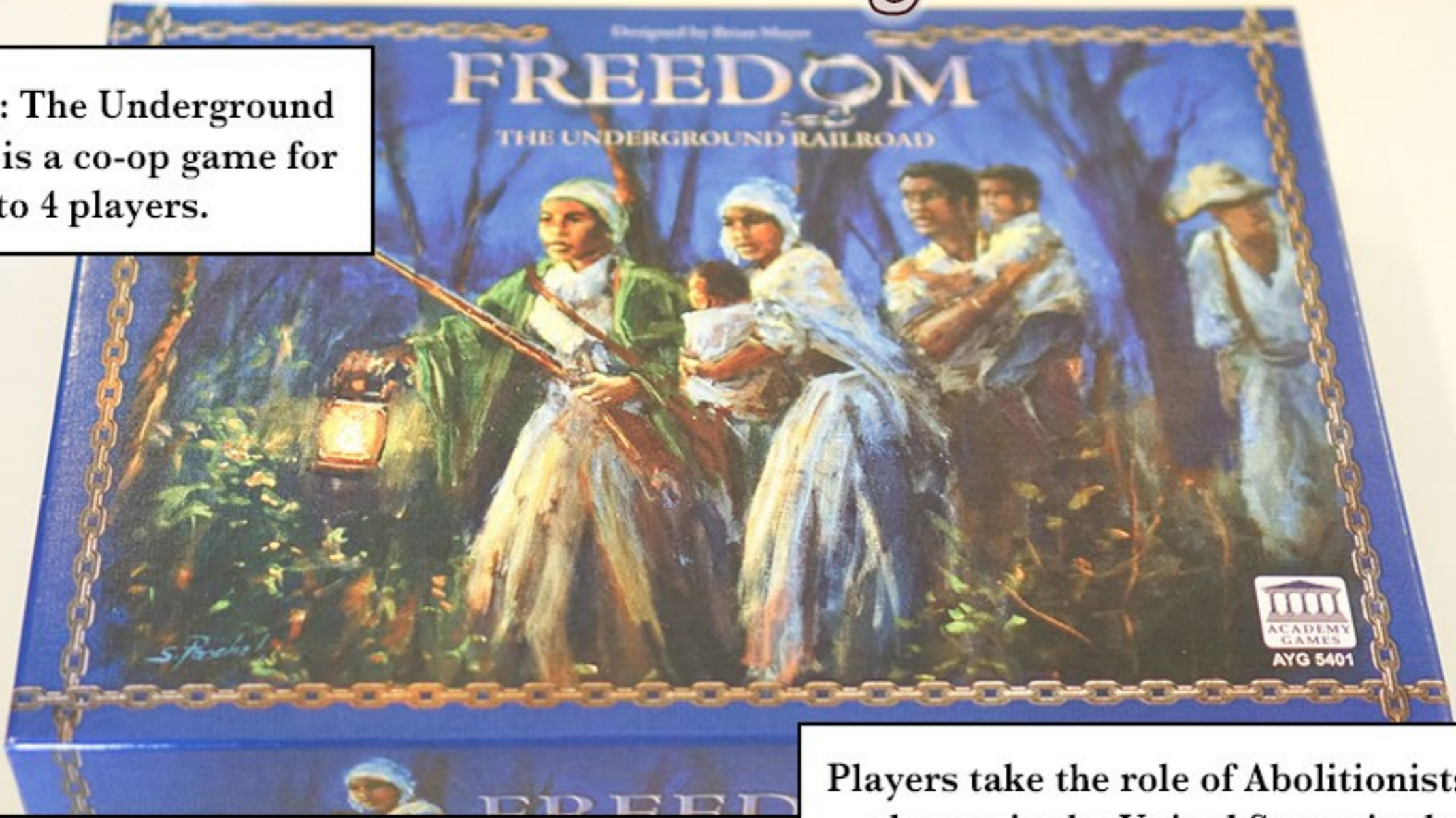# Abolitionist's Quick Start Guide to Freedom: The Underground Railroad
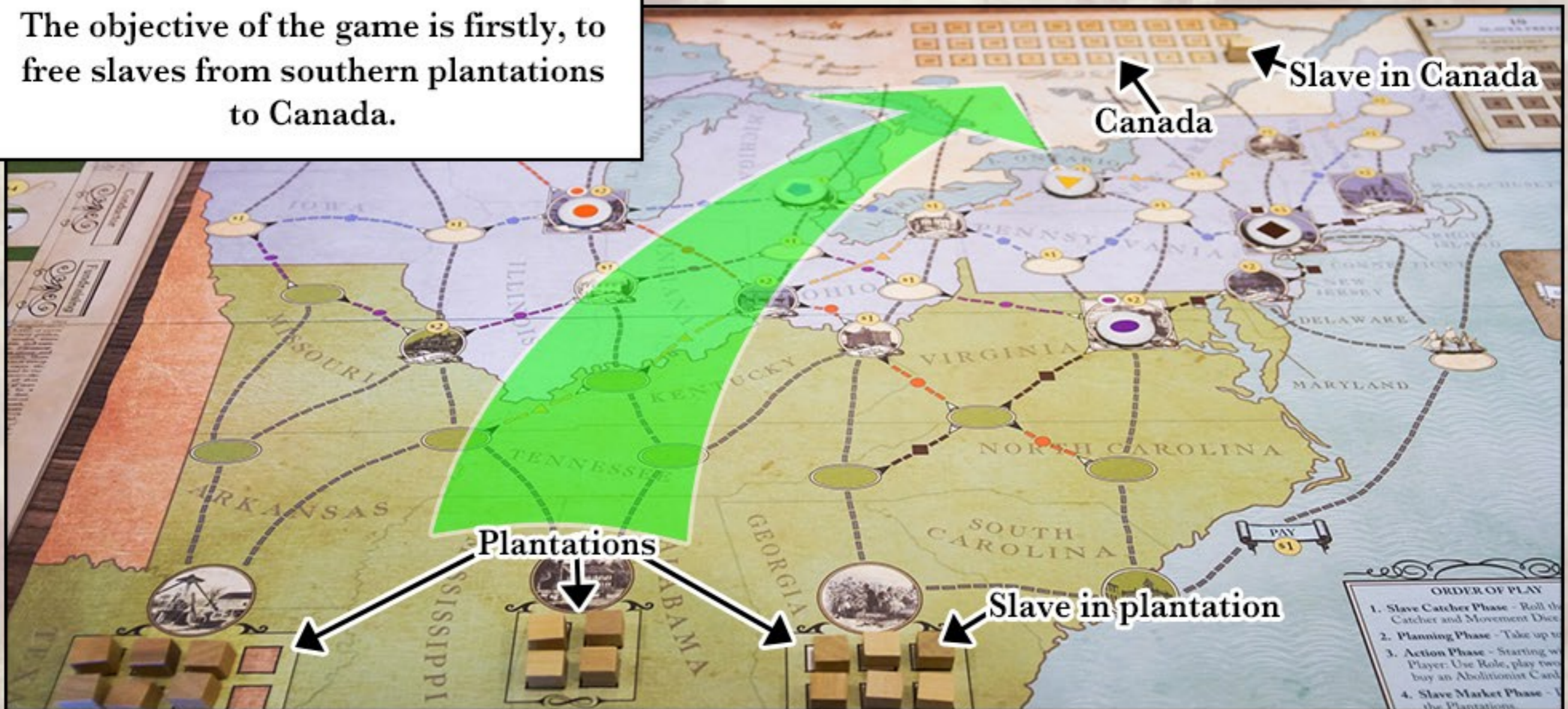
Freedom: The Underground Railroad is a co-op game for 1 to 4 players.

Players take the role of Abolitionists to end slavery in the United States in the mid nineteenth century.

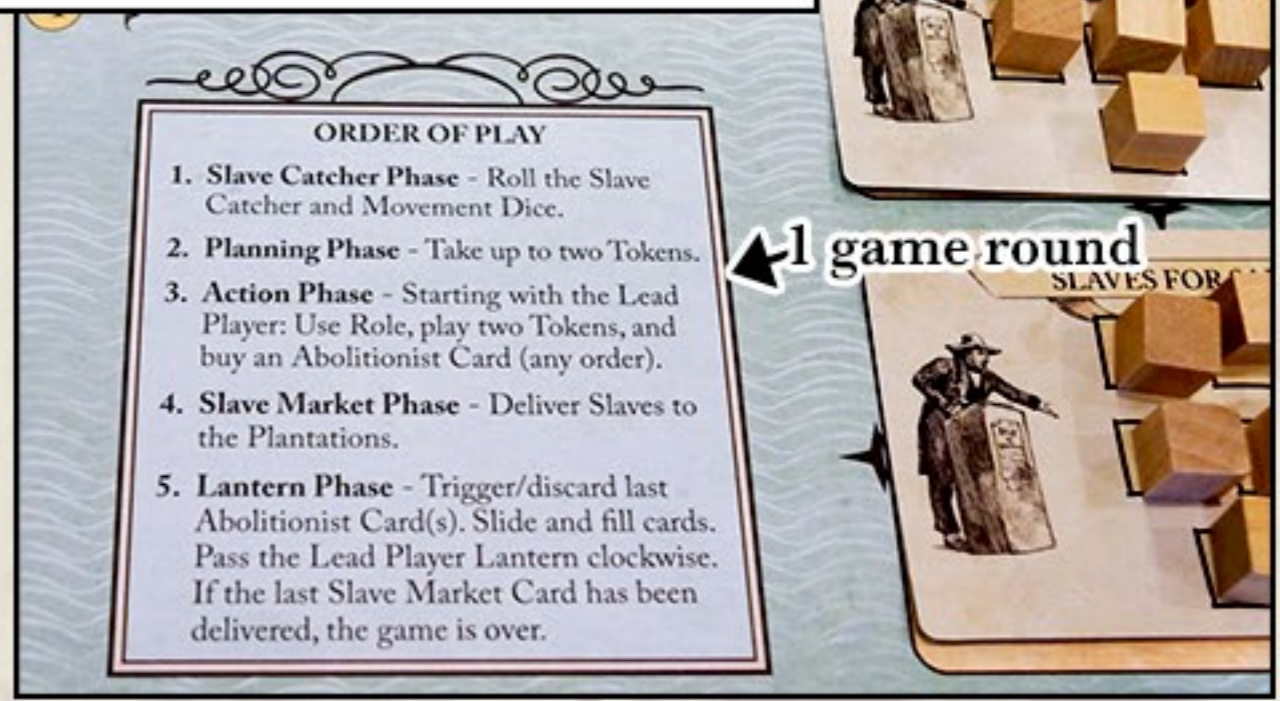| Agent	Conductor	Preacher	Shepherd	Station Master	Stockholder

The objective of the game is firstly, to free slaves from southern plantations to Canada.

Slave in Canada

Canada

Plantations

Slave in plantation

Secondly, to purchase all Support tokens in the game.

Support Tokens

Thirdly, to finish the round without losing the game.

ORDER OF PLAY
1. **Slave Catcher Phase** - Roll the Slave Catcher and Movement Dice.
2. **Planning Phase** - Take up to two Tokens.
3. **Action Phase** - Starting with the Lead Player: Use Role, play two Tokens, and buy an Abolitionist Card (any order).
4. **Slave Market Phase** - Deliver Slaves to the Plantations.
5. **Lantern Phase** - Trigger/discard last Abolitionist Card(s). Slide and fill cards. Pass the Lead Player Lantern clockwise. If the last Slave Market Card has been delivered, the game is over.

1 game round

Players lose the game if there is no more space to add an additional slave to the Slave Lost Track.

No space for the additional slave

And if they did not win the game before end of round 8.

Slave Market Cards act as round counter
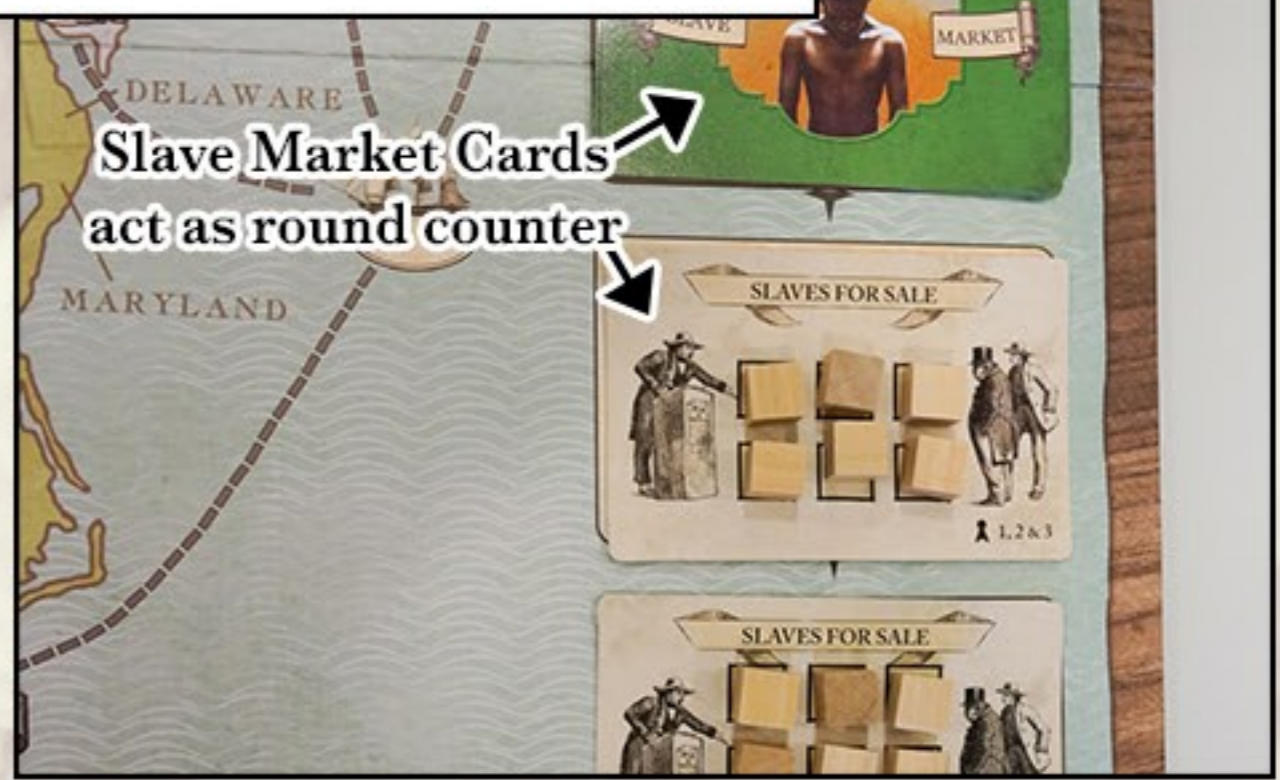
SETUP

Each player randomly gets a Role Card, its Player Mat and 8 Gold.

Player Mat

Role Card

8 Gold

Fill the lightened spaces of the plantations with slaves.

2 players game → 2

10
SLAVES FREED

SLAVES LOST
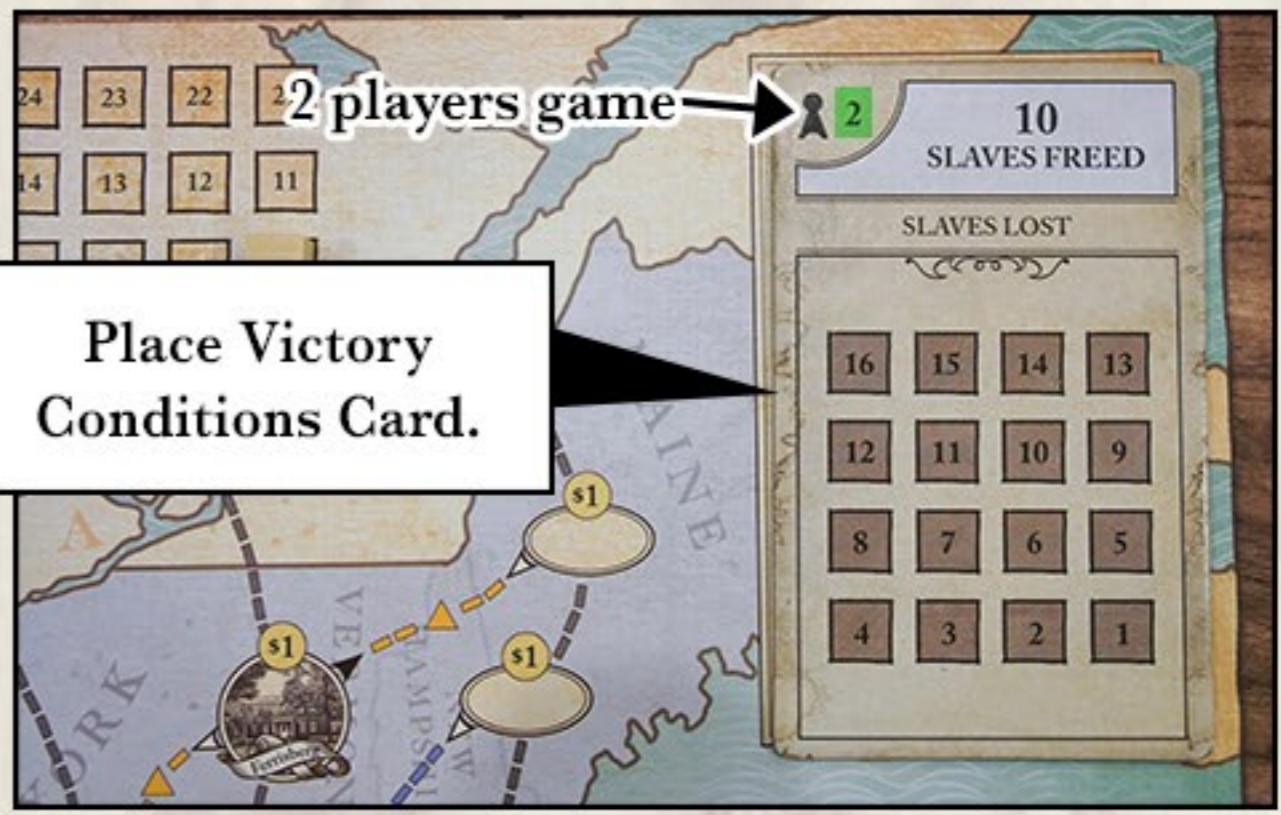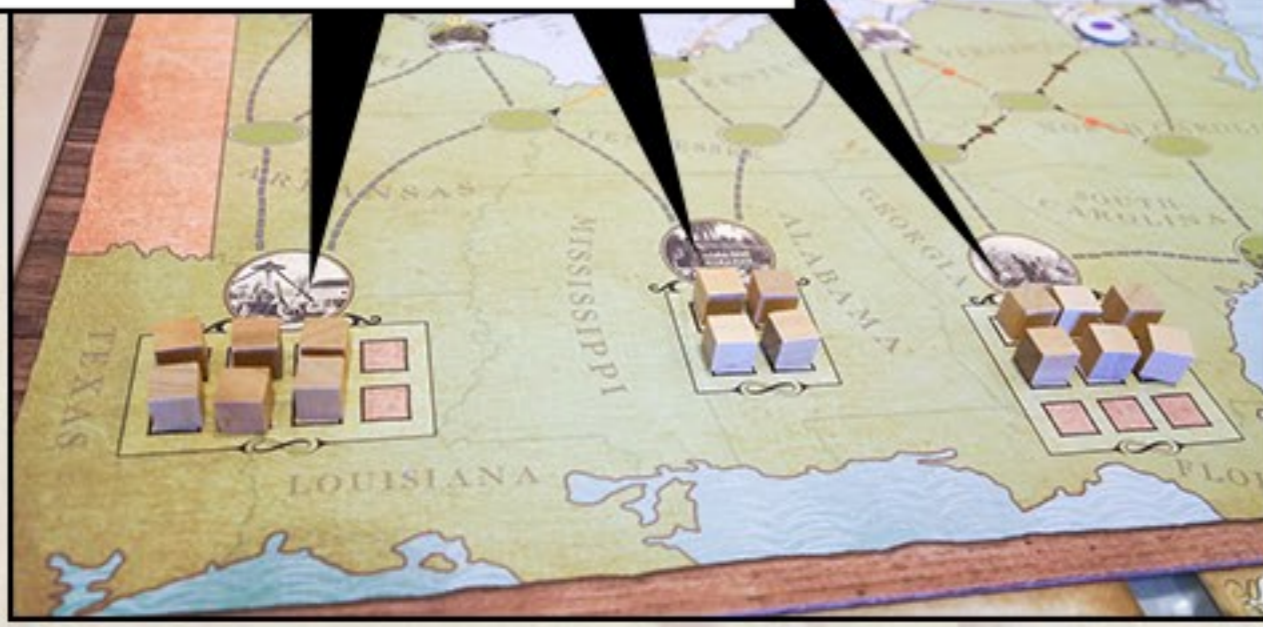
Place Victory Conditions Card.

16	15	14	13
12	11	10	9
8	7	6	5
4	3	2	1

Create the Slave Market Deck based on the number of players.

SLAVES FOR SALE

2
2, 3 & 4
1 & 2
1, 2 & 3
1, 2 & 3
1 & 2
2, 3 & 4
2 & 4

Setting up for a 2 players game...

ORDER OF PLAY

...her Phase - Roll the Slave
...d Movement Dice.

...hase - Take up to two Tok...

...se - Starting with the Lea...
...Role, play two Tokens, an...
...litionist Card (any order).

...ase - Trigger/discard last
...Card(s). Slide and fill cards.
...d Player Lantern clockwise
...ve Market Card has been
...e game is over.

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The Slave Market Deck always has 8 cards corresponding to the 8 rounds of the game.

Draw 3 Slave Market Cards and fill up with slaves.

SLAVE MARKET

MARYLAND

SLAVES FOR SALE

1, 2 & 3

SLAVES FOR SALE

2 & 4

SLAVES FOR SALE

2

ORDER OF PLAY

1. **Slave Catcher Phase** - Roll the Slave Catcher and Movement Dice.
2. **Planning Phase** - Take up to two Tokens.
3. **Action Phase** - Starting with the Lead Player: Use Role, play two Tokens, and buy an Abolitionist Card (any order).
4. **Slave Market Phase** - Deliver Slaves to the Plantations.
5. **Lantern Phase** - Trigger/discard last Abolitionist Card(s). Slide and fill cards. Pass the Lead Player Lantern clockwise. If the last Slave Market Card has been delivered, the game is over.

Place the 5 Slave Catcher Markers on their starting spaces.

Setup the Period Columns.

1. Place grey Conductor 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

2. Based on number of players, add the rest of the tokens.

Remove the Abolitionist Cards that indicate they are for use with 3 or 4 players.

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

3. Based on number of players, shuffle Opposition cards into the 3 Period Decks.
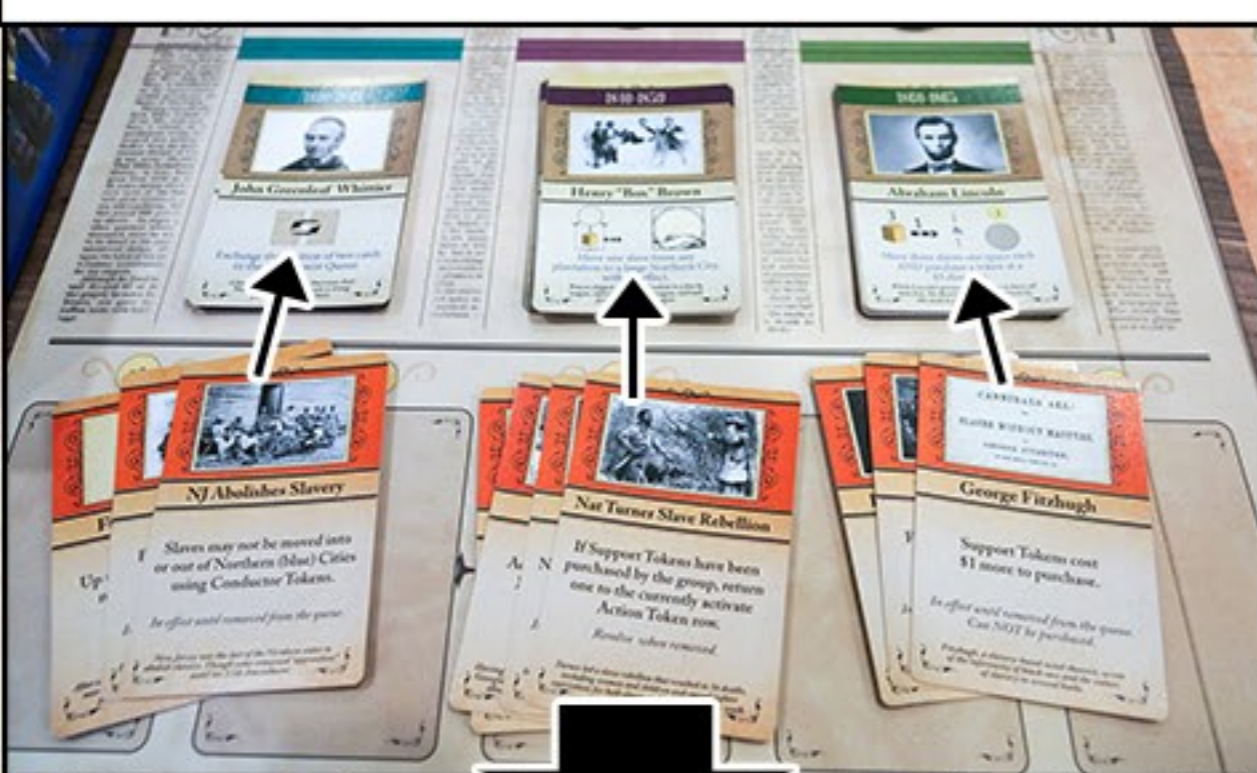
4. Deal out 5 cards from the first Period Deck to form the Abolitionist Queue.

There can only be one Opposition Card during setup. If more Opposition Cards are drawn, shuffle back to the deck.

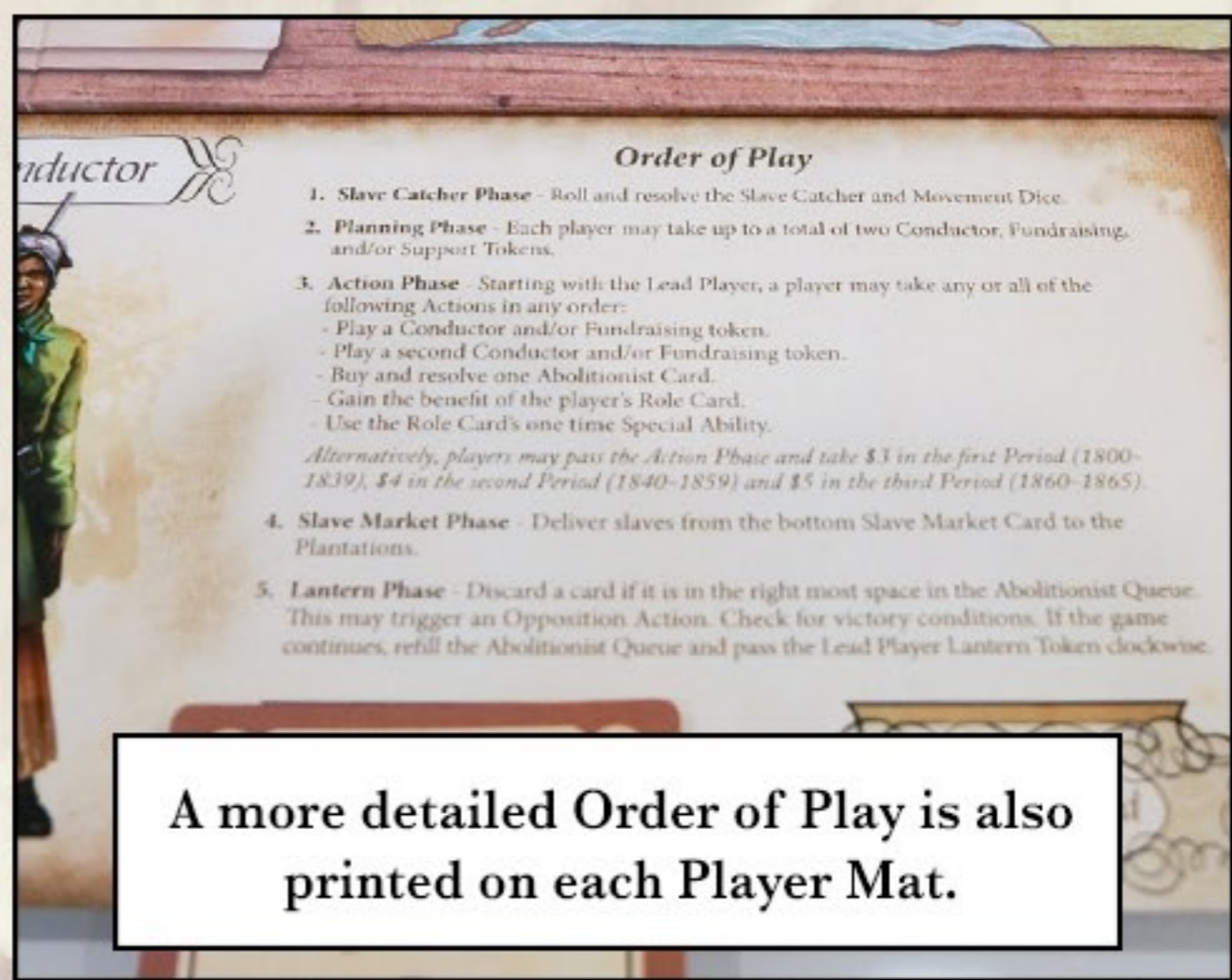**Give Lead Player Lantern token to randomly assigned starting player.**

Each game of Freedom: The Underground Railroad plays up to 8 rounds.

ORDER OF PLAY

1. **Slave Catcher Phase** - Roll the Slave Catcher and Movement Dice.

2. **Planning Phase** - Take up to two Tokens.

3. **Action Phase** - Starting with the Lead Player: Use Role, play two Tokens, and buy an Abolitionist Card (any order).

4. **Slave Market Phase** - Deliver Slaves to the Plantations.

5. **Lantern Phase** - Trigger/discard last Abolitionist Card(s). Slide and fill cards. Pass the Lead Player Lantern clockwise. If the last Slave Market Card has been delivered, the game is over.

Each round consists of 5 phases.

Order of Play

1. **Slave Catcher Phase** - Roll and resolve the Slave Catcher and Movement Dice.

2. **Planning Phase** - Each player may take up to a total of two Conductor, Fundraising, and/or Support Tokens.

3. **Action Phase** - Starting with the Lead Player, a player may take any or all of the following Actions in any order:
   - Play a Conductor and/or Fundraising token.
   - Play a second Conductor and/or Fundraising token.
   - Buy and resolve one Abolitionist Card.
   - Gain the benefit of the player's Role Card.
   - Use the Role Card's one time Special Ability.

   Alternatively, players may pass the Action Phase and take $3 in the first Period (1800–1839), $4 in the second Period (1840–1859) and $5 in the third Period (1860–1865).

4. **Slave Market Phase** - Deliver slaves from the bottom Slave Market Card to the Plantations.

5. **Lantern Phase** - Discard a card if it is in the right most space in the Abolitionist Queue. This may trigger an Opposition Action. Check for victory conditions. If the game continues, refill the Abolitionist Queue and pass the Lead Player Lantern Token clockwise.

A more detailed Order of Play is also printed on each Player Mat.

1. Slave Catcher Phase

Roll the dice to determine Slave Catcher movement.

Each Slave Catcher only moves along its own path.

Brown moves 2 spaces in the direction of the white arrow.

Another example

Brown moves 1 space in the direction of the black arrow and reaches the end of its path.

If Walking Slave symbol is rolled, none of the Slave Catcher moves.

2. Planning Phase

At the start of the game, players can only buy from the first Period (1800-1839).

Support Tokens cost $10 each

Each player may buy up to 2 tokens.

Conductor Tokens cost $2 in the first

Fundraising Tokens are free

Currently active Period Column

Players unlock future Period Columns only after all Support Tokens in the currently active Period Column are bought.

Buying all Support Tokens is a victory condition for the game.

When the last Support Token in the currently active Period Column is bought....

Remove the current Abolitionist Card Deck,

The next Period Column is activated and its tokens are now available.

3. Action Phase

Beginning with the Lead Player continuing clockwise, each player may perform none, or up to all five of these actions.

2. Planning Phase - E   and/or Support Tok

3. Action Phase - Starting with the Lead Player, a player may take any or all of the following Actions in any order:
- Play a Conductor and/or Fundraising token.
- Play a second Conductor and/or Fundraising token.
- Buy and resolve one Abolitionist Card.
- Gain the benefit of the player's Role Card.
- Use the Role Card's one time Special Ability.

Alternatively, players may pass the Action Phase and take $3 in the first Period (1800-1839), $4 in the second Period (1840-1859) and $5 in the third Period (1860-1865).

4. Slave Market Phase - Deliver slaves from the bottom Slave Market Card to the

If player performs none (pass), collect $3 / $4 / $5 based on the current Period.

Conductor Tokens

Conductor Token is the primary means for players to move slaves.

3 different slaves can be moved 1 space each.

1800-1839
3
1 ➡

A single slave may not be moved twice with the same 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.
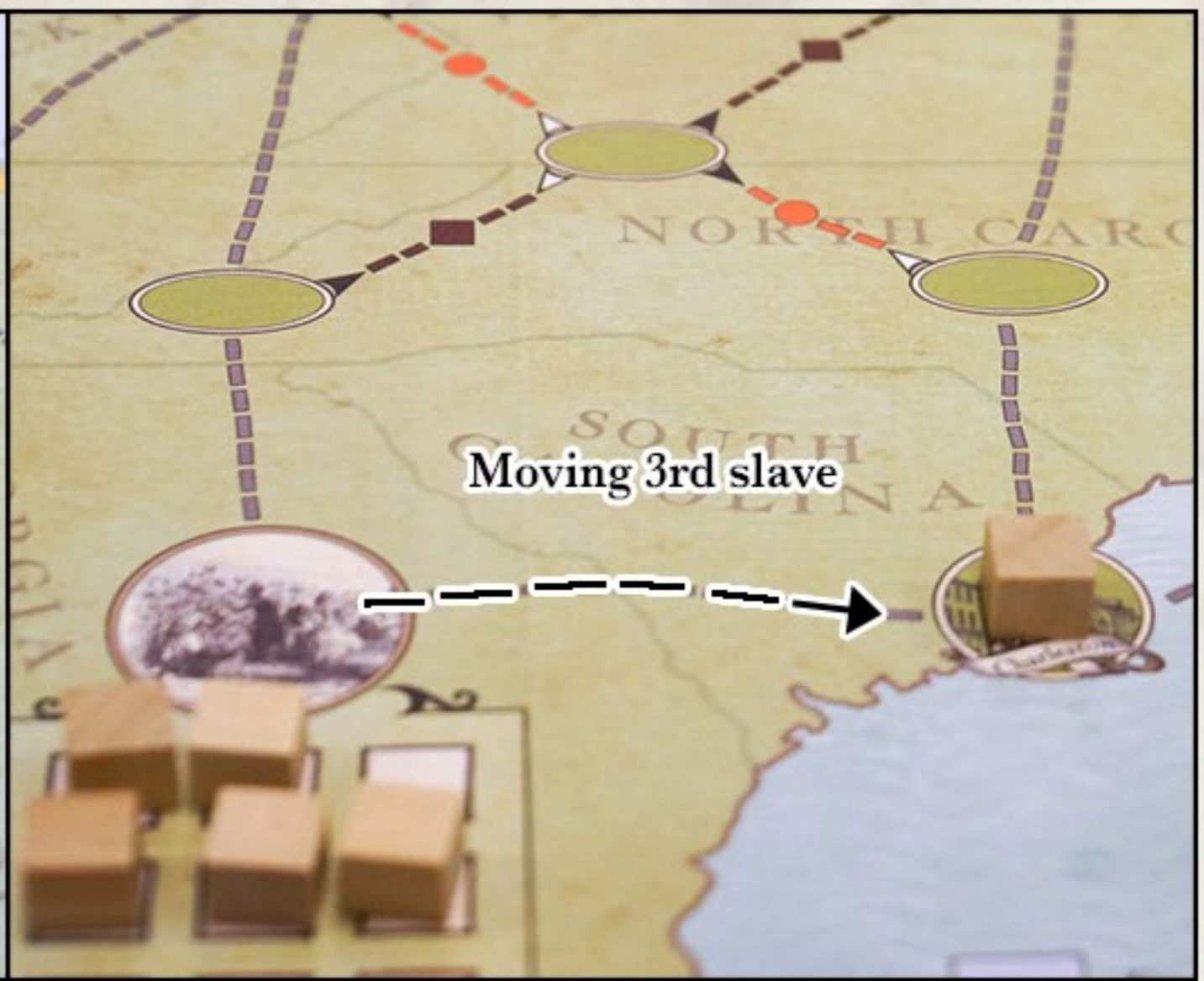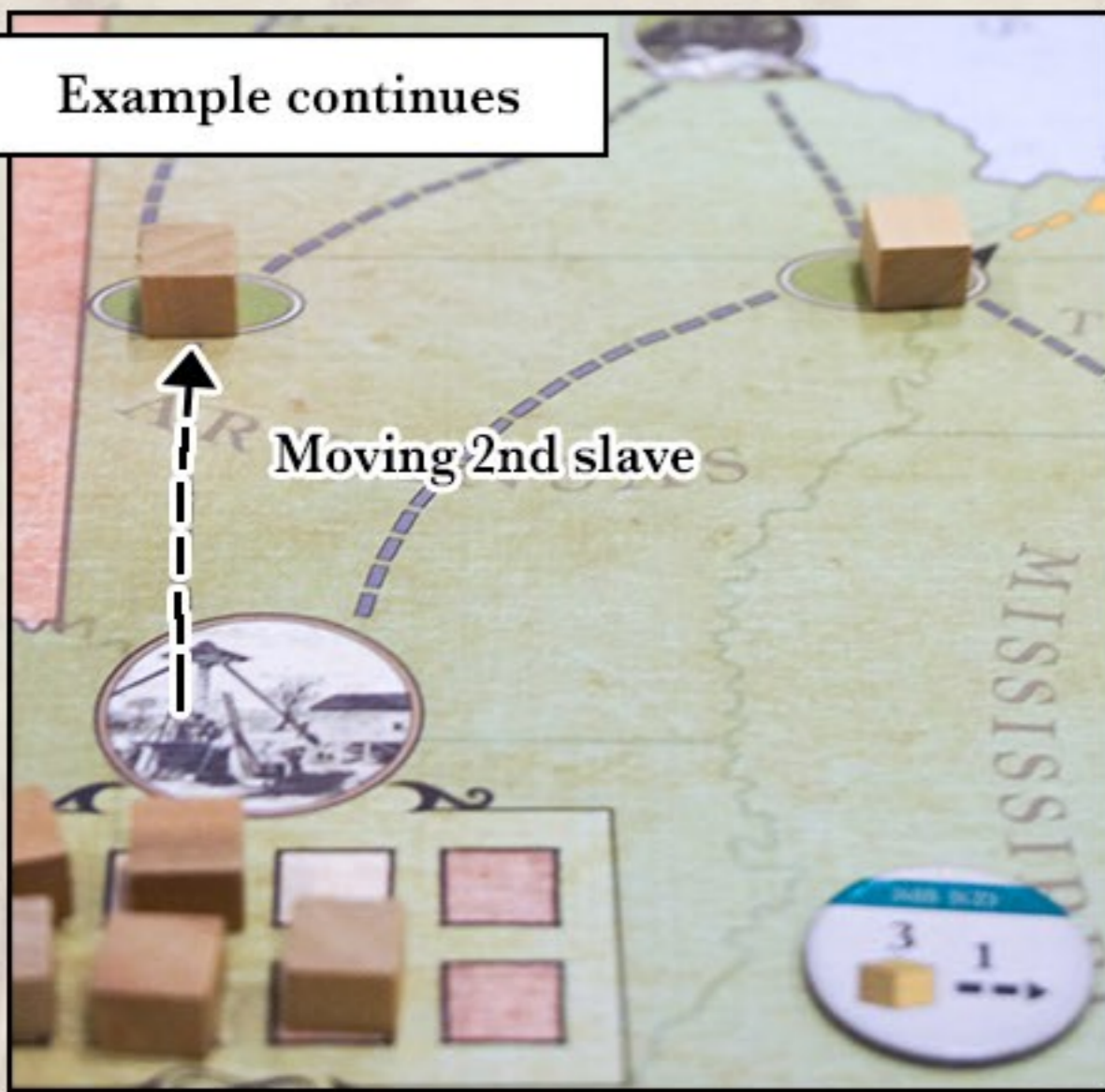
For example

Moving 1 slave...

While Slave Catchers can only move along their corresponding color paths, slaves can move along any paths, regardless of color.

This Slave Catcher is triggered

Slave Catcher path

If the final space is connected to any Slave Catcher paths, it triggers the corresponding Slave Catchers to move one space closer.
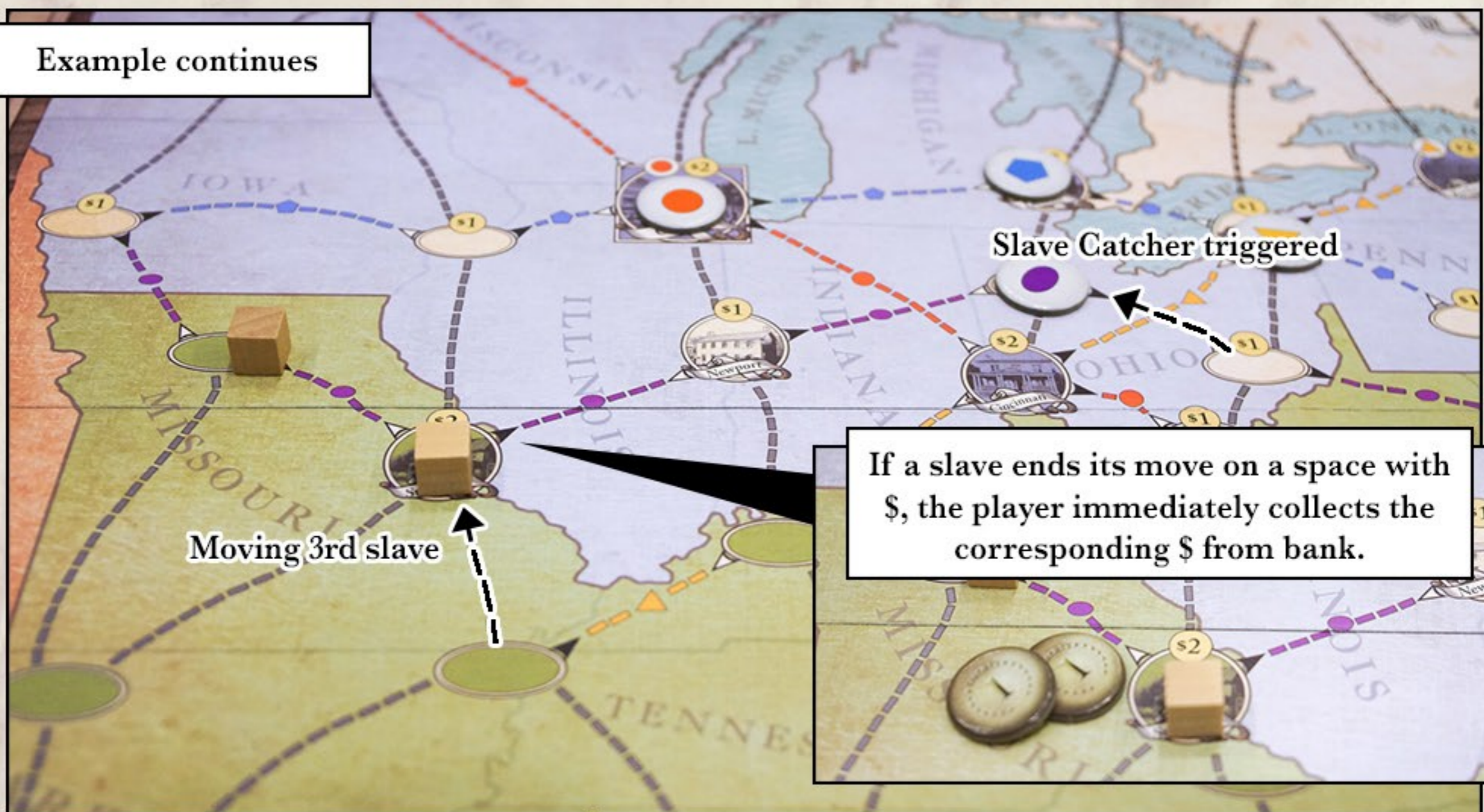
Example continues

Moving 2nd slave

3 1

Moving 3rd slave

Using a 2nd Conductor Token, you can move a slave that had previously moved.

Need to pay $1 to move along this path

PAY $1

ORDER
1. Slave Catcher P
   Catcher and Mo
2. Pla   Pha
3. Action Phase
   Player: Use R

3 1 ← 2nd Conductor Token

Moving 1st slave

PAY $1

Moving 2nd slave

Slave Catcher triggered

Example continues

Slave Catcher triggered

Moving 3rd slave
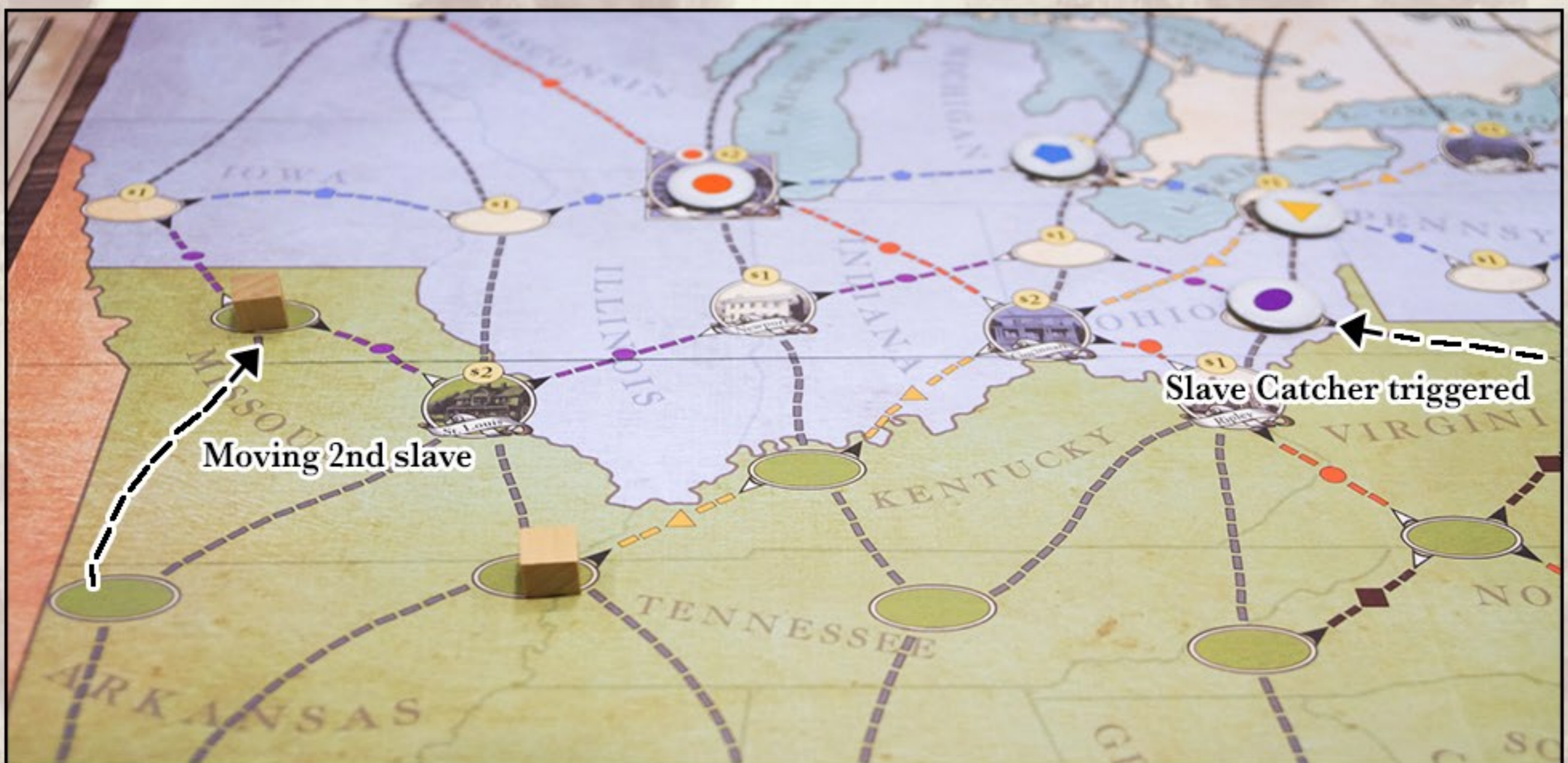
If a slave ends its move on a space with $, the player immediately collects the corresponding $ from bank.

Once used, the Conductor Token is removed from the game.

Except for the last grey Conductor Tokens. After it is played, it is returned to the board and becomes available for purchase again.

Buying Abolitionist Card

Costs are listed on the board.

Players can only buy maximum 1 card on their turn.

Buying Theodore Weld costs $2

Cards are resolved immediately when purchased, and then discarded.

Except Reserve Abolitionist Cards (grey background). These are placed on the Player's Mat to be used at a later time. Each player can only have one Reserve Card on their Mat at a time.

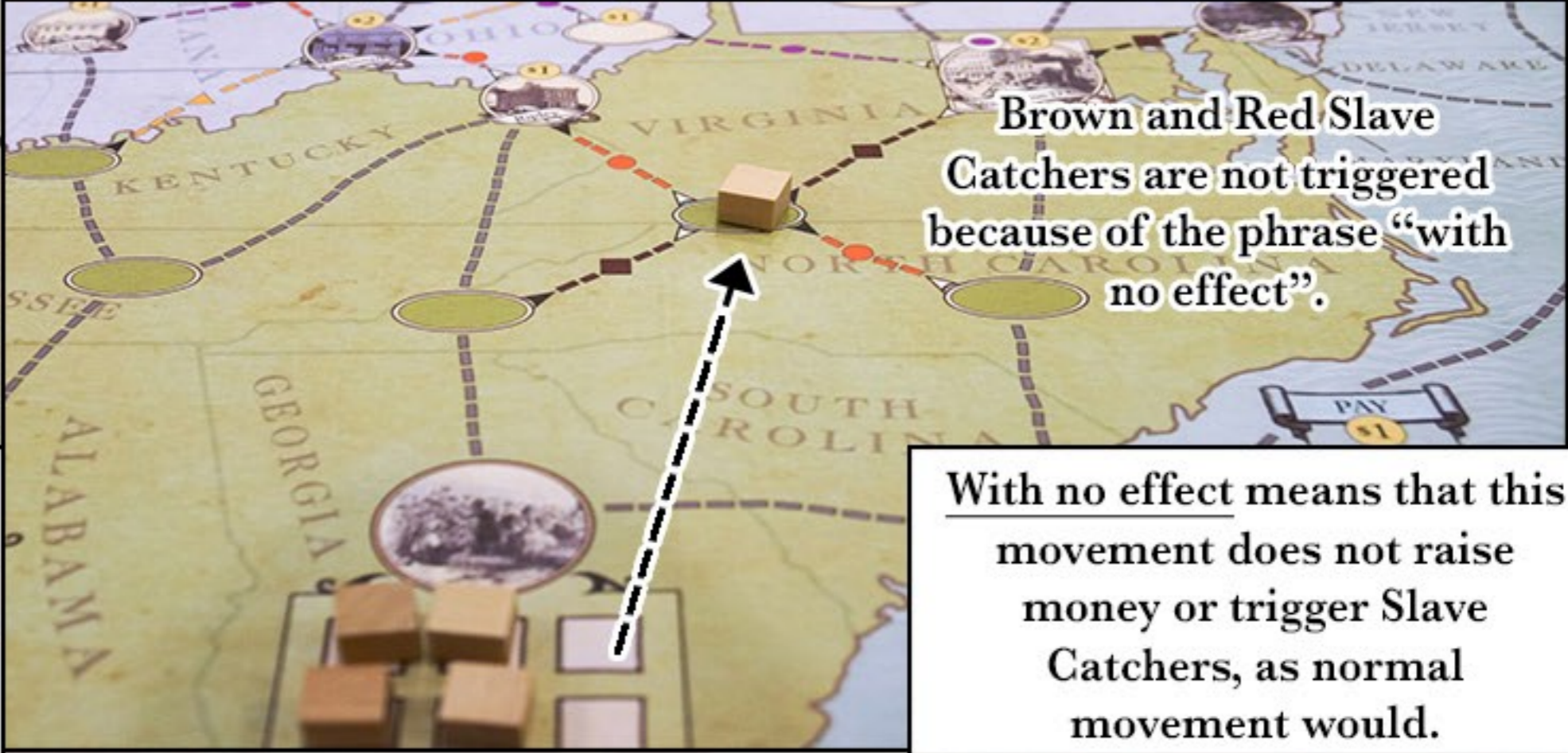**Remove the card from the Queue.**

1800-1839

Theodore Weld

Move one slave from any plantation to a Southern space, with no effect.

As archivist of the abolitionist movement, Weld also co-authored American Slavery As It Is: Testimony of 1,000 Witnesses.

Resolve its effect:
Move one slave from any plantation to a Southern space, <u>with no effect</u>.

Slave from plantation

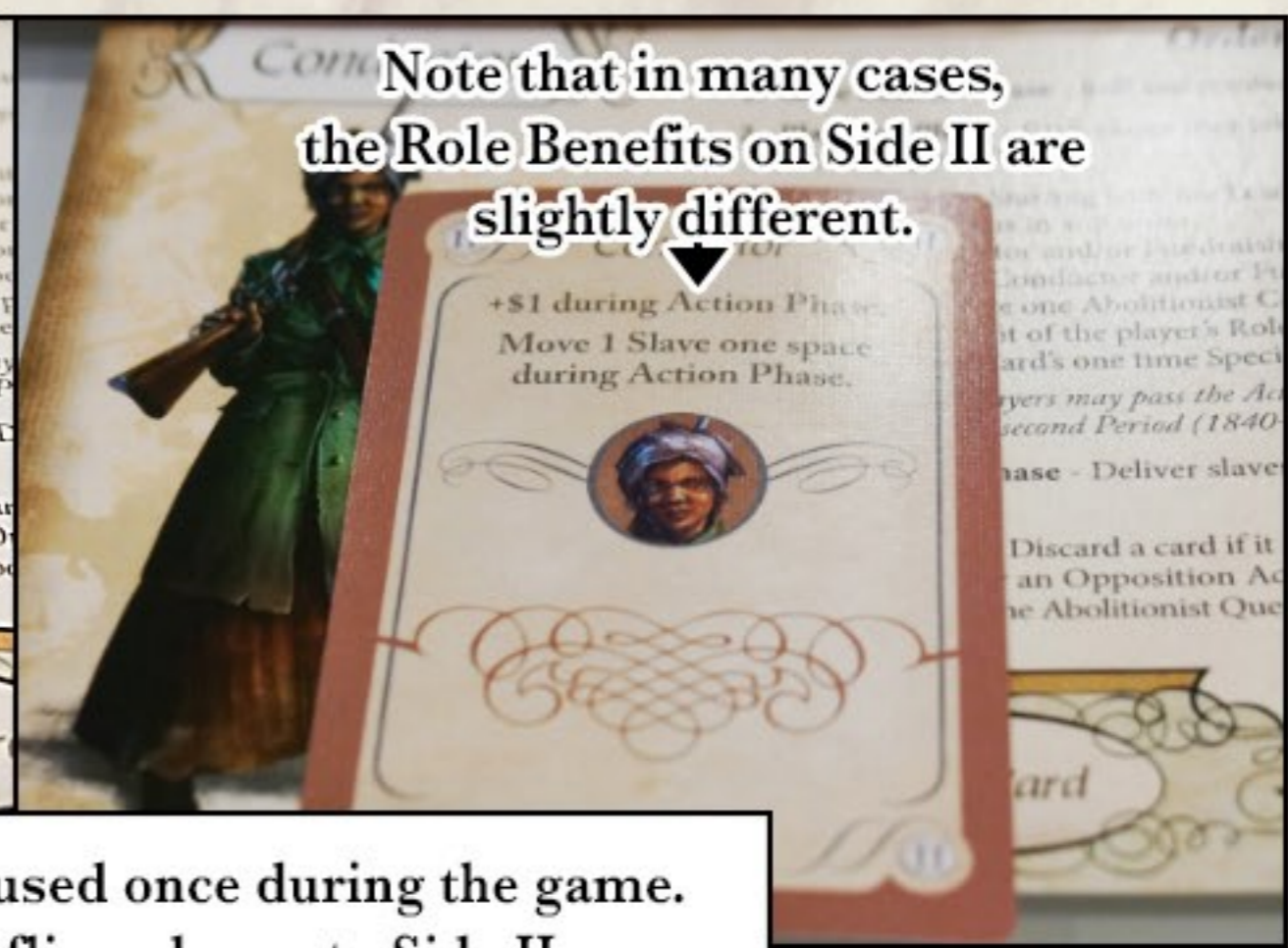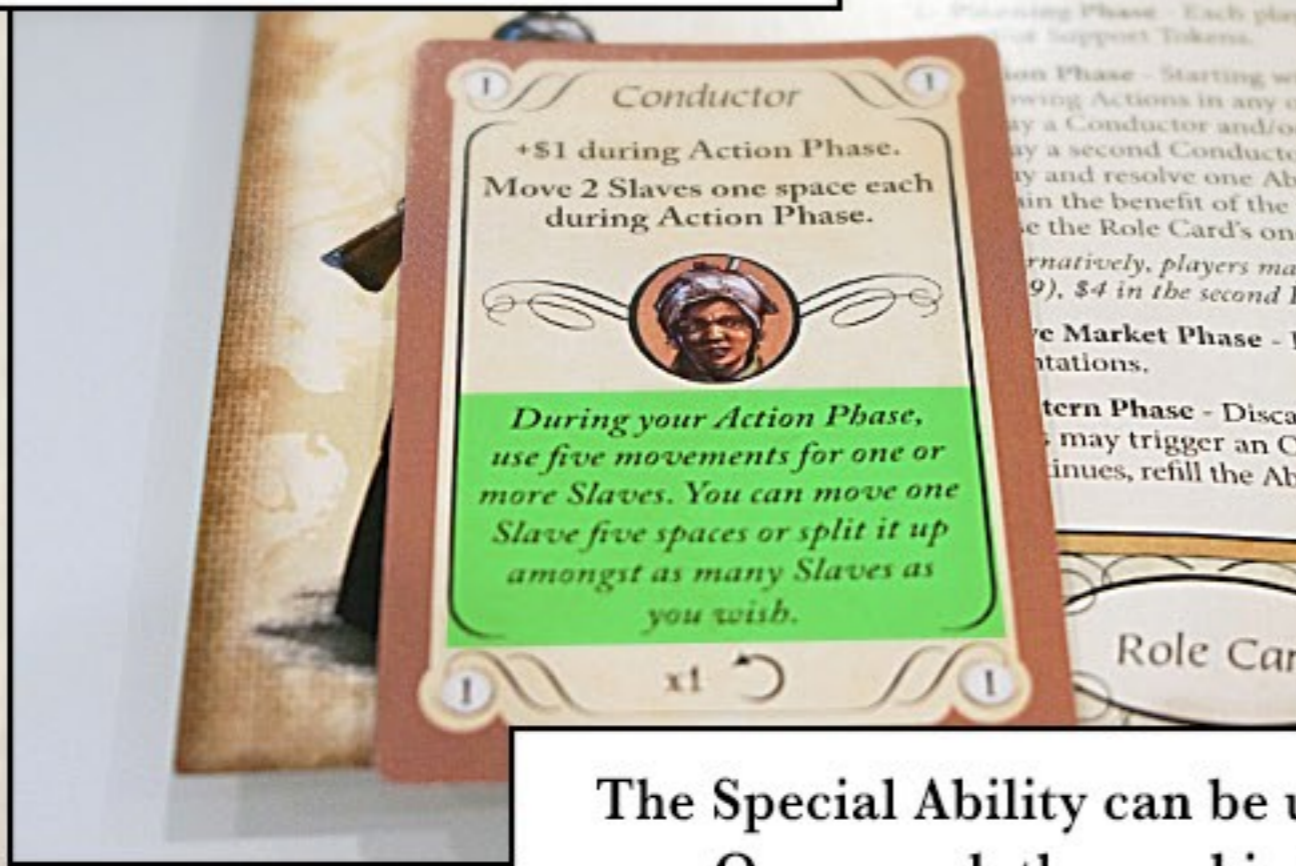**Brown and Red Slave Catchers are not triggered because of the phrase "with no effect".**

<u>With no effect</u> means that this movement does not raise money or trigger Slave Catchers, as normal movement would.

Role Card Benefits

Example

Conductor

+$1 during Action Phase.
Move 2 Slaves one space each during Action Phase.

Gain $1

Move 2 Slaves one space each.

Purple is triggered

Brown is triggered

Gain $2

Moving 1st slave

Gain $1

Moving 2nd slave

Blue is triggered

Purple is triggered

Conductor

+$1 during Action Phase.
Move 2 Slaves one space each
during Action Phase.

*During your Action Phase,
use five movements for one or
more Slaves. You can move one
Slave five spaces or split it up
amongst as many Slaves as
you wish.*

x1

Note that in many cases,
the Role Benefits on Side II are
slightly different.

+$1 during Action Phase.
Move 1 Slave one space
during Action Phase.

Role Car

The Special Ability can be used once during the game.
Once used, the card is flipped over to Side II.

Large Square Cities

NEW
JERSEY

$2

VIRGINIA
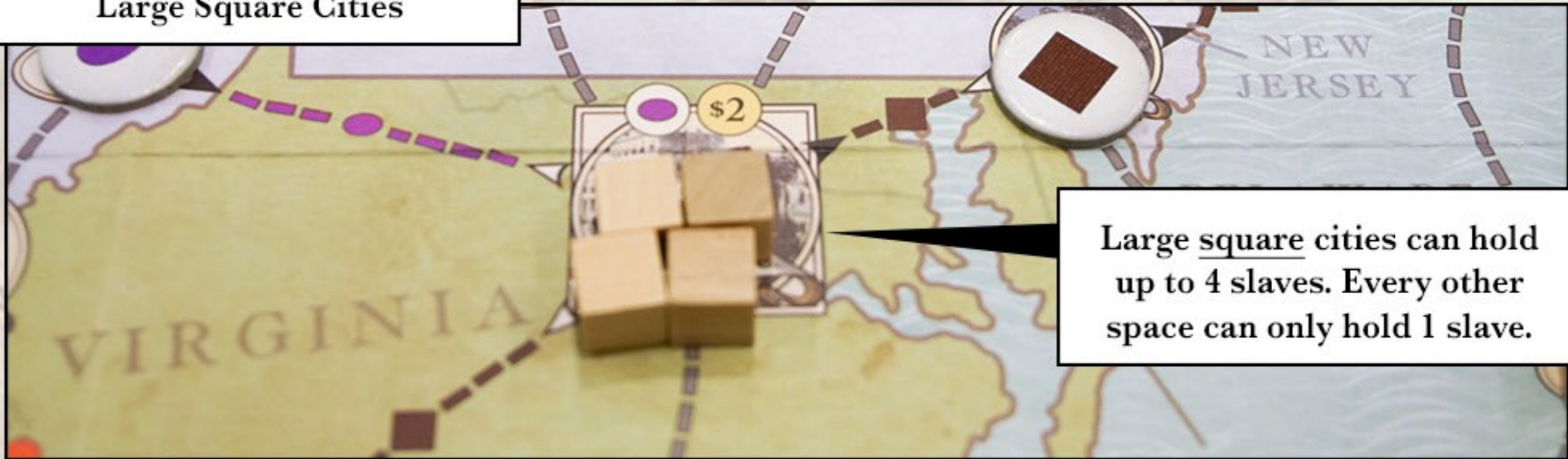
Large **square** cities can hold
up to 4 slaves. Every other
space can only hold 1 slave.

Capturing Slaves

Whenever a movement **ends**,
all slaves (if any) on a space
with a Slave Catcher are
captured.

$1

$2

SLAVE   MARKET

SLAVES FOR SALE

1,2 & 3

3

1,2 & 3

SLAVES FOR SALE

2 & 4

2

2 & 4

SLAVES FOR SALE

1

4

Captured slaves are distributed
to the Slave Market Cards, cycled
from bottom up.

Fundraising Tokens

Fundraising Tokens from first two Periods give $1 for every slave on a Green space.

Fundraising Tokens from last Period give $1 for every slave on a Blue space.

For example

Playing this token will give $6

Once used, remove from game

4. Slave Market Phase

All slaves on the bottom-most Slave Market Card are moved to the southern plantations.

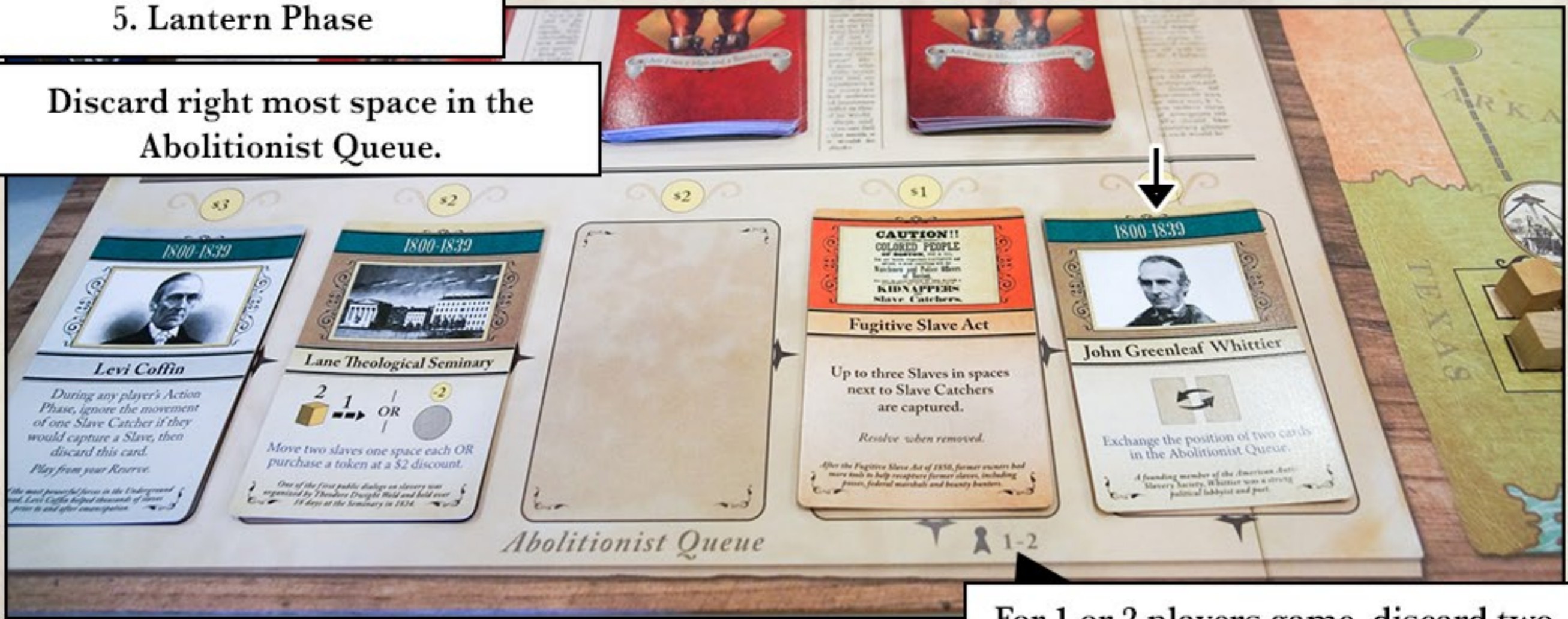If all plantation spaces are filled, excess slaves are lost. Place them on the Slaves Lost Track.

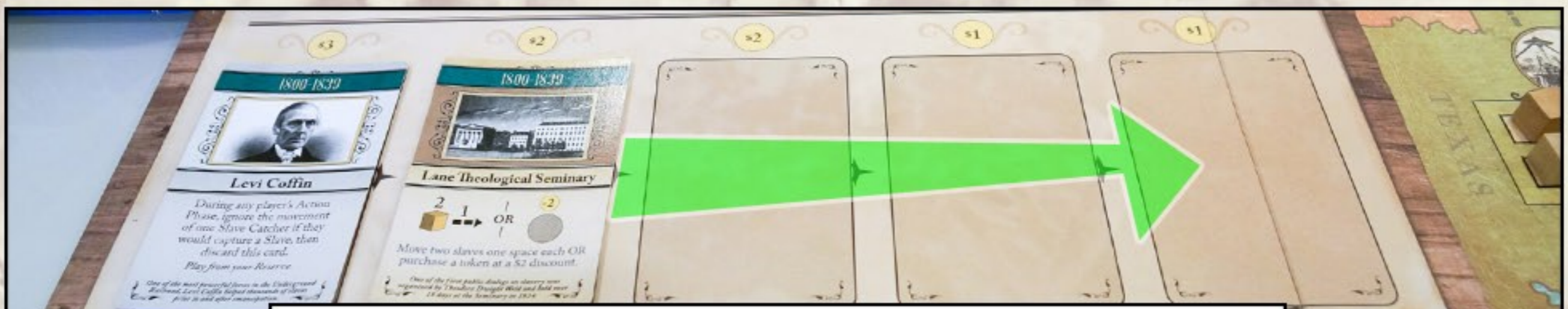Then slide down the remaining cards, and draw a new one.

5. Lantern Phase

Discard right most space in the Abolitionist Queue.

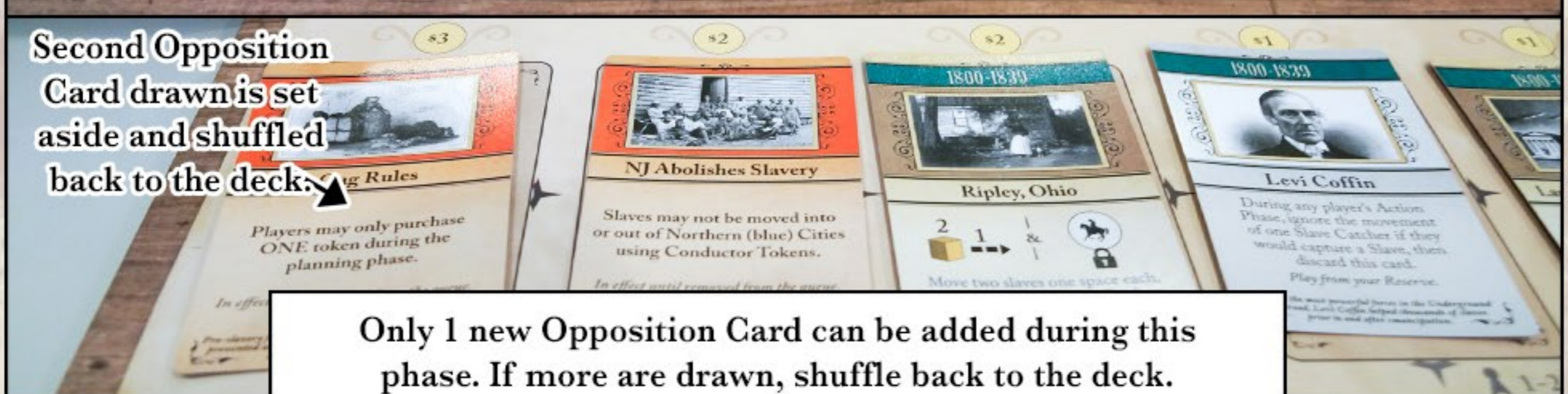**For 1 or 2 players game, discard two right most spaces instead.**

Slide remaining cards to the right and draw new cards from the active deck to fill the spaces.
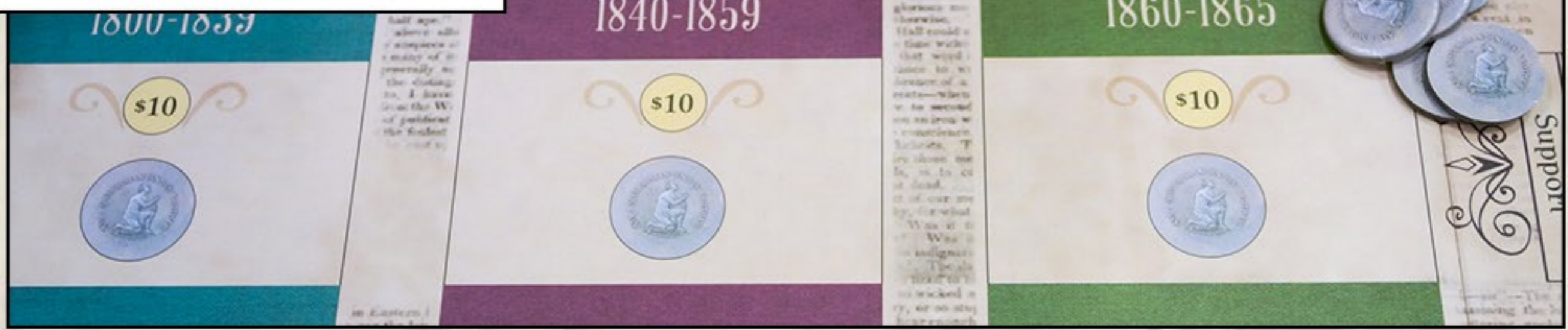
Abolitionist Queue

Second Opposition Card drawn is set aside and shuffled back to the deck.

Only 1 new Opposition Card can be added during this phase. If more are drawn, shuffle back to the deck.

Abolitionist Queue

Check for Victory Condition.

You need to purchase all of the Support Tokens.

1800-1859   1840-1859   1860-1865
$10 $10 $10

Support

And move the required number of slaves to Canada.

2   10
SLAVES FREED

30	29	28	27	26	25	24	23	22	21

In this case 10

20	19	18	17	16	15	14	13	12	11

10

You lose the game immediately if the Slaves Lost Track is filled and another Slave needs to be added.

2   10
SLAVES FREED

SLAVES LOST

The game will end after 8 rounds. If you do not win by the end of round 8, you lose.

If this is not the end of round 8, pass the Player Lantern Token clockwise to the next player. A new round begins.

FREEDOM
THE UNDERGROUND RAILROAD

You're now ready to play Freedom: The Underground Railroad. Good luck!

Abolitionist's Quick Start Guide to Freedom: The Underground Railroad
By Cedric Chong (maxixe)

This Quick Start Guide is meant as an introduction to the game of Freedom: The Underground Railroad. You can think of it as a guide to pass along to your friends to read before going to game night. It'll be great if the game is played with at least one experienced player who knows how to handle all the exceptions and special rules.

This guide is not meant to be comprehensive. Hopefully it can be used as an aid to help new players get into this game. Some of the things I left out include:

- Scoring.
- Money cannot be shared.
- Moving two spaces.
- Slaves cannot move through paths with Slave Catchers.
- Slaves can move through paths with other slaves.
- You can play maximum two tokens on your turn.
- Tokens can be kept to be played in future rounds.

Version history
[Version 1.0] First release.
[Version 1.1] Major changes to presentation style. Minor text edit to clarify some rules.

Originally posted on:
http://www.boardgamegeek.com/thread/1233723/abolitionists-quick-start-guide-freedom-undergroun

Game designed by Brian Mayer.
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