



**Railroad RushHour®  
Rules of the Rails**

There's a serious snarl-up down at the freight yard—let's clear the tracks. The object of Railroad RushHour® is to move the RED ESCAPE LOCOMOTIVE to one of the exit gates by shifting the obstacle engines, cars, and baggage platforms out of the way.



**Railroad RushHour®  
Railyard**

**Your Engine:** it's the speedy red one, of course.  
**19 Obstacles:** 5 Large Engines, 4 Boxcars, 4 Tankers, 4 Caboosees, and 2 Baggage Platforms. These game pieces will block your passage, steam up your brain, and rattle your rails!  
**40 Puzzle Cards for ages 8 and up plus 10 Junior Cards designed for ages 6-8:** Each card displays a set-up of engines, cars, and baggage platforms. Complete solutions are on the back of each card. Puzzle Challenge Cards escalate from Junior to Beginner, through Intermediate and Advanced, to Expert.  
**Baggage Pouch:** Riding the rails? Our travel bag will hold the game board, pieces, and cards.



**The Set-up**

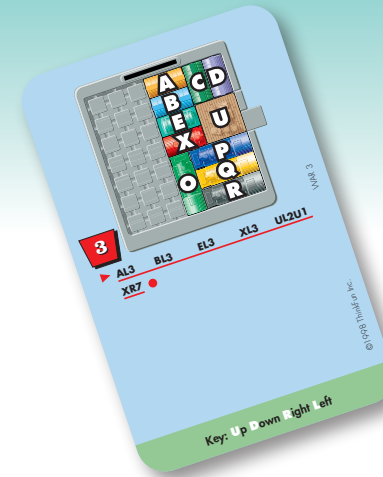
Match the locations of the game pieces as indicated on the puzzle card. There are two exit gates. Move the Red Locomotive through the exit gate indicated on the puzzle card.

**Game Pieces**

Game pieces can move forward and reverse. THE EXCEPTIONS are the 2 large square baggage platforms, which can move both forward, reverse, and sideways.

**Solutions**

Each Challenge Card displays a solution on the back. Here is an example:



Each car and baggage platform is assigned a letter. In this challenge the baggage platform is U.



The necessary moves to solve the puzzle are listed in sequence. For example, XL3 means that Engine X moves left three spaces. The next move, UL2U1, means Baggage Platform moves left two spaces AND up one space.

L=Left, R= Right,  
U=Up, D = Down.

**Here Goes!**

Stoke up your thinker, build up some steam and ride some puzzles!

**Creating  
Railroad RushHour®**

Puzzle challenges were developed by puzzle master Scott Kim, with contributions from Glenn Iba, Serhiy Grabarchuk, and Bill Ritchie.



Railroad RushHour® was inspired by Nob Yoshigahara, inventor of RushHour®, Traffic Jam Puzzle – ThinkFun's® first award-winning grid game.

**What's Great About  
Grid Games**

Sure, ThinkFun's® grid games like RushHour® and Railroad RushHour® hone your strategic thinking, beef up your sequential planning skills, give your brain a work-out, and keep you off the streets and out of trouble, but what really matters is they're fun for the whole family!



ThinkFun® is the leading creator of mind challenging games. Since 1985, the company has produced award winning games such as Rush Hour®, River Crossing®, and Aha! Brainteaser Classics™.

Kids and adults alike look to ThinkFun® to create hands-on, thought-provoking games that provide hours of fun-filled challenges. ThinkFun® is committed to high-quality, innovative games that help people of all ages develop thinking skills through play. To learn more, please visit our web site:

