

# Spike Setup - Teaching Game / New Players

1. Lay out board
2. Place round commodity disks randomly upside down at the top of the board in the \$1-\$3 grid
3. Sort the commodity load cards by commodity (3 per commodity).
4. Randomly create 4 piles of 3 load cards only taking one load card from each commodity pile.
5. Shuffle the route cards and place one, face down, on the top of each load card pile.
6. Shuffle the track cards and place five random cards on top of the commodity card piles
7. Add the matching load tokens (long and thin) to the load card piles.
8. Add a bag of colored tracks and train components to each pile of commodity load cards.

## Spike Game Start

1. Each player picks a color to play the game with.
2. After all player have picked a color, return the unplayed color (3 player game) back in the box.
3. Set out each player's commodity load cards in front of them without flipping them over.
4. Flip the commodity disks on the board over so they can be seen.
5. Place one train of each color into a container and have one player pull one train unseen. The player of that color will go first.
6. Begin the game per the published rules.

# Spike Setup Experienced Players

1. Lay out board
2. Place round commodity disks randomly upside down at the top of the board in the \$1-\$3 grid
3. Sort the commodity load cards by commodity (3 per commodity).
4. Randomly create 4 piles of 3 load cards only taking one load card from each commodity pile.
5. Shuffle the route cards and place two, face down, on the top of each load card pile.
6. Shuffle the track cards and place five random cards on top of the commodity card piles
7. Add the matching load tokens (long and thin) to the load card piles.
8. Add a bag of colored tracks and train components to each pile of commodity load cards.

## Spike Game Start

1. Each player picks a color to play the game with.
2. After all player have picked a color, return the unplayed color (3 player game) back in the box.
3. Each player chooses which side of the commodity cards they wish to use and which route card they wish to use. Return the unused route card to the box. Once all players have placed there commodity cards on the table face up and declared they are ready to start, the commodity cards cannot be flipped over.
4. Flip the commodity disks on the board over so they can be seen.
5. Place one train of each color into a container and have one player pull one train unseen. The player of that color will go first.
6. Begin the game per the published rules.