AUSTRALIAN RAILS™

RULEBOOK

Mayfair
Games,
Inc.

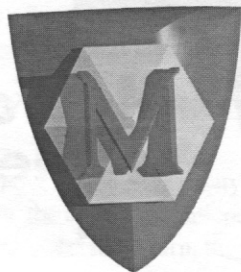# AUSTRALIAN RAILS

CREDITS

Australian Rails

Game Design by Larry Roznai & Loren Roznai
Based on the original Empire Builder® design by Darwin P. Bromley and Bill Fawcett.

Original Game design by Larry Roznai
Rules Written and Edited by Larry Roznai and William Niebling
Box Art by Drew Perkett
Box Design and Layout by Drew Perkett
Board Design and Layout by Drew Perkett
Card Layout by Loren Roznai

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For rules questions: rulesguru@mayfairgames.com

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GAME PARTS

Australian Rails™ contains:
- 1 puzzle-cut board
- 100 load chips
- 1 sheet of load labels
- 2 decks of cards-including:
  - 138 Demand cards
  - 18 Event cards
  - 12 Locomotive (Loco) cards (2-sided)
- 6 wipe-off crayons
- 6 pawns
- 1 pack of money
- 1 rulebook (Now in your hands!)

If any of these parts are missing from your new game, please write for free replacement (identifying the missing part) to:

Australian Rails Parts, Mayfair Games
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Skokie, IL 60076.
Or send a message to CustServ@mayfairgames.com

If you have any questions about these rules, or any Mayfair Games product, please write us at the address above or send a message to our rules guru at:
RulesGuru@mayfairgames.com

PLAYING BOARD

The playing board shows a map of the continent of Australia. Most of the map is covered by the mainland. Off the southern coast is the island of Tasmania. Many areas of the mainland are covered by "deserts," representing largely unihabited areas occasionally affected by storms. Many "dry" rivers and lakes present only a minor obstacle, until heavy rains come!

The map has a grid of round and triangular dots, called mileposts. The mileposts regulate rail building and train movement. Different types of terrain are represented by different types of dots, as shown in the map key.

The map also shows 45 cities. There are five "Major Cities," which are marked with a large red hexagon. Near each city are symbols representing the goods available for pickup in that city. The map also shows the approximate location of major rivers, lakes, and seas that may affect the construction of railway lines.

CRAYONS

The special wipe-off crayons supplied with the game let players draw on the playing board during play and clean the board afterwards. You should not use any marker other than those supplied unless you first carefully test the marker for erasability on a section of the board away from the playing area. The crayons in this game are plastic based, not wax based.

IMPORTANT: THE PLAYING BOARD IS COVERED BY A THIN PLASTIC COATING TO ALLOW FOR EASY CLEANUP BETWEEN GAMES.
DO NOT USE ABRASIVE CLEANERS to clean the board-use a dry paper napkin or paper towel. Using water will not speed cleanup.
DO NOT USE OTHER MARKERS than those recommended-pencils, pens, regular crayons, and dry markers will permanently color the playing surface and ruin the playing board.
Whenever using any marker other than those provided, first mark the board away from the playing surface and leave it overnight. If the mark can then be wiped off without leaving a stain, the marker is usable. Each individual color has to be tested. Keep crayons away from direct heat.
ALWAYS CLEAN THE BOARD IMMEDIATELY AFTER PLAY!

CARDS

There are three types of cards: Demand cards, Event cards, and Loco cards.

Before playing, the Loco cards should be separated from the others and kept with the money.

The remaining cards (the Demand cards and Event cards) are all shuffled together to make the card deck. The card deck is placed face down near the board, in easy reach of all players.

Demand Cards

Each Demand card shows demands for three cities, and for each demand shows:

1) The city needing the goods. (Katherine)

2) The money payable on delivery of the goods to that city. (36 Million)

3) The goods needed (Oats)
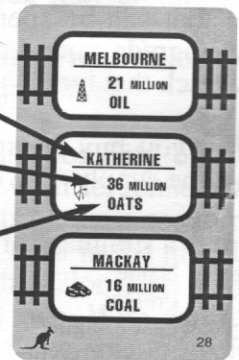
Event Cards

The deck has 18 Event cards which can affect the play of the game. The effects of each Event card are described on pages 7 and 8. When drawn, Event cards are immediately placed face up and shown to all players. The event takes effect immediately when drawn. After the event is resolved, you must continue to draw until you have three Demand cards. You must always have three (3) Demand cards (especially before making any additional deliveries). If you find that you have fewer than three Demand cards, you must draw a replacement Demand card immediately, whether or not it is your turn. Any Event cards drawn become effective immediately. A new card must be drawn after the effects of any Event card(s) are resolved.
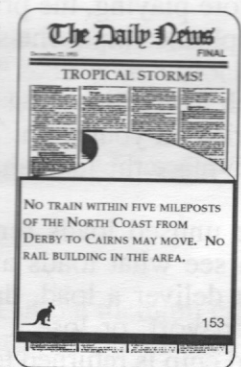
Loco Cards

Each player has one Loco card, showing the type of train, its maximum speed, and its load capacity. There are three different levels of trains. The level determines which trains are available for upgrades. Each player begins with a level I train, called a "Freight." A Freight train may carry up to 2 loads, and may travel up to 9 mileposts per turn.

speed 9
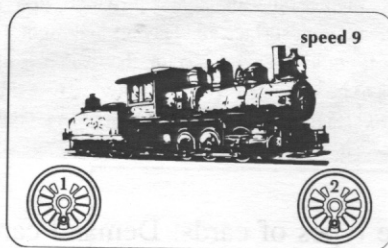
You may upgrade your train during the Building Phase of your turn (or during either of the initial building turns). When upgrading, choose any available Loco of the next level. There are two types of Locos at level II: the "Heavy Freight" and the "Fast Freight." There is only one type of level III Loco: the "Super Freight."

It costs 20 million to upgrade a train to the next level. This upgrade cost counts against the 20 million per turn that can be spent during the Building Phase. If you upgrade your Loco, you won't be able to build any track that turn.

When you buy an upgrade, take the new Loco card from the supply. The old Loco is returned to the bank.

Here is a summary of the different trains available:

Level	Name	Max. Loads	Speed per turn
I	Freight	2	9
II	Fast Freight	2	12
II	Heavy Freight	3	9
III	Super Freight	3	12

LOAD CHIPS

Before playing, the printed stickers must be applied to the plastic chips, one sticker per chip.

Each load chip represents a commodity which can be carried on your train. To show that a load is being carried, place the load chip on your Loco card.

The unused loads remain in the tray, where players can see what loads are available for pick up. When you deliver a load, drop a load without delivering it for payoff, or lose a load due to an Event card, the load chip is returned to the tray.

The load chips are limited to those provided in the game; additional loads should not be made (except as replacements). Charts showing the loads available and the cities where they can be picked up are included for player reference at the center of this book.

PREPARATION FOR PLAY

The players sit around the playing board. One player acts as banker. He gives each player 60 million dollars to start the game. The banker manages the available Loco cards and load chips.

After shuffling, deal three Demand cards face up to each player. Any Event cards dealt are discarded and replaced until each player has three Demand cards.

Note: Event cards are discarded ONLY at the beginning of the game; Event cards drawn later in the game are displayed and immediately take effect.

Each player now looks at their Demand cards and finds the single largest payout for a single demand. The player who has the highest single payout goes first.

At the beginning of the game, each player should have:

- 3 Demand cards (face up)
- One Freight Loco card
- 60 million dollars in cash
- One pawn and one crayon of the same color

The discarded Event cards are shuffled back into the deck, and the deck is placed on the board. If the deck runs out during the game, reshuffle the discard pile and form a new draw deck.

HOW TO PLAY

Your turn is divided into two phases:

- FIRST: Operation Phase:
Run your train, by moving, loading and unloading, paying track use fees if necessary, and collecting payoffs.

- SECOND: Building Phase:
Spend up to 20 million per turn either to build track or to upgrade your train.

Instead of taking your turn, you may discard your entire hand and draw three new cards, resolving and replacing any Event cards drawn. Event cards drawn take effect immediately. If you lose your turn because of an Event card, you may not discard your hand during the lost turn.

After you have completed your turn, by giving the banker any money spent or declaring that no money will be spent in that building phase, the player to your left takes his turn.

BUILDING RAILROADS

The board begins without any track on it. At the start of the game, players take three turns with no train movement to start building their rail empires. Each player may spend up to 20 million dollars (of their initial 60) in each of these three turns to build track or upgrade his train. During the first round, the first player takes his turn, and play progresses clockwise. After completing the first round, the player who played last (during the first round) goes first in the second round and the order of play is reversed (progressing counter-clockwise) for the second building round. After the first two building rounds, the original first player (the last player to have built track during the second building round) takes his turn, and play continues clockwise around the table (This is known as the "Switch-back Start").

After looking at the nine demands listed on your Demand cards, you should find where the loads are available for pickup by looking on the chart and matching each of them to the corresponding city on the board. Then you should plan a route for your railroad to connect up with the cities where the loads can be delivered for payoff. Then begin to build track.

Important: You can only fill one demand on each Demand card before it is discarded!

Building Cost Examples
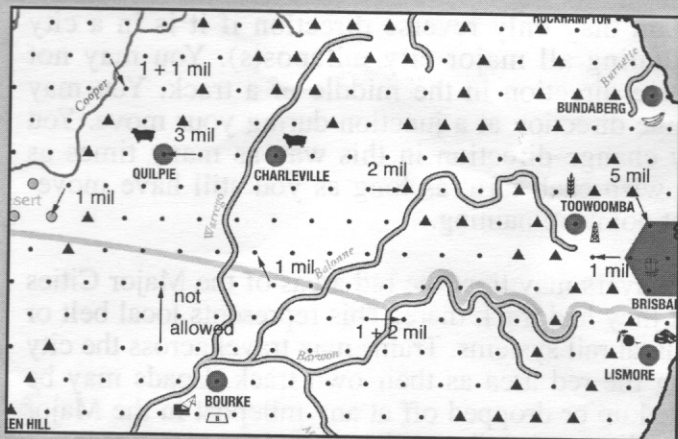
The cost for building to each milepost is:

Clear	1 million
Desert	1 million
Mountain	2 million
Dry River or Lake	1 million additional
River Crossing	2 million additional
Lake or Ocean Inlet	3 million additional
Small or Medium City	3 million
Major City	5 million

The cost for building across a river, lake, or inlet is in addition to the regular cost for building to a milepost. Building across a river to a mountain milepost thus costs 4 million. See the illustration for more examples.

To help you locate the cities on the map, and where different loads are available for pick-up, we have included handy quick reference sheets in the middle of this rulebook that you can remove for use during the game. You can use it to help you find the resources that you need to fulfill your demands.

Keep in mind that you will only be able to deliver one demand on each card! When you fill a demand, the Demand card is discarded and replaced. So, it is a good idea to try and fill demands on more than one card if possible.

You build your railroad by drawing a line with your color crayon from one milepost to the next. For each section of track, you must pay the cost for the milepost to which you are building. For example, building from a clear milepost to a mountain milepost costs 2 million, building from a mountain milepost to a small city milepost costs 3 million. See the illustration on this page for some examples of track building.

Beginning Construction

When you build track, you may build from any milepost which you have already connected track to. In addition, during each of your Building Phases (including the first two building turns), you may build track from ANY two Major City mileposts, even if you have no track connected to that Major City. These mileposts can be in the same, or different Major Cities.

You may only make the special Major City builds twice each building phase. If you wish to connect to more than two Major City mileposts on the same turn, you will have to build to the extra ones in the normal fashion and pay 5 million for each Major City milepost you connect to after the first two. With careful planning, however, most players will be able to avoid building track into Major Cities (and the 5 million expense!).

Right to Enter Major Cities

Every player has the right to build at least one track to each Major City. No track may be built which blocks any player from connecting all the Major Cities.

No track may be built in the red area of a Major City.

Limited Entry into
Medium and Small Cities

Only three players may build track into a medium city (squares), and only two players may build track into a small city (circles). No player may build more than three track sections to a medium or small city. No track may be built which would prevent a second player from building at least one segment of track into a small or medium city, or which would prevent a third player from building track into a medium city.

Right of Way

Only one section of track may be built between any two mileposts.

No Credit/No Loans

You may not build more track than you can immediately pay for. Track drawn which cannot be paid for is immediately erased. You must also be able to pay for the rental of other players' tracks prior to using them.

Rivers, Lakes, and Ocean Inlets

The cost for building track across a river, lake, or ocean inlet is in addition to the regular cost for building to the milepost. Even when building across a lake or ocean inlet, you can still only build track to the six adjacent mileposts. You can not use an inlet to "bridge" between mileposts that are not next to each other.

Dry Rivers and Lakes

Much of Australia is dry most of the year, and there are a number of rivers and lakes that only have water in them during the "rainy season." This unique feature of Australia is represented by the "dry" rivers and lakes. These are marked in brown on the map, and are less expensive to build accross than the regular lakes and rivers. But, there is an event card that converts all dry lakes and rivers into regular lakes and rivers! After this event is drawn, all brown rivers and lakes are treated the same as blue rivers and lakes for the rest of the game. You do not have to pay the increased costs for bridges you have already built before the Rainy Season event card is drawn.

The Tasmanian Ferry

It is possible to use the ferry to cross over to the island of Tasmania. To use the ferry, you will first have to connect to the city of Melbourne. Then you can build track from the ferry port on the shore of Tasmania. But, before you can begin building, you must pay a special one-time fee of 6 million dollars (to set up the ferry equipment).

Only three players may connect track to the ferry port. You may not build track which would block a second or third player from connecting to the ferry port.

The Darwin Connection

The city of Darwin (D-2) in the Northern Territory has a special place in Australian Railroading history. Because of this, players may begin building track from the Darwin milepost just like Major City mileposts! However, because Darwin is only a medium sized city, only three players may connect track to this milepost. So, only the first three players to connect to Darwin will be able to use this special ability. Also, Darwin does not count as one of the Major Cities you must connect to in order to win the game.

HAULING FREIGHT

Starting the Train

At the beginning of the game, each player may start his train (represented by his pawn) in any city on the map. (Note that you must begin building track from a Major City, but you may begin your train in any city.) At the end of your third building turn, place your train pawn in any city on the board. Usually you will place it in a city that you have connected track to. Remember that a train cannot move without track, so you probably don't want to start in a city that has no tracks connected to it!

Running the Train

You move your train by traveling on track built on the board and counting the mileposts reached, up to the maximum movement of your train. The speed for each type of train is shown on the Loco card: Freight and Heavy Freight Locos may move up to 9 mileposts each turn. Fast Freight and Super Freight Locos may move up to 12 mileposts each turn. The type of milepost does not matter, each milepost costs one movement point to move to regardless of terrain.

There is no limit to the number of trains that may end a turn on one milepost or use the same track. One train may not block another train's movement; two trains may pass each other on the same track (it is assumed that there are sidetracks available for trains to pass each other).

A train may only reverse direction if it is in a city (including all major city mileposts). You may not reverse direction in the middle of a track. You may change direction at a junction during your move. You may change direction in this way as many times as you wish each turn, as long as you still have movement points remaining.

All players may treat the red areas of the Major Cities as if they had track there. This represents local belt or terminal rail systems. Trains may travel across the city using the red area as their own track. Loads may be picked up or dropped off at any milepost in the Major City. The center milepost is counted for movement.

Using the Ferry

To use the ferry, you must move to a ferry port and stop moving for that turn (this represents the time to wait and load the ferry). On your next turn, you may start counting from the other ferry port, but you may only move at half rate for that turn (representing the time you lost riding the ferry). You may treat the ferry port as a clear milepost if you are not using the ferry.

Renting Track

You pay nothing to run your train on your own track. You may run on an opponent's track, but must pay 4

AVAILABLE LOADS

Artifacts (3) 🏺
Alice Springs (E-6)

Bananas (3) 🍌
Bundaberg (I-7)

Bauxite (3) ☁
Weipa (G-2)

Beer (3) 🛢
Brisbane (I-7)
Melbourne (G-10)

Cattle (3) 🐂
Cairns (H-4)
Derby (C-4)

Citrus (3) 🍊
Cairns (H-4)
Hobart (G-12)
Lismore (I-8)
Mackay (H-5)

Coal (3) 🪨
Lismore (I-8)
Newcastle (H-9)

Copper (3) ⛏
Bourke (G-8)
Esperance (C-9)
Mount Isa (F-5)

Diamonds (3) 💎
Derby (C-4)

Fish (3) 🐟
Launceston (G-12)
Melbourne (G-10)
Port Lincoln (E-9)
Wollongong (H-10)

Gold (3) 📦
Kalgoorlie (C-8)
Tennant Creek (E-5)

Imports (3) 🚢
Melbourne (G-10)

Iron (3) ☁
Paraburdoo (B-6)
Port Augusta (F-9)

Lead (3) ☁
Broken Hill (F-8)
Mount Isa (F-5)
Wollongong (H-10)

Nickel (3) Ⓝ
Kalgoorlie (C-8)

Oats (3) ⚘
Perth (B-9)
Wagga Wagga (G-10)

Oil (3) 🛢
Port Hedland (B-5)
Toowoomba (I-7)

Sheep (4) 🐑
Albany (B-10)
Charleville (G-7)
Leonora (C-7)
Port Augusta (F-9)
Quilpie (G-7)

Silver (3) Ⓢ
Bourke (G-8)
Mount Isa (F-5)

Sugar (3) ⚘
Townsville (H-5)

Tin (3) 📦
Cooktown (H-3)
Launceston (G-12)

Titanium (3) Tⁱ
Bunbury (B-9)

Tobacco (3) 🌿
Rockhampton (H-6)

Tourists (3) 🧳
Sydney (H-9)

Uranium (3) ☢
Katherine (E-3)
Yeelirrie (B-7)

Wheat (3) 🌾
Port Lincoln (E-9)
Toowoomba (I-7)
Wagga Wagga (G-10)

Wine (3) 🍾
Adelaide (F-9)

(#)-Number of loads available for that commodity.

CITIES

Adelaide   F-9
Wine 🍾

Albany   B-10
Sheep 🐑

Alice Springs   E-6
Artifacts 🏺

Bourke   G-8
Copper ⛏
Silver Ⓢ

Brisbane   I-7
Beer 🛢

Broken Hill   F-8
Lead ☁

Bunbury   B-9
Titanium Tⁱ

Bundaberg   I-7
Bananas 🍌

Cairns   H-4
Cattle 🐂
Citrus 🍊

Canberra   H-10

Charleville   G-7
Sheep 🐑

Cook   E-8

Cooktown   H-3
Tin 📦

Darwin   D-2

Derby   C-4
Cattle 🐂
Diamonds 💎

Esperance   C-9
Copper ⛏

Geraldton   A-8

Hobart   G-12
Citrus 🍊

Kalgoorlie   C-8
Gold 📦
Nickel Ⓝ

Katherine   E-3
Uranium ☢

Launceston   G-12
Fish 🐟
Tin 📦

Leonora   C-7
Sheep 🐑

Lismore   I-8
Citrus 🍊
Coal 🪨

Mackay   H-5
Citrus 🍊

Melbourne   G-10
Beer 🛢
Fish 🐟
Imports 🚢

Mount Isa   F-5
Copper ⛏
Lead ☁
Silver Ⓢ

Newcastle   H-9
Coal 🪨

Paraburdoo   B-6
Iron ☁

Perth   B-9
Oats ⚘

Port Augusta   F-9
Iron ☁
Sheep 🐑

Port Hedland   B-5
Oil 🛢

Port Lincoln   E-9
Fish 🐟
Wheat 🌾

Quilpie   G-7
Sheep 🐑

Rawlinna   D-8

Rockhampton   H-6
Tobacco 🌿

Sydney   H-9
Tourists 🧳

Tarcoola   E-8

Tennant Creek   E-5
Gold 📦

Toowoomba   I-7
Oil 🛢
Wheat 🌾

Townsville   H-5
Sugar ⚘

Wagga Wagga   G-10
Oats ⚘
Wheat 🌾

Weipa   G-2
Bauxite ☁

Wollongong   H-10
Fish 🐟
Lead ☁

Wyndham   D-3

Yeelirrie   B-7
Uranium ☢

million per turn to each opponent whose track you have "rented" during your turn. You may not use an opponent's track unless you have the cash to pay before using it. These fees do not count toward the 20 million building limit in the second part of your turn.

Picking Up Loads

A load may be picked up by a train passing through a city where the load is available. The loads available in each city are shown on the map and on the quick reference pages. Simply take the matching load chip from the bank and place it on your loco card. If there is no load chip of that type available, then you may not pick up that load until one is returned to the bank. Trains may carry up to two or three loads, depending on the type of Loco. The maximum number of loads that can be carried at one time is shown on the Loco card. Trains may carry different types of loads, or multiples of the same type.

Picking up or dropping off a load incurs no movement penalty and you may still travel your full movement.

You may pick up loads even if you do not have a Demand card for that type of load. You are not limited to carrying only loads that match your Demand cards. In fact, it may be profitable to carry one of these "prospective" loads in the hope of drawing a matching Demand card on a future turn.

You may drop a load without payoff at any city.

During the Operation Phase, you may load, unload, and move your train any number of times in any order. Movement is limited only by the type of train and any Event cards in play. A train may not move more than its maximum movement during the Operation Phase, regardless of the number of starts and stops it makes.

Delivering Loads

When you deliver a load to a city that matches one of your Demand cards, you can turn it in for a payout! You must follow these steps when you deliver a load:

1. Return the load chip to the stock of available loads.

2. Receive the amount shown on the Demand card from the bank.

3. Discard the Demand card. Only one load can be delivered for payout with each Demand card!

4. Draw a new Demand card. If you draw an Event card, it takes effect immediately. You must resolve the event before you continue. The event may prevent you from making other deliveries!

5. Continue your turn, including if you can: delivering another load for payoff, dropping a load, picking up a load, and moving. You may continue until your movement allowance is used up.

When making multiple deliveries to the same city, each load must be resolved separately. You must complete each of the above steps for each load delivered, before making the next delivery.

After finishing your movement, you proceed to the Building Phase of your turn. You may then spend up to 20 million to build track or to upgrade your train. Adding new track to your network during the Building Phase follows the rules described on page 5.

EVENT CARD EFFECTS

An Event card takes effect immediately when it is drawn. Most Event cards remain in play until the end of the drawing player's next turn (in the next round) and affects all players. Some events stay in play until the requirements on the card are fulfilled: the Rail Tax card is resolved once and then discarded, and the Rainy Season card remains in play for the rest of the game.

All players must obey the directions on all Event cards while they are in effect.

The Daily News
December 22, 1975
FINAL

SAND STORM!

NO TRAIN MAY CROSS THE DESERT IN SOUTH AUSTRALIA. ALL TRACK CONNECTED TO DESERT MILEPOSTS IS DESTROYED, BUT MAY BE REBUILT. TRAINS ON DESERT MILEPOSTS RETURN TO LAST CITY AND LOSE ONE TURN AND ONE LOAD.

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Here are complete explanations of the effects of the various Event cards:

Floods

There are two Flood cards in the deck. Each flood card indicates which rivers are flooded by that event. Flood cards have two effects:

1. All bridges built over the flooded rivers are destroyed. Erase all the bridges over those rivers.

2. The rivers continue to flood until the end of the drawing player's next turn. No one may build any track over a flooded river, and no one may move their train over a flooded river, until the event leaves play.

When a river floods, each player must be given an opportunity to rebuild their bridges once the floods end. You may not build where the other players' bridges were located until after they have had one turn to rebuild them.

Rainy Season

When the Rainy Season is drawn, the geography of the map changes drastically! For the rest of the game, all "dry" lakes and rivers become normal lakes and rivers! This will increase the costs for building across them. All brown lakes and rivers are treated as if they were blue lakes and rivers for the rest of the game. Keep the card face up on the board as a reminder.

Sand Storms

There are three Sand Storm event cards in the deck. Each event affects a different part of the continent, as indicated on the card. When a sand storm strikes, all track connected to any desert mileposts in the affected region are destroyed! Erase all tracks that are connected to desert mileposts in that area. Any train unfortunate enough to be caught in the storm are immediately moved to the last city they passed through. They also lose one load of the owner's choice, and that player loses his next turn.

Nasty Weather

Australia has a very pleasant climate, but it can also have some very nasty weather! There are three types of nasty weather that can strike during the game: Tropical Storms, Heavy Snow, and Fire Storms. All of these events last until the end of the drawing player's next turn (in the following round).

All types of nasty weather have the same effect: any trains in the affected area may not move. Also, there is no rail building allowed in the affected area. No player may build any track in an area that has been hit by nasty weather while the event is still in play. Once the event leaves play, players may again build track as normal.

Taxes

When the Rail Tax card is drawn, all players must immediately count the money they have on hand. The value of tracks and Locos are not counted. You must pay taxes to the bank, based on the chart shown on the Rail Tax card. After all players have paid the tax, the Rail Tax card is set aside. **Note:** The Rail Tax card is not shuffled back into the deck if it is reshuffled.

During the game, you can keep the amount of money you have on hand secret from the other players. But, after the Rail Tax card has been drawn, the amount of cash each player has on hand becomes "public information." Each player must show his cash at all times, and any player can count your money to see how much you have on hand.

Derailments

One of the greatest hazards to the railroads is the risk of Derailment. They can cause delays and loss of cargo for any train unfortunate enough to suffer one.

Each Derailment card lists a number of cities on the map. Each player must check and see if his pawn is within 3 mileposts of any of the cities listed on the card (counting the milepost the pawn is on, but not counting the city milepost itself).

If your train is within 3 mileposts, you must return any one load chip of your choice to the bank, and you lose your next turn.

If a Major City is one of the cities listed, then you must count from the center milepost of the city, not the edges.

Labor Strikes

Labor disputes can also cause a disruption in the day-to-day operations of your railroad. There are three types of strike event cards in the deck.

All strike event cards last until the end of the drawing player's next turn (in the next round). These cards should not be discarded until the strike is over.

Two of the strike cards, the Dockers Strike and the Lorry Drivers Strike only prevent players from picking up or delivering any load chips in the area listed on the card. When counting 2 mileposts from the coast, start with the milepost closest to the shoreline. So, for example, the town of Cook would be affected by the Docker's Strike, but Rawlinna would not.

The third strike card, the Wildcat Strike, affects only the drawing player's track. Until the end of that player's next turn, no player can move on his track, and he may not build any new track. That player could, however, move his train on another player's track, paying the normal rental fees to do so.

A Note on Losing Turns

If you lose your turn, you may not move or operate your train. You may not deliver or pick up any loads. You also may not build track or upgrade your Loco. You may not use your lost turn to discard all your Demand cards and draw new ones.

If it is your turn, and you draw an Event card that causes you to lose your turn, then you lose the rest of the current turn AND all of your next turn. For this reason, it is important to resolve any event drawn right away. If you were trying to deliver two loads to the same city, and an event caused you to lose your turn after you deliver the first load, then you would have to wait until after you lose your next turn before you could deliver the second load!

HOW TO WIN

The winner of the game will be the first player to complete these two requirements:

- Connect at least four of the five Major Cities with one continuous line of track. One of these four cities must be Perth (in Western Australia). This track can have any number of loops and branches, but must be unbroken.

- Have at least 250 million dollars in cash at the end of your turn. Only cash is counted; the money spent on building railroads or upgrading locomotives does not count toward winning.

When a player declares victory (by connecting four of the five Major Cities, including Perth, and having 250 million in cash), play continues until the current round ends (i.e. until each player has completed an equal number of turns).

If two or more players all declare victory in the same round, then the one with the most cash wins.
In the event of a tie, the victory requirement becomes 300 million and play continues, with all players still eligible to win.

Courtesy in Play

A player's Demand cards and Loco cards (together with the load chips on the Loco cards) must be face up in front of the player for all to see. A player need not show his money until after the Rail Tax Event card appears, after which the amount of each player's money is also public information.

VARIATIONS

Here are some optional rules that players might want to try when playing Australian Rails. All players must agree to any optional rules that are used before the game begins.

Be Alert: Some of these optional rules radically alter the play of the game!

Fast Trains (recommended for beginners)

New or experienced players who want a quicker game can play with "fast trains." When using this rule, Freight and Heavy Freight trains can move up to 12 mileposts per turn. Fast Freight and Super Freight trains can move up to 16 mileposts.

Special Tournament Rule - Time Limits

During tournament play, it may be necessary to enforce a time limit for each game. All players should be made aware of the time limit before the game begins. If any player wins before the time limit is reached, then he is the winner. Otherwise, play continues until the stated time limit passes. Once time has expired, play continues for one last round (so all players get an equal number of turns). The player who has a continuous line of track that connects five of the Major Cities, and who has the most cash on hand is the winner. If no player's track connects five Major Cities, the player with the most cash wins. If the tournament awards second or third place, then having a connection to all five cities takes precedence over having the most money for those positions as well.

Mercy

Sometimes new players (or even old hands!) will find that they are trapped and cannot build or move to get out of their predicament. Sometimes the solution is merely to discard your hand and draw anew, but sometimes you really are trapped. Here are some options for letting a trapped player back in the game:

Loans

You may borrow up to 20 million from the bank and immediately spend it on buiding or hold it to pay track use fees. But, you must repay double the amount borrowed, with all delivery payoffs going to the bank until the loan is repaid.

Late Payment of Use Fee

You may use another player's track, and pay the track use fee from a delivery payoff made while on the other player's track.

Backtracking

You may reverse direction on any milepost, but you must forfeit your entire turn to do so. You may backtrack on the same turn that you discard your hand of cards.

The Honeymoon Game

For a more interesting two-player game, try this:

- Reduce the number of loads available by one for each type of load.

- Only two players may build track to a medium city, and only one player may build track to a small city.

- If you want to build track to a small city, you must have a demand card that shows that city, or a demand for a commodity available in that city. If you build this track, you must make that delivery.

- You may drop any load in any city. If that load is normally available in that city, it is returned to the bank. If not, then it stays in that city (put the chip on the board). Either player can later pick up that load during their turn if they visit that city. Only one such load can be placed on each city. If there is already a load there, it is returned to the bank and the new load placed on the city instead.

AUSTRALIAN RAILS

	THE START:		THE FINISH:
	Starting Cash: 60 million		Ending Cash: 250 million
	Number of Building Turns: 3 Turns		Number of Major Cities: 4 of 5 Including Perth
	Switchback Start: Yes		Equal Turns: Yes

Symbol	Description
•	Clear milepost: 1 M dollars
○	Desert milepost: 1 M dollars
▲	Mountain milepost: 2 M dollars
〰	Dry River: 1 M dollars + any other costs
〰	River: 2 M dollars + any other costs
⑥	Ferry crossing
⬡	Major city: 5 M dollars (see rules)
◼	Medium city: 3 M dollars — maximum. 3 players
●	Small city: 3 M dollars — maximum. 2 players
🝙	Dry Lake: 1 M dollars + any other costs
🝙	Lake / Inlet: 3 M dollars + any other costs
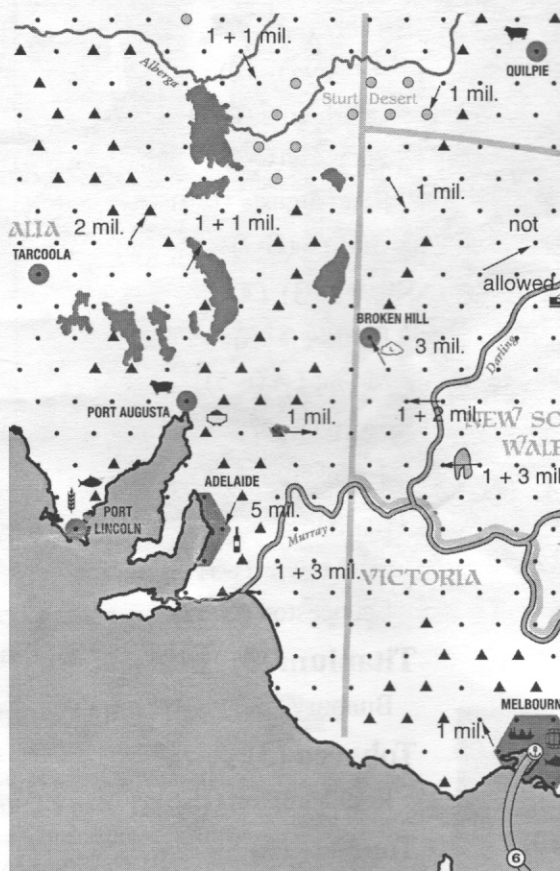
The cost for building across a River, Lake, or Ocean Inlet is in addition to the regular cost for building to the milepost. Building to a mountain milepost and crossing a river thus costs 4 million. See the illustration for more examples.

Dry rivers and lakes are less expensive to build across than regular lakes and rivers. But once the Rainy Season event is drawn, dry rivers and lakes are treated the same as regular rivers and lakes for the remainder of the game. See page 6.

Complete rules for the use and costs of the ferry can be found on page 6.

Special Note:

You may build out of any Major City twice during your Building Phase. When drawing out of a Major City, the cost is the milepost being drawn. If you wish to connect to three Major City mileposts in the same turn, then the cost to build into the third milepost is 5 million.