INDIA RAILS

RULEBOOK

Mayfair
Games

489

Mayfair
Games,
Inc.

GAME PARTS

India Rails™ contains:

- 1 puzzle-cut board
- 95 load chips
- 1 sheet of load labels
- 2 decks of cards—including:
  - 136 Demand cards
  - 20 Event cards
  - 12 two-sided Locomotive (Loco) cards
- 6 wipe-off crayons
- 6 pawns
- 1 pack of money (rupee)
- 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:

India Rails Parts, Mayfair Games
8060 St. Louis Ave.
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 India, Pakistan, Bangladesh, Bhutan, Nepal, and Sri Lanka. The map has a grid of round, triangular, and star-shaped 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 52 cities. There are 5 *major cities* which are marked with all or part of 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 the seacoasts and major rivers that may affect the construction of railway lines. The locations of some coastal cities have been moved slightly inland from the coast to ease play of the game. The sea coast is identified by the sharp line along the coast. In *India Rails* there are no ocean inlets which are available to be built.

CRAYONS

The special wipe-off crayons supplied with the game let players draw on the playing board during play and clean the board afterwards. Players should not use any marker other than those supplied unless it is first carefully tested 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 the special wipe-off 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 draw deck. The draw 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 (Allahabad).

2) The money payable on delivery of the goods to that city (31 million rupees).

3) The goods needed (Coffee).
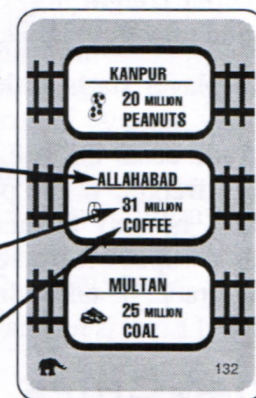
Event Cards

The deck has 20 Event cards which can affect the play of the game. When drawn, Event cards are immediately placed face up and shown to all players. The event takes effect immediately when drawn. The effects of each Event card are described on pages 7 through 8. After the event is resolved, continue to draw until three Demand cards are in hand. A player must always have three (3) Demand cards. If a player has fewer than three Demand cards, he must draw a replacement Demand card immediately, whether or not it is his turn.
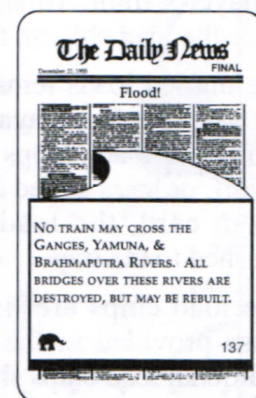
Loco Cards

Each player has one Loco card, showing the type of train, its maximum speed, and its load capacity. There are four different types of trains.
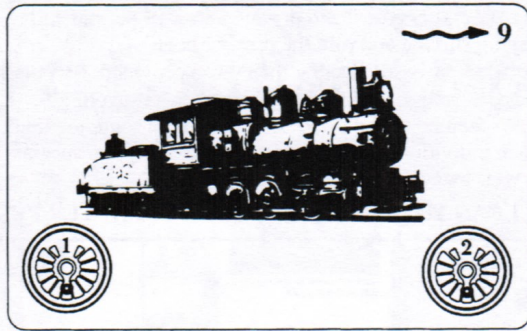
A **freight** may carry up to 2 loads and may travel up to 9 mileposts per turn.

A **fast freight** may carry up to 2 loads and may travel up to 12 mileposts per turn.

A **heavy freight** may carry up to 3 loads and may travel up to 9 mileposts per turn.

A **super freight** may carry up to 3 loads and may travel up to 12 mileposts per turn.

Each player starts with a freight. At the end of his turn, he may upgrade his train instead of building track. The upgrade costs 20 million rupees for a fast freight or a heavy freight. If the player has a fast freight or heavy freight, he may further upgrade his train by paying 20 million rupees for a super freight. When a player buys an upgrade, he takes the new Loco card from the supply. The old Loco is returned to the bank.
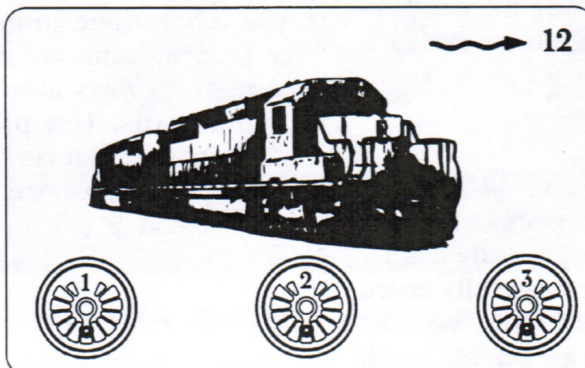
LOAD CHIPS

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

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

The unused loads remain in the tray, where players can see what loads are available for pickup. When a player delivers a load, drops a load without delivering it for payoff, or loses 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 load chips 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 50 million rupees 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 his Demand cards and finds the single largest payout for a 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

• 50 million rupees in cash

• One pawn and one crayon of the same color

Before beginning play, shuffle the discarded Event cards back into the draw deck, and place the draw deck on the board. If the draw deck runs out during the game, reshuffle the discard pile and form a new draw deck.

HOW TO PLAY

A game turn is divided into two phases:

• The first is the *operations phase*, where the player's train moves (paying user fees if needed), loads and unloads goods, and collects payoffs;

• The second is the *building phase*, where the player may spend up to 20 million rupees either to build track or to upgrade his train.

Instead of taking his normal turn, a player may discard his entire hand and draw three new cards, resolving and replacing any Event cards drawn. Event cards drawn take effect immediately. A player who loses his turn because of an Event card may not discard his hand during the lost turn.

A player completes his turn by giving the banker any money spent or declaring that no money will be spent in that building phase. Then the player to his left takes his turn.

BUILDING RAILROADS

The board begins without any track on it. At the start of the game, players take two turns with no operation phase to start building their rail empires. Each player may spend up to 20 million rupees (of his initial 50 million rupees) in each of these two turns to build track or upgrade his train.

For the first round, the first player takes his turn, and play progresses clockwise. After completing the first round, the player who played last in the first round goes first in the second round. The order of play then continues counterclockwise until the the last player (the original first player) takes his turn. (This is known as the *Switchback Start*.) From this point, players will take normal turns, starting with the first player, with play continuing in a clockwise direction.

Before building any track, each player should look at the nine demands on his three Demand cards—finding where the loads are available for pickup by looking on the chart and matching each of them to the corresponding city on the board. The player then plans a route for his railroad to connect the cities where the loads can be delivered for payoff. The player begins to build track. **Important:** Only one demand is filled on a Demand card.

To help locate the cities on the map, and where different demand goods may be found, handy quick reference sheets are included in the middle of this rulebook for use during the game. They are provided to help find the resources needed to fulfill demands.

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

A player builds his railroad by drawing a line with his color crayon from one milepost to the next. For each section of track, the player must pay the cost for the milepost to which he is building. For example, building from a clear milepost to a mountain milepost costs 2 million rupees, building from a mountain milepost to a small city milepost costs 3 million rupees. See the illustration on this page for some examples of track building.

Beginning Construction

A player starts building from any major city. A player may build track from any major city milepost or from any milepost to which the player has already built track. These mileposts may be multiple mileposts from the same major city, or mileposts from multiple major cities. A player may build track from a major city milepost that is not connected to any of his existing track. A player may not build more than two track sections from major city mileposts in a single turn.

Right to Enter Major Cities

Every player has the right to build at least one segment of 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 city, or which would prevent a second or third player from building track into a medium city.

Building Cost Examples

The cost for building to each milepost is:

Clear	1 million
Desert	1 million
Mountain	2 million
Alpine	5 million
Salt Marsh	3 million
Small or Medium City	3 million
Major City	5 million
River Crossing	2 million additional
Ferry (to Sri Lanka)	6 million

The cost for building across a river 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.
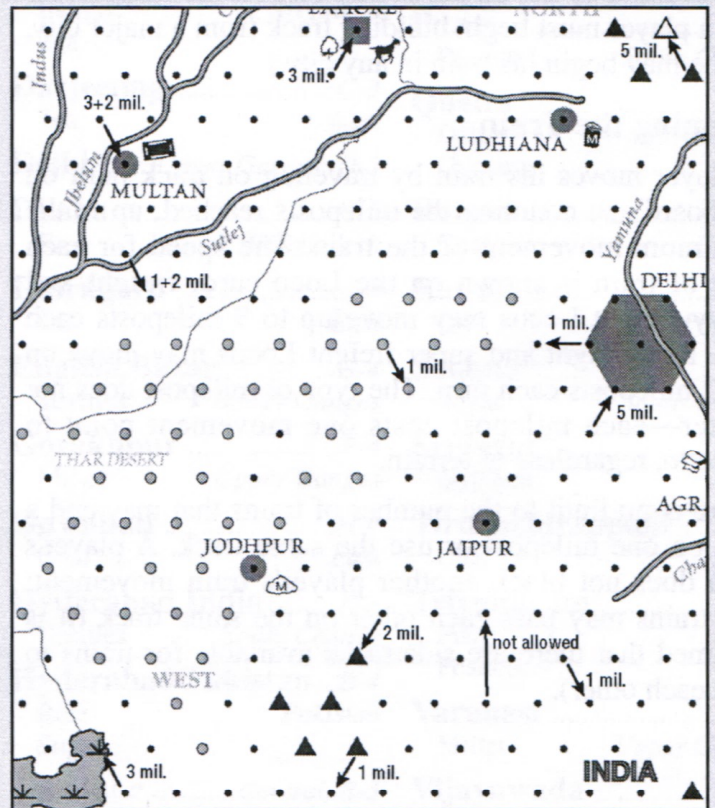
No Credit/No Loans

A player may not build track for which he cannot immediately pay. Track drawn which cannot be paid for is immediately erased. A player must also be able to pay for the rental of other players' tracks prior to using them.

Right of Way

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

Rivers

The cost for building track across a river is in addition to the regular cost for building to the milepost.

Sri Lankan Ferry Port

Three players are allowed to build to and from the Sri Lankan Ferry. The player pays the cost of the entire ferry (6 million rupees) on building to one ferry port milepost: there is no additional cost to build from the ferry port milepost on the other end of the ferry. No player may build track which would block a third player from connecting to either side of the ferry port.

The third player may not have access to either city in Sri Lanka, however it would reduce the rental cost involved in going there.

HAULING FREIGHT

Starting Your Train

At the beginning of the game, a player may start his train (represented by his pawn) in any city on the map. (Note that a player must begin building track from a major city, but he may begin his train in any city.)

Running the Train

A player moves his train by traveling on track built on the board and counting the mileposts reached, up to the maximum movement of the 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. A player's train does not block another player's train 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). A train may change direction at a junction during its move. A train may change direction in this way as many times as a player wishes each turn, as long as it still has movement points remaining.

Each player may treat the red areas of the major cities as his track. This represents local belt or terminal rail systems. Any train may travel across the city using the red area as its 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, a player must move to a ferry port and stop moving for that turn (representing the time to wait and load the ferry). On a player's next turn, he starts counting with the other ferry port, but only moves at half rate for that turn (representing the time lost riding the ferry). A player may treat the ferry as a clear milepost if he is not using the ferry.

Renting Track

A player pays nothing to run his train on his own track. A player may run on an opponent's track, but must pay 4 million rupees per turn to each opponent upon whose track his train will run. A player may not use an opponent's track unless he has the cash to pay before using it. These fees do not count toward the spending limit in the building phase of the turn.

Picking Up Loads

A load may be picked up by a train passing through a city where the load is available. If there is no load chip of that type available, then a player 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 card the player has. 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.

A train may pick up and carry loads whether or not there is a demand for those loads. It may be profitable to carry such loads in case a Demand card for them is drawn.

A load may be dropped without payoff at any city. A player picking up or dropping off a load incurs no movement penalty and may still travel up to his full movement allowance. During the Operation Phase, a player may load, unload, and move his 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 a player delivers a load to a city with a demand for that load on one of his Demand cards, the player must then:

1. Return the load chip to the stock of available loads.
2. Receive the amount stated on the Demand card from the bank.
3. Discard the Demand card. Only one load can be delivered for payoff with each Demand card.
4. Draw a new Demand card. If an Event card is drawn, it takes effect immediately, and another card from the deck is drawn. The event may prevent the player from making other deliveries.

After delivery, the player continues his turn, including, if he can: delivering another load for payoff, dropping a load, picking up a load, and moving. The player may continue until his movement allowance is used up.

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

Expanding Track

After finishing movement, a player proceeds to the Building Phase of his turn. A player may spend up to 20 million rupees to build track or to upgrade his train. Adding new track follows the rules described on page 5.

Pilgrims

In this game a player may carry Pilgrims as one of his loads. Pilgrims are available in any small or medium city in *India* only. They may be dropped off for 2 million rupees at a major city in *India* only. The major city must be in a different geographical area from which the Pilgrims were picked up. For example, Pilgrims picked up in Agra (Upper Ganges) may be dropped off in Calcutta (Lower Ganges), but not in Delhi (Upper Ganges). The player may carry only one load of Pilgrims on his train at a time. This delivery does not require a demand card nor does the player receive a new card after delivery.

EVENT CARD EFFECTS

An Event card takes effect immediately when it is drawn. Some Event cards remain in play until the end of the drawing player's next turn (in the next round) and affect 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. Players must obey the directions on all Event cards while they are in effect.

Counting Mileposts

Mileposts are counted the same way train movement is counted. To count mileposts from a major city, count from the city center and not from the outer mileposts. To count mileposts from a seacoast, count from the milepost nearest the seacoast.

Half Rate

When trains move at half rate, freights and heavy freights move 5 mileposts per turn and fast freights and super freights move 6 mileposts per turn. When an Event card causes the drawing player's train (which had already moved) to move at half rate, or a player's train moves into an area of bad weather, the train's remaining movement is halved, rounding all fractions up.

Losing Turns

A player may not move his train, deliver or pick up any loads, or build track or upgrade a Loco on a lost turn. A player may also not discard all his Demand cards and draw new ones on a lost turn.

A player who draws an Event card that causes him to lose his turn, loses the rest of the current turn AND all of his next turn. For this reason, it is important to resolve any event drawn right away. If a player was trying to deliver two loads to the same city, and an event caused him to lose his turn after he delivered the first load, then he would have to wait until after his next turn before he could deliver the second load.

The Daily News — FINAL

Flood!

NO TRAIN MAY CROSS THE GANGES, YAMUNA, & BRAHMAPUTRA RIVERS. ALL BRIDGES OVER THESE RIVERS ARE DESTROYED, BUT MAY BE REBUILT.

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

Taxes

When the *Rail Tax* card is drawn, all players must immediately count the money they have on hand. The value of track and Locos are not counted. Each player 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 discarded. After the *Rail Tax* card has taken effect, the amount of cash each player has on hand becomes public information. Each player must show his cash at all times for the rest of the game.

Desert Storms

A *Sandstorm* can have a serious effect on the operation of trains—it lasts until the end of the drawing player's next turn (in the following round). All tracks connected to any desert milepost are immediately destroyed (and must be erased). Any train unfortunate enough to be on a desert milepost is immediately moved backwards to the last city visited. No rail building is allowed in that desert as long as the event is in play. Once the event leaves play, players may again build track as normal.
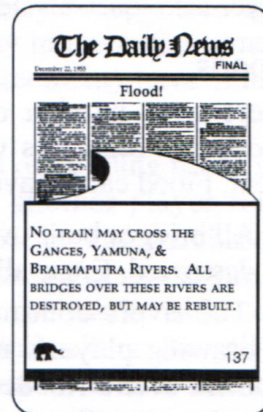
Rail Strikes and Protesters

The *Pakistani Rail Strike* and *Protesters Stop Trains* make it impossible to pickup or deliver any loads at mileposts touching the affected border. Strikes and protests last until the end of the drawing player's next turn.

Derailments

One of the greatest hazards to the railroads is the risk of derailment. Each derailment card lists a number of cities on the map. If a train is within 3 mileposts of one of the cities listed, the player owning the train must return one load of his choice that is on the train to the bank. The player also loses his next turn.

Floods

There are a number of 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 indicated 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 his train over a flooded river, until the event leaves play.

When a river floods, each player must be given an opportunity to rebuild his bridges once the flood ends. A player may not build where another player's bridge was located until after that player has had one turn to rebuild it.

Floods disable and close the bridges in Delhi and Calcutta only while the Ganges, Yamuna, and Brahmaputra river flood Event card is in effect.

HOW TO WIN

A player declares victory when he fulfills the following two requirements:

- Connect all five major cities with one continuous line of track. This track can have any number of loops and branches, but must be unbroken.

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

When a player declares victory, play continues until the current round ends, that is, once each player has completed an equal number of turns. If two or more players all declare victory in the same round, the one with the most cash wins. In the event of a tie, the cash requirement is raised by 50 million rupees to 300 million rupees. Play then continues, with all players still eligible to win. Both requirements still need to be fulfilled in order 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 *India 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 players (or old hands 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. Half Rate is 6 and 8 mileposts respectively.

Fast Game

To speed up the play of *India Rails,* use the Fast Trains rule above and/or any or all of the following rule changes:

- Each player starts with 70 million rupees and 3 pre-movement turns.

- Discard the Event cards dealt during the initial deal; do not shuffle them into the deck.

- The *Rail Tax* Event card has no effect and is removed prior to play.

- Deal 5 cards to each player at the beginning of the game, replacing Event cards normally. After completing the first 2 building turns, each player discards 2 Demand cards, and then play continues normally.

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 is reached. 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 the five major cities, and who has the most cash on hand is the winner. If no player's track connects the 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 will find themselves *trapped* and unable to move or build to make money. Sometimes, the solution comes from merely discarding the player's hand and getting new cards; more often the position is untenable. To let the player continue enjoying the game, try one of these rules:

Borrowing —A player may take a loan up to 20 million rupees from the bank. He must repay twice the borrowed amount as soon as he has the money to do so.

Late Payment of Use Fee — A player may use another player's track and pay the track usage fee from delivery payoffs obtained by delivering loads while on the other player's track.

Backtracking — A player may reverse his train's direction on any milepost (not just a city milepost) at the cost of losing one full turn. A train which backtracks can move in any direction in its next turn. A train may not backtrack when the player has discarded his cards during the same turn; a train may backtrack if it cannot move for any other reason (e.g., derailment). A player whose train backtracks while on an opponent's track is assessed the use fee for that turn.

Crossgrading

A player may crossgrade from a fast freight to a heavy freight, or vice versa, for 5 million rupees. When a player crossgrades, he may also spend up to 15 million rupees to build track in the same turn. There is no limit to the number of times a player may crossgrade. Money spent on crossgrading does not count towards the upgrade to a superfreight.

Challenge Game

To create a more challenging game for experienced players, use any or all of the following rule changes:

Open Contracts — Whenever a player discards his hand, the discarded Demand cards are not placed on the discard pile, but are placed on the board.

- These cards are open contracts available to all players. The first player to deliver a load on an open contract picks the card from the table, discards it, and receives the payoff for the delivery in the usual way.

- Only four open contracts may be face up on the table at any time; additional cards are immediately discarded.

Field Warehousing — Loads dropped off in a city without a payoff remain at that city for 4 turns. During that time, any player may pick up that load by passing through the city and picking it up normally. At the end of the dropping player's fourth subsequent turn, the load is returned to the tray.

Reshuffle — When the "Tax" card is drawn, reshuffle the deck and remove the "Tax" card from the game.

Cost to Move — Each player must pay 1 million rupees per turn that his train moves on its own track. The 4 million rupees cost for moving on the other players' track remains the same.

Cost to Load — Each player uses one milepost of movement to pick up or drop off one load. For example, if a player both picks up 1 load and drops off 1 load or if a player picks up 2 loads, the player has used 2 mileposts of movement.

Additional Trains — Each player starts with two trains, a freight and a fast freight, which may be upgraded in the usual way. Both move and may move in the same turn. Players may (by mutual agreement) have four Demand cards instead of three.

Selling and Trading Track — Instead of building track, a player may purchase track from another player for whatever price both players agree to. The purchase may take place only in the purchasing player's turn. Players can agree to trade track for track, with no money involved. In both trading and selling, the selling player replaces his colored lines with lines of the new owner's color.

The Circus

At the start of the game, put the two Circus load chips in Calcutta. A Circus remains in that city until it is picked up by a train. Any train in a city with a Circus can pick up the Circus load, but only if it has a Demand card for the Circus.

Each Demand card with a number divisible by 10 (e.g., 20, 30, . . .,110, 120, 130) is modified by changing the lowest-payoff demand(s); that demand becomes 20 million rupees to deliver the Circus to that city.

The Demand card then works normally, but when the Circus is delivered to a city, it remains there until picked up and delivered again. A player may not pick up the Circus unless he has a demand card for the Circus; however it may be dropped without payoff at any city, and if it is lost from a derailment event card, it is placed at the nearest city.

INDIA RAILS ™

THE START:

Starting Cash: 50 million rupees
Number of Building Turns: 2
Switchback Start: Yes

THE FINISH:

Ending Cash: 250 million rupees
Number of Major Cities Connected: All 5
Equal Turns: Yes

•	Clear milepost: 1 M
○	Desert milepost: 1M
▲	Mountain milepost: 2 M
△	Alpine milepost: 5 M
⤓	Salt Marshes: 3 M
〜	River: 2 M + any other costs
⑥	Ferry crossing: 6 M
⬡	Major city: 5 M (see rules)
◼	Medium city: 3 M — maximum. 3 players
⬤	Small city: 3 M — maximum: 2 players

The Pilgrims

In this game a player may carry Pilgrims as one of his loads. Pilgrims are available in any small or medium city in *India* only. They may be dropped off for 2 million rupees at a major city in *India* only. The major city must be in a different geographical area from which the Pilgrims were picked up. For example, Pilgrims picked up in Agra (Upper Ganges) may be dropped off in Calcutta (Lower Ganges), but not in Delhi (Upper Ganges). The player may carry only one load of Pilgrims on his train at a time. This delivery does not require a demand card nor does the player receive a new card after delivery.

Sri Lankan Ferry

In this game three players are allowed into the ferry port from both sides.

5 & 6 Player Games

When playing a 5 or 6 player game, we recommend that players use the "Fast Trains Variant." When playing in this manner: 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. Half Rate is 6 and 8 mileposts respectively.