RULEBOOK

Russian Rails

Mayfair Games Inc.

4503

® Mayfair Games, Inc.

GAME PARTS

Russian Rails™ contains:
  1 puzzle-cut board
  100 load chips
  1 sheet of load labels
  2 decks of cards-including:
  • 131 Demand cards
  • 25 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:

Russian 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 the European portions of the former Soviet Union. Most of the map is covered by the Republic of Russia. Along the southern and western edges of Russia are a number of smaller republics: now independent countries since the fall of Communism. The border between Russia and each republic is shown with a green, black, and red line.

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 46 cities. There are six "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. (Archangel)

2) The money payable on delivery of the goods to that city. (22 million rubles)

3) The goods needed. (Consumer Goods)
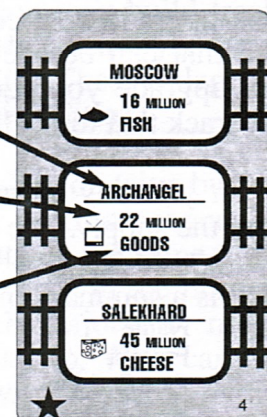
Event Cards

The deck has 25 Event cards which can affect the play of the game. The effects of each Event card are described on pages 7 through 9. 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.
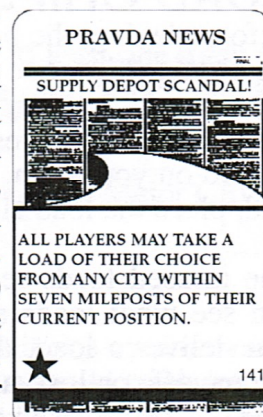
Loco Cards

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.
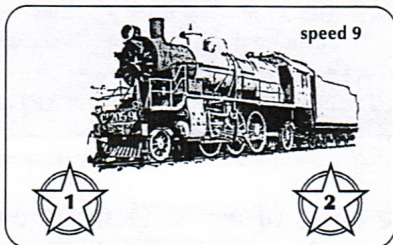
You may upgrade your train during the Building Phase of your turn (or during either of the initial building turns). When upgrading, choose any available Loco of the next level. There are two types of Locos at level II: the "Heavy Freight" and the "Fast Freight." There is only one type of level III Loco: 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 rubles 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 rubles 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 two turns with no train movement to start building their rail empires. Each player may spend up to 20 million rubles (of their initial 60) in each of these two 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 "Switchback 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
Mountain	2 million
Alpine	5 million
Marshland	3 million
Small or Medium City	3 million
Major City	5 million
River Crossing	2 million additional
Lake or Ocean Inlet	3 million additional

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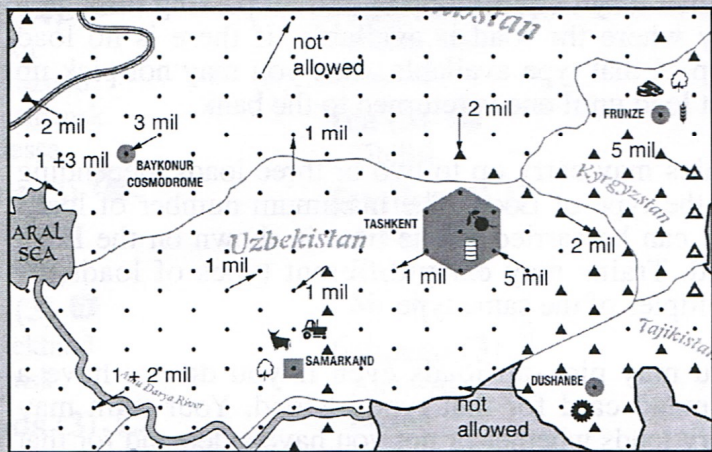
Keep in mind that you will only be able to deliver one demand on each card! When you fill a demand, the Demand card is discarded and replaced. So, It is a good idea to try and fill demands on more than one card if possible.

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.

The Caspian Ferry
It is possible to use the ferry to cross the Caspian Sea, instead of going around. To use the ferry, you will first have to connect to the ferry port. Only two players may build to and from the ferry. When you connect to the ferry, you must pay the cost of the entire ferry run (8 million rubles). You may then build out from the other ferry port at no additional cost. No player may build track which would block a second player from connecting to either side of the ferry port.

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.)

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 ferrry.

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 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. 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.

You may pick up loads even if you do not have a Demand card for that type of load. Your train may carry loads whether or not you have a demand for that load. It may be profitable to carry these loads in case you draw a Demand card for them.

You may drop a load without payoff at any city.

Picking up or dropping off a load incurs no movement penalty and you may still travel your full movement. 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 with a demand for that load on one of your Demand cards, you must:

> 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 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 then 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.
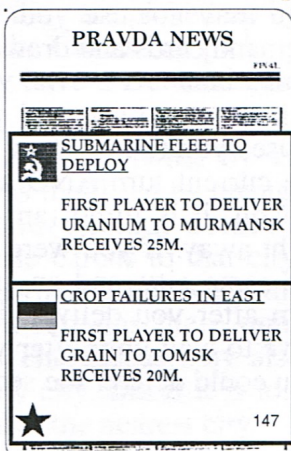
EVENT CARD EFFECTS

An Event card takes effect immediately when it is drawn. Some 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 Communism Falls 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.

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

Dual Events and the Fall of Communism

Some Event cards show two different events. The top event shows the Communist flag with the Hammer and Sickle icon. The bottom event shows the modern Russian Federation flag. When one of these cards is drawn, only one of these two events will occur, which is determined by the political system in control at the time.

PRAVDA NEWS

SUBMARINE FLEET TO DEPLOY

FIRST PLAYER TO DELIVER URANIUM TO MURMANSK RECEIVES 25M.

CROP FAILURES IN EAST

FIRST PLAYER TO DELIVER GRAIN TO TOMSK RECEIVES 20M.

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At the beginning of the game, Russia is Communist. As long as the Communists remain in power, all Dual Event cards will use the top event. Eventually, however, the "Communism Falls" event will be drawn, and the Communist form of government will come to an end! The upheaval caused by this event will make some permanent changes to the game.

When the "Communism Falls" event is drawn, you must follow all of these steps:

> 1. Every player must discard 20% of their cash on hand (round down) as the old currency loses value. Only cash is counted. The value of tracks and Locos are not counted.
> 2. Any Dual Event cards in play are discarded.
> 3. For the rest of the game, any time a player moves his train from an independent republic into Russia (i.e., crosses one of the green, black, and red borders) he must pay a duty fee of 2 million rubles. There is no fee to leave Russia.
> 4. For the rest of the game, all Dual Event cards use the bottom event.

Special Demands

Most of the Dual Events show a "special demand" that any player can fill to receive a reward. These special demands are treated the same way as regular Demand cards, except that all players can try to fill the demand. Only the first player to successfully complete the delivery gets the reward! All special demand Event cards remain in play until they are filled, or until the "Communism Falls" Event card is drawn.

Each special demand lists a city on the map, and the resources they need. Sometimes, they only require a single load, but other events require 2 or even 3 loads! If the special demand requires more than one load, then you must deliver all the listed loads at the same time in order to complete the delivery.

The first player to complete the delivery takes the money from the bank, and returns the load chips, just like a normal delivery. **Do not** draw a replacement card from the deck when you complete a special demand. Instead, just discard the Event card.

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 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.

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 (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.

Supply Scandal

Corruption and scandal were a daily occurance in Communist Russia, and reports from the new Federation are not much better. Sometimes, a clever and resourceful manager can benefit from this. When the "Supply Depot Scandal" card is drawn, you may immediately choose to take from the bank any one load chip of your choice, IF there is a city within 7 mileposts of your train that normally supplies that load. The load chip you choose must be available from the bank. If your train is full, you may choose to dump one of your loads to make room for the new one. After each player has chosen which load to take, the event is discarded.

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.

Nasty Weather

Russia is famous for many things, but perhaps most of all for the ferocity of the weather! There are two types of nasty weather that can strike during the game: Heavy Snow and Storms at Sea. Both of them last until the end of the drawing player's next turn (in the following round).

Both types of nasty weather have the same effect: any trains in the affected area may only move at half rate. This means that Freight trains and Heavy Freight trains may only move 5 mileposts per turn, and Fast Freight and Super Freight trains may only move 6 mileposts. If a train enters the affected area during its move, it loses half of any remaining movement points for the turn (rounding up).

Example: The Red player has a Fast Freight, which can normally move 12 mileposts per turn. But, there are Storms in the Baltic. After moving 3 mileposts, Red enters the storm region, and loses 5 of the remaining movement points for the turn.

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 a Storm or Heavy Snows while the event is still in play. Once the event leaves play, players may again build track as normal.

Strikes and Lockdowns

Political upheaval and unrest has been a frequent obstacle in Russia. During the Communist period, small "satellite" states would periodically demonstrate for their freedom, forcing a harsh response from the Party leaders in Moscow. One such event occurred in the Baltic States. When the "Lockdown in Baltic States" event is drawn, no player may deliver or pick-up any load chips in any city in Estonia, Latvia, or Lithuania as long as the event remains in play.

Even after the fall of Communism, the people have spoken out against the government, staging massive strikes that could disrupt rail traffic. When the "Russian Isoloationsists Strike" event is drawn, no train may cross the green, black, and red borders of Russia until the event leaves play.

Both the "Lockdown" and the "Strike" events last until the end of the drawing player's next turn.

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 five of the six 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 rubles 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 (by connecting five of the six Major Cities 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 Russian 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!

The Circus

At the start of the game, put one of the two Circus load chips in Moscow, and the other in Leningrad. The Circus remains in that city until they are picked up by a train. Any train in a city with the Circus can pick up the Circus load, but only if they have 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 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. The Circus may also be dropped without payoff at any city, and if it is lost due to an Event card, it is placed at the nearest city.

Forcing the Hand of History

Some players may not be satisfied with the random way that Communism can fall during the game. Though this is the way we like to play, here are some ideas that you can use to influence the timing of the collapse:

Instead of shuffling the Communism Falls event card into the deck, remove it from the deck at the beginning of the game. After shuffling the deck and dealing out the starting cards, insert the Communism Falls card into the deck. By placing the card toward the top of the deck, you will force Communism to fall early in the game. Placing it near the bottom will delay it, allowing you to play longer under Communism.

You could also remove the event from the game before you begin. Then you could decide to play the entire game under Communism, or spend the entire game in the new, free democracy. Each type of game will present you with special challenges to explore.

It is also possible to force Communism to change at a specific point during the game. For instance, you could have Communism fall as soon as any player connects four of the Major Cities. Or when the first player reaches 100 million in cash. Or after one hour of play. Or thirty turns. Or you could use any other method to determine when to make the change.

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 (due to bad weather) is 6 and 8 mileposts respectively.

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.