RAILWAY RIVALS

RULES

Game of the Year

West Germany

1984

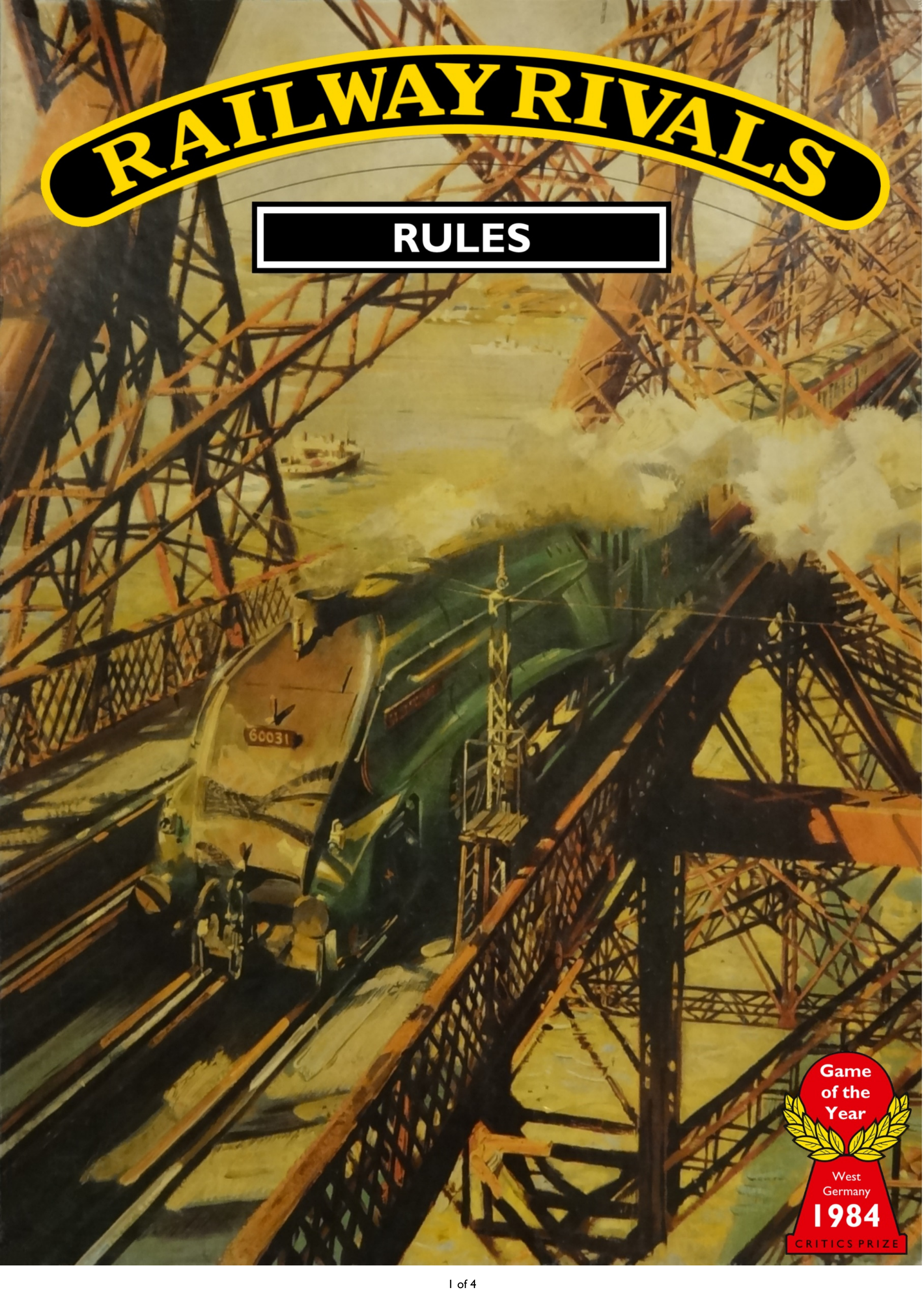CRITICS PRIZE

In *Railway Rivals*, each player is the owner of a railway company.
There are two distinct stages to the game: The Building Stage and the Operating Stage.

In the Building Stage, the players build their railway lines. They will be competing to be the first into towns to gain money and to complete an efficient network linking as many towns as possible for the Operating Stage.

In the Operating Stage, contracts will come up for certain routes. The players will then run races along those routes. The first and second in each race gain the monetary rewards for the contract.

THE OBJECT
The game ends after all the races have been run. The player with the most gold wins.

Before starting, at least one player should read the rules very carefully. They are presented roughly in the order that they occur during play.

EQUIPMENT
Playing Board: This has a map of Central England – more specifically "London & Liverpool".

Digital Pens (F2): These are used to draw the railway tracks on the board as they are built. The ink is non-toxic, digital-based and can be wiped off easily (*be careful not to erase ALL your lines off*). Pressing + & - changes the width of the line.

Game Money: The game money is in denominations of single Gold coins.

42 Town Cards: These should be separated carefully. They are used to determine the runs that come up for contract.

Plastic Trains: These are the player's pieces for the races in the Operating Stage.

Green Six-Sided Die: This is used to determine the amount that can be built each Turn during the Building Stage (it has the #s 1, 2, 3, 4, 5, 6 on it).

Red Six-Sided Die: This is used to determine the distance that can be moved each Turn during the Operating Stage (it has the #s 2, 3, 3, 4, 4, 5 on it and is known as an '*average die*').

SETTING UP
1: Each player selects a train and the matching colour digital pen (+/- alters the width).

2: One player is elected Banker. The Banker issues each player with starting capital of 20 Gold. The remaining gold is placed to one side as the Bank.

3: The Town Cards are shuffled and placed face down beside the board.

4: Decide which player is to have first choice of starting towns. That player then chooses one of the starting towns as stated below the game title on the board. The next player to the left then chooses a different starting town, and so on round the board.

No two players may start from the same town unless all starting towns have already been taken. In this case, two players, but no more than two, may start from the same town.

6: The building stage now starts. The last player to choose a town has the first Turn.

THE BUILDING STAGE

A PLAYER'S TURN
In the Building Stage, the player whose turn it is rolls the die. The result is the amount in *gold* of investment capital that *EACH* player will receive from the Bank that Turn. However, the entire amount must be spent on *building* track that Turn so no gold actually need be issued from the Bank.

The player who rolled the die then builds track by drawing it on the board until the allotted amount has been spent.

The next player on the left then does the same, then the next on the left, and so on around the board.

When all players have built their track for that Turn, the die is passed to the next player on the left. That player then rolls the die to determine the amount for the next Turn. Play then proceeds as above.

RULES OF BUILDING
The amount on the die is considered to be investment capital and must be spent on *building* track only. If a player spends less, the difference is forfeit and cannot be claimed from the Bank. A player may exceed the amount by incurring payments to rivals (see below). All payments to rivals must be paid from gold in hand. No part can come from the investment capital even if the full allocation was not spent.

Track is built from the centre of a hex to the centre of an adjacent hex. For clarity, track need not be drawn inside a town hex, but can stop against the edge of the town. The track is still considered to go into the town centre.

The first hex of track built must be from the player's starting town. Thereafter, all track built *must start* from a hex where the player already has track or from a town on the player's track.

A player can build track in different places in one turn, so long as that player's whole network is continuous. A player may extend a branch by one hex, for example, and use the remaining capital to build track in one or more other locations. No player may build a piece of track that is not connected to their own track.

CROSSING BORDERS
Track can only be built into the first hex over the border of another country (denoted by a red line) and must stop there, it cannot be extended further.

INCOME
Apart from investment capital and payments from rivals, players gain money in the Building Stage by being the first to reach towns. The players' starting towns do not count.

For each town that is not a player's starting town, the first player whose track reaches it receives 6 Gold. Others arriving later receive nothing.

NOTE ON SPECIAL RUNS
The connections for Special Runs which are not towns bring no reward for the first to reach them. However, they also come up for contract during the Operating Stage and so these connections should be borne in mind during the Building Stage.

BUILDING COSTS
BASE COST
Building track from any hex to any adjacent hex has a base cost of 1 Gold. Additional costs are incurred due to some types of terrain.
All costs are cumulative.

NOTE : The costs indicated on the board for easy reference in play include the base cost.

TOWNS & PORTS
These incur no additional expense over the base cost of 1 Gold.

Towns with a ship symbol preceding the town name are also Ports.

HILLS
Hills cost an additional 2 Gold per half hex of track built.

RIVERS
Crossing a river costs an additional 2 Gold.

SPECIAL
On the England map, the Mersey tunnel may be built between Liverpool and Birkenhead.
This costs 5 Gold including the base cost of 1 Gold.

PAYMENTS TO RIVALS
In addition to the building costs, payment must be made to rivals when track is built into a hex where they already have track.
This does not apply in a town hex.

All payments to rivals incurred in this manner are paid from gold in hand and not from the investment capital for the Turn.

Payments must be made to *all* rivals with track in the relevant hexes.

JUNCTIONS
All lines entering a hex are considered to junction at the centre. There is a base cost of 1 Gold for entering a hex containing a rival's track (i.e. for the junction) except in towns.

RUNNING PARALLEL
Running alongside a rival's track in the same hex costs an additional 2 Gold per half hex on top of the base cost of the junction at each hex centre.
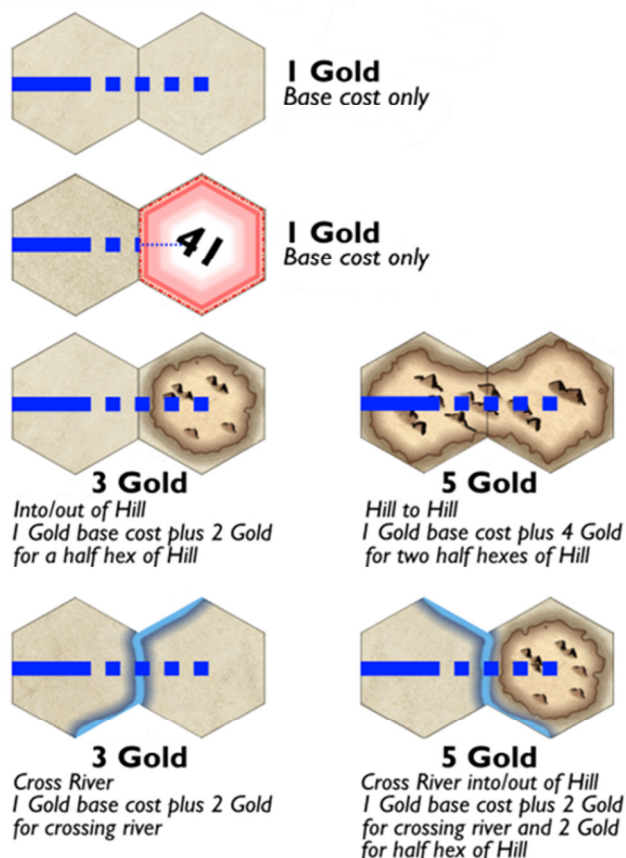
TOWNS
Payment is not made to rivals inside town hexes even though there is still considered to be a junction. However, in some instances, towns may be in adjacent hexes or cover more than one hex (for example, Liverpool and Birkenhead are effectively adjacent). To run parallel in these instances a payment of 3 Gold per hex must be made to the rival.
This includes the base cost for the junction.

NOTE ON JUNCTIONS
There is always a junction at the centre of any hex, including towns, containing more than one players' track. These junctions are automatic. They are important as they enable players' trains to move on to a rival's track during the Operating Stage.
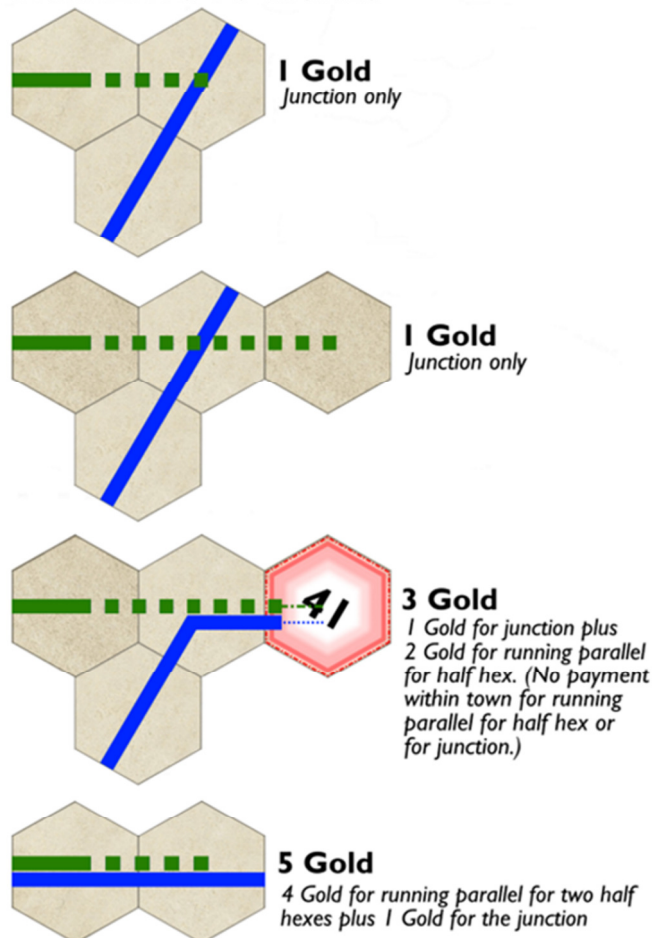
END OF BUILDING STAGE
The building stage ends at the end of the Turn in which all *towns* have been reached *OR*, if only one town remains unconnected, any player can declare that the Building Stage will end after two more Turns. This prevents delaying tactics by one player.

BUILDING COSTS

1 Gold
Base cost only

1 Gold
Base cost only

3 Gold
Into/out of Hill
1 Gold base cost plus 2 Gold for a half hex of Hill

5 Gold
Hill to Hill
1 Gold base cost plus 4 Gold for two half hexes of Hill

3 Gold
Cross River
1 Gold base cost plus 2 Gold for crossing river

5 Gold
Cross River into/out of Hill
1 Gold base cost plus 2 Gold for crossing river and 2 Gold for half hex of Hill

PAYMENTS TO RIVALS

1 Gold
Junction only

1 Gold
Junction only

3 Gold
1 Gold for junction plus 2 Gold for running parallel for half hex. (No payment within town for running parallel for half hex or for junction.)

5 Gold
4 Gold for running parallel for two half hexes plus 1 Gold for the junction

EXAMPLE BUILDS

Build from hex ① to hex ② :

Building Costs: 3 Gold
Payments to Rivals: 1 Gold to Player A.

Build from hex ② to Town :

Building Costs: 6 Gold
Payments to Rivals: 6 Gold to Player A.
  3 Gold to Player B.

THE OPERATING STAGE

Once the Building Stage is concluded, the Operating Stage begins. The players now compete for the contracts for certain routes.

DETERMINING THE RUNS
To determine the run for contract, the top Town Card in the pack is turned face up for the location number of the start of the run.
A second card is turned for the destination with the following restrictions:

1: A run must be of at least six hexes by the shortest route along built track.

2: A run cannot be between two Special Runs.

If the run does not comply with these rules, the second card is replaced at the bottom of the Town Card stockpile and the next card taken. This is repeated until a legitimate run is established.

If the run involves a town or Special Run not yet connected or no player chooses to take part, the cards are placed to one side and the race postponed to be run immediately it becomes possible. A replacement run is drawn as before.

Once a run has been completed, the Town Cards for it are placed to one side and take no further part in the game. A new run is then drawn from the stock of Town Cards.

RUNS
Once the run has been determined, those players wishing to compete for the contract place their trains on the start of the run. Players need not compete in a run if they are unable to or do not wish to.

Each competing player states their proposed route, all or part of which must be over their own track. Rivals' track may be used via junctions. This route cannot be changed. The player with the most gold does so first, then the next to the left, and so on.

RUNNING COSTS
Use of a player's own track is free. Use of a rival's track costs 1 Gold per hex. Payments to rivals are made at the *start* of the race. The use of a rival's track is automatic and *cannot* be refused. No player may make a run involving a payment of more than 10 Gold to any one rival.

DEALS
Players may make the following deals for runs. However, if one player reneges on a deal, then the other cannot make the run.

JOINT RUNS
Two players may team together and make a Joint Run. They run one train between them and share any winnings and all costs to other rivals (the richer paying any odd 1 Gold).

EXCHANGE OF RUNNING POWERS
Two players may agree to use each other's track for part of their runs. They pay each other as normal but the payments *must* roughly cancel each other so that the difference is 10 Gold at the most.

The two will each run their own train and compete against each other as normal. They each make their own payments to any other rivals whose track they use.

THE RACE
The richest player has first move in the race.

The player whose move it is rolls the die and moves their train that number of hexes along their route (unless they enter any hills - see below). They then pass the die to the next competing player on the left. That player then rolls the die and moves, and so on.

Players making a Joint Run have only one die roll between them.

HILLS
Entering any hill hex counts as a movement of TWO. If a player only has a count of one left, the hill cannot be entered and the last one of the movement count is forfeit.

WINNING THE RUN
Once one player's train has reached the destination, the others continue so that everyone has had the same number of die rolls. If more than one player has then reached the destination, the winner is the one furthest past the post (i.e. had most movement remaining on finishing the race). Second place is similarly determined. If only one player reached the destination, then the others continue to determine second place.

WINNING THE CONTRACT
The winner of a run wins 20 Gold and second place wins 10 Gold. Any others get nothing.

If only one player enters a run, they automatically win 20 Gold. There is no second place.

BUILDING TRACK IN THE OPERATING STAGE
After each two completed runs, there is a track building phase.

The richest player rolls the die on the first occasion. After the next two runs, the player to the left will roll the die, and so on.

The maximum that *EACH* player may spend in that phase on building track and making any payments incurred to rivals is the die roll in Gold *plus* 6 Gold.

The player who rolled the die builds first, then the player to the left and so on until all players have built for that phase.

Payments for these builds and payments to rivals are paid from the player's gold in hand. The total, including payments to rivals, must not exceed the designated maximum. A player need not spend the full amount nor build any track if they so wish.

ENDING THE GAME
The Operating Stage continues until all the Town Cards have been used, or no legal run is possible with the remaining Town Cards.
The game then ends.

NOTE: Each town number and Special Run will come up once unless the last run or runs prove to be illegal. Players may record town numbers and Special Runs that come up on the grid provided on the board. Players can then see those remaining and plan their builds accordingly.
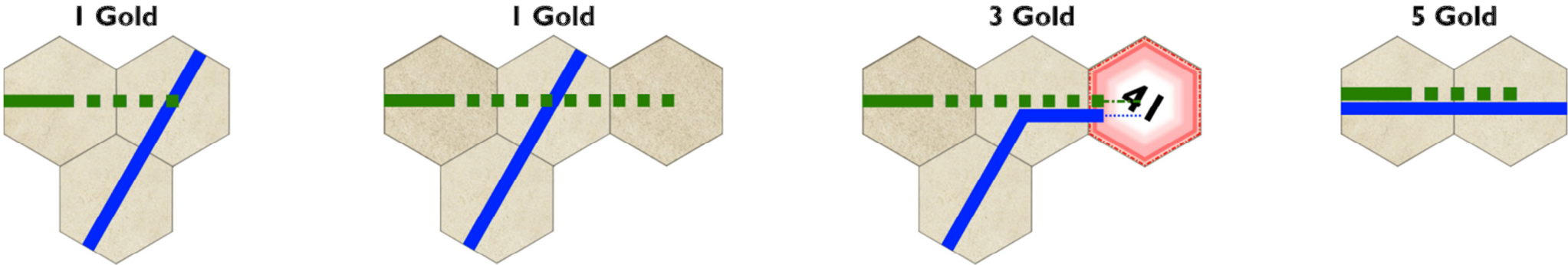
THE WINNER
The winner is the player with the most gold at the end of the game.

SUMMARY OF BUILDING COSTS

| 1 Gold | 1 Gold | 3 Gold | 5 Gold | 3 Gold | 5 Gold |
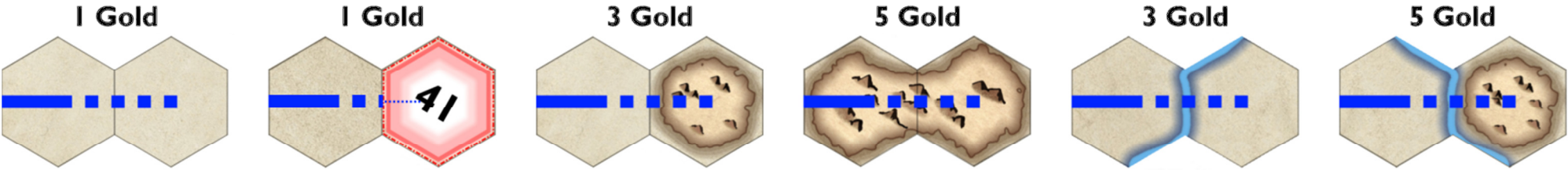
SUMMARY OF PAYMENTS TO RIVALS

| 1 Gold | 1 Gold | 3 Gold | 5 Gold |

MOVEMENT

ENTERING A HILL HEX COSTS TWO POINTS OF MOVEMENT ALL OTHER HEXES COST ONE POINT OF MOVEMENT EACH

POSTAL PLAY

PLAYING RAILWAY RIVALS BY POST
The small numbers in the hexes on the board are grid references for playing *Railway Rivals* by post

The game is ideally suited to postal play between players around the country. There is already a flourishing postal hobby as the game has in fact been produced privately by the inventor for many years.

INCOME

BUILDING STAGE:	6 Gold	TO FIRST PLAYER TO REACH EACH TOWN
OPERATING STAGE:	20 Gold	TO WINNER OF RACE
	10 Gold	TO SECOND IN RACE

IMPORTANT NOTE

IMPORTANT NOTE CONCERNING THE CARE OF YOUR BOARD AND PENS:
The board has been specially laminated to be drawn on with the felt-tip pens. *At the end of each game*, it should immediately be wiped clean with a damp cloth. Do not store while still damp. If for any reason, the board is left uncleaned for a long period of time, then a damp cloth will still remove the markings but a light stain might remain. This can be cleaned by wiping with a cloth or tissue dampened with methylated spirits. This should be done by an adult.

The laminate has been selected to be compatible with the more easily available water-based non-toxic felt-tipped pens. The pens should not be left with their caps off. Replacements can be easily purchased at your local stationary shop. Blues and purples should be avoided as these will leave a faint stain which can only be removed by wiping with methylated spirits.

CREDITS

Inventor: D. G. Watts

Cover Art: Terence Cuneo (Reproduced from a poster © Copyright National Railway Museum, York.)