

SANTA FE RAILS

for 2-5 Players
by Alan R. Moon

INTRODUCTION

SANTA FE is a game about the western expansion of railroads in the United States.

COMPONENTS

Map of the western USA
66 City Cards
3 Boomtown Cards
4 Short Line Cards
4 Double Turn Cards
1 Triple Turn Card
1 Four In One Card
15 Branch Line Cards
10 Boomtown Markers
160 Pieces of Track
60 Plastic Chips (Copper are \$1, Silver \$5, Gold \$10)
First Player Train
Rules

PREPARATION

Appoint one player scorekeeper; he will need a piece of paper and a pencil. The scorekeeper is also in charge of the money (the plastic chips). He should give each player \$2 in chips.

Sort the pieces of track into piles by color. There are 32 blue (Santa Fe), 30 white (Southern Pacific), 25 green (Great Northern), 24 red (Union Pacific), 17 yellow (Kansas Pacific), 11 Orange (Rock Island), 8 Black (Texas Pacific), 7 Brown (Western Pacific), and 6 Purple (Denver & Rio Grande Western).

The scorekeeper should shuffle the City and deal four cards to each player. The deck should be split into three roughly equal piles. The Short Line Cards are shuffled into one of the three piles. The three piles are formed into one deck with the pile containing the Short Line Cards in the middle. The deck should be placed near the gameboard.

The number of Double Turn, x2, Cards in play in a particular game is equal to one less than the number of players. *Example: If there are four players, there are three Double Turn Cards in the game.* The other x2 cards are not used; place them in the box. All of the "in play" x2 cards are placed face up in a stack near the gameboard at game start.

The Triple Turn and Four In One Cards are placed face up near the gameboard at game start.

The Branch Line Cards should be sorted by railroad and also placed face up near the gameboard. The Boomtown Cards should be placed face up near the gameboard.

The youngest player will be the First Player for the first Round of the game. Give him the Train.

SEQUENCE OF PLAY

The game is played in Rounds as follows:

- (1) Beginning with the First Player and proceeding clockwise around the table, each player refills his hand to four cards. (Ignore this step on the first round of the game.)
- (2) All players select one card from their hand and place it face down on the table. All cards are then revealed simultaneously. If a player has the Triple Turn Card or the Four In One Card in his hand, he must play this card. (On the first Round of the game, all players must play a City Card.)
- (3) First Track Laying Turn. Beginning with the First Player and proceeding clockwise around the table, each player lays one piece of track in turn.
- (4) Second Track Laying Turn. Beginning with the First Player and proceeding clockwise around the table, each player lays a second piece of track.
- (5) The First Player passes the Train to the player on his left who becomes the First Player for the next Round.

CITY CARDS

There are 66 City Cards. There is one card for each of the three cities with a value of 2 and each of the seven cities with a value of 3. There are two cards for each of the five cities with a value of 4, each of the seven cities with a value of 5, each of the nine cities with a value of 6, and each of the seven cities with a value of 7.

Once played, City Cards remain face up in front of the player for the rest of the game. Each card is worth a variable number of points at the end of the game equal to the value of the city multiplied by the number of connected railroads and Short Lines. Example: If there are two railroads connected to Los Angeles, a Los Angeles City Card is worth 14 points.

BOOMTOWN CARDS

A player may play a Boomtown Card instead of playing a City Card. He may then place one or two Boomtown Markers. There are Boomtown Markers valued 4 and valued 5 (five of each). A player may place any two available markers. A value 4 marker may be placed on any city valued 2 and a value 5 marker may be placed on any city valued 3. The Boomtown Marker becomes the value of that city used for scoring.

DOUBLE TURN CARDS

When a player plays a Double Turn Card, he gains the following advantages.

- (1) He may lay two pieces of track in both the First Track Laying Turn and the Second Track Laying Turn of that Round. A player may lay two pieces of track for one railroad or one piece of track for each of two railroads. A player may lay only one piece of track in a Round if he chooses.
- (2) He doubles the value of all bonuses received during the Round.
- (3) At the start of his turn in the Second Track Laying Round, he may change hands. He may discard any number of City Cards in his hand and draw an equal number of replacements. Discarded City Cards are permanently removed from the game.

TRIPLE TURN CARD

A player who plays the Triple Turn Card has the following advantage and penalty:

- (1) He may lay three pieces of track in both the First Track Laying Phase and the Second Track Laying Phase. A player may lay three pieces of track for one railroad, one piece of track for each of three railroads, or two pieces of track for one railroad and one piece for another. A player may lay only one or two pieces of track in a Phase if he chooses.
- (2) He receives no bonuses during the Round.

FOUR IN ONE CARD

A player who plays the Four In One Card has the following advantage and penalty:

- (1) He may lay four pieces of track in either the First or Second Track Laying Phase. A player may lay four pieces of track for one railroad, one piece of track for each of four railroads, two pieces of track for one railroad and two for another, or any other possible combination. A player may lay less than four pieces of track in a Phase if he chooses.
- (2) The player may not lay any track during the other Phase of the Round.
- (3) He receives the regular bonuses (not doubled) during the Round.

BRANCH LINE CARDS

There are 15 Branch Line Cards, three for each of the five railroads.

A player must pay \$1 to draw a Branch Line Card. A player may never have more than one Branch Line Card in his hand at any one time. A player must play a Branch Line Card on the Round immediately following the Round he draws it.

Branch Line Cards must always be played with another card, so the player must play either a City Card and a Branch Line Card or a Double Turn Card and a Branch Line Card.

When a player plays a Branch Line Card, he may begin a new route of track for that railroad from any city the railroad is currently connected to. Thereafter, that railroad can be extended from the end of either the original route or the branch route.

SHORT LINE CARDS

When a player draws a Short Line card, he must immediately reveal it and place it on the table.

Short Line	Western Pacific	Denver & Rio Grande Western	Rock Island	Texas Pacific
Home Base	Sacramento	Denver	Chicago	New Orleans
Number of Track Pieces	7	6	11	8
Color of Track	Brown	Purple	Orange	Black

Once the card for a Short Line is drawn, that Short Line's track is available for play. Players may place Short Line track instead of or in combination with regular track. All the regular rules apply except as follows:

- 1) The first piece of track laid must connect to the Short Line's home base. Each subsequent piece of track must either:
 - 2) Extend the route from the end of a previously placed piece of track.
 - 3) Start a another route from the Short Line's home base.
 - 4) Begin a new route of track from any city the Short Line is currently connected to. In effect, Short Lines may have unlimited Branch Lines.

Partial lines between two cities may be built. A player might wish to do this just to block another railroad or Short Line from using the route.

Where there are two lines between two cities, one Short Line cannot build both lines.

A Short Line can run into a city any number of times, but it will only count once towards the value of the City Card at the end of the game.

The player who drew the Short Line card draws a replacement from the deck.

PLAYING, DISCARDING & DRAWING CARDS

When playing a card, a player has the following choices.

- (1) He can play a City Card.
- (2) He can play a Boomtown Card.
- (3) He can play a Double Turn Card.
- (4) He can play a City Card and a Branch Line Card.
- (5) He can play a Double Turn Card and a Branch Line Card.
- (6) He must play the Triple Turn Card if he drew it last turn.
- (7) He must play the Four In One Card if he drew it last turn.

These are the only possible plays. A player may not play any other combination like a Triple Turn Card and a Branch Line Card.

When a card has been played, the player must do the following.

- (1) A City Card remains face up on the table in front of him for the rest of the game.
- (2) A Double Turn Card is discarded after the Second Track Laying Turn and placed face up with the rest of the available Double Turn Cards. It can be drawn again by any player.
- (3) The Triple Turn Card and the Four In One Card are discarded after the Second Track Laying Turn and placed face up near the table. They can be drawn again by any player.
- (4) A Branch Line Card is discarded after it is used in either the First or Second Track Laying Round and is permanently removed from the game. If the player does not use it, it is still discarded after the Second Track Laying Round. A player is never forced to start a branch line just because he plays a Branch Line Card.
- (5) A Boomtown Card is discarded after the Second Track Laying Turn and placed face up near the table. It can be drawn again by any player.

When a player can draw a card, he has the following options.

- (1) He can draw a City Card from the deck. Once the deck is exhausted, no more City Cards can be drawn for the rest of the game.
- (2) He can take a Double Turn Card if one is available.
- (3) He can take the Triple Turn Card if it is available.
- (4) He can take the Four in One Card if it is available.
- (5) He can buy a Branch Line Card for \$1 if one is available.
- (6) He can take a Boomtown Card if one is available.
- (7) A player can draw any type of card, regardless of the type of card he played during the Round. *Example: A player played a City Card but decides to draw a Double Turn Card.*
- (7) When a player has played a Branch Line Card, and has therefore played two cards during the Round, he may draw two cards at the end of the Round to refill his hand to four cards. A player may draw any combination of two cards except: 1) the Triple Turn Card and the Four In One Card, or 2) 2 Branch Line Cards.
- (8) Towards the end of the game, a situation may occur where a player is unable to draw a card because the City Card deck is exhausted and there are no Double Turn, Branch Line Cards, Boomtown Cards, or the Triple Turn or Four In One Card available. A player must always draw a card if there are cards left in the City Card deck. If there are no cards left in the City Card deck, a player is never forced to draw a card.

LAYING TRACK

Each turn a player can lay a piece of track, he may lay track for any of the five railroads. A player must always lay a piece of track each turn unless it is impossible to do so.

The first piece of track laid for any railroad must connect to that railroad's home base. Milwaukee is the home base for Great Northern, Chicago is the home base for Santa Fe and Union Pacific, Kansas City is the home base for Kansas Pacific, and New Orleans is the home base for Southern Pacific.

Each piece of track must extend the route from the end of the previously laid track. The only exception to this is when a player plays a Branch Line Card, in which case the player can start another route from any city the railroad is connected to, including starting a second route from the home base. Thereafter, players can lay track for the railroad by extending either the original route or the branch route. So it is possible for a railroad to have as many as four routes during the game: the original route plus three branches.

Certain routes have an East-to-West arrow next to them. These routes can only be built in the direction shown. Example: A player may build a route from Milwaukee to Minneapolis, but may not build a route from Minneapolis to Milwaukee.

If a railroad has started building a line between two cities, another railroad or Short Line may not lay a piece of track from the city at the other end of the same line to block the route. Of course, if there are two lines between these cities, a second railroad or Short Line can start to build the second line if it is unused.

Where there are two lines between two cities, one railroad cannot build both lines.

A railroad can run into a city any number of times, but it will only count once towards the value of the City Card at the end of the game.

It is possible for a line to be dead ended. When this happens, the only way additional track can be laid for this railroad is to start a branch line. If the original route and all its branches are all dead ended, any remaining track for this railroad is unusable.

BONUSES

City Bonus - The first player to connect the first railroad or Short Line to any city on the map gains \$2. Players who connect subsequent railroads or Short Lines to a city do not get this bonus.

Special Railroad Bonuses - Certain cities have one or more colored squares representing the five railroads next to them. If a player connects one of these railroads to that city, he gains \$4. This bonus is in addition to the regular City Bonus but can be awarded simultaneously. Example: A player connects the Santa Fe to Houston and no other railroad has been connected to Houston yet: he receives \$6.

These bonuses are doubled for a player who has played a Double Turn Card during the Round. A person using the Triple Turn Card receives no bonuses during this Round. A person using the Four in One Card receives normal bonuses (no doubling) during this Round.

SCORING & WINNING

The game ends when one of two situations occur.

(1) All track pieces for all five railroads have been played.

(2) A player cannot play a piece of track because all railroads with unplayed Track have been dead ended. It does not matter if another player could play a Branch Line Card and open up a route for a railroad in his turn. It does not matter if Short Line track is still available.

Points are awarded as follows:

(1) Each \$1 is worth 1 Point.

(2) Each City Card is worth its value multiplied by the number of different railroads and Short Lines connected to it.

The player with the most points is the winner. If two or more players are tied, the player who played the most City Cards with a value of 7 among them is the winner.

SPECIAL RULES FOR 2 PLAYERS

The First player does not change between Rounds. The First player is always the person who began the game.

Instead of passing the First Player Train, the second player removes the top card from the deck and places it in the game box. Neither player may look at the cards which are removed from the game.

At the end of the game, the removed cards are revealed and points are awarded normally to provide a score for a fictitious third player. A player wins only if he has more points than his opponent and the fictitious third player.

ADVANCED GAME

Branch Line Cards costs \$2 instead of just \$1.

Terrain is now a factor in building track. Dark brown lines are mountain lines.

(1) It costs a player \$1 to lay a piece of Track which crosses a river.

(2) It costs a player \$1 to lay a piece of track through the mountains (brown lines).

(3) It costs a player \$2 to lay a piece of track which crosses a river through the mountains.

A player is never required to lay a piece of track during his turn; he may PASS instead. However, if all players PASS during the same Track Laying Turn, the game immediately ends.

OPTIONAL RULE

An additional step is added to the Sequence Of Play after players draw cards but before the Train is passed.

Beginning with the First Player and proceeding clockwise around the table, each player may buy one (and only one) piece of track for \$1.

A player places track he buys on the table in front of him. A player may buy any number of pieces of track in any number of different railroads during the game.

When all free pieces of track in a railroad have been played, a player who has bought pieces of track for this railroad may play them during his turn per normal rules. A player is never required to play these pieces of track though.

Credits

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