ITALIAN RAILS

Rules for the board game

Components

Game includes:

- 1 double-sided main map
- 1 cards mat
- 108 cards
- 6 wooden cubes (3 each in 2 colors)
- 2 pawns in matching colors
- 45 Italian Million Lira (£) tokens

You need to provide:

- 2 dry-erase markers in distinct colors*
- tissue for erasing the map

*It's a good idea to test the erasability of your markers in an obscure portion of the map before using them. Erase your board immediately after play to reduce the chance of permanent marks.
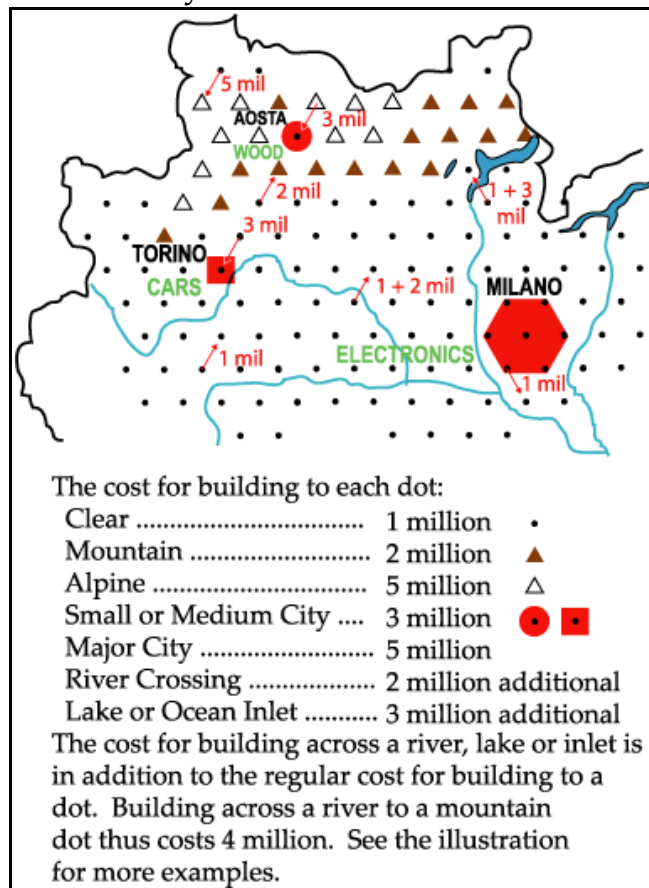
Setting Up

1. Place the map and mat on the table between the players.
2. Each player gets a pawn and 3 cubes in the same color, plus a distinct marker.
3. Each also gets a value of 60 Lira in tokens as starting cash in hand. (Cash in hand may be kept private unless the Excess Profits Tax event card takes effect, after which the amount of each player's money is public.)
4. On the map, each player places a mark in their color in one of the small boxes adjoining the box labeled "**Freight**".
5. Shuffle the cards to form a deck and deal each player 5 cards face down. If any card happens to be an event, reveal it and draw a replacement until each player holds 5 demand cards. Shuffle any events back into the deck.
6. Each player examines their demands and decides on two to keep, revealing them simultaneously.
7. Place the cards not kept face up in the boxes provided on the mat. They form they starting **public pool**.
8. The player holding the lowest-numbered card is the start player.

Map Guide

The map shows Italy, including the islands Sicily and Sardinia.

The cost for building to each dot:

Clear .... 1 million •
Mountain .... 2 million ▲
Alpine .... 5 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 dot. Building across a river to a mountain dot thus costs 4 million. See the illustration for more examples.

Among the 41 cities are 4 **Major Cities** – Roma, Napoli, Milano, Palermo – each marked with all or part of a large red hexagon. A **Medium City** is shown as a red square, e.g. Torino, and a **Small City** as a red circle, e.g. Aosta. Near a city, in green, is listed the commodity available for pickup in that city. The map also shows major rivers, lakes and seas that can affect the construction of railway lines.

Goal of the Game

When a player's cash in hand equals or exceeds £250 million **and** that player has connected the four major cities with a continuous network of track (and/or ferries), the last round of play is at hand. Play continues until both players have had the same number of turns. The player having the most cash in hand after all turns wins. If there is a tie, the player having the least track drawn wins.

Sequence of Play

Beginning with the start player, alternate turns consisting of the following:

A. Moving the Train
B. Drawing Track

During each player's first two turns of the game, omit the Moving the Train portion.

Alternatively, a player may give up both phases on a turn in order to **Swap Demands** (see below).

Playing the Game
B. Drawing Track

Note: As Moving the Train does not occur during the first two turns, I describe this phase first, even though you execute it second.

Always employ only your own marker to draw track.

The board features a hexagonal grid of dots. Track drawing proceeds from dot to dot (some dots are instead mountains or cities, but still count as such).

Building Restrictions

Drawing begins from any dot on the edge of any **major city** (the large red ones, for example, Milano) or extends out from **track already drawn**.

A segment drawn from a dot must always go to one of the up to six dots immediately surrounding it.

Only one player can draw between any given pair of dots.

You can only draw out of **two major city** dots per phase.

You cannot draw in the red area inside a major city. This is considered already built track that is freely usable by either player.

Each player may build at most **three segments to each medium or small city**.

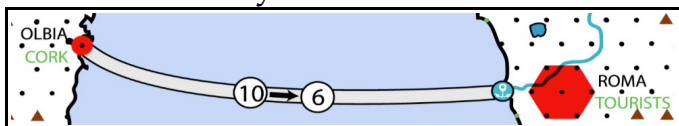You cannot draw track that makes it **impossible** for the other player to reach a particular city.

You cannot draw track that passes outside the **international** border.

At the end of the drawing phase the player must pay for each segment drawn. The cost to draw depends on the type of dot at which a segment ends. See the schedule on the map for details.

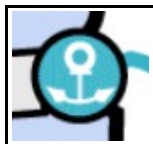A player can never incur costs over **£20 million** during this phase.

Ferry Connections

The map includes four train ferry routes, i.e. segments that stretch over the water, such as the ferry from Roma to Olbia.

Ferries are a special form of track on which the train may travel.

To "draw" ferry track, draw to connect to one of the ferry segment's end points. Then find the two numbered circles on the ferry route. The first player to "draw" a particular ferry draws a line through the larger of the two numbers. The second player to connect that ferry draws a line through the smaller number. In either case, this is the amount the player pays at the end of the phase for construction of the ferry track.

Improving the Locomotive

Initially both players have locomotives at the "Freight" level. This gives your train a speed of 9 and a capacity of 2.

You can improve the train's capabilities during this phase. To indicate this, erase the existing "X" (in the box) and draw a new one in the box of the new type.

You can improve a Freight to a **Fast Freight** or to a **Heavy Freight** by spending £20 million.

You can improve a Fast Freight or Heavy Freight to a **Super Freight** by spending £20 million.

You can change a Fast Freight to a Heavy Freight or vice-versa by spending £5 million.

Note: when you spend £20 million to improve a locomotive, you expend your entire allotment of money for the phase and so you cannot draw track during that turn.

A. Moving the Train

Move your train during this phase. Move from dot to dot up to the train's speed limit, which depends on the train's current locomotive type. Each segment between a pair of dots counts as one, regardless of the terrain types involved. You can change or reverse directions in the middle of the move so long as the train is located in a city.

The first time you are to move your train, start it at any point in any city.

Renting Track

While travel on one's own track is free, travel on the opponent's track costs £4 million per turn, paid as the first seg-

ment is used, to the opponent. These fees do not count against the spending limit in the Drawing Track phase.

Note: the two trains can reside on the same dot or use the same track; two trains may pass each other on the same track (it is assumed there are side tracks available for the purpose.)
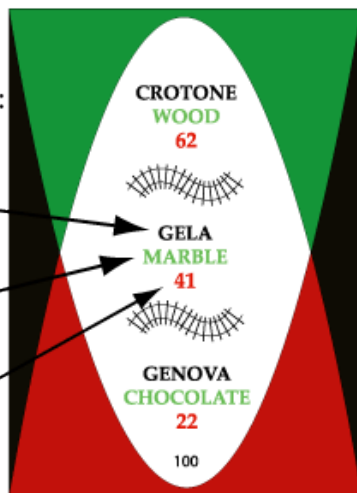
Ferries

Movement over a ferry is a special case. To board the ferry the train must start this phase at one of its end points. On the next turn the train moves off the ferry's other emd point, but only at half speed (if odd, rounding in the player's favor).

Demand Cards

Each Demand card shows three demands. Each demand includes:

1. The city demanding the commodity. (Gela)
2) The commodity. (Marble)
3) The amount paid on delivery to that city. (41 million *Lira*)

CROTONE
WOOD
62

GELA
MARBLE
41

GENOVA
CHOCOLATE
22

100

Most cards are demand cards in a form as shown above. You satisfy only one demand per card.

Pickups and Deliveries

Initially each player holds two private demand cards and chooses one demand per card to deliver. These initial cards are exclusive to their owners.

The number of loads a player's train can hold is given by its locomotive type.

Pick up a load of a particular commodity by moving the train to a city that offers it, i.e. which has the name of the commodity next to it, and declaring that you are loading it. Indicate the fact by placing one of your cubes on the load on the corresponding card.

Placing a cube also **locks** that commodity for that card. **Locking** means that you must deliver that demand before you can use the cube for anything else (i.e before you can load anything else in that part of your train).

If you load a commodity, but do not want to lock it, or there is no card with which to lock it, then instead place the cube on the commodity's name on the mat.

Deliver a load when your train enters the city needing the commodity. Note that if this is a major city, it's only necessary to reach any part of the city; you don't have to enter the center dot.

When you deliver a load, collect the amount shown for that demand on the card, remove the cube and discard the card.

If you need to drop off a load without payoff, you can do this at any city. Note that this is only possible with a load that is not locked.

Public Cards

You can lock cards in the public pool. At any time during the Moving the Train part your turn, lock a particular demand on a card by placing a cube on it provided you satisfy all the following:

- Your train is carrying the required load.
- Your load is not already locking another card.
- No one has locked any other demand on the card.

Once a card is locked, the following rules apply:

- No one can lock/deliver any other demand on that card.
- You cannot deliver elsewhere or simply jettison the load used to do the locking.

Moreover, you cannot deliver any load unless the demand has first been locked (even if only momentarily).

More than one player can work on the same locked demand at the same time. (Interesting races may develop.) The first player to deliver a load gets the payoff and discards the card. The other player receives their cube back and does not deliver it.

Constantly monitor the number of cards in the public pool in order to satisfy the following rules (in order):

1. The number of cards in the pool ranges from 4 to 6 (inclusive).

2. The maximum number of unlocked cards is 4 (the initial pool being the exception).

3. Whenever there are are fewer than 4 unlocked cards, draw and reveal new cards to the pool so that there are 4 unlocked cards, except do not go above 6 locked plus unlocked cards in total. **(Whenever you lock a card, check whether there are enough cards in the pool.)**

If a drawn card is not a demand, but an event card, resolve the event and then draw another card to replace it, but see the special case of **Derailment** below.

Event Cards

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Italian Rails News

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Excess Profits Tax!

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All players pay tax according to the following schedule:

Cash on Hand	To Pay
£0 - 49	0
£50 - 99	10
£100 - 149	15
£150 - 199	20
£200+	30

An event card takes effect when you draw it. Some events remain in play until the end of the current player's next turn and affect both players. Resolve the **Taxation** card, which taxes each of you based on your cash in hand, once and then discard it. Both players must obey all event cards while in effect.

Some event cards require **counting dots.** Count these in the same way that you count train movement. To count from a major city, count from the city center rather than from the outer dots. To count dots from a seacoast, count from the dot nearest the seacoast.

When trains are to move at **half rate,** round in the player's favor. When a half rate event card affects a partly-moved train, or your train moves into an area of bad weather, the train's remaining movement is halved, rounding all fractions in the player's favor.

If you **lose a turn,** you cannot move, pick up, deliver, build, upgrade or Swap Demands (below) during the lost turn. If the current player is to lose a turn, they lose the rest of the current turn and all of the next turn. (For this reason it is important to resolve any Event card drawn right away.)

There are three **flood** cards. Each indicates a different river. **Note**: the **Po River** is an extensive river system; its

flood card affects all rivers in the Po system. Flood cards have two effects:

The flood removes all segments built over the indicated river. Erase all of these "bridges" over the river. The river remains flooded until the end of the drawing player's next turn. You cannot build any track or move a train over a flooded river, until the event leaves play. After a flood you cannot build track where the other player's track has been washed out until that player has had a turn in which to rebuild it.

Storms at Sea events prevent the use of ferries until the end of the drawing player's next turn.

During the course of play it's possible for two different **volcanoes** to erupt. Find Mt. Vesuvius close to Napoli and Mt. Etna on the eastern coast of Sicily.

Derailment Events
Each Derailment event card lists a number of cities. If your train is within 3 dots of one of these cities, you lose one load and also your next turn.

You can choose a locked load as the one you lose. This unlocks the card (unless the other player has also locked the same demand). If you unlock a card in this way, the number of unlocked cards can legally exceed 4.

If you lose a load for a privately-locked card (those locked at the start of the game) in a derailment, you can retain

the card as a privately-locked card (in which case it will be necessary to go back to pick up the load again), or relinquish it to the public pool. The public pool may temporarily exceed 6 cards for this special case.

Swap Demands

If you have no locked loads, instead of taking a regular turn, you can gather up all unlocked cards, shuffle and discard three of them at random. Draw three cards to replace them. You can then immediately lock cards (new cards or remaining old cards) using the commodities currently loaded. (It is not allowed, however, to pick up new loads at the current location for this purpose.) If locking causes you to draw more cards (because there were fewer than 6) you can lock these as well.

Variants

Here are some optional rules you might like to try. Both players should agree on these before play begins.

Fast Trains

This rule tends to speed up play, while enhancing the value of longer routes.
When using this rule, freight and heavy freight trains can move up to 12 dots per turn. Fast freight and super freight trains can move up to 16 dots.

Loans

This rule provides a way out of impossible situations.

With this variant, if you are unable to move or build to make money, you can take a loan of up to £20 million from the bank with the proviso that you must pay the amount of £40 million as soon as you have it.

Background

Time Line of the Early Days

1839 Italian rail service begins with a line from Napoli to Portici, a town on the way to Pompeii.

1840 The Holzammer company of Bolzano builds a line from Milano to suburb Monza.

1845 Parma begins construction of two lines toward Piacenza and Modena.

1846 Completion of a Milano to Venezia line, including a bridge spanning the Venice lagoon. In Tuscany, completion of a Lucca-Pisa line. The Vatican begins lines in Roma.

1848 Railways prove instrumental in the defeat of Charles Albert's army at Peschiera, as well as the Austrians at Palestro and Magenta, as French troops reach the battlefield quickly.

1853 The Kingdom of Sardinia inaugurates a Torino-Genova line. In Genova, Ansaldo begins construction of the first domestic locomotives.

1863 Sicily completes its first line, starting in Palermo.

1866 War causes railroads to nearly go bankrupt. State intervention saves them.

1870 Annexation of the Papal States adds connections.

1872 Italia has 7,000 km of railroad.

1875 Completion of a direct Firenze-Roma line

Learn more at en.wikipedia.org/wiki/History_of_rail_transport_in_Italy

Design Notes

You might have been expecting some additional product types. I contemplated all of fashions/textiles, leather goods, shoes, cattle/beef, vegetables, coke and beer, but all fell victim to the goal of keeping it simple by liming each city to only one commodity type. Geographically, Pompeii (inside the Napoli hexagon), the Vatican (inside the Roma hexagon) and San Marino (in a too-busy area) are all missing. There are also more ferries today than shown on the map, but those shown are probably sufficient to meet your needs.

It is legal, by the way, to draw the bridge between Reggio and Messina, which has the same cost as crossing a lake. No one has ever built such a bridge, but it has been contemplated many times over the centuries, beginning with the Romans and continuing with Charlemagne, Robert Guiscard, Berlusconi and others. The most recent **Strait of Messina Bridge** plan was cancelled in 2013.

– Rick Heli, July 2017

Credits

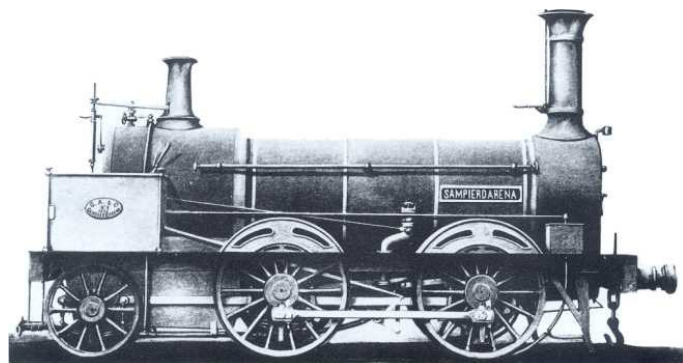Deepest thanks for the gracious help of all who helped this game to become a reality.

Map Advice: Alessandro Trovato and Marco Calcaterra

Play Testers: Eveleen Tang, Gordon Hua, Andrew Martin, Ken Tidwell, Bernard Yeh

All praise to Darwin P. Bromley and Bill Fawcett for creating *Empire Builder* and to Don Woods for creating a public-locking system, both of which inspired this game.

For more about this and other economic games, such as

● *Dwarven Rails* – fantasy mining and rail building

● *LA Bistro* – run your own restaurant

please visit **upandawaygames.com.**

Up & Away

Ansaldo Locomotive of 1854