EURORAILS™

SPECIFIC RULES

Welcome aboard! *Eurorails*™ is the game of international railroad construction and operation. Build your railroad and haul freight through modern Europe—without tariff boundaries or commercial barriers. You decide where to lay your tracks. Your only obstacles are rival tracks and Europe's great mountains, channels, and rivers. So, ignore the borders. Capture the industrial spirit of Europe and learn to build an empire.

The core rules that govern the basic elements of play in *Empire Builder* series games can be found in the other rules booklet included in this game. This booklet contains rules that are specific to *Eurorails.*

GAME PARTS

Eurorails contains:

- 1 puzzle-cut board (map)
- 94 load chips
- 2 decks of cards—including:
  - 146 demand cards
  - 22 event cards
  - 12 loco (locomotive) cards
- 1 pack of wipe-off crayons
- 6 pawns
- 1 pack of money
- 1 *Empire Builder* Series rules booklet
- 1 *Eurorails* specific rules booklet *(Now in your hands!)*

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If any of these parts are missing from your new game, please write (identifying the missing part) to:

Eurorails Parts, Mayfair Games
8060 St. Louis Ave. Skokie, IL 60076.

or send a message to
CustServ@mayfairgames.com

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If you have any questions about these rules, or any Mayfair Games product, write us at:

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or send a message to our rules guru at:
RulesGuru@mayfairgames.com

BOARD / MAP

The central feature of the board is a map of most of Europe. The map has a grid of round, triangular, and star-shaped dots, called mileposts. The mileposts regulate rail building and train movement. In scale, they are approximately 43 kilometers apart.

The map shows 60 cities, including 8 major ciities. Near each city are symbols representing the goods available for pickup in that city. The map also shows the relative location of the seacoasts and major river obstacles. The locations of some coastal cities have been moved slightly inland from the coast to ease play of the game.

Some of the city names may be different from those that you are familiar with, since the local spellings of the city names have been used. For example, Vienna is spelled *Wien*, Munich is *München*, and Prague is *Praha. Holland* is used in place of den Haag, Amsterdam, Rotterdam, and several other major cities in this densely populated area; the historic designation of *Ruhr* is used in place of Köln (Cologne), Düsseldorf, and the other cities of this region.



PREPARATION

Before beginning, each player should have:

- 3 demand cards (face up)
- 1 freight locomotive (loco) card
- 50 million in cash
- 1 pawn and 1 crayon of the same color

Note: *To help locate the cities and sources of goods, reference sheets are included on the middle four pages. You should remove these pages and cut (or tear) them into separate half-page sheets.*

SPECIFIC RULES

There are a number of *Eurorails* specific rules.

Ocean/Sea Boundaries

The boundary between the Atlantic and Irish Sea is the southeasternmost milepost of Ireland. The boundary between the Atlantic and the English channel is the northwesternmost milepost of France and the southwesternmost milepost of England. The boundary between the Atlantic and the Mediterranean is the mile post directly south of Sevilla. The boundary between the North and Baltic Seas is the ferry south of Kobenhavn.

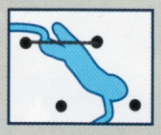
Building Costs

There are a number of non-standard milepost types in Eurorails: alpine, ferry ports, lakes, and ocean inlets.

Alpine Mileposts (△)

Alpine mileposts represent extremely rugged mountains. It costs 5 million to build to an alpine milepost.

Lakes and Ocean Inlets



Lakes and Ocean Inlets are built across like rivers—execpt that you pay an additional 3 million instead of 2 million to build across them.

Note: *Lakes & ocean inlets are not affected by floods.*

Ferry Ports

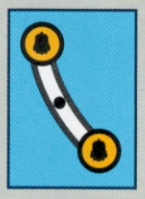


Only 2 players may build to (and from) a single ferry port. The player pays the cost of the entire ferry on building to one ferry port milepost; there is no aditional cost to build to the ferry port milepost on the other end of the ferry line. Every player has the right to build to at least one English Channel ferry line.

No track may be built to or from a ferry port which would block a second player from having one section of track to each end of the ferry line.

The cost to build to Dublin and Belfast is 6 million and 4 million, respectively; only the ferry line cost applies.

The Chunnel



Only 1 player may build to (and from) the Chunnel. The player pays the entire 20 million cost of the Chunnel on building to one Chunnel milepost; there is no aditional cost to build across to the Chunnel milepost on the other end.

In order to build the Chunnel, the player must have already upgraded his train to at least a fast or heavy freight. In addition, a player with only a freight train may not use the Chunnel by renting track.

Note: *The Chunnel is not affected by Gales events.*

Variation: *Do not use this upgrade restriction.*

Using a Ferry

To use a ferry, the player must move to the ferry port and stop moving for that turn. On the player's next turn, he starts counting with the opposite ferry port and must move at half rate that turn (e.g., a speed 9 train can move 5). A player treats a ferry port milepost as a clear milepost if he is not using the ferry line.

A player who uses an opponent's ferry must pay the usual rental fee—if more than one opponent has built to the ferry, the player chooses whose track to use.

Gale Events & Ferry Ports

In an area affected by a Gale event, each train on a ferry milepost loses one turn and one load.

How to Win

The *Empire Builder* Series rules apply, except that the winner must have a continuous line of track connecting 7 of the 8 major cities (instead of "6 of 7").

VARIANT RULES

The Circus



At the start of the game, put the two Circus load chips in Kaliningrad and Paris. A Circus remains in a 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 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 needs a cirus demand card to pick up the Circus; but it may be dropped without payoff at any city. If it is lost due to a *Derailment* event card, it is placed at the nearest city.

AVAILABLE LOADS

Bauxite (3)
Budapest — *Hungary*
Marseille — *France*

Beer (4)
Dublin — *Ireland*
Frankfurt — *Germany*
München — *Germany*
Praha — *Czech Republic*

Cars (3)
Manchester — *England*
München — *Germany*
Stuttgart — *Germany*
Torino — *Italy*

Cattle (3)
Bern — *Switzerland*
Nantes — *France*

Cheese (4)
Århus — *Denmark*
Bern — *Switzerland*
Holland — *Netherlands*
København — *Denmark*

China (3)
Birmingham — *England*
Leipzig — *Germany*

Chocolate (3)
Bruxelles — *Belgium*
Zürich — *Switzerland*

Coal (3)
Cardiff — *Wales*
Krakow — *Poland*
Wroclaw — *Poland*

Copper (3)
Beograd — *Serbia*
Wroclaw — *Poland*

Cork (3)
Lisboa — *Portugal*
Sevilla — *Spain*

Fish (3)
Aberdeen — *Scotland*
Oslo — *Norway*
Porto — *Portugal*

Flowers (3)
Holland — *Netherlands*

Ham (3)
Warszawa — *Poland*

Hops (3)
Cardiff — *Wales*

Imports (3)
Antwerpen — *Belgium*
Hamburg — *Germany*

Iron (3)
Birmingham — *England*
Kaliningrad — *Russia*
Stockholm — *Sweden*

Labor (3)
Beograd — *Serbia*
Sarajevo — *Bosnia & Herzegovina*
Zagreb — *Croatia*

Machinery (4)
Barcelona — *Spain*
Bremen — *Germany*
Göteborg — *Sweden*
Nantes — *France*

Marble (3)
Firenze — *Italy*

Oil (4)
Aberdeen — *Scotland*
Beograd — *Serbia*
Newcastle — *England*
Oslo — *Norway*

Oranges (3)
Sevilla — *Spain*
Valencia — *Spain*

Potatoes (3)
Belfast — *N. Ireland*
Lodz — *Poland*
Szczecin — *Poland*

Sheep (3)
Bilbao — *Spain*
Cork — *Ireland*
Glasgow — *Scotland*

Steel (3)
Birmingham — *England*
Luxembourg — *Luxembourg*
Ruhr — *Germany*

Tobacco (3)
Napoli — *Italy*

Tourists (3)
London — *England*
Ruhr — *Germany*

Wheat (3)
Lyon — *France*
Toulouse — *France*

Wine (4)
Bordeaux — *France*
Frankfurt — *Germany*
Porto — *Portugal*
Wien — *Austria*

Wood (3)
Oslo — *Norway*
Sarajevo — *Bosnia & Herzegovina*
Stockholm — *Sweden*

(#) - Number of loads available

CITIES

Aberdeen *F-1*
Fish, Oil — *Scotland*

Antwerpen *F-5*
Imports — *Belgium*

Århus *H-3*
Cheese — *Denmark*

Barcelona *I-10*
Machinery — *Spain*

Belfast *E-2*
Potatoes — *Northern Ireland*

Beograd *J-10*
Copper, Labor, Oil — *Serbia*

Berlin ..... *Germany, H,I-5*

Bern *G-8*
Cattle, Cheese — *Switzerland*

Bilbao *C-9*
Sheep — *Spain*

Birmingham *E-4*
China, Iron, Steel — *England*

Bordeaux *D-8*
Wine — *France*

Bremen *G-4,5*
Machinery — *Germany*

Bruxelles *F-5,6*
Choocolate — *Belgium*

Budapest *J-8*
Bauxite — *Hungary*

Cardiff *E-4*
Coal, Hops — *Wales*

Cork *D-3*
Sheep — *Ireland*

Dublin *D-3*
Beer — *Ireland*

Firenze *G-10*
Marble — *Italy*

Frankfurt *G-6*
Beer, Wine — *Germany*

Glasgow *E-2*
Sheep — *Scotland*

Göteborg *H,I-2*
Machinery — *Sweden*

Hamburg *H-4,5*
Imports — *Germany*

Holland *F-5,6*
Cheese, Flowers — *Netherlands*

Kaliningrad *J-4*
Iron — *Russia*

København *H-3*
Cheese — *Denmark*

Krakow *J-7*
Coal — *Poland*

Leipzig *H-6*
China — *Germany*

Lisboa *A-9,10*
Cork — *Portugal*

Lodz *J-6*
Potatoes — *Poland*

London *E-4,5*
Tourists — *England*

Luxembourg *G-6*
Steel — *Luxembourg*

Lyon *F-8*
Wheat — *France*

Madrid ..... *Spain, C-10*

Manchester *E-3*
Cars — *England*

Marseille *F-10*
Bauxite — *France*

Milano ..... *Italy, G-9*

München *H-8*
Beer, Cars — *Germany*

Nantes *D-7*
Cattle, Machinery — *France*

Napoli *H-12*
Tobacco — *Italy*

Newcastle *E-2*
Oil — *England*

Oslo *H-1*
Wood, Oil, Fish — *Norway*

Paris ..... *France, E,F-6*

Porto *B-9*
Fish, Wine — *Portugal*

Praha *I-7*
Beer — *Czech Republic*

Rome ..... *Italy, G-11*

Ruhr *G-5,6*
Tourists, Steel — *Germany*

Sarajevo *I-11*
Labor, Wood — *Bosnia & Herzegovina*

Sevilla *A-11*
Cork, Oranges — *Spain*

Stockholm *J-2*
Iron, Wood — *Sweden*

Stuttgart *G-7*
Cars — *Germany*

Szczecin *I-5*
Potatoes — *Poland*

Torino *F-9*
Cars — *Italy*

Toulouse *E-9*
Wine — *France*

Valencia *D-11*
Oranges — *Spain*

Venezia ..... *Italy, H-9*

Warszawa *J-6*
Ham — *Poland*

Wien *I-8*
Wine — *Austria*

Wroclaw *I-6*
Coal, Copper — *Poland*

Zagreb *I-9*
Labor — *Croatia*

Zürich *G-4*
Chocolate — *Switzerland*

EMPIRE BUILDER

EURORAILS

THE START:

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

THE FINISH:

Ending Cash:..... 250 million
Number of Major Cities Connected:.. 7
Equal Turns: ..... Yes

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BUILDING COSTS

●	Clear milepost: 1M
▲	Mountain milepost: 2M
△	Alpine milepost: 5M
	River: 2M additional
	Lake or Ocean Inlet: 3M additional
4	Ferry: as printed in circle
●	Small city: 3M maximum 2 players
■	Medium city: 3M maximum 3 players
⬢	Major city: 5M *(see rules)*

