



RULEBOOK



**Mayfair
Games,
Inc.**

GAME PARTS

China Rails™ contains:

- 1 puzzle-cut board
- 100 load chips
- 1 sheet of load labels
- 2 decks of cards—including:
 - 136 Demand cards
 - 20 Event cards
 - 12 two-sided Locomotive (Loco) cards
- 6 wipe-off crayons
- 6 pawns
- 1 pack of money (yuan)
- 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:

China 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 Asia. Most of the map is covered by the People's Republic of China. Around the edge of China, the neighboring countries are shown, though these areas are not used during the game. In the southeast corner of the map is the island of Taiwan, which can only be reached using the special *Container Movement* rules.

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 52 cities. There are four *Major Cities* which are marked with all or part of 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. Players should not use any marker other than those supplied unless it is first carefully tested 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 the special wipe-off crayons away from direct heat.

ALWAYS CLEAN THE BOARD IMMEDIATELY AFTER PLAY!

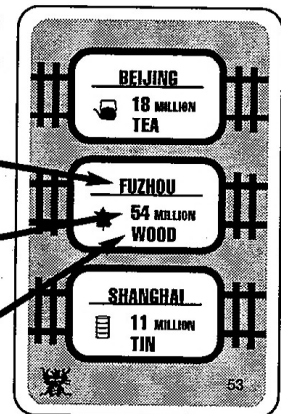
CARDS

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 draw deck. The draw 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. (Fuzhou).
- 2) The money payable on delivery of the goods to that city. (54 million yuan).
- 3) The goods needed (Wood).



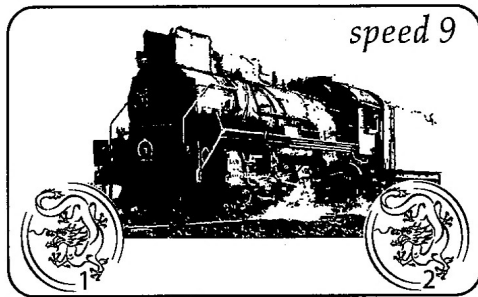
Event Cards

The deck has 20 Event cards which can affect the play of the game. When drawn, Event cards are immediately placed face up and shown to all players. The event takes effect immediately when drawn. The effects of each Event card are described on pages 7 through 9. After the event is resolved, continue to draw until three Demand cards are in hand. A player must always have three (3) Demand cards. If a player has fewer than three Demand cards, he must draw a replacement Demand card immediately, whether or not it is his turn.



Loco Cards

Each player has one Loco card, showing the type of train, its maximum speed, and its load capacity. There are four different types of trains.



A **freight** may carry up to 2 loads and may travel up to 9 mileposts per turn.

A **fast freight** may carry up to 2 loads and may travel up to 12 mileposts per turn.

A **heavy freight** may carry up to 3 loads and may travel up to 9 mileposts per turn.

A **super freight** may carry up to 3 loads and may travel up to 12 mileposts per turn.

Each player starts with a freight. At the end of his turn, he may upgrade his train instead of building track. The upgrade costs 20 million yuan for a fast freight or a heavy freight. If the player has a fast freight or heavy freight, he may further upgrade his train by paying 20 million yuan for a super freight. When a player buys an upgrade, he takes the new Loco card from the supply. The old Loco is returned to the bank.

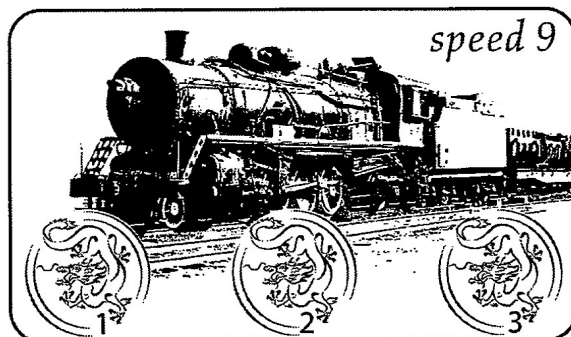
LOAD CHIPS

Before playing, the printed stickers must be applied to the plastic chips, one sticker per chip.

Each load chip represents a load which can be carried on a player's train. To show that a load is being carried, place the load chip on the player's Loco card.

The unused loads remain in the tray, where players can see what loads are available for pickup. When a player delivers a load, drops a load without delivering it for payoff, or loses 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 load chips 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 yuan 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 his Demand cards and finds the single largest payout for a 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 yuan in cash
- One pawn and one crayon of the same color

Before beginning play, shuffle the discarded Event cards back into the draw deck, and place the draw deck on the board. If the draw deck runs out during the game, reshuffle the discard pile and form a new draw deck.

HOW TO PLAY

A game turn is divided into two phases:

- The first is the *operations phase*, where the player's train moves (paying user fees if needed), loads and unloads goods, and collects payoffs;
- The second is the *building phase*, where the player may spend up to 20 million yuan either to build track or to upgrade his train.

Instead of taking his normal turn, a player may discard his entire hand and draw three new cards, resolving and replacing any Event cards drawn. Event cards drawn take effect immediately. A player who loses his turn because of an Event card may not discard his hand during the lost turn.

A player completes his turn by giving the banker any money spent or declaring that no money will be spent in that building phase. Then the player to his 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 operation phase to start building their rail empires. Each player may spend up to 20 million yuan (of his initial 60 million yuan) in each of these two turns to build track or upgrade his train.

For the first round, the first player takes his turn, and play progresses clockwise. After completing the first round, the player who played last in the first round goes first in the second round. The order of play then continues counterclockwise until the the last player (the original first player) takes his turn. (This is known as the *Switchback Start*.) From this point, players will take normal turns, starting with the first player, with play continuing in a clockwise direction.

Before building any track, each player should look at the nine demands on his three Demand cards—finding where the loads are available for pickup by looking on the chart and matching each of them to the corresponding city on the board. The player then plans a route for his railroad to connect the cities where the loads can be delivered for payoff. The player begins to build track. **Important:** Only one demand is filled on a Demand card.

To help locate the cities on the map, and where different demand goods may be found, handy quick reference sheets are included in the middle of this rulebook for use during the game. They are provided to help find the resources needed to fulfill demands.

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

A player builds his railroad by drawing a line with his color crayon from one milepost to the next. For each section of track, the player must pay the cost for the milepost to which he is 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

A player starts building from any Major City. A player may build track from any Major City milepost or from any milepost to which the player has already built track. These mileposts may be multiple mileposts from the same Major City, or mileposts from multiple Major Cities. A player may build track from a Major City milepost that is not connected to any of his existing track. A player may not build more than two track sections from Major City mileposts in a single turn.

Right to Enter Major Cities

Every player has the right to build at least one segment of 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.

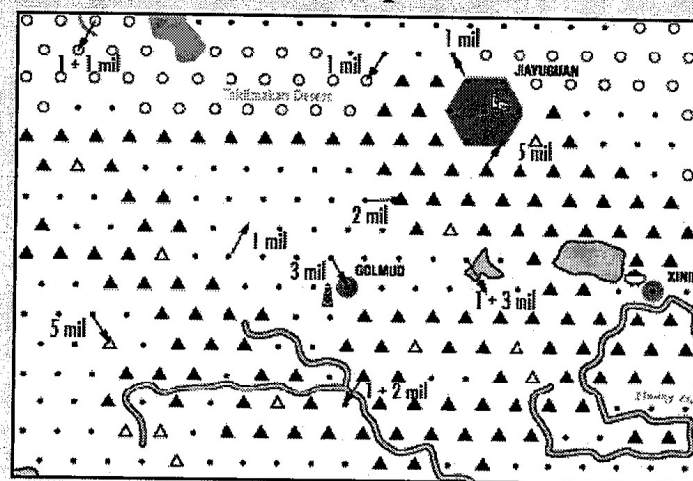
Limited Entry into Medium and Small Cities

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.

No Credit/No Loans

A player may not build track for which he cannot immediately pay. Track drawn for which cannot be paid is immediately erased. A player must also be able to pay for the rental of other players' tracks prior to using them.

Building Cost Examples



The cost for building to each milepost is:

| | |
|-------------------------------|----------------------|
| Clear or Desert | 1 million |
| Mountain | 2 million |
| Alpine | 5 million |
| Small or Medium City | 3 million |
| Major City | 5 million |
| River Crossing | 2 million additional |
| Dry River or Lake Crossing .. | 1 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.

Right of Way

Only one section of track may be built between any two mileposts.

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. When building across a lake or inlet, a player can still only build track to the six adjacent mileposts. A player cannot use an inlet to *bridge* between mileposts that are not next to each other.

The Dalian Ferry

It is possible to use the ferry to cross the Yellow Sea, instead of going around. To use the ferry, a player will first have to connect to the ferry port. Only two players may build to and from the ferry. When connecting to the ferry, a player must pay the cost of the entire ferry run (4 million yuan)—this gives him access to the city as well as the ferry. He 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.

Taiwan Container Links

There are four ports where containers bound for Taiwan can be picked up or dropped off. One link is located at the south end of Hong Kong, and is available for purchase at a price of 8 million yuan. When purchasing a link, a player simply marks the container route with his color crayon. Each player can purchase and use the Hong Kong link, at a cost of 8 million yuan.

If a player wishes to use any of the other links, he can build track to any or all of these ports. In order to build track to a container link port, a player must pay the full cost, just like connecting to the Dalian Ferry. A maximum of two players may build track to each of the three non-Hong Kong container link ports.

HAULING FREIGHT

Starting Your Train

At the beginning of the game, a player may start his train (represented by his pawn) in any city on the map. (Note that a player must begin building track from a Major City, but he may begin his train in any city.) If a player has track connected to a Taiwan container port, he may choose to start his train on the link port.

Running the Train

A player moves his train by traveling on track built on the board and counting the mileposts reached, up to the maximum movement of the 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. A player's train does not block another player's train 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). A train may change direction at a junction during its move. A train may change direction in this way as many times as a player wishes each turn, as long as it still has movement points remaining.

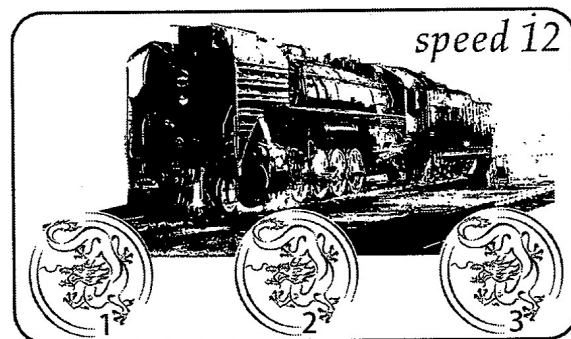
Each player may treat the red areas of the Major Cities as his track. This represents local belt or terminal rail systems. Any train may travel across the city using the red area as its own track. Loads may be picked up or dropped off at any milepost in the Major City. The center milepost is counted for movement.

Using the Ferry

To use the ferry, a player must move to a ferry port and stop moving for that turn (representing the time to wait and load the ferry). On a player's next turn, he starts counting with the other ferry port, but only moves at half rate for that turn (representing the time lost riding the ferry). A player may treat the ferry as a clear milepost if he is not using the ferry.

Renting Track

A player pays nothing to run his train on his own track. A player may run on an opponent's track, but must pay 4 million per turn to each opponent whose track his train has run. A player may not use an opponent's track unless he has the cash to pay before using it. These fees do not count toward the spending limit in the building phase of the 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 a player 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 card the player has. 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.

A train may pick up and carry loads whether or not there is a demand for those loads. It may be profitable to carry such loads in case a Demand card for them is drawn.

A load may be dropped without payoff at any city. A player picking up or dropping off a load incurs no movement penalty and may still travel up to his full movement allowance. During the Operation Phase, a player may load, unload, and move his 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 a player delivers a load to a city with a demand for that load on one of his Demand cards, the player must then:

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 an Event card is drawn, it takes effect immediately, and another card from the deck is drawn. The event may prevent the player from making other deliveries.

After delivery, the player continues his turn, including, if he can: delivering another load for payoff, dropping a load, picking up a load, and moving. The player may continue until his movement allowance is used up.

When making multiple deliveries to the same city, each load must be resolved separately. A player must complete all of the above steps for each load delivered, before making the next delivery.

Taiwan Container Movement

The island of Taiwan uses a narrow gauge rail system. Trains from mainland China cannot operate on the smaller island. But there is still demand for goods flowing between them. A player who wishes to deliver to Taiwan, or pick up a load from there to deliver on the mainland, will need to use Container Movement.

When a train arrives at the container link port, it must stop and move no further that turn. This represents the time it must wait for its container to move by boat and rail to its destination. At the beginning of the next turn, a player may **either** drop off (for payment) or pick up any number of loads to or from any city on Taiwan. Then the train may continue moving normally. A player may treat the container port as a clear milepost if he is not using the container port.

If a player wishes to both deliver and pick up, he must perform one and then wait another full turn to do the other.

Example: Sue has a demand for silk to Taipei. She moves her train to a container port and waits until the start of her next turn. Then she delivers her load and receives payment. She now waits until the start of her following turn. Now she picks up a load of imports and a load of fish before moving her train the full normal movement.

If a player builds track to a container link port at the beginning of the game, and chooses to start his train on the port, then he may begin the game with a load from any city in Taiwan. He does *not* have to use his first turn waiting to receive the cargo.

Expanding Track

After finishing movement, a player proceeds to the Building Phase of his turn. A player may then spend up to 20 million to build track or to upgrade his train. Adding new track 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 affect 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 *Desert Rains* 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.

Counting Mileposts

Mileposts are counted the same way train movement is counted. To count mileposts from a major city, count from the city center and not from the outer mileposts. To count mileposts from a seacoast, count from the milepost nearest the seacoast.

Half Rate

When trains move at half rate, freights and heavy freights move 5 mileposts per turn and fast freights and super freights move 6 mileposts per turn. When an Event card causes the drawing player's train (which had already moved) to move at half rate, or a player's train moves into an area of bad weather, the train's remaining movement is halved, rounding all fractions up.

Losing Turns

A player may not move his train, deliver or pick up any loads, or build track or upgrade a Loco on a lost turn. A player may also not discard all his Demand cards and draw new ones on a lost turn.

A player who draws an Event card that causes him to lose his turn, loses the rest of the current turn AND all of his next turn. For this reason, it is important to resolve any event drawn right away. If a player was trying to deliver two loads to the same city, and an event caused him to lose his turn after he delivered the first load, then he would have to wait until after his next turn before he could deliver the second load.

• • •

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

Party Congress

When this card is drawn, the party leaders have called for a special *Congress*. They require all trains to deliver the Congress members to the meetings. Each player must move his train to any Major City, using the normal movement rules. This must be done before any other demands can be fulfilled.

As compensation, each player will be paid when his train arrives in a Major City. If a train moves to Beijing, its player is paid 10 million yuan. If a train moves to any other Major City first, then its player is paid only 5 million yuan.

Because the Congress takes precedence over all the other activities of the railroads, a player may not make any pickups or deliveries until his train has delivered its party officials.

Taxes

When the *Rail Tax* card is drawn, all players must immediately count the money they have on hand. The value of track and Locos are not counted. Each player 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 for the rest of the game.

Strikes

From time to time, the noble people will show their unhappiness by calling a general strike. Strikes make it impossible to pickup or deliver any loads along the coast. These strikes will also affect container movement to and from Taiwan. Strikes last until the end of the drawing player's next turn.

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 indicated 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 his train over a flooded river, until the event leaves play.

When a river floods, each player must be given an opportunity to rebuild his bridges once the flood ends. A player may not build where another player's bridge was located until after that player has had one turn to rebuild it.

Celebrations and Special Payouts

The news in China is not always bad. The traditional celebrations of the New Year can bring extra prosperity to a railroad. Or the Black Dragon can show it's favor. While the New Year Celebration is in effect, no train may pick up any loads except in Major Cities. But, if any demand for cattle, fish, imports, jade, oranges, rice, or tea are filled, the payout is an extra 5 million yuan. All other deliveries that are not one of those goods cannot be made as long as the event is in play. Unlike most events, the New Year Celebration lasts until the end of the drawing player's *second* following turn.

The Favor of the Black Dragon refers to the benefits of the Amur river, which separates Manchuria from Siberia. This river, referred to as "the Black Dragon," has traditionally been seen as the benefactor of that region. So, this favor affects all deliveries of any kind to Shenyang, Changchun, Harbin, or Qiqihar. All deliveries to these cities receive an extra 5 million yuan. This lasts until the end of the drawing players *second* following turn.

Derailments

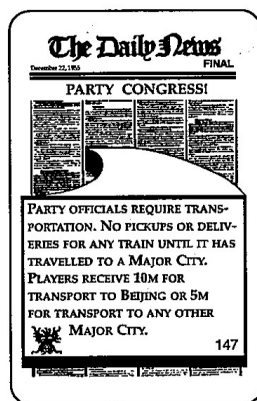
One of the greatest hazards to the railroads is the risk of derailment. Each Derailment card lists a number of cities on the map. If a train is within 3 mileposts of one of the cities listed, the player owning the train must return one load of his choice that is on the train to the bank. The player also loses his next turn.

Storms

Storms can have a serious effect on the operation of trains. All forms of weather last until the end of the drawing player's next turn (in the following round).

Storms will slow down traffic: any trains in the affected area may only move at half rate.

Example: Brian has a Fast Freight, which can normally move 12 mileposts per turn. But, there is snow in Manchuria. After moving 3 mileposts, he enters the storm region, and loses 4 of the remaining movement points for the turn.



In most cases, no rail building is allowed in an area affected by storms. In such cases, no player may build any track in an area that has been hit by storms while the event is still in play. Once the event leaves play, players may again build track as normal.

Snow in Manchuria causes all trains in that area to move at half rate. All movement and rail building in mountain and alpine mileposts of that area is prohibited; however, rail building may proceed normally in the other mileposts.

Heavy Snow prevents all movement and rail building in the affected area for the duration of the storm.

Storms at Sea affect areas along the coast. All movement in the affected areas is halved, and rail building is impossible.

Wind Storms are so devastating, that in addition to half movement and no rail building, any train caught in the affected area must also lose one load.

When a *Sand Storm* is drawn, all tracks connected to any desert milepost in the affected desert are destroyed (and must be erased). Any train unfortunate enough to be on a desert milepost affected by a sandstorm is immediately moved backwards to the nearest city along that route, and must lose one turn and one load. No rail building is allowed in that desert as long as the event is in play.

Earthquake

The damage from an *Earthquake* will depend on how close the affected train is. Trains within four mileposts of Taiyuan will lose a turn and a load. Trains more than four mileposts away but within nine mileposts will only lose half their movement. No rail building is possible within nine mileposts of Taiyuan for one turn.

Desert Rains

A heavy rainy season can permanently change the landscape in the deserts of Asia. Once drawn, this event stays in effect for the rest of the game. These rains do not destroy track already built, but any future rail building over dry rivers must pay the cost of regular (blue) rivers. The cost to build over the dry lake also becomes that of blue rivers.

HOW TO WIN

A player declares victory when he fulfills the following two requirements:

- Connect the four Major Cities with one continuous line of track. This track can have any number of loops and branches, but must be unbroken. The line of track must also connect to at least one Taiwan container link port. The Taiwan container links may not be used to connect otherwise uncontinuous track.
- Have at least 250 million yuan 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, play continues until the current round ends, that is, once each player has completed an equal number of turns. If two or more players all declare victory in the same round, the one with the most cash wins. In the event of a tie, the cash requirement is raised by 50 million to 300 million. Play then continues, with all players still eligible to win. Both requirements still need to be fulfilled in order 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 *China 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.

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 is 6 and 8 mileposts respectively.

Mercy

Sometimes new players will find themselves *trapped* and unable to move or build to make money. Often, discarding a hand will solve the problem. But with this rule a player may take a loan up to 20 million yuan from the bank. He must repay twice the borrowed amount as soon as he has the money to do so.

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 is reached. 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 the four Major Cities with a Taiwan container link, and who has the most cash on hand is the winner. If no player's track connects the four Major Cities with a Taiwan container link, 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.

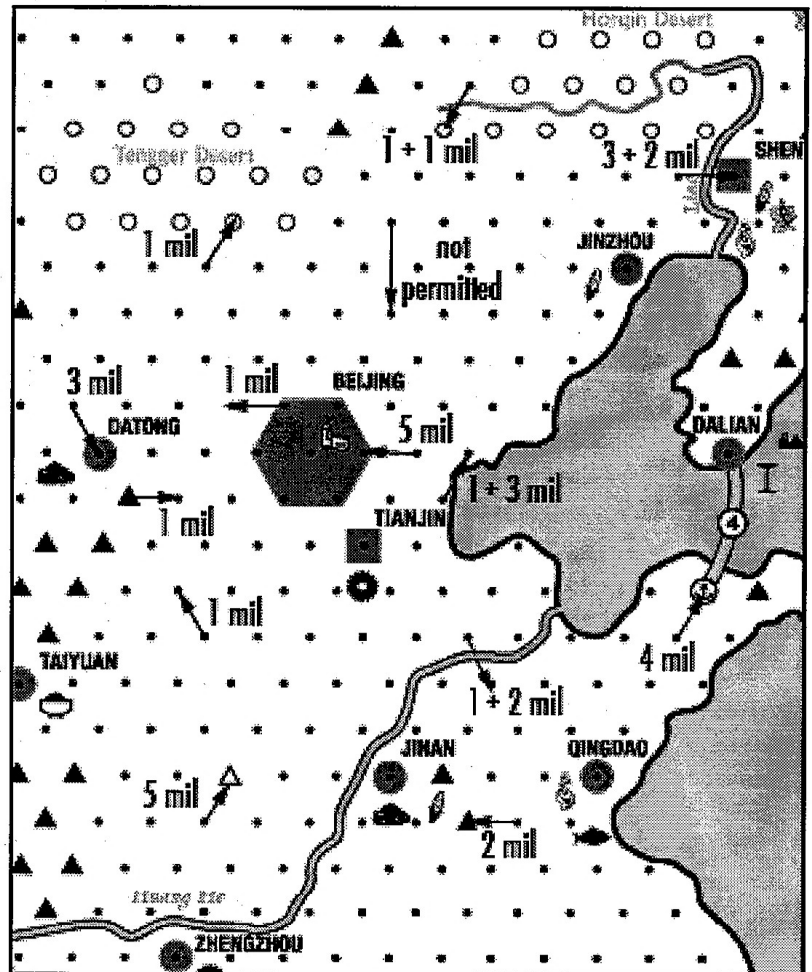
CHINA RAILS

THE START:

Starting Cash: 60 million
 Number of Building Turns: 2
 Switchback Start: Yes

THE FINISH:

Ending Cash: 250 million
 Number of Major Cities Connected: 4 plus Taiwan
 Equal Turns: Yes



| | |
|---|--|
| • | Clear milepost: 1 M |
| ○ | Desert milepost: 1 M |
| ▲ | Mountain milepost: 2 M |
| △ | Alpine milepost: 5 M |
| | Dry River: 1 M + any other costs |
| | River: 2 M + any other costs |
| | Ferry crossing |
| | Major city: 5 M (see rules) |
| | Medium city: 3 M maximum. 3 players |
| | Small city: 3 M maximum. 2 players |
| | Dry Lake: 1 M + any other costs |
| | Lake / Inlet: 3 M + any other costs |

The cost for building across a River, Lake, or Ocean Inlet is in addition to the regular cost for building to the milepost. Building to a mountain milepost and crossing a river thus costs 4 million. See the illustration for more examples.

Complete rules for the use and costs of the ferry and Container Links are on pages 6 & 7.

Dry rivers are treated in all ways as regular rivers for the remainder of the game after the Desert Rains event is drawn.

Special Note:

A player may build out of any Major City twice during his Building Phase. When drawing out of a Major City, the cost is the milepost being drawn. If a player connects to three Major City mileposts in the same turn, the cost to build into the third milepost is 5 million.