



NIPPON RAILS™

SPECIFIC RULES



Welcome aboard! *Nippon Rails™* is a game of railroad construction and operation. Build your railroad and haul freight in Japan. You decide where to lay your tracks. Your only obstacles are rival tracks and the ever present ocean, channels, and rivers. Capture the spirit of Japan and learn to build an empire.

GAME PARTS

Nippon Rails contains:

- ❖ 1 puzzle-cut board (map)
- ❖ 96 load chips
- ❖ 2 decks of cards—including:
 - ◆ 144 demand cards
 - ◆ 24 event cards
 - ◆ 12 loco (locomotive) cards
- ❖ 1 *Empire Builder* Series rules booklet
- ❖ 1 *Nippon Rails* specific rules booklet
(Now in your hands!)
- ❖ 6 wipe-off crayons
- ❖ 6 pawns
- ❖ 1 pack of money

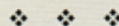
THE RULES

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 *Nippon Rails*.

BOARD / MAP

The central feature of the board is a map of Japan. The map has a grid of round and triangular dots, called mileposts. The mileposts regulate rail building and train movement. In scale, they are approximately 20 kilometers apart.

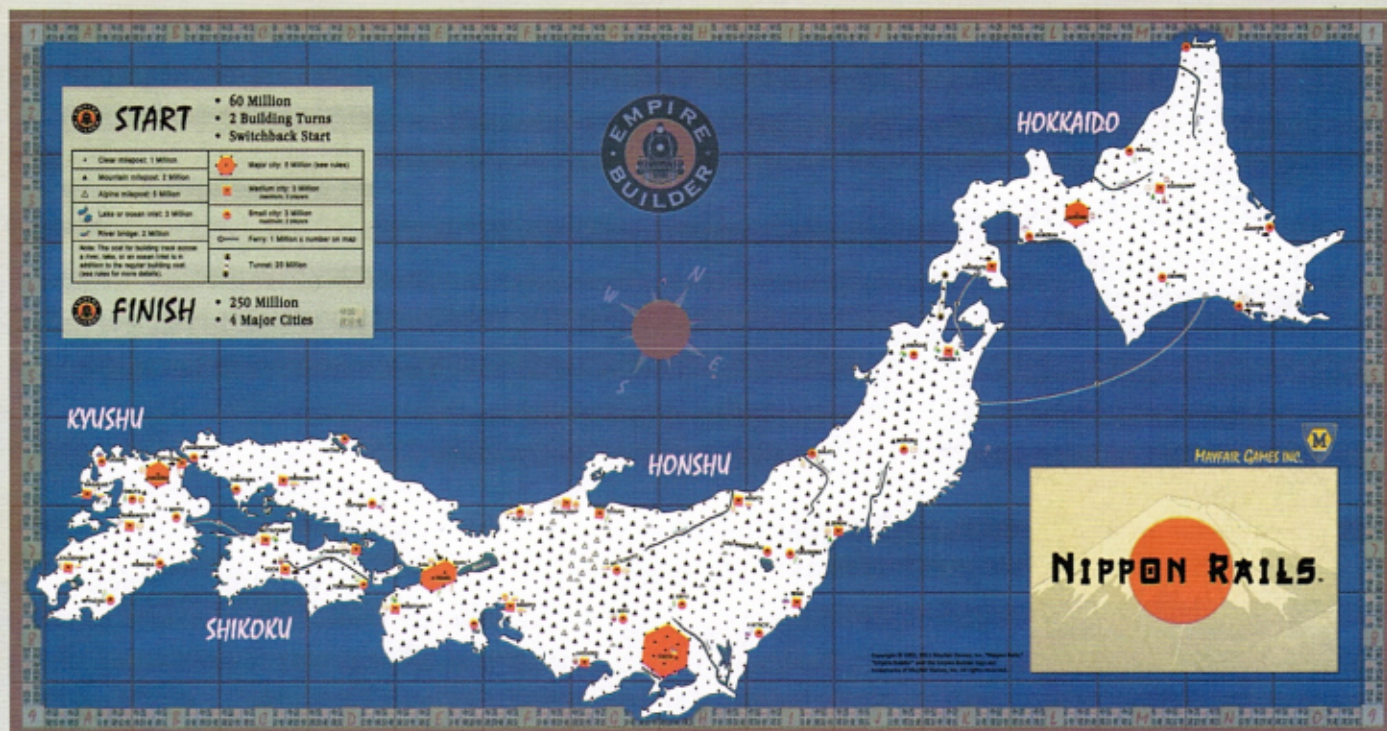
The map shows 50 cities, including 4 major cities. Near each city are symbols representing the goods available for pickup in that city. The map also shows the relative location of the seacoasts and major river obstacles. The locations of some coastal cities have been moved slightly inland from the coast to ease play of the game.



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

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

or send a message to: CustServ@mayfairgames.com



PREPARATION

Before beginning, each player should have:

- ❖ 3 demand cards (face up)
- ❖ 1 freight loco card
- ❖ 60 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 four separate half-page sheets.

SPECIFIC RULES

There are a number of *Nippon Rails* specific rules.

BUILDING COSTS

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

LAKES AND OCEAN INLETS (👉)

Lakes and Ocean Inlets are built across like rivers—except 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 additional cost to build to or from the ferry port milepost on the other end of the 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.

USING A FERRY

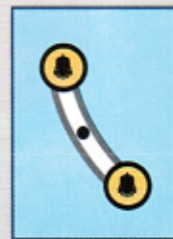


To use a ferry, the player must move to the ferry port and stop moving for that turn. On the player's next turn, he starts counting with the opposite ferry port and must move at half rate that turn (e.g., a speed 9 train can move 5). A player treats a ferry port milepost as a clear milepost if he is 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 who to pay.

HOKKAIDO-HONSHU TUNNEL

The western connection between Hokkaido and Honshu represents a tunnel between the islands. To build the tunnel, a player must pay 20 million to build into one end. That player can then build out of the milepost on the other end. Only one player can build the tunnel, but other players can pay to use his track at the regular cost. During movement, the mileposts of the tunnel are used as ordinary mileposts.



HOW TO WIN

The Empire Builder Series rules apply, except that the winner must have a continuous line of track connecting all 4 major cities (instead of "6 of 7").

VARIANT RULES

THE CIRCUS

At the start of the game, put the two Circus load chips in Osaka. 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; 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 may not pick up the Circus unless he has a demand card for the Circus; however it may be dropped without payoff at any city, and if it is lost from a *Derailment* event card, it is placed at the nearest city.

BUILDING THE TUNNEL

On the turn a player builds the tunnel, that player may spend 21M instead of 20M. This allows that player to connect both ends of the tunnel to existing track (which is impossible with a limit of 20M).



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

Nippon Rails Rules Questions:

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

or send a message to at:

RulesGuru@mayfairgames.com



RULES FOR 5-6 PLAYERS

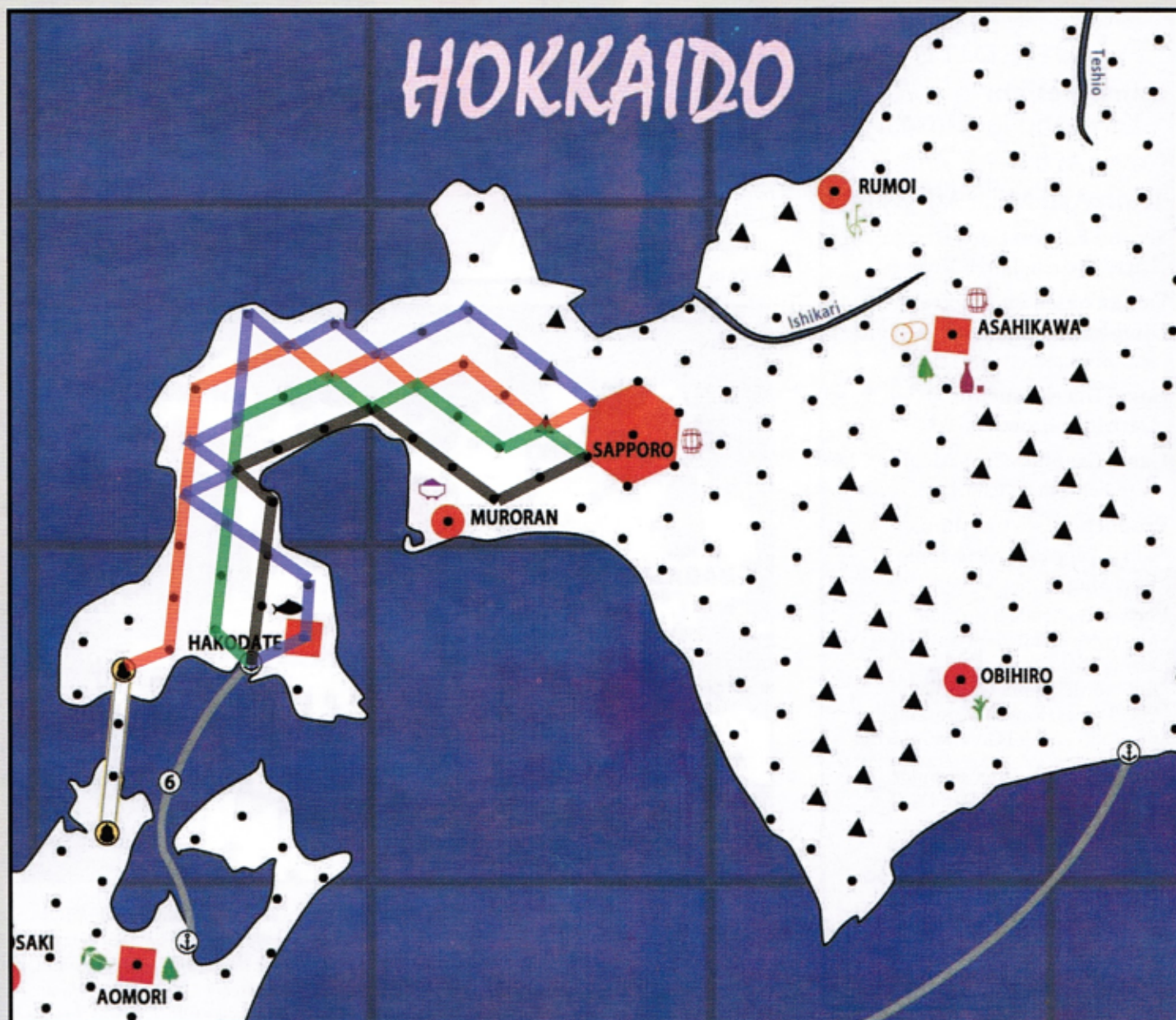
Since the publication of the first edition of *Nippon Rails* in 1992, people have been asking *Mayfair* for rules for 5 or 6 players. In the past our first thought has always been "are you crazy?" But, upon further review, we realized that it is possible to accommodate more players.

For 5 or 6 players, add the following rules variation. No track may be built to or from a ferry port that would block a 2nd and 3rd player from having one section of track to each end of the ferry. That is, each ferry must have access at both ends for at least 3 players. In addition, no track may be built that would block one player from having one section of track to each end of the tunnel.

This rule gives six players access to the entire board. However, track building problems can arise, particularly on the southwest peninsula of Hokkaido. The illustration below shows one of the ways four players can build track in this area. While this is not the only configuration, it is one of a few that will work. Then either two or three players can use the other ferry on Hokkaido.

For connections to Kyushu this is not as much of an issue. Three players will have to use the land bridge and three players will have to use the ferry that lands near Beppu. The most important thing to remember is that this is a tight map geographically and all players will have to be very polite and leave routes open in order for all players to be able to connect all four major cities. Good Luck!

LMR



NIPPON RAILS™

THE START:

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

THE FINISH:

Ending Cash 250 million
 # of Major Cities Connected.... 4
 Equal Turns Yes

CREDITS

Game Design:

Larry and Joe Roznai

Cover Art: Mark Zug

Train Art: Mike Atkinson

Second Edition Card Design:

Larry Roznai, Loren Roznai

Design based on Empire

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 and Bill Fawcett

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Darwin P. Bromley

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Production: C. Charlton,

Chris Ferguson, Pete Fenlon,
 Ron Magin

Playtesters: Bridget Roznai,


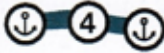
Marty McDonnell, Brian Steffen,
 Elaine Wordelmann,
 Bill Wordelmann, Don Glass,
 Sue Balmes, Kim Marino, and the
 fine folks at the TGA and Andcon.

Special Thanks: Peter Bromley,

Robert T. Carty, Jr., Dan Decker,
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 Wordelmann, Alex Yeager

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BUILDING COSTS

●	Clear milepost: 1M
▲	Mountain milepost: 2M
△	Alpine milepost: 5M
	River: 2M additional
	Lake or Ocean Inlet: 3M additional
	Ferry: as posted in circle
	Tunnel: 20M
●	Small city: 3M maximum 2 players
■	Medium city: 3M maximum 3 players
●	Major city: 5M (see rules)



Having been born in Tachikawa and having grown up amidst many ways and things Japanese, I speak on behalf of the entire Mayfair Games family in extending our heartfelt condolences to the proud, courageous people of Nippon for the all the suffering and loss they've experienced as a result of the horrific earthquake of March 11, 2011. The whole Mayfair team—and especially this game's designer Larry Roznai—thus dedicate this edition of Nippon Rails to the noble spirit of Japan's people.

— Pete Fenlon, Larry Roznai, and the Mayfair Games Crew