

MM's KLEINE SPIEGALERIE

presents

Fantasy Island Rails



A TRAIN GAME FOR 2 OR 3 PLAYER

DESIGN, MAP & CARDS - MICHAEL METTE
1996/2007 by MM's KLEINE SPIEGALERIE, BRAUNSCHWEIG, GERMANY
GAME DESIGN - DARWIN BROMLEY & BILL FAWCETT
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SPIELMATERIAL

1 Playing board of 8 pieces
42 DEMAND CARDS
12 LOKOMOTIV CARDS
6 FERRY CARDS
52 LOAD CHIPS
3 BUILDING COSTS CHEET
3 WARE CHEETS
1 TAX-O-METER
3 LOKOMOTIV TOKEN
3 CRAYONS
PLAY MONEY

STANDARD RULES

All "Empiere Builder" be valid for this game - EXCEPT FOLLOWING RULES.

GAME PARTS

Playing Board - The board must be cut into the eight six-sided pieces. Each piece shows an island or a part of an island. Every new game you may put them together to create a new map. The two half-islands have to lay together. The pieces shows land-mileposts and sea-mileposts (blue stars). No railroute and no train can cross the sea-mileposts (EXCEPT: SEA BRIDGES). TO MOVE ON THE SEA YOU MAY USE FERRIES.

DEMAND CARDS - They shows three demands, as usual, but no profits. To determine a profit you may use the TAX-O-METER.

TAX-O-METER - To determine a profit take the TAX-O-METER and gauge the distance between the demand city and the nearest source city (the center if it is a big city). Lay the TAX-O-METER along the mileposts as if you build a route. The determined distance plus a bonus amount to the profit. The bonuses are:

- +1 for all deliveries across the sea,
- +1 for Gold and
- +2 for Textiles.

TRAINS - THERE ARE FOUR TYPE OF TRAIN IN THE GAME:

<i>Typ</i>	<i>Speed</i>	<i>Capacity</i>
A the "Wilde 13"	6 Mileposts per turn	2 Loads
B-6 the "EMMA"	6 Mileposts per turn	3 Loads
B-9 the FRAIGHT	9 Mileposts per turn	2 Loads
C-9 the HEAVY FRAIGHT	9 Mileposts per turn	3 Loads

FERRIES - THERE ARE TWO TYPE OF FERRIES IN THE GAME:

<i>Typ</i>	<i>Speed</i>	<i>FEE</i>
1. the FERRY	9 Mileposts per turn	2 Mio.\$
2. the CLIPPER	12 Mileposts per turn	3 Mio\$

PREPERATION

SHUFFLE THE FERRY CARDS AND SET THEM ASIDE AS THE FERRY PILE.

EACH PLAYER STARTS WITH 30 Mio.\$, A "WILDE 13" TRAIN, A TRAIN TOKEN AND A CRAYON. HE ALSO GAINS FIVE DEMAND CARDS, CHOOSES THREE OF THEM AND DISCARD THE OTHER CARDS. SHUFFLE THE REMAINING CARDS FOR THE DEMAND PILE.

MOVMENT

HOW TO USE A FERRY - A player who wants cross the sea between the islands may end his train movement in a harbor. THEN HE DRAW A FERRY CARD AND PAY THE FEE SHOWS ON THE CARD. HE CAN USE THIS FERRY ONLY FOR ONE PASSAGE. NEXT TURN HE MOVES THE FERRY ON THE SEA-MILEPOSTS. WHEN HE ARRIVES A HARBOUR, HE DISCARDS THE FERRY AND MAY MOVES HIS TRAIN WITH NORMAL SPEED (IF HE CAN).

DEMANDS

If the demand pile is empty, shuffle it.

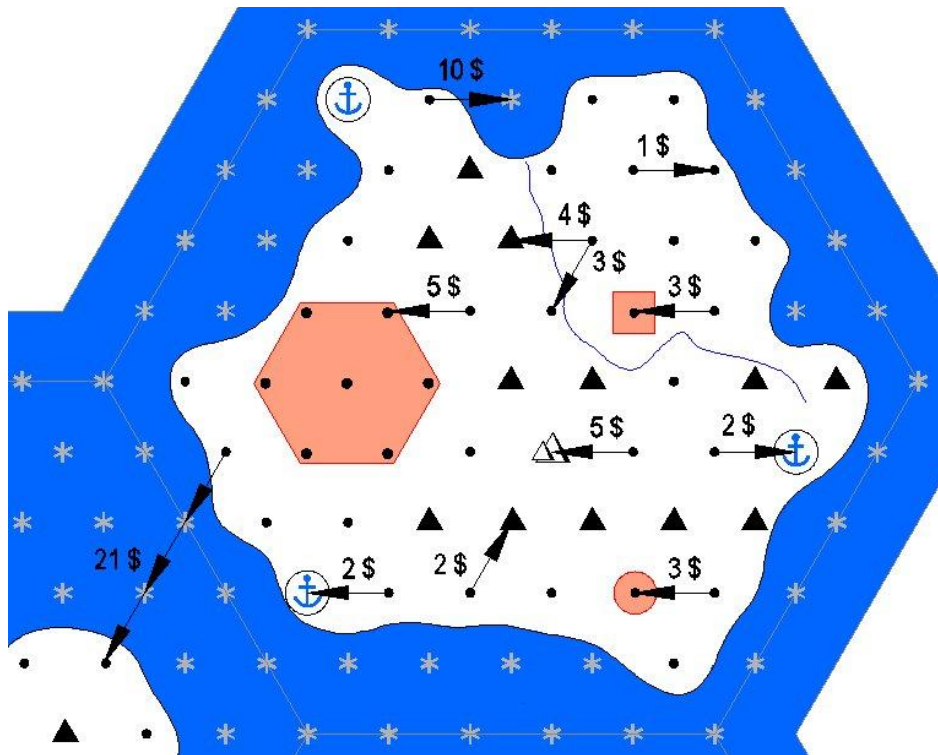
RAIL BUILDING

HARBOURS - A HARBOUR MAY CONNECTED BY TWO PLAYERS. THE CONNECTING COSTS ARE 2 Mio.\$.

Building on new islands - To build on a new island, you HAVE TO CROSS THE SEA TO A HARBOUR ON THIS ISLAND. If you own a Clipper (SEE BELOW) YOU CAN BUILD TRACKS FROM EACH HARBOUR, BUT ONLY ONCE PER TURN.

SEA BRIDGES - YOU MAY BUILD BRIDGES ON SEA-MILEPOSTS TO CONNECT TWO ISLANDS OR CROSS A LARGE OCEAN INLET. SEA BRIDGES COSTS 10 Mio.\$ FOR EACH SEA-MILEPOST.

Building FERRIES - INSTEAD OF BUILDING TRACKS OR IMPROVING A TRAIN YOU MAY BUILD A OWN FERRY FOR 20 Mio.\$. THE FERRY MAY THEN IMPROVED TO A CLIPPER FOR 20 Mio.\$.



END OF GAME

THE GAME ENDS IF A PLAYER HAS 250 Mio.\$ IN CASH, A CLIPPER AND IF HIS LINES CONNECTS ALL BIG CITIES. THIS PLAYER WINS.