

Bindle Rails Express By Jack Neal

Players: 1
Playing Time: 15-30 Minutes

Object

Acquire 50 Victory Points (VP) in 10 turns by building routes, acquiring technology and manipulating companies.

Contents

- Dice.
 - 8 Route Dice. (These dice are outlined in brown.)
 - 8 Event Dice. (These dice are outlined in black.)
 - 4 Company Value Dice (The dice are outlined in dark green.)
- Game Mat which contains a Turn Track, Tech Track, Route Track, Company Track, and Private Company Track.
- 8 Goal Cards.
- 10 Markers (coins/buttons/etc. - not provided).

Summary

You are attempting to build a route for your railroad from the Atlantic to Chicago. You have six turns to do this. Along the way you will attempt to cross mountains and bridge mighty rivers. You will also need to consider acquiring the latest technology. Also, being the baron you are, you are encouraged to keep the value of your company high - and to also put your money into your competitors companies as well. The object is to balance these needs and to get 50 Victory Points (VP) by the end of the game.

You use your Event Dice to build your route, acquire technology or to manipulate Company Values. You start out rolling only three Event Dice at the beginning of the game. The number on each die tells you how many Build Points (BP) you may dedicate to building a segment of track. If a cube lands on a side with a black background, that cube may also be used to acquire technology. If a cube lands on a blue background, it may be used to build a Bridge (and is marked with a 'B' after the number as well). If a cube lands on a side with a brown background, that cube may be used as an Engine to build in a mountainous section of track. A cube may also be used to help nudge a Company Value up or down. In general, a cube can only be used for one purpose during a Turn.

The eight Route Dice are used to create your "route" that you have to complete. Each Route Die represents a segment of your route. If the background of a Route Die is Green, all you have to do is have a combination of dice set aside to equal or exceed the value of the Route Die. If a Route Die is brown, a separate Engine die must be set aside to complete the route. Likewise, if a Route Die is blue, a Bridge is required to complete this segment.

Each company had its own color and starts at \$3 in value. The Tech Track is also used to keep track of the number of dice you can roll during a turn. This value starts at 3 and is incremented each time Technology is acquired.

Assembly

It is recommended to print out the Dice sheet on full-sheet shipping labels. From there, you can print out the dice on a color printer, cut around the dice and affix to standard 15 mm dice. It usually works best to cut an individual die in three and apply an "L" to the die for ease of application.

It is recommended to print out the Game Mat using a colored printer.

Set Up

Separate the Route Dice from the Event Dice and the Company Value Dice.

On the Game Mat, place a marker on the Route Mat for the company you want to play. Place a marker on each of the \$3 spaces on the Company Value Track. Place a marker on the '3' space of the Tech Track and place a marker on the first space of the Turn Track.

Roll Your Route!

At the start of the game, roll the 8 Route Dice. You may roll up to three times and you must keep at least one die for each roll. After the final roll, arrange them in the order that you want to complete them from top to bottom. (It is recommended you put your easier to complete routes at the top and work your way to harder routes.) Place your route dice down the left side of the Route Track.

Choose three Event Dice. You are ready to play.

Playing Your Turn

During each turn you will work through the following phases:

Part 1: Roll Event Dice:

During this phase, you begin by rolling the number of dice indicated by your Tech Value die. Select the appropriate number of dice and put the other ones off to the side. You then roll these dice. You may perform up to three rolls. You must keep at least one die from each roll.

At the end of your third roll (or sooner, if you want to keep all of your dice), you have the following options which you may perform in any order:

Part 1A: Build a Route

To complete a route, the following conditions apply:

- Use one or more of your Event Dice to equal or exceed the BP of the Route Die
- Routes must be completed in order from top to bottom.
- Multiple Event Dice can be used to complete a route, but Event Dice cannot be applied for more than one route.
- If a route has a Mountain (brown background), a separate brown Event Die must be set aside to complete the route. This die does not count for BP.
- If a route has a River (blue background), a separate blue Event Die must be set aside to complete the route. This die does not count for BP.
- Any Event Die, regardless of color, can be used for BP (but not BP and a Bridge or BP and an Engine on the same die)

- Multiple routes can be completed in a turn.
- To mark your route as complete, simply move a completed Route Die to the column that represents your company. Place any dice used for route building to the side. They cannot be used for other actions or routes during this turn.

Part 1B: Acquire Technology:

In order to roll more dice during your turn, you will need to acquire Technology. If you roll any Event Dice that have black backgrounds, they may be used for technology.

The following conditions apply:

- Technology must be acquired in numeric order, i.e. 3 - 4 - 5 - 6 - 7 - 8.
- Any Event Die with a gray background may be used for technology.
- The sum of Event Dice with gray backgrounds must meet or exceed your current Tech Value.
- The Tech Value can be moved up multiple times in a single turn.

To mark your achievement, move the Tech Tracker up one space. Place any Event Dice used for this purpose to the side as they cannot be used for any other actions during this turn.

Part 1C: Manipulate Company Value:

You also have the option of manipulating your Company Value and depending your technical sophistication, the values of your competitors. The following conditions apply:

- If you have a Tech Value of 3 or 4, you may only manipulate your own Company Value.
- If you have a Tech Value of 5 or more, you may manipulate any Company Value.
- The amount of money required to manipulate the company must equal the difference from the current level to the desired level. For example, if I want to increase my starting stock value at the beginning of the game, I would require \$4 (\$10-6) to perform this action. The higher a Company Value is, the more money is required to manipulate it.
- Any Event Dice of any color may be used.
- You may manipulate multiple companies any number of times during a turn.

Record your manipulation by moving the appropriate Company Value Marker on the Company Value Track. Place any Event Dice used for this purpose to the side as they cannot be used for any other actions during this turn.

Part 2: Roll for Company Value Changes:

To roll for company value changes, simply roll each of the Company Value Dice. If a Die has a +1 or +2, move the matching Company Value die up or down the chart by the number indicated if possible.

If the value of your company would be reduced to less than \$1, you have automatically lost the game.

It's also worth noting that from the first turn of the game, it is possible (but unlikely) that you could lose the game if you do not put more money into your own company.

Part 3: Cleanup

If your Company Value is ever at \$0, you have immediately lost.

If you have not reached the end of Turn 6, gather your discarded Event Dice and repeat the above again. Don't worry about tallying your score as it is done at the very end of the game.

Scoring

If you have made it to the end of the 6th Turn, it is time to calculate your final score. You receive points for each of the following:

- 2 VP for each Route Die completed.
- 2 VP for each Bridge completed.
- 1 VP for each Mountain completed.
- 1 VP for each 8 BP completed, rounding up.
- 10 VP bonus for completing all Route Dice.
- 3-8 VP for the ending value of the Tech Value Die.
- 1 VP for every \$5 of Company Value, rounding up, for every company.

If you have scored 50 VP or higher, you have won the game!

Notes

Like its big brother, Bindle Rails Express is all about resource management and juggling many things at once in a short span of time. Prioritize your route building, but don't let your company value deteriorate due to a couple of bad rolls. Use technology to give yourself more options and to complete routes quickly. For those of you who have played Bindle Rails, this game should capture the tension of the game with a little less book keeping and no nasty events to worry about!

Advanced Game

You may use one or more of the following variants to add to the game.

Private Companies

You may also want to buy Private Companies to help earn extra VP at the end of the game or as a goal at the end of the game. Private Companies are up for sale once your Tech Value equals or exceeds 5. Set aside any cubes that add up to the value requested for the railroad and tally at the end of the game. Private Companies are listed on the Game Mat. Multiple colored squares matching the colors of the Public Railroads are listed next to each Private Company.

Advanced Companies

You may want to model the railroads represented in the original game. After the initial setup, select a railroad company and follow the guidelines on the Route Track and use the VP awards based on the Player Mat.

Advanced Competitor Development

You may want to play the game against more fierce competition. You will need to use four additional markers, one for each competing company. These markers are used to track your competitors' progress to reaching Chicago. Markers will be placed alongside the Route Cubes to determine how close they are to completing their goal.

During the Roll For Company Changes portion of the turn, the following changes apply:

- All negative results are treated as positive results.
- If a Competitor's Company Value is \$1 or \$3, the competitor will raise its Company Value based on the value rolled.
- If a Competitor's Company Value is \$6 or greater, the competitor will build track towards Chicago. Move the marker down one or two spaces.
- If a Competitor has reached Chicago, their Company Value is always increased.
- If you are playing with Advanced Companies, the Total Routes column is used for determining if they reach Chicago. For example, if you are the C&O and a competitor is PRR, PRR would only need to complete six routes instead of your eight.

Goals:

You may draw four Goal cards at the beginning of the game. After reviewing the goals on each card, you must keep at least two of them. If a Goal is achieved, you receive the number of VP indicated on the card. If you fail to fulfill a goal, the VP listed on the card is subtracted from your final tally.

Shorter Game Length:

For a more difficult game, it is recommended to shorten the game to 8 Turns or less.

Bindle Rails Company Mats:

The original Bindle Rails Route Mats may be used instead of rolling random track. The VP reward for building to Chicago for each company is double the Mat Value if you are using these mats.

Revision History

6/10/09

- Initial Draft.

6/11/09

- Draft #2
- Added Advanced Rules.
- Added Revision History.
- Drafted dice in Inkscape and created new images.
- Changed Turn Order.
- Changed Starting Company Values from \$6 to \$3.

6/12/09

- Changes numbers of turn.

6/19/09

- Creation of Game Mat.
- Clean up of some rules.
- Removal of charts from rules that are now on Game Mat.

Credits

Thanks to Mike Barlow for setting up the contest and everyone who has supported Bindle Rails in the past year!

Programs Used

Hex Draw, Open Office, Nandek, Paint.NET and Inkscape

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