Railway Rivals: Postal Rules: 11th Edition: October 2003.

These are mainly based on 6th edition normal rules (1994). Players & GMs should study them.
These are the rules for normal maps, with 36 town and 6 special key numbers. Some may need to be amended for those with more or less than these 42 numbers.

General

X1. The GM (Games Master) decides all disputed points. You can appeal against his ruling, but he probably won't change it. (see X13).

X2. Players may correspond with each other, make & break agreements, etc. as in "Diplomacy".

X3. There are 12 rounds, after a preliminary round in which players send their start preferences; company name, a list of start positions, and of colours. There are six building rounds, and six racing rounds. For small maps, there can be only 5 building rounds.

X4. Clear, unambiguous errors may be corrected by the GM without penalty; otherwise, they will be carried out as ordered if possible. Repeated errors will be penalised.

X5. The GM is not under any obligation to remind players that they have not sent moves. GMs may accept late moves till 24 hrs after the deadline; perhaps longer for overseas players. Late moves are a nuisance to GMs and Zine editors, and may be ignored. They will be penalised (points deducted) except the 1st time. If your moves will be late, phone the GM immediately. My deadline is 9pm on deadline day. Moves after that are penalised or ignored, unless: 1. you phone to say they will be late; or 2. the postmark shows that the Post Office is to blame.

X6. A player missing 2 successive rounds is a drop out. The game should be held over; either his tracks are sold off in sections to the highest bidders, or a volunteer is invited to take over. If rd 10 has already been completed, the tracks remain, and can be used by other players at 1/2 the usual cost.(i.e. up to 10 pts for 20 hexes). GMs may invite players' preferences as to what to do.

X7. If someone misses the first round, the GM should make (not very good) moves on his behalf, which do not inconvenience other players.

X8. Rail companies may go into debt. Interest is 20% per round, rounded up.

X9. Players should remember that the GM may be running several games on the same map. They should always try to make the GM's job easier. Their orders to GMs must include the following: Zine; Game number; round number; railway co's name or initial; colour; player's name.
Moves should be set out as a, b, c. It is helpful to add the date, & to indicate payments to others. Moves for different games must be on separate sheets (or on a large one which can be separated). They must be written on one side only. GMs must first warn, then penalise players who offend.

X10. If a player's builds involve paying over 15 pts to one other player, he pays in full, but the other receives only 15.

X11. Payments for building alongside another player, normally 2 per 1/2 hex, are charged at 1 per 1/2 hex if built during the same round (plus the usual 1 for the junction).

X12. Zine editors (and GMs & players) should ensure that an official number is obtained from the RR records custodian (currently Tony Robbins), and that start & finish details are sent to him.

X13. Unresolved disputes may be referred to DGW for a decision. If GMs and players read the rules, this shouldn't be necessary. It's only a game, & meant to be fun, not a subject for argument

Building Stage.

Y1. There are normally 6 building rounds (see X3). The GM sets 3 die rolls (e.g. 3, 6, 4; no 1's, and few 2's) so all players have the same build allowance. This normally totals 10 to 15 points; but the GM will set rolls totalling 12 - 16 for large maps with 4 or 3 players, and 9 - 12 for small maps with 5 or more players.

Y2. Builds are simultaneous; if you enter a hex after another player, you must pay him (X10, X11).

Y3. Builds are written thus: a, b, c referring to the 3 die rolls (not 1, 2, 3). All build start points are in (brackets). All towns reached or passed through must be named. Dashes are not needed! Example: 2a (4): (F39) Richmond D38; (Richmond) E41. [The (4) refers to the die roll]

Y4. All builds are firm, and not conditional. (but see Z7).

Operating Stage.

Z1. There are 6 operating rounds. Each key number is used once in rds 7 - 9, & once in rds 10 -12.

Z2. Most maps have 7 runs per rd, 5 normal and 2 to/from special numbers; players may enter 4. With 6+ players, GMs may limit this to 3 (to reduce the luck element, & the GM's workload).

Z3. With 3 players (or where only 3 players are left due to a drop out), players may enter all races.
Z4. Each sector (sector 1 = towns 11 - 16) occurs twice in each round. There are 2 runs between each 2 sectors : 1 in rds 7-9, 1 in rds 10-12. Normally, there are no runs within the same sector.
Z5. A run not entered is offered as an extra next rd. 2 or more: players may enter 5 instead of 4.
Z6. Players must list their routes clearly, but don't list every hex! Name key hexes & towns passed through. Show payments to other players. It is helpful to give the total distance. e.g.: run 13, Bristol - York: own track to Q12; pay CHR (red) 3 to Q15; own to York. 15 hexes + 1 hill. Ambiguities are interpreted the worse way. If payments could go to 2 players, both are paid!
Z7. There are 3 types of run: a. Solo, partly or wholly on your own track. b. Joint, with one other. c. Exchange of running powers (XRP), allowing use of over 10 hexes of another's track, if cross payment reduces it to 10 or less. The 2 players do not have to use the same routes; indeed, XRP entries can be in 2 different races. In both b & c, the 2 players' orders must match or the runs are disallowed. You may, however, put: "or as ordered by [the other player]". For XRP, you must detail payments to & from the other. You can give alternative orders, in case arrangements fail. These are the only cases in which provisional orders are allowed.
Z8. Extra track can be built at the end of the round, up to limits set by the GM. The best system is to allow a set number of physical building points, i.e. payments to others are allowed as extra. A typical allowance is 12 to 14 pts (+ payments to others) for rd 7, decreasing by 2 per round. The GM can vary this according to what building is going on (if most build to the maximum, then reduce by only 1) and how dense the network is already. Precedence at a hex, determining payments to/from others, is decided by excluding (NB: changed) payments to others.
Z9. Actual racing is done by the GM, using an average die. To reduce the luck element, he can use (by prior player agreement) a "super-fair" die, i.e. count 2 as 3, and 5 as 4: all rolls are 3s or 4s.
Z10. Use 'Bus Boss' payments (unless players want a 20/10 split): 30 pts shared among all runners: 20/10 for 2; 3= 16/9/5; 4= 13/8/5/4, etc. Those arriving in the same turn are equal: odd pts to the poorer. An entry is not allowed if it is over twice the shortest route entered in that run.

"Economic" Rules.
Standard pbm rules are used in the Building Stage. In the Operating Stage, there are changes:
E1. Each run is partly or wholly over your own tracks. There are no jt runs or XRP.
E2. Players may use, and pay for, any number of hexes of other players' tracks.
E3. There are no races. Instead, players bid for up to 5 runs (6 if over 7 races, or only 3 players). Alternative: bid for any number of runs, but each bid costs 5 pts, whether successful or not.
E4. Only the 2 lowest bids are successful. The lowest bidder runs 2 trains, the 2nd runs one. Only 1 bidder: runs 3 trains. Three equal bids: each runs one train. Two equal: the player making most profit runs 2. If still equal: the poorer at the start of the round runs 2.
E5. Minimum bid: must yield more profit than the largest payment to any one other player.
E6. Maximum bid: 10+2n, where n = number of hexes by the shortest 'straight line' overland distance, going round estuaries, lakes, etc; e.g. 9 hexes: max. bid is (2x9) +10 = 28.
E7. Expenses: 1 per hex of track for the whole distance, +1 uphill, +1 per hex to use others' tracks.
E8. You must give route & expenses. Bids must be set out thus: Bid - expenses (details) = profit. e.g. Run 6, York - Stoke: Route: Own track to A22; 3 to GWR, A22 to Stoke. Bid 42 - expenses 24 (20 hexes + 1 hill + 3 to GWR) = 18 profit.
E9. Any error or ambiguity disqualifies the bid. New players: note E5, E6, E7, & E8.
E10. Build allowances will usually need to be slightly higher in rds 7 to 9.

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D G Watts, 102 Priory Rd, Milford Haven, Pembs, SA73 2ED.
01646 692752. davidgwynwatts@aol.com