

# InterUrban

## Rules of Play

### SETTING

The cover shows the New York, New Haven and Hartford's "Comet" in 1935. As America expanded in the 1920s and 1930s, suburbs grew rapidly around the densely populated urban areas. High speed InterUrban trains like the Comet served these suburbs, carrying all manner of people to work and then home. Different InterUrban lines competed to reap the most revenue from the surrounding suburbs. Track was laid, trackage rights negotiated and suburban stations built.

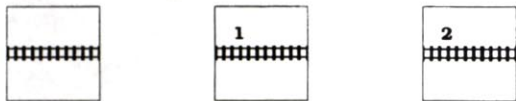
### GAME PARTS

50 Station tiles, 10 each of 5 different color sets (red, blue, purple, green and yellow)



Supplied for each color are one 1 simple, two 1 crossing, one 2 simple, one 2 crossing, one 3 simple, one 3 crossing, two 4 simple and one 4 crossing Station tiles.

20 brown straight Track tiles



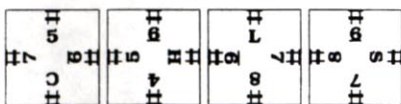
Supplied are three 2 value Track tiles, eleven 1 value Track tiles and six Track tiles with no value.

22 brown curved Track tiles



Supplied are eleven 1 value Track tiles and eleven Track tiles with no value.

4 blue Start tiles

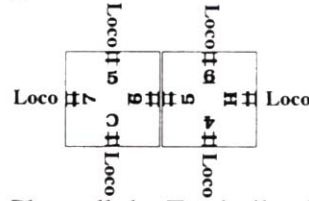


6 identical Locos  
and  
These rules

### SETTING UP THE GAME

Give each player a color set of Station tiles. Each player turns their Station tiles face down in front of themselves, mixes them and turns three face up.

Place the 4 Start tiles face down, mix them up, choose two and put them together in the middle of the table. Turn them face up. This is the urban area for this game. The remaining Start tiles are not used this game. Place a Loco at every end-of-track.



Place all the Track tiles face down where all players may reach them and mix them up. Turn three Track tiles face up. Choose a starting player, start the game, continuing clockwise.

### ENDING/WINNING THE GAME

The game ENDS at the completion of a player's turn if:

- All the end-of-track Locomotives have been removed (all six Routes have been completed),
- or
- All the Track tiles have been placed,
- or
- All that player's Station tiles have been placed,
- or
- That player could not place any tile.

At the end of the game, any uncompleted routes are considered to become completed and any extant Locos are removed. Compute each player's Victory points for each of the six Routes. The player with the most Victory points WINS the game. Ties are possible.

Experienced players may choose to play the Competition Game. The Competition Game is a series of games, where each player has been the starting player once. Victory points for each player for each game are totalled, and the player with the most total Victory points WINS the Competition Game.

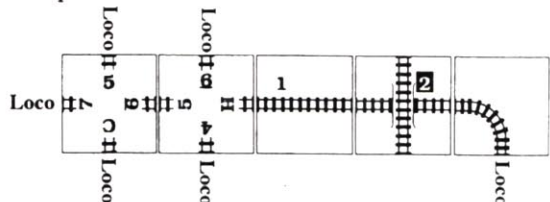
## SEQUENCE OF PLAY

**-Place 1-3 tiles**

**-Remove Locos from completed Routes**

**-Replenish tiles**

During their turn, a player must place one, two or three tiles. They may use any face up tiles. A player may only place ONE Station tile during their turn. Any affected Locomotives are either moved to the new end-of-track or removed if its Route was completed.



At the end of their turn, the player turns over Track tiles until three (or as many as are remaining) are face up. If they had placed a Station tile, the player turns a Station tile of the same color face up, if any remain. Play continues with the player on the left until the end of the game.

## Placing Tiles

The player may place one, two or three tiles at end-of-track locations, extending one or more Routes. At least one tile must be placed. If the player can not place any tile, the game is over.

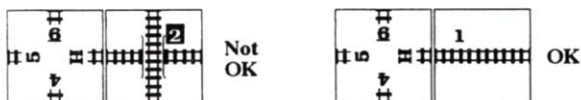
Track tiles are placed at any end-of-track locations, extending the Routes of track. More than one Route may be extended in a turn.

One Station tile may be placed at an end-of-track location. The Station tile can be either the player's or another player's Station tile.

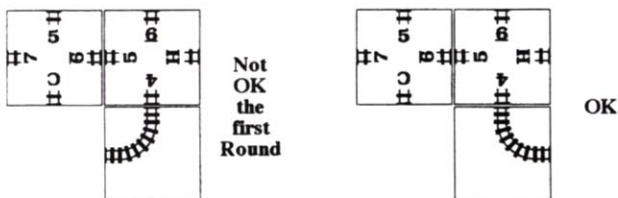
**Note:** A crossing Station tile may be placed with only one of the two straight tracks extending a Route. Please note that the two tracks of a crossing Station tile do not meet, they may each be part of a different Route.

## Placement restrictions:

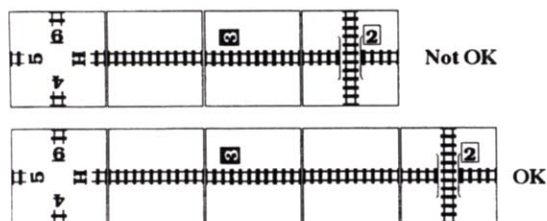
A) Only Track tiles may be placed next to the Start tiles.



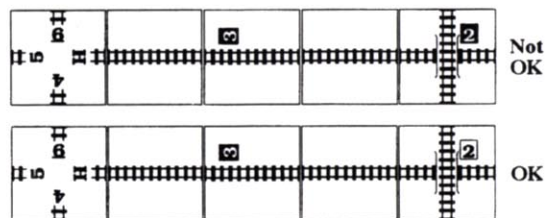
B) A Track tile may not be placed if it completes a Route during the first round of play. Once every player has had a turn, this restriction is removed.



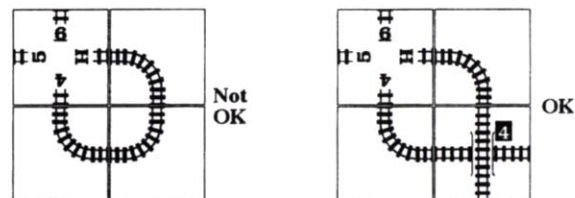
C) Station tiles may not be placed next to each other, one or more Track tiles must intervene.



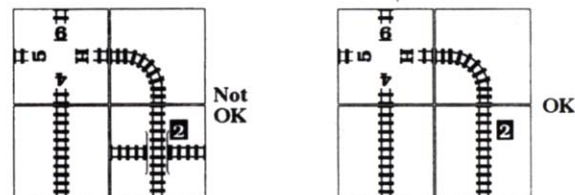
D) A Route may not have two consecutive Station tiles belonging to the same player.



E) Routes may not connect together.



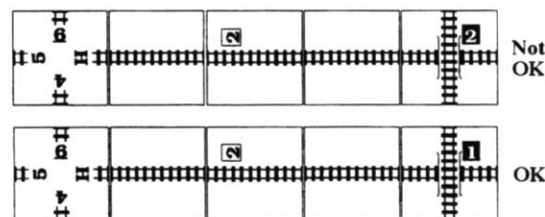
F) A tile may not be placed if an untracked edge would touch a tracked edge.



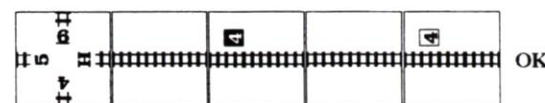
G) A Route may only have one 1 Station tile.

H) A Route may only have one 2 Station tile.

I) A Route may only have one 3 Station tile.



J) A Route may have multiple 4 Station tiles, but only one per player.

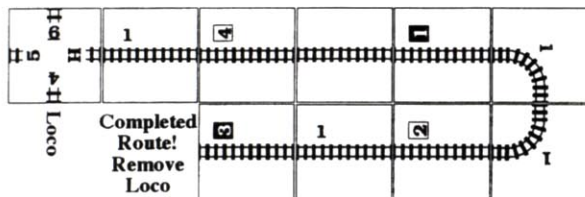




# Completing Routes

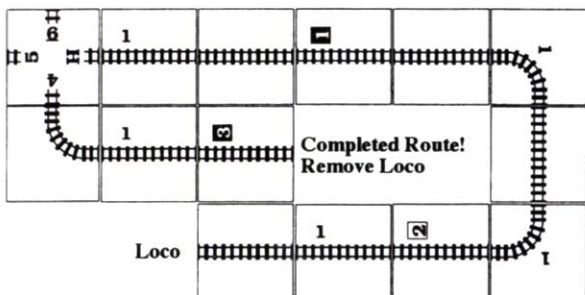
Recognizing the completion of a Route is a demanding part of the game. A Route of track is completed, and its end-of-track Loco removed, when:

-The Route has one of each type of Station tile, namely a 1 Station tile, a 2 Station tile, a 3 Station tile and at least one 4 Station tile,



or

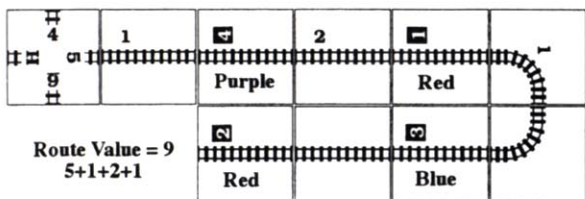
-Another Station tile can not be placed on the Route, given the Placement Restrictions presented earlier.



When a Route is completed, the Locomotive at the end-of-track is removed. No further tiles may be placed on that Route.

## The Value of a Route

The Value of a Route is the sum of all the numbers on the Track tiles (not the Station tiles) and the number shown on the Start tile.



The Start tiles have special letters for some Routes.  
**S** - The Start number is the same as the number of straight Track tiles on the S Route. In the diagram above, the Start Number would be 3.

**C** - The Start number is the same as the number of curved Track tiles on the C Route. In the diagram above, the Start Number would be 2.

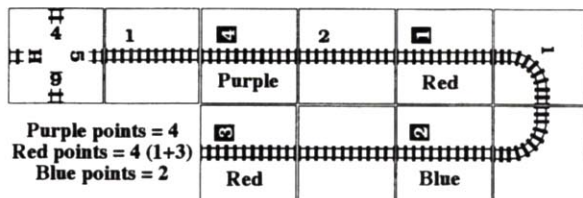
**H** - The Start number is the same as the highest value Start number used this game. An S or C value might be the highest!

**L** - The Start number is the same as the lowest value Start number used this game. An S or C value might be the lowest!

## Commerce Points of a Route

For each player, add the numbers on each of their Station tiles traversed on the Route. This sum is the player's Commerce points for this Route.

Note that two different Routes may traverse the same crossing Station tile. When this occurs, the Station tile provides Commerce points for both Routes.



## Victory Points of a Route

The player with the **highest** Commerce points for a route receives the full Value of the Route. If tied, the tying players each receive the full Value of the Route. Using the diagram above, Purple and Red have the highest Commerce points for this Route (4 each) and each receives 9 Victory points for this Route.

The player with the **second highest** Commerce points for a route receive half the Value of the Route. If tied, the tying players each receive half the Value of the Route. Round up. Using the diagram above, Blue has the second highest Commerce points for this Route (2) and receives 5 Victory points.

The player with the **third highest** Commerce points for a route receive a quarter of the Value of the Route. If tied, the tying players each receive a quarter of the Value of the Route. Round up.

The player with the **fourth highest** Commerce points for a route receive an eighth of the Value of the Route. If tied, the tying players each receive an eighth of the Value of the Route. Round up.

The player with the **fifth highest** Commerce points for this route receives nothing.

## QUESTIONS? Write to us,

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## ACKNOWLEDGEMENTS

I thank Michael Schacht for allowing Winsome Games to produce one of his excellent game designs. I also very much appreciate the support of my father, George Bohrer, a patent attorney, PTO Reg. #28000.

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InterUrban is Winsome Games' trademark name for its game of building InterUrban railroads.



# A short example game

Ferdi, Lucy and Rey play InterUrban. The game is set up and Ferdi begins.

- A) Ferdi places a curved track at the '6' start, a curved track at the 'H' start and his green 2 crossing station. The station will provide Commerce Points for Ferdi for both routes!
- B) Lucy places two straight track and her blue 1 simple station tile.
- C) Rey places a curved track, his red 4 simple station and another curve.
- D) Ferdi places a green 4 station at the 'C' start end-of-track. He then places two curves, completing both the '6' route and the 'H' route, as no further stations may be placed on either route. Please see Placement restrictions c, e and f. Both end-of-track Locos are removed!
- E) Lucy places a curve, a straight and her 3 station.
- F) Rey places a straight and his 2 station.
- G) Ferdi places two straight and his 3 station.
- H) Lucy places a curve (no other track type would be allowed there), another curve and her 3 station. This completes the '5' route. (see restrictions c, d, f and i) The Loco is removed!
- J) Rey places two straight and his 3 station.
- K) Ferdi places a straight and his 4 station. This completes the 7 route, as one of each type of station (a 1, a 2, a 3 and a 4) are on the route. The Loco is removed!
- L) Lucy places a curve, her 4 station and a straight.
- M) Rey places two straight and his 2.
- N) Ferdi places two curves and his 1. This completes the 'C' route, as one of each type of station is on the route. The Loco is removed!
- P) Lucy places a curve, a straight and her 4. The completes the route and the Loco is removed!

The game is **over** as all the end-of-track Locomotives have been removed.

## SCORING THE GAME:

**The '6' route** has the value 7 (the start 6 plus the 1 curve).  
Ferdi is the only player with a station on the route  
(worth 2 Commerce Points)  
so Ferdi receives 7 Victory Points (VPs)

**The '5' route** has the value 7 (5 plus 2).  
Lucy has 3 CPs for her station, Rey has 2 CPs for his.  
So Lucy receives 7 VPs and Rey 4 VPs (3.5 rounded up)

**The '7' route** has the value 10 (7+3).  
Ferdi has 4 CPs, Lucy also has 4 CPs and Rey has 2 CPs.  
Both Ferdi and Lucy receive 10 VPs and Rey gets 5 CPs.

**The 'C' route** has the value 9 (4 curved + 5).  
Rey has 9 CPs, Ferdi 5, Lucy 4.  
Rey receives 9VPs, Ferdi 5VPs, Lucy 3VPs.

**The '4' route** has the value 6 (4+2).  
Ferdi has 4 CPs, Lucy also has 4 CPs, Rey has 2 CPs.  
Both Ferdi and Lucy receive 6 VPs and Rey gets 3 CPs.

**The 'H' route** has the value 7 (7+0) , as the highest start number is the 7. Note that if the 'C' route had 8 curves, the highest start number would have been 8!  
Ferdi has 2 CPs; Ferdi receives 7 VPs.

Ferdi **wins** with 35 (7+0+10+5+6+7) Victory Points!  
Lucy has 26 VPs, Rey has 21 VPs.

