



# How to Play Teaching Guides: #8 Crayon Rails

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #8 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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## The Hook - What the Game is About

*"Welcome to the Crayon Rails. You are a wealthy railroad investor looking to make your fortune setting up the most efficient railroad system to make you rich!*

*You start the game with \$50 to build track. You want to set up a track system so that you can fulfill demand cards to earn money. You earn money by looking at your demand cards and figuring out how to connect the goods on the card to the city that wants them by building track. For example, say on one of your cards you have oil to Buffalo for a reward of \$20. You may want to build track from Oklahoma City, where there is oil, to Buffalo, who wants the oil.*

*We will start by having two turns to build track, then we will get to regular turns. On a turn you will start in a city. You can pick up whatever goods are there and then you can move 9 spaces. You always move 9 because that is how fast your train is at the beginning of the game. So for example on my first turn I might pick up one oil load chip and move 9 spaces. Then if you'd like, you can build more track. You can always build up to \$20 in track but many times you will just move 9 spaces and your turn is over.*

*It may take a few turns to get to Buffalo. When I get to Buffalo I drop the good off and I get paid the \$20 and I get a new demand card. If I still had more moves left I could finish my moves and then I'd be looking for what I'd like to do next!*

*The game continues until one person meets the winning conditions of the game. To win you need to have \$250 and have built track into either all or all but one of the major cities on the board, which are designated by large red hexagons on the map, and the first player to accomplish that is the winner of the game!"*

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# The Meat - How to Play the Game

1. Explain Demand Cards;
  - 1.1 Always will have three cards, nine possible options for delivery
  - 1.2 Look for matching cities/goods
2. How to Build Track
  - 2.1 Must start in a major cities or connect to own track
  - 2.2 Go over track costs dots/terrain/cities
  - 2.3 City limits for entry
3. Starting Turns
  - 3.1 Two turns of track building
  - 3.2 Reverse order for second turn of track building
4. Standard Turns
  - 4.1 Two major steps of turn
    - 4.1.1 Move up to 9 dots
    - 4.1.2 Then you may build track
  - 4.2 Train Movement Details
    - 4.2.1 Pick up/Drop off goods at will at cities - goods are limited
    - 4.2.2 May use other players track for \$4 per turn
    - 4.2.3 Can only change direction at cities
  - 4.3 Completing Deliveries
    - 4.3.1 Turn in chip - collect money - get new demand card
  - 4.4 Disasters
    - 4.4.1 Explain common disasters - Rivers, Taxes etc.
    - 4.4.2 In effect until end of drawing player's next turn
  - 4.5 Upgrading your Train
    - 4.5.1 Instead of building track
    - 4.5.2 Go over costs and different available upgrades
  - 4.6 Sweeping all three demand cards instead of taking normal turn
5. Review all options on turn
  - 5.1 Move train then build track or upgrade train OR sweep demands
6. Review winning condition of \$250 million and major city connections

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## The Hamster - How to Win the Game

1. Be efficient to make the most money the quickest
  - 1.1 Making two deliveries in one run
  - 1.2 Making “there and back” runs
  - 1.3 Don’t run your train empty with no goods
  - 1.4 Sweep when you need to, multiple times if necessary
2. Build the best track system
  - 2.1 Build track you think you will use multiple times
  - 2.2 Build to major cities as you make deliveries to meet endgame goal
  - 2.3 Build near clumps of cities
  - 2.4 Look for most valuable goods in far corners of the board
3. Upgrade as soon as possible
  - 3.1 Upgrade to fast train when you can
  - 3.2 Heavy train you may not be able to make worth its cost
4. Good Luck and Have Fun!

#### Credits:

Game Design: Darwin Bromley & Bill Fawcett

Game Publisher: Mayfair Games

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Teaching outline based upon How to Play Podcast Episode #8

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