# ENROUTE

आपातकालीन खिड़की
EMERGENCY WINDOW

# Rule book

## Overview

Enroute is a strategy racing game about adventures of traveling in the Indian Railways. The game is set in the real train network of India where players play as passengers, make plans and strategies to travel to different places on different train to collect resources and enhance their travel experience. Players score by traveling and collecting different abstract hexes which means different things at different time for different people. The game ends as soon as any one player complete all her familiar stations and also fills her lugguage with a pattern. At the end of the last round, all the players calculate their score and the player with the highest score wins the game irrespective of who ends the game. End state and winning conditions are different things in this game, the one who ends the game is not necessarily the winner.

## Coponents



100km in real
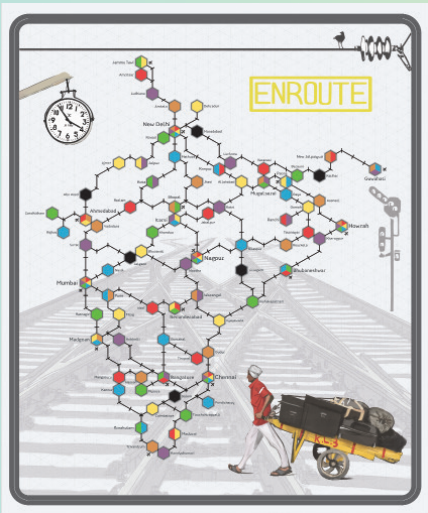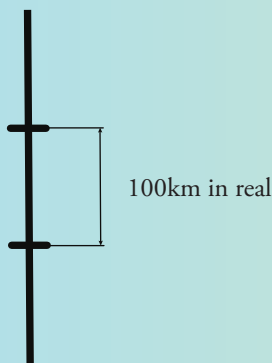
The board consist of a real map of railway routes and stations on which the trains are running. In the beginners variant the train are running all the time and anyone can board or de-board the train any time they wish to, however in the advance level, there is a fix route for all the trains and only the player with a train information and ticket can board the train.

## Stations

There are five type of stations, each station has a hex placed over it, all hexes are collectables and score different points indicated on the scoring sheet. Players can fly to and from the stations with a plane sign ✈ using a air ticket. The black hex ⬡ act as a wild card, it can be used as any other colour to make a set, however it doesn't not any score point alone.

| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
| Terminus | Major Junctions | Junctions | Intermediate | Airport | Hole |
| (6 colours) | (3 colours) | (2 colours) | (1 colour) | | |

## Players Pawns

Each players choose a pawn of their choice, which represent their position on the board, players move their pawn each turn as they make a movement on the board.



## Markers

Each player gets five markers of any one color of their choice which are used to mark the destination stations they have covered.



## Hexes

Hexes are the main resources which are collected and placed inside the luggage box in order to make a set. Initially all the hexes are placed on every station across the board and as players reach there, they can pick it, and keep it in their luggage box in whichever order they wish.



## Luggage Box

All players get two luggage box in the beginning which they use to keep the hexes they get from the board, players need to use their space strategically as one player can only keep limited hexes equal to the number of hexes fits in the luggage. if the hexes exceeds the luggage limit, players must return the remaining hexes from their luggage and keep it back on the board to the same place it was picked up.

## Station Card

All players get three station cards at the beginning of the game which they need to travel to during the course of the game and pick one extra card which becomes their starting location. In order to finish a game, a player must have completed all three destinations along with the two sets. These cards does not directly adds to any score but are essential to finish the game. Each player has different destinations to go which they mark it with a marker once they have reached.



## Train Card

Players move forward in the game using train cards, the deck consist of different cards of different types of trains with different speed. A passenger train runs slow and hence can only move 1 or 2 blocks per turn, while the rajdhani can travel up to 5 blocks a turn. These card are the only resources players have which they expense in order to move and collect resources in the form of hexes during the game.
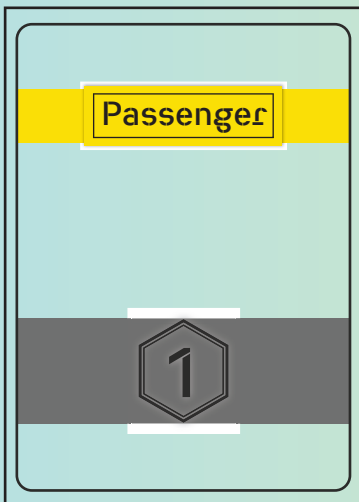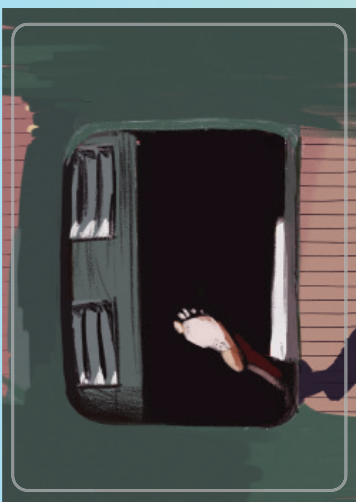
There are three special cards in the train cards deck.

Air Ticket - allows you to directly fly from one place to another. Although these cards can only be used at the locations with a airplane sign.

Chain Pull - these cards can be used to stop any train running on the board including yours, this card is on your turn to stop any train on the board, the player whose train has been stopped has to skip one turn.

Roll a Dice - movement of the train is decided by rolling a D6, train movement is equals to the number on the die from 1 to 5, six is no movement.

| Chain Pull | Roll a Dice | Air Ticket |
|---|---|---|
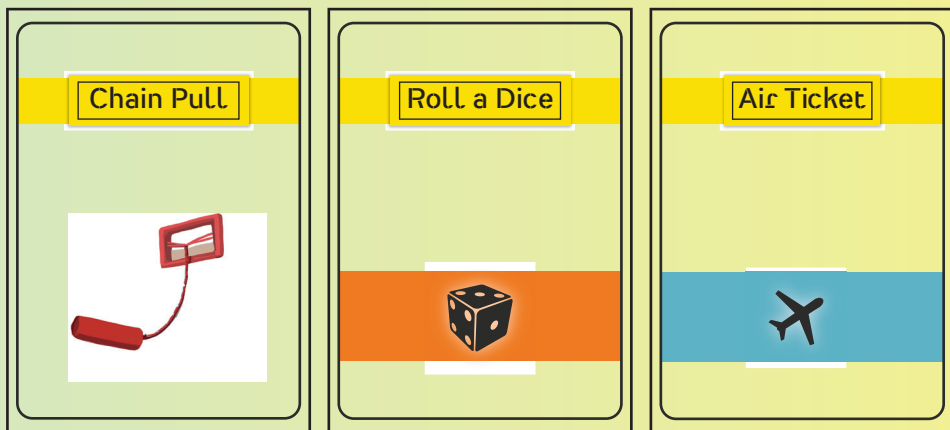
## Setup

1. Place all the hexes on the map correspond to the color combination on the respective location.
2. Shuffle destination cards and distribute three cards to each player, place rest of the cards face down.
3. Shuffle train cards and distribute five cards to each player, place all the other cards face down on the table such that it is accessible to all the players.
4 Player choose the color of their marker and get 5 markers each.

**Starting State**

5. Who goes first is decided by rolling a D20, the player with the lowest number goes first and the player with the highest goes last.
6. The play goes turn wise in anticlockwise direction to the player who has dealt the cards.
7. Each player pick an extra station card from the deck and place it face up revealing their starting location.
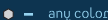
## Gameplay

**In a turn -**

• Draw two action cards from the train card deck and play one.
• Collect the hexes from the station and keep it into your luggage box, though it is not necessary to pick the hex, you can choose to stay on the station and not collect anything.

## Scoring

Every hex you collect scores a point except black, blaock scores nothing but can be used as any color to complete a set. Different patterns score different points. Each player gets one scoring sheet to refer to the points each hex and a complete sets scores.



Any one color — 

Any two color — 

Any three color — 

All six color — 

Score

Any color

## End State and Winning Condition

• **The game ends as soon as any one player finishes all their destination card and also has completed both the sets.**

The player who finishes the game is not necessarily the winner, **winning purely depends on the score,** after the end of last round, all the players calculate their respective scores referring to the scoring sheet.

• **The player with the highest score wins the game irrespective of who finishes first.**

## Credits

all play means something!

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