

# Inside Track

## Overview

Inside Track is a race among players to design and develop a subway system for New York City. Players compete to deploy their financial resources strategically and engineer a system of tracks and stations that will cover all of the city's major neighborhoods, while earning enough revenue to enable further expansion. The game is designed as a capitalist environment, where each player is an entrepreneur cum engineer, and must look for opportunities to form partnerships and/or derail his or her opponents' plans to complete a complete subway network first.

## Number of Players

Four

## Game Elements

Game Board

Stations & Tracks (blue, red, green, and yellow)

Metrodollar Tokens (in denominations of \$1 and \$10)

Sidetracked! Cards

Partnership Cards (4 of each color)

10 Real Estate Value tokens (REVs)

2 Hubs

Debt Tokens

## Winning the Game

The first player to meet the following three conditions wins the game:

1. The player has at least one station in all 10 zones of the city (hubs count as stations if the player connects through the hub)
2. The player has a single, interconnected subway network reaching those stations. Two discrete networks which touch all 10 stations is not adequate.
3. Subway tracks go *through* each zone (enter and exit through different sides) except for Inwood and Lower Manhattan, which are not possible to go *through*.

## Setting Up and Understanding the Game Board

The game board consists of a map of Manhattan, divided into 10 buildable zones representing the neighborhoods in Manhattan. Central Park is a no-build zone, and tracks may not even go through it. The Real Estate Market is highly variable and Real Estate Value markers (REVs) indicate the cost of building tracks and stations in each zone (station price | track price). There are three types of REVs with different frequency counts: \$6 | \$3 (2 total), \$4 | \$2 (4 total), and \$2 | \$1 (4 total). At the start of the game, players have two options:

1. *Beginners:* For the first few times playing the game, players should initially value the zones of Manhattan as indicated on the gameboard in the REV circles.
2. *Experienced players:* Players who learn the strategy of the game may decide to place the real estate markers in any zone they wish at the outset of the game.

There are also two hubs which should be placed in the indicated locations on the game board for beginners, but may be placed anywhere on the board for experienced players, as long as the four grid squares to the north, south, east and west of the hub are buildable (hubs cannot go at edges).

### Getting Started

To begin, players must select a starting position on the game board anywhere in a \$2|\$1 zone. The oldest player gets first choice of position, with the other players selecting in clockwise order.

Players must place a free station in their chosen grid square. This will be the first station on their line. A player must always have at least one station--*it is not possible to have a lone station destroyed through actions of other players*. In addition, each player receives the following resources to begin operations:

- 15 Metrodollars (One \$10 and five \$1) from the Federal Reserve as seed money
- Three Partnership Cards of the appropriate color to forge future alliances

## THE TURN

A turn in Inside Track consists of many options, but once a player builds a new station, the turn necessarily ends. The following are components of the turn:

### Payment

Players always start the turn by getting paid unless they decide to play a Sidetracked! card. The pay total is determined by station placement. Each station will earn the TRACK price of the zone in which it is built. A player with 2 stations in a \$2|\$1 zone paid \$4 total for the 2 stations previously, but will earn \$2 total *in each turn* for those stations. It is helpful for players to keep a running tally in their heads of the total payment to make the game run faster.

Hubs present a special case. The first player to connect to a hub will earn \$4 in each turn for connecting to a major artery of travel (*regardless of the REV in that zone*). Once a second player connects to the same hub, those two players will each now earn \$3 per turn for the hub. Three players connecting through the hub results in a total payment of \$2 for each player going through the hub, and once all four players are connected through the hub, each player earns just \$1 for the hub station in each turn.

If there is damage to a player's line which isolates tracks from a station (See **Sidetracked! Cards**), *total* payment is reduced by 50%, rounded up to the nearest Metrodollar, in the next turn when the (mandatory) emergency repair is made.

### Constructing a Subway Line

Subway tracks may only be built from an existing station or existing tracks, and tracks must match the color of the station. The costs of stations and tracks are indicated on REV's (\$2|\$1 means stations are \$2 Metrodollars and tracks are \$1), but to build from one zone into another, the price of the track will always be the cost of the zone the track is *entering*, not leaving. Tracks may only be constructed horizontally or vertically, and each track traverses just one grid space in either direction. It is important to note that tracks and stations must be built inside grid squares (city blocks) and not along grid lines (streets), to alleviate price confusion at zone borders. Tracks

belonging to a player must *always* be connected to an existing station, or consequences must be faced (See **Special Cases \***).

Each grid square can accommodate two parallel tracks which means that tracks should never be built through the center of a grid square, but rather hugging the side of a grid line.

Special construction cases:

- Players may also cross the tracks of other players if the need arises. However, to cross a track, the player must pay twice the going track building rate for that zone, giving half the money to the player whose tracks they crossed and half to the Federal Reserve.
- Players may build parallel to other players in the same square for no extra cost, but only two trains maximum may run parallel through a single grid square.
- If tracks are crossed in a hub (which will necessarily happen), the double fee is waived and players just pay the normal track building price.
- No turning is permitted at the hub grid square—one must go straight through it.

### Building a Station

Stations must be built at least two grid spaces away (horizontally or vertically—diagonal is okay) from any other existing stations (including the hub) regardless of color in order to serve more of the city, and stations may only be built in grid squares where tracks reach. In fact, stations may be built anywhere along an existing track. Regardless of circumstances, *the turn ends when a station is built, but a station need not be built in a turn.*

Hubs count as stations, so a player does not need to build a station in a zone if they have connected to the hub in that zone. Connecting through the hub does NOT end the turn as a new station was not built but simply reached.

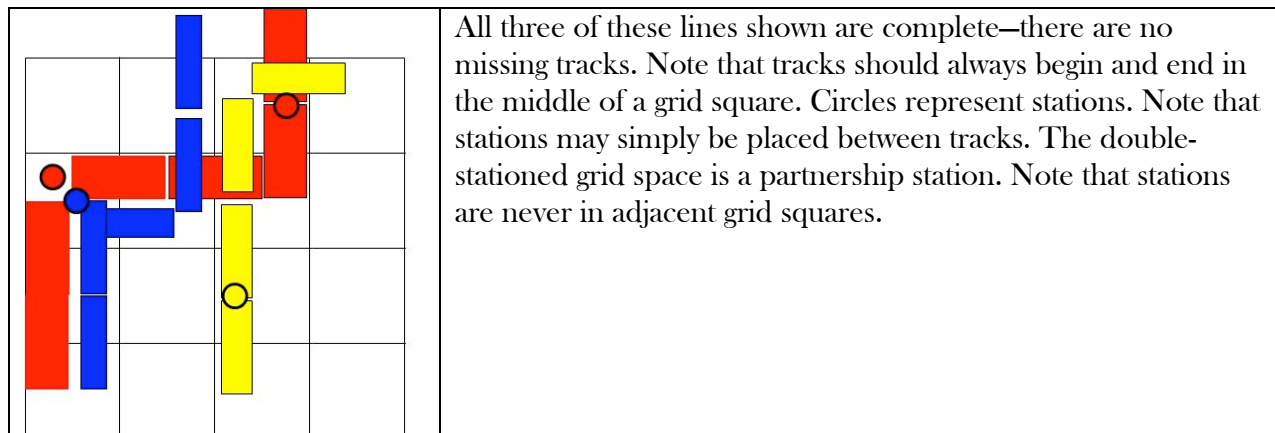
### Partnership Cards

Constructing an entire subway line is an expensive proposition, and players may form partnerships to conserve funds and make the most of construction opportunities. Partnerships allow players to build from other locations in the city which connect to their partner's lines. Players are provided with three Partnership cards at the outset of the game, which they can use at any time during a turn to designate a partner and co-build a station.

Players may indicate whom they wish to ally with by handing over their Partnership card to the other player, who is obliged to accept it (See **Special Cases \***). The new partner will keep the color-coded Partnership card face up at all times to indicate the alliance. The partners must then contribute equal amounts of money to build a station (a \$6 station would cost \$3 for each partner). The new station must be built along the **new partner's line** and each player will place his or her station color in the same square. Now, the player initiating the alliance may build track from that new station location in addition to their current network(s) of track, and the new partner will enjoy the pay increase of a new station without having to use up a turn to build it. Partnership stations make just as much money as solo owned stations but cost half as much to build. *Additionally, players do not have to pay track crossing prices to existing partners!*

### How Construction Looks

Tracks are of uniform length, but there will be times when tracks make wider turns (because they are on the outside of grid squares). This will result in a visible disconnect between tracks, but should simply be interpreted as connected tracks. Likewise, tracks making inside turns must overlap. See the following picture for an example of how tracks look when constructed (the red and yellow trains makes a wide turns and the blue train makes both an inside turn and wide turn):



### Debt Tokens

If a partnership is sought but the potential partner does not have the funds to co-construct a station, that player must take debt tokens to be repaid at the outset of the next turn (or series of turns, if necessary—see **Special Cases** \*\*). Debt tokens may also be necessary as a result of emergency repairs or other Sidetracked! Cards (See **Special Cases** \*\*\*).

### Sidetracked! Cards

Sidetracked! Cards provide players with opportunities to put the brakes on their opponents' expansion plans or bolster relationships with partners. They contain various fines, penalties, moneys, and actions with specific instructions on their use. Players receive a Sidetracked! Card whenever they build a new station, but connecting to a hub does not result in earning a card.

*Special Note:* NO SIDETRACKED! CARDS MAY BE COLLECTED IN ANY PLAYER'S FIRST TURN, EVEN IF A STATION IS BUILT!

If players co-build a station through a partnership, only the player who initiated the alliance (i.e., handed over their Partnership card) may draw the Sidetracked! Card. Players should place the card face down in front of them after reading it unless the card demands otherwise.

Specific cards do a variety of things:

- Reward Partnerships
- Allow REV changes
- Force fines
- Award moneys
- Allow you to choose to work with or against existing partners or opponents
- Offer another partnership card

Only three Sidetracked! Cards may be held at a time, and players discard a card if their total goes over three. Note, however, that many Sidetracked! Cards **MUST** be played or discarded immediately. If all Sidetracked! Cards are eventually discarded, they should be reshuffled and put back into play.

### \*Special Cases

*\*Rejecting potential alliances*→If a player has been backstabbed by a partner, that player is under *no obligation* to accept a Partnership later in the game from the backstabber.

*\*\*Debt*→Once an alliance is dissolved, or certain Sidetracked! Cards are played, it is possible for a player to have stranded tracks with no connected station. As stated earlier, this means the player will only earn 50% of their total pay, rounded up to the nearest Metrodollar. Additionally, this player must build a station *and/or* tracks in his or her next turn (going into debt is possible, but the next turn will result in full pay) to reconnect the tracks to the network. When doing emergency repairing of tracks or reconnecting tracks to a station, no further building or other activity is allowed during the turn (including the play of a Sidetracked! Card).

*\*\*\*Debt*→Debts must be paid before playing of a Sidetracked! Card.

### Summary of Activities in a Turn

#### *Normal Turn*

In each turn, a player carries out any or all of the following activities:

- Play a Sidetracked! Card
- Get paid in full
- Form a partnership
- Pay for and build tracks
- Pay for and build a station and draw a Derailed! card (turn ends, unless the Derailed! Card calls for immediate action).

#### *Emergency Repair Turn*

If **emergency repairs** are required (as indicated on Sidetracked! Cards), the player may carry out only the following activities in the turn:

- Get paid 50% of total pay, rounded up to the nearest Metrodollar
- Rebuild broken track
- Build a station to reactivate disconnected track