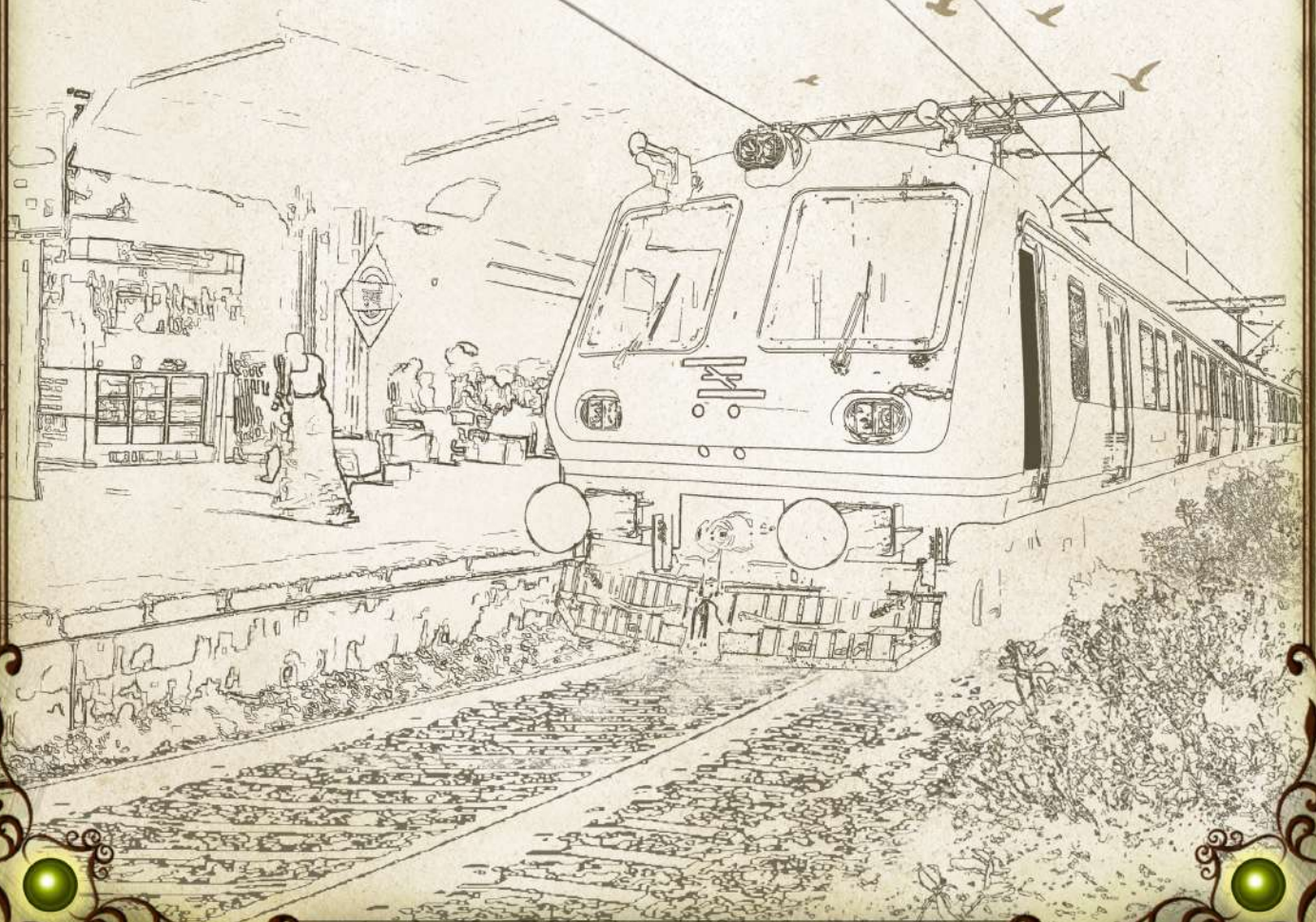


Mumbai Connection

Engineered by: Khurshed Baitiwala (Bawa)



Contents in the Box

1 Game Board
of the proposed Mumbai train routes



This Rules Booklet

220 coloured wooden track pieces,
55 each in 4 colours



16 coloured wooden markers,
4 each of red, yellow, green and white



8 character Cards



x 1 x 2 x 1



x 1 x 2 x 1

123 Track Cards, 10 single and 2 double each in 9 colours
plus **15 Rainbow cards**, which can be used as any colour



Rainbow card

13 Event Cards



Money in Denominations of Rs 1, 2, 5, 10, 20 and 50



x 25

x 25

x 25

x 15

x 10

x 10

90 Route Orders, 7 Express routes & 83 Local routes



7 Express routes 83 local routes

3 Event Trigger Cards



x 3

6 Loan Cards



x 6

There was an election in Mumbai. Amazingly almost everyone voted!
Naturally a really good person got elected as governor of Mumbai.

One of the things the governor and his council decided was to revamp the superb
local transport system of Mumbai and make it even better.
This involved laying new tracks for faster trains and upgrading the existing
tracks. Of course, the governor has a big budget for this.

This is where you come in.

The people of Mumbai, their governor and his council want a spiffy new train
system. They are willing to spend money. You are willing to earn that money!

The Mumbai Connection is a game where players play as the heads of organizations,
which have been commissioned to lay and upgrade railway tracks in Mumbai. Players
will earn money for laying tracks and completing route orders. They will lose money if
they fail to complete a route order by game end. There are personalities and events that
will help and hinder the player's progress.

As many as 6.1 million passengers
commute on the local trains of Bombay, on a
daily basis, on 1079 trains, spanning 66 sta-
tions, making up almost half of the total
daily passenger capacity of the
Indian Railways.

Mumbai rail system has one of the
highest passenger densities of any urban
railway system in the world.

It is more than the number of passengers
the British Railways Commutes for a whole month

One of the areas along the eastern shore line of Mumbai, it was used
as a storehouse for goods imported and exported from Mumbai
(the Bombay). In the 1850s, the Great Indian Peninsula
Railway built its railway terminus in this area and the station
took its name as Bori Bunder which literally means a place where
sacks are stored. It was eventually named Victoria Terminus,
after the then reigning Queen and has been subsequently renamed
Chhatrapati Shivaji Terminus after one of India's greatest kings Chhatrapati
Shivaji Maharaj. Though the new abbreviated term for the terminus is CST,
the tongues of people are used to refer to it as VT.

The Chhatrapati
Shivaji Terminus, still called
Victoria Terminus (VT) by
Bombayans, was declared a
world heritage site by the
UNESCO on 2nd July, 2004

Setup



Put the game board in the centre of the table.

Each player chooses a colour and takes the 50 tracks and four wooden markers in their colour.

Bank:

Lay out the money in the respective denominations next to the game board. This is the bank. Each player gets Rs 5 to start with.

Route Orders:

Separate the Express Route orders (7 Brown cards) and randomly give one to each player. Put the other 3 express orders back in the box without looking at them.

Thoroughly shuffle the rest of the route orders (83 green cards) and deal 4 of them to each player. Each player now has 5 route orders. He needs to choose & secretly keep atleast 3 out of these. He may, of course, keep 4 or all 5 of them. If a player chooses to discard any of his route orders, they are removed from the game. Put them back in the box without looking at them.

The rest of the Route orders are kept on their designated area on the game board and become the Route Deck.

Cards and Creating the Track Deck:

Remove the character cards, and the event trigger cards. Thoroughly shuffle the track cards. Deal a starting hand of 4 track cards to each player. Turn the first seven track cards face up on the table.

From the 8 character cards, randomly add in 7 character cards to the track cards. Shuffle. Put the remaining character cards face down on the character card discard space on the board.

Add in the 2 event trigger cards in 2 different places in the deck of track cards. The third event trigger card should be the last card of the deck. This is the Track deck. Put it on the designated place on the board.

Events Deck:

Shuffle the 13 event cards and put them face down on their designated place on the game board. This makes up the Events Deck.

You are now ready to play The Mumbai Connection.

The first train ever to run on Indian soil started 157 years ago on April 16, 1853. The train with 14 carriages rolled out from "Boree Bunder" (now Chhatrapati Shivaji Terminus) to "Tannah" (now Thane), 34 kms away.

According to records the first train carried Lady Falkland, wife of the governor of Bombay, along with 400 special invitees.

The 34 km run began at 3.30 pm amidst 21-gun salutes and applause from thousands gathered around and traversed in exactly one hour fifteen minutes. April 16, 1853 was a occasion so momentous that it was declared a public holiday.



Playing the Game

The player who has travelled maximum in trains goes first. Play then proceeds clockwise around the table, each player taking one turn at a time until game end.

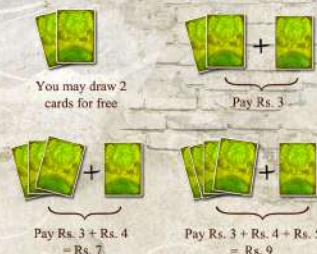
The Game Turn

In a game turn a player can do exactly one of the following (unless dictated otherwise by an event)

1. Draw Track Cards:

You can draw two cards. You may take one of the face up cards or you may blind draw the top card from the Track Deck. If you take one of the face open cards, you immediately replace it with another card from the track deck, so that the number of face up cards is always seven. You may then take your next card either from the face up cards or from the Track Deck. You may draw 2 cards for free. If you wish to draw a third, fourth, fifth, etc card, you pay Rs. 3, 4, 5 each etc to do so.

There are special rules for drawing rainbow cards, double track cards and character cards.



2. Laying Tracks:

A player may lay exactly one track in his turn between any two adjacent stations by paying a group of track cards that exactly match the colour and length of the tracks he is laying. These cards are discarded to the Track Discard Deck. He then places his coloured tracks on each space of this route. Next, he collects money from the bank for constructing that route. See the Track Pay out Table. Finally, he moves his marker on Li'l Poo's awkward Predicament challenge the appropriate number of spaces, if the challenge is still in play. There are special rules for building bridges.



3. Draw Route Orders:

On his turn, a player has two options for drawing Route Orders. They may draw four Route orders for free and must keep at least one of them. Or, they pay Rs. 2 to draw six Route Orders and must keep at least two of them. All the discarded route orders are removed from the game.



The Track, Event Trigger and Character Cards

Track Cards:

The track cards are in 9 colours that match various tracks between stations on the board. The rainbow cards act as any colour in a set of cards being used to lay a track.



You can draw two cards. You may take one of the face up cards or you may blind draw the top card from the Track Deck. If you take one of the face open cards, you immediately replace it with another card from the track deck, so that the number of face up cards is always seven. You may then take your next card either from the face up cards or from the Track Deck.

You may draw 2 cards for free, if you wish to draw a third, fourth, fifth, etc card, you pay Rs. 3, 4, 5 etc each to do so.

For example after you have drawn your two free cards, to pick up 4 more cards (either from the face up ones or blind), you would pay Rs. 18 (3 + 4 + 5 + 6).

It costs Rs. 3 to draw a face up rainbow card. For example, if you are drawing a face up rainbow card as your first or second card, you will pay Rs. 3 for it, however, if you are drawing a face up rainbow card as your fourth card, you will pay Rs. 7 (Rs 4 as it's the fourth card + Rs. 3 as the cost of the rainbow card) for it. Of course a rainbow card which is blind drawn is free.



Similarly, it costs Rs. 2 to draw a face up double track card (of any colour). For example, if you are drawing a face up double track card as your first or second card, you will pay Rs. 2 for it, however, if you are drawing a face up double track card as your fourth card, you will pay Rs. 6 (Rs 4 as it's the fourth card + Rs. 2 as the cost of the double track card) for it. Of course a double track card which is blind drawn is free.



If four face up cards are rainbow cards or if four face cards are double cards, discard all the cards and reveal seven new cards from the Track deck.

There is no limit to the number of cards a player can have in his hand at any time.

In the rare event that there are no track cards left because players are hoarding them, a player may only lay a track or draw route orders.

Character Cards :

If a character card is opened face up, immediately resolve it's effects and discard the card into the character card discard deck. The next card is then drawn and kept face up.

If a character card is drawn blind, then players can decide when to play it. A player can bring one or more character cards into play only on his turn. He needs to declare how many Character Cards he is going to bring into play on his turn. Resolve the effects of the card as soon as it is played and discard it onto the character card discard deck.

A character card has to be played. If a player still has a character card in his hand at the end of the game, he has to play it.

Event Trigger Cards:

As soon as an Event Trigger card appears on the track deck, immediately open an Event Card and resolve it. Keep the Event Trigger Card next to the board.

Creating a new Track Deck:

For the first time when the Track deck is exhausted, the various discards are reshuffled into a new Track Deck.

First shuffle the character discard deck. Take the top four cards of the character discard deck and randomly add them into the Track Deck. The second time and later when the deck is exhausted add three character cards. If there are not enough character cards, simply add as many as there are. If there are none, don't add any. Add one Event Trigger card to this deck. Shuffle all these cards thoroughly. Add another Event Trigger Card as the last card of the deck.

This is the new Track Deck.

Loan of Rs. 10 given by the bank to players who cannot pay their dues for the resolution of an event or a character card. Player may not take a loan for any other reason or purpose. Keep each loan card you have face up in front of you. You need to pay Rs. 12 to pay back the loan and return the loan card. This can be done anytime, you don't need to wait for your turn.

If in the last round of the game you have not paid back your loan, the bank will take Rs. 15 per loan card you still have with you.

Example for the Event "A Connection Bonanza"

Green Player is the Winner and gets Rs. 20, **White Player** gets Rs. 10 !

- Green Player** - No. of connected stations: 12, No. of tracks on connected stations : 31
- White Player** - No. of connected stations: 8, No. of tracks on connected stations: 29
- Yellow Player** - No. of connected stations: 5, No. of tracks on connected stations: 13
- Red Player** - No. of connected stations: 6, No. of tracks on connected stations: 9

The Characters

Station Master
Grants Rs. 2 to each player for each station that his tracks connect.

Engine Driver
Grants Rs. 5 per track to every player on their shortest route between two adjacent stations.

Coolie
Grants Rs. 3 to each player for every station on his longest connected route.

Players will earn

Green
12 (stations) x Rs. 2 = Rs. 24

Red
17 (stations) x Rs. 2 = Rs. 34

Yellow
13 (stations) x Rs. 2 = Rs. 26

White
14 (stations) x Rs. 2 = Rs. 28

Players need to pay

Green
19 (tracks) x Re. 1 = Rs. 19

Red
11 (tracks) x Re. 1 = Rs. 11

Yellow
13 (tracks) x Re. 1 = Rs. 13

White
22 (tracks) x Re. 1 = Rs. 22

Ticketless Traveller
Each player has to pay Re. 1 for each track on his longest connected route.

Vandal
Each player has to destroy any one route between two adjacent stations, or pay Rs. 7. The players get back the track pieces.

Governor
Gives a Bonus of Rs. 5 to the player who has minimum money & Rs. 2 to all the others.
Draw an Event Card and resolve it.

Mumbai Connection
Engineered by: Harish Patel (Bans)

Players will earn

Green
6 (stations) x Rs. 3 = Rs. 18

Red
4 (stations) x Rs. 3 = Rs. 12

Yellow
5 (stations) x Rs. 3 = Rs. 15

White
6 (stations) x Rs. 3 = Rs. 18

The resolution of Character Cards and Event Cards will always take precedence over the normal rules of the game.

The Events

Events are triggered when the Track Deck is exhausted or the Governor Card is revealed. In either case, display the top event card and resolve it. Return the event card back to the box, it is now out of the game.



The biggest festival of Mumbai. All players can either take 2 track cards free either face up or blind starting with the player who triggered this event or can collect Rs. 10 from the bank.



Lord Krishna's Birthday! Play a prank on the player to your right. You steal a track card from him. The track card could even be a character card or a wild card. Player(s) with maximum money gets Rs. 6 from the Bank, others get Rs. 2.



A riot of colors. But they dirty all the stations and trains. Each player pays Rs. 2 for every station their lines connect to for cleaning them up. Each player also gets a Holi Bonus of Rs. 7 from the Bank.



Everyone is going to Bangalore for the Navratri Celebrations at The Art of Living Ashram. If your lines connect to C.S.T., Dadar, Kurla, Thane or Kalyan stations, collect Rs. 10.



Rains have destroyed various parts of Mumbai city. Each player destroys tracks between 2 adjacent stations of length two or greater of his or her choice. The player does not get back his or her track pieces.



It is September! Bawa and Dinesh's Birthdays! You may discard one Route Order from your hand or get Rs. 7 from the Bank.



Discard one Route Order you have completed, you will only get paid half rounded down for you. If no route orders are completed by you, pay it. The Bank double the highest amount of money that it paid any of the players. The discarded route order will not count towards Upasana and Manisha's challenge. If no one has completed any Route Order, everyone pays Rs. 10 to the Bank.



The Festival of Lights! All players can lay one line by paying one less track card than required. You cannot lay lines that are of length one, two or eight. Start with the player who triggered the event, then move clockwise around the table.



The Festival of peace, love and Santa Claus. Starting with the player who triggered this event, each one gives the player to the right a gift of Rs. 5 or a track card. For their Christmas gift, each player draws one card blind from the Track Deck starting with the player who triggered the event.

The first passenger railway train in the east (in Asia) ran between 21 miles of Bombay and Thane on 16 April, 1853, laid by the first railway company called the Great Indian Peninsula Railway (GIPR). Citizens of Bombay celebrated the day as a public holiday.



A New Year's Eve Bonus. Draw 2 free Route Orders. You may choose to keep one or both. You may even discard both.



It's Sri Sri Ravi Shankar's birthday. More and more people have learned to meditate and there is an increased sense of integrity in society. Remove 1 vandal and 1 ticketless traveller card from the track deck. If you cannot, then remove them from the Character Discard Deck. Reshuffle the Track Deck.



The Player with maximum connected tracks (not necessarily longest connected tracks) gets Rs. 20. The Second Maximum gets Rs. 10.

See example on the previous page



The richest player pays Rs. 2, next richest pays Rs. 10, the other two pay Rs. 8.



Laying the tracks

A player can lay tracks between two adjacent stations in one turn exactly once. To do so, he must pay a group of track cards that are the same colour and exact number as the length of tracks he is laying. These cards are discarded to the Track Discard Deck. Rainbow card can be used as any colour card. The player is paid by the bank according to the Track Pay Out Table.

Many tracks require a specific coloured group.

Example 1: The route between Mankhurd and Vashi require 3 red cards. The route between Vashi and Nerul will require 3 black or 3 white cards. You will get paid Rs. 4.

Example 2: Vashi to Diva will require 8 orange cards or 8 pink cards, and you will get paid Rs. 20.

Example 3: To lay tracks between Borivali and Thane require 5 orange or 5 white cards, for which the player will get paid Rs. 10 from the bank. (see Track pay out table)

You may use double track cards, these count as two. But you cannot use 2 double track cards to lay a track of length 3. The number of cards should be exactly equal to the length of the tracks you are laying.

The grey spaces on the board signify tracks that already exist and just need to be upgraded. You can revamp these gray routes by using track cards of any one colour.

Example for grey spaces: To lay the tracks on the grey route between Kharbao to Juhchandra, you will need 6 track cards of any one colour and you will get paid Rs. 15.

A player can lay tracks on any open routes on the map, he need not have to connect to previously laid tracks. Double routes connect many stations and the same player can never lay tracks on both the routes.



Building Bridges



A few tracks crisscross over each other via bridges, shown by the bridge symbols. The first player who lays the tracks over any one of these routes does it exactly as normal. The next player who wants to build a track criss-crossing the first one, will have to build a bridge.

To build each bridge, the player needs to pay two cards, one of the colour of the track which he is laying and one of the colour of the track he is building over.

You get Rs. 3 for building a bridge.

Also remember to move your wooden marker on **Rohit and Shilpa's Delicate Operation challenge** if it is still in play.

Example 1: Let's look at the routes between Kurla to Andheri (4 whites) and Bandra to Ghatkopar (6 reds). Player White lays tracks between Kurla and Andheri by paying 4 white cards. Player Yellow wants to lay tracks from Bandra to Ghatkopar, so he has to build a bridge. So he will pay 6 Reds + 1 Red + 1 white. He will get paid Rs. 18 (Rs. 15 for laying tracks on a route of length 6 + Rs. 3 for the bridge).

Example 2: Goregaon to Bhandup requires 4 orange cards. Andheri to Borivali needs either 6 brown cards or 6 cards of any one colour.

Player Yellow lays tracks from Andheri to Borivali normally by paying 6 brown cards. Player Green later lays tracks on that same route by paying 6 red cards (he could have used any other colour too, since the spaces are grey).

Player White wants to lay tracks from Goregaon to Bhandup. He will need to build 2 bridges. So he will need to pay 4 orange + 2 orange + 1 brown + 1 any colour card(s). He will get paid Rs. 13 (Rs. 7 for laying the tracks + Rs. 6 for building 2 bridges).

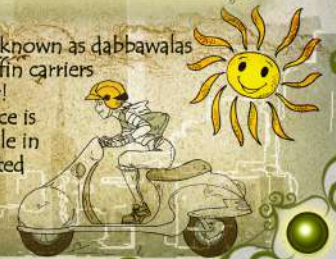
If player Green had not laid tracks on the grey route, player three would pay 4 orange + 1 orange + 1 brown card(s) to lay the route and build the bridge from Goregaon to Bhandup. He would get paid Rs. 10 (Rs. 7 for laying the track + Rs. 3 for building one bridge) for his effort.



The system has remained the same till today. Lunch is cooked at home, picked up by a tiffin man between 9am and 10am, and is then passed quickly through a series of train and push cart transfers that get the still warm rice, curry, roti and sweet treat efficiently to the customer's office. In fact, staggering statistics from a survey done in 1998 show that there is only one mistake in every six million deliveries, which is a Six Sigma rating (a measure of quality that strives for near perfection for business organisations). Forbes business magazine awarded the Six Sigma certificate to the dabbawalas in 2002.



Daily, on the streets of Mumbai, 5,000 men known as dabbawalas routinely deliver home cooked lunches in tiffin carriers to 200,000 working people all over the city! "Dabba" means lunch box or tiffin. The practice is 120 years old, beginning during the British rule in India in 1890, when British army officers wanted hot, homemade food delivered to the office, and so they wouldn't have to eat the spicy local fare in restaurants.



Drawing Route Orders

On his turn, a player has two options for drawing Route Orders.

1. He may draw four Route Orders for free and must keep at least one of them.
- OR
2. He pays Rs. 2 to draw 6 Route Orders and must keep at least two of them.

Each route order has the names of two stations on the card. The card also has a payout value on it. If the player by the end of the game manages to connect the two stations on the card by laying a series of tracks between them, the bank will pay him money equal to the pay out value. However, if the player has failed to connect the two stations on his route order card, he will need to pay the bank money equal to the payout value on the card. Pay out for completed route orders only happens at game end (except if otherwise dictated by some event).

At no time can a player discard a Route Order from his hand that he has chosen to keep, except during the resolution of the Come September Event. The Route orders are kept secret till the end of the game (except to claim Upasana and Manisha's Desperation Challenge). There is no restriction to the number of Route Orders a player may have in his hand.

In case the Route Order Deck is exhausted, the player can only lay tracks or draw track cards on his turn.

As soon as any player has 5 or less tracks left, he can trigger the end of the game. Bidding to trigger the end of the game is not considered an action and the player can take his normal turn, after bidding for game end.

He bids any amount he wishes to trigger game end. If no one challenges his bid, then that money goes to the bank and game end is triggered.

If any other player challenges him by bidding higher than him, then the game continues. He keeps his money and gets paid Rs. 2 from the bank. The money of the challenger goes to the bank.

The challenger immediately gets to play a turn after which the person who triggered game end takes his turn and game play continues.

A final round is played out with the player who triggered game end taking the last turn. All character cards still in any player's hand need to compulsorily be played on their turn and their effects resolved in the final round.

Once the last turn is played, players are paid money for all the route orders that have been completed by them. Each player pays the bank for any route order he didn't complete and Rs. 15 for each loan card he still has.

The player with maximum money is the winner. In case of a tie, the player who completed maximum route orders is the winner. In case there is still a tie, the player who completed more on board challenges is the winner. If the tie is not yet resolved, all tied players are declared winners!

NORMAL TURN ORDER

Turn Order

R (triggered Game End)
B (challenged and plays a turn)
G
B
W

Red Player
(triggers Game End)
Bids Rs 10

Green Player
(passes the turn)

Blue Player
Bids Rs. 11
(Challenges Red Player)

Rs. 11 of Blue player goes to the bank
Player Red gets paid Rs. 2
Player Blue takes a turn right away.
Red player takes his turn and game play continues normally

Track Pay out Table

Tracks	Money (Rs.)
1	1
2	3
3	4
4	7
5	10
6	15
8	20
Bridge	3

The Council's On Board Challenges

The Governor has put a group of his friends in charge of getting Mumbai connected on schedule. They have offered various incentives.

Li'l Poo's Awkward Predicament: Li'l Poo is in love and wants to get married. He has no money. Just an obnoxious rich old uncle who refuses to die. He had a dream. His obnoxious old super rich uncle will die and leave him all the money. But this will happen only if some player lays down exactly 20 tracks. The dream indicated that once exactly 20 tracks are laid, the sun rays will glint off them in such a way that a recalcitrant planet will get nudged into position that will ensure that his uncle kicks the bucket. Just in case this really happens, Li'l Poo being the generous (desperate?) soul that he is has agreed to give **Rs. 20 to the first player who lays down exactly 20 tracks** which may lead to the fulfillment of his dream of getting a wife, getting rich and getting rid of his uncle all at the same time.

Remember to move your wooden markers the appropriate number of spaces when you lay down your tracks until the challenge is in play. You lose the challenge if you lay more than 20 or you forget to announce and some other player says that he has laid 20 tracks before you.

Rohit and Shilpa's Delicate Operation: Rohit and Shilpa are romantic love-birds. From the first time they held each others hands on a bridge, getting drenched in the torrential rains, humming a Bollywood love song, they have come to love bridges. And they would do anything to see more and more beautiful bridges criss-crossing over the city. More bridges would mean more romantic hide-outs. So they have offered to give **Rs. 30 to the first person who builds 3 bridges!**

Remember to move your wooden markers every time you build a bridge, so everyone knows how many bridges have been built and by whom until this challenge is in play.

Upasana and Manisha's Desperation: Upasana and Manisha love jams. Strawberry, gooseberry, mango, pineapple, orange... But they hate traffic jams. They want to get home from the fruit market quickly, because they really, really want to make and eat their jams. With the traffic the way it is in Mumbai these days, the fruits rot by the time they get home. They are utterly fed up with the traffic jams. They are desperate! Therefore, Upasana and Manisha will pay **Rs. 25 to the first person who completes three route orders**. One of these route orders must be the long one (Brown card).

Pooja's Perplexing Problem: Pooja wants to buy a piano. Not just any piano, but a Fazioli. Her debut concert was a huge success, but not huge enough to get a Fazioli. So being a smart business woman she has bought 5 apartments. These are situated at 5 extremities of Mumbai: C.S.T., Churchgate, Panvel, Kalyan & Virar. She has figured that real estate prices jump (up) if connectivity is improved. She can then sell some of those houses for a big profit & finally buy her Fazioli! She wants tracks laid at all the 5 extremities & has promised to pay **the first player to lay tracks at all five extremities (CST, Churchgate, Panvel, Kalyan & Virar) the princely sum of Rs. 35!**

Virat's Vexation: Virat is vexed! Every time he makes a statement, his girlfriend makes a contradictory one. And guess what? She's been right every single time! Now, his girlfriend has bet that only one player will lay tracks on a route of length 8. Just this once he wants to prove her wrong. He is willing to give **Rs. 15 to the second person that lays tracks on a route of length 8**. Its a small price for saving his ego from getting bruised again.

Anjana's Aspiration: Anjana loves to write. Her new book has a particularly dramatic sequence that happens in a train going over a long, long bridge. She wants to travel by train over the longest bridge in Mumbai and compile her experiences in the book. She is willing to pay **Rs. 25 to the player who lays the tracks between Thane and Kalyan building it with the 2 bridges!** (And perhaps an autographed copy of the book, too!)

When a player accomplishes a particular Challenge then he or she should indicate it by placing the marker on completion.

Upasana & Manisha's Desperation +25
1st person to complete 3 route orders
Pooja's Perplexing Problem +35
Lay tracks at all 5 extremities
Anjana's Aspiration +25
Laying tracks between Thane & Kalyan building 2 bridges

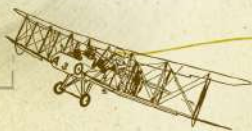
The Mumbai Connection Variants

2 Player Variant: One player can lay tracks on one of the routes, when there are double routes, however the other track is then closed for the other player for the rest of the game. Also, when there are grey tracks on the double routes, no player can use the grey tracks, only use the coloured tracks.

Faster Game: Each player plays with just 45 track pieces.

Tough Governor Variant: If you have not completed the route order by the end of the game you have to pay the bank double the amount indicated on the route order.

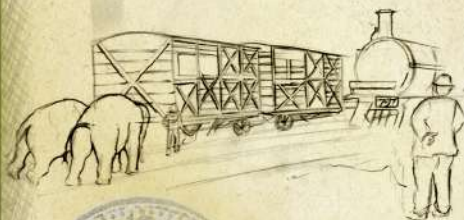
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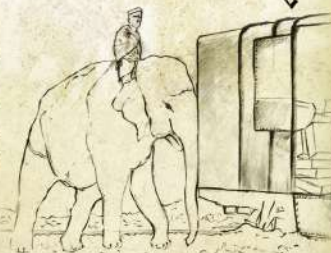
Trains are segregated as F (Fast) and S (Slow). Fast trains stop only at nodal stations while Slow ones will halt everywhere.



Currey Road station was built not for passengers, but for horses! During the derby season, a special train would carry horses from the race course to the stud farms in Pune.



When trains were new commodities in India elephants would help shunt trains, bullocks would pull the bogies on tracks, and the motorman would stop the train midway to watch a buffalo fight.



In a Mumbai Local Station you can find a train every 3 minutes! (Except during the graveyard shift from 00.50 A.M. to 04.00 A.M.)

Under the Mulund station's platform runs an old industrial railway line.



The trains that run today are designed for fifteen hundred passengers while the number of people who actually travel in a local train climbs up to 5000 per train!

CREDITS

Engineered by: Khurshed Batliwala (Bawa)

Bawa and Dinesh wish to thank the following people for their contribution

Dynamics: Aashish Paliwal & Bawa

Graphics: Trupti Gawde, Ruchi Nagda, Mayur Karthik, Zubin Pastakia, Prashant Jogi, Chirag Bhanushali

Overall Interference: Rupal Shah

Tid-Bits: Vibhavari Tulaskar

Mumbai Facts: Kamatchi K. & Eben Felix

Test playing: The Art of Living teachers & volunteers



Jai Gurudev!