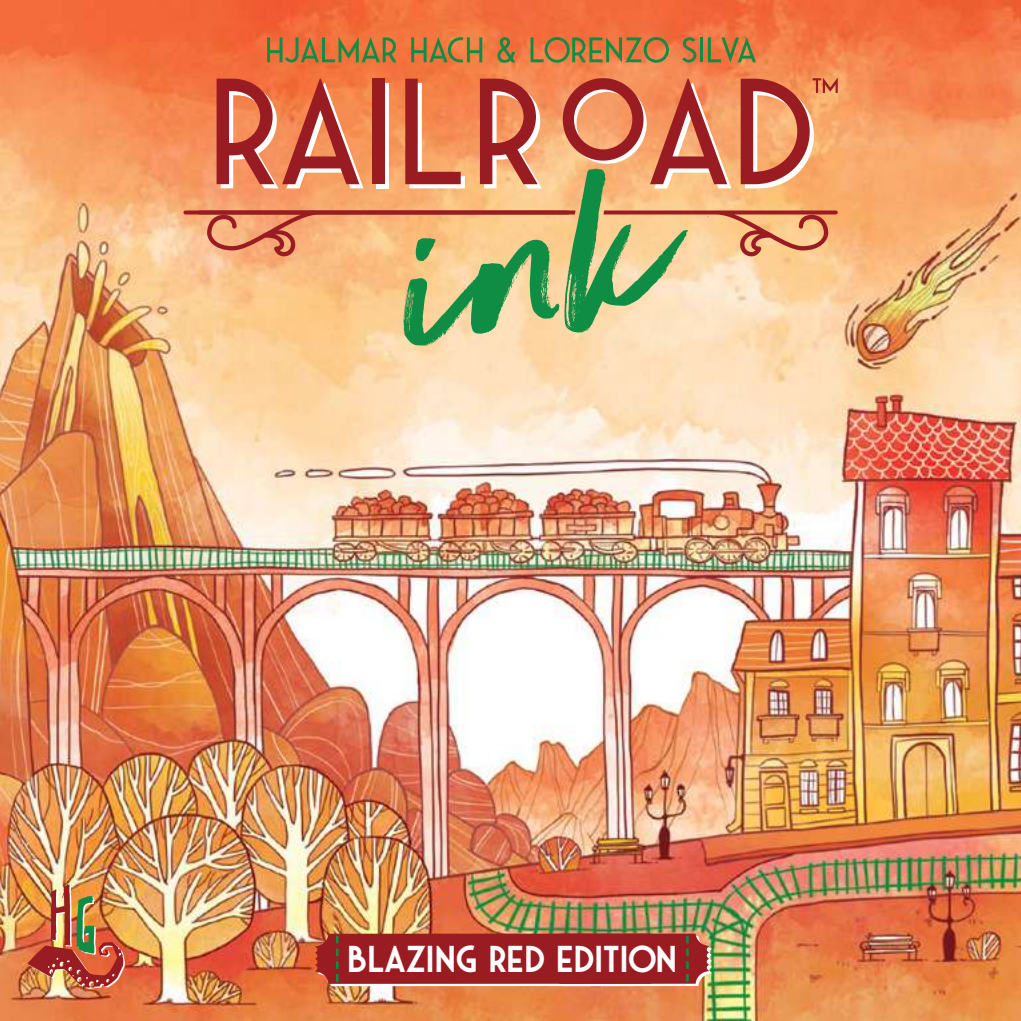
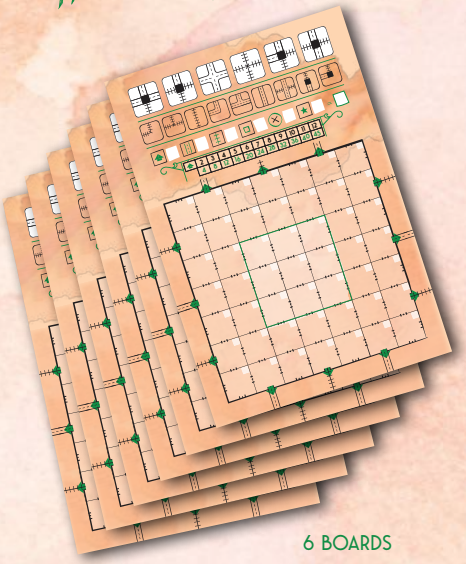
HJALMAR HACH & LORENZO SILVA

RAILROAD™ ink



BLAZING RED EDITION

COMPONENTS



6 BOARDS

6 MARKERS

4 ROUTE DICE

2 LAVA DICE

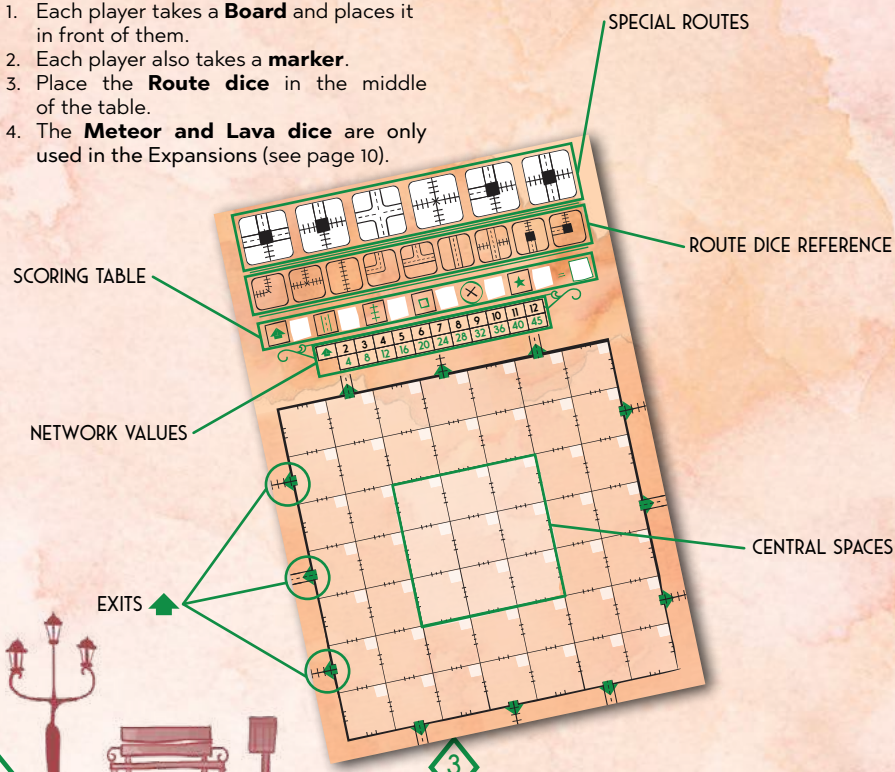
2 METEOR DICE

GAME OVERVIEW

A game of ***Railroad Ink***™ is played over **7 rounds**. The goal is to **connect** as many **Exits** ▲ to each other as possible by **drawing Routes** that can create **Networks**. The more Exits ▲ you connect to the **same Network**, the more **points** it will be worth. **Bonus points** can be earned for your **Longest Railway**, your **Longest Highway**, and by drawing on the **Central Spaces** of your board.

SETUP

1. Each player takes a **Board** and places it in front of them.
2. Each player also takes a **marker**.
3. Place the **Route dice** in the middle of the table.
4. The **Meteor and Lava dice** are only used in the Expansions (see page 10).

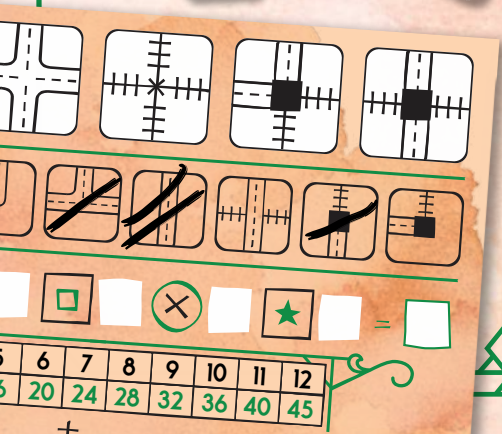


GAME ROUNDS

At the beginning of each round, the **Route dice** are rolled **once**. The results of the roll will determine which **Routes** all players **must draw** that round. After the roll, all players play **simultaneously**, drawing the Routes rolled on their own boards.

ROLLING DICE

Take the Route dice and **roll them** in the middle of the table. Place the dice so they are **easily visible** to all players.



There are 2 kinds of Route dice.

3 dice show these 6 kinds of Routes:

Straight Highway

Straight Railway

Curved Highway

Curved Railway

T-junction Highway

T-junction Railway

1 die shows these 3 kinds of Routes:

Overpass

Straight Station

Curved Station

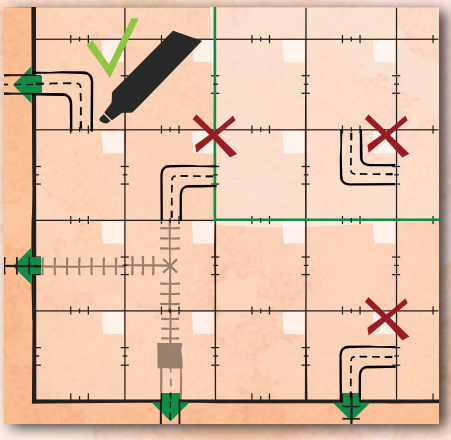
***Note**: **Stations** allow you to **connect** a Railway Route to a Highway Route. **Overpasses** allow the two to cross **without being connected** to each other.*

***Hint**: To more easily keep track of the Routes you have to draw, you can use the **dice reference** on your board to **mark the available Routes**, if you so desire.*

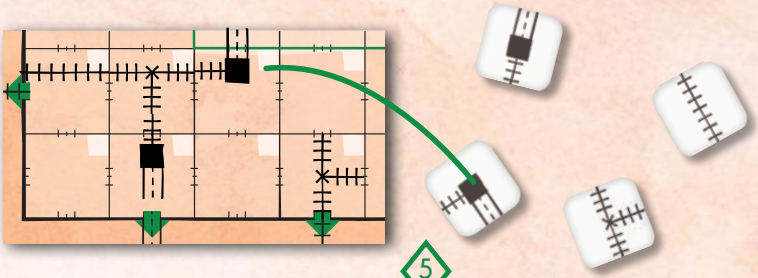
DRAWING ROUTES

After the dice roll, all players must draw the **Routes** on their boards **at the same time**. There are a few **drawing rules** you need to follow:

1. Each Route you draw must be **connected by at least one side** to either one of the **Exits** or a preexisting Route. If you **can't connect** a Route, you can't draw it.
2. You **must** draw **all** 4 Routes shown on the dice each round (if possible, and each Route showing can only be drawn **once**, of course).
3. You **can't draw** Routes in a way that **directly connects** Railways to Highways or vice versa (you need a **Station** to do that).



***Important**: When drawing Routes, you can freely **rotate** and/or **reverse** the pattern you see on the die.*

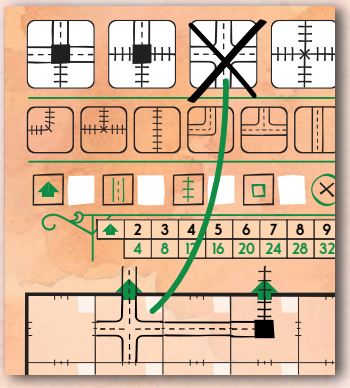


USING SPECIAL ROUTES

Each player can also use **6 Special Routes**, displayed in the **top part of the boards**, that **do not appear** on the Route dice. These Routes may allow you to **connect different Networks** together and/or make bigger Networks.

You may draw a Special Route **once per round**, in addition to the Routes shown on the Route dice, but you may use each Special Route only **once per game**. After you use a Special Route, you must **mark it off** on your board as a reminder that you can't use it again.

Also, you can only use **up to 3** Special Routes during the entire game (and remember, only **1 per round**).



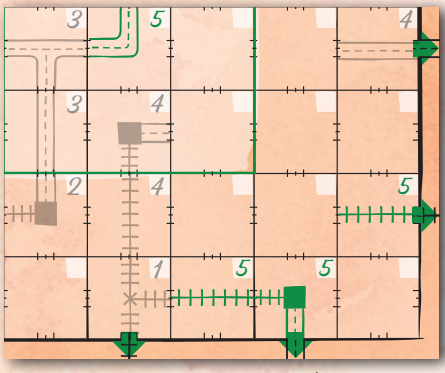
Remember: *Only 1 Special Route per round, and only up to 3 per game!*

END OF THE ROUND

Once all the players have drawn all of the available **Routes**, the round ends.

Each player must **mark the spaces** where they drew Routes this round by writing the **number of the current round** in the white boxes of each space they drew on. You can **never erase** the Routes you drew in a previous round.

After that, **roll** the Route Dice to start the **next round**.



Example: *The end of the 5th round.*

END OF THE GAME

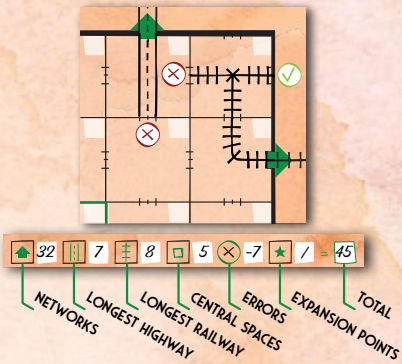
The game ends after the **7th round**. Now it's time to count your score! Each player counts the points they earned for their **connected Exits**, their **Longest Railway** and **Longest Highway**, and the **Central Spaces** they drew on, **marking their points** on the designated spaces of the **Scoring Table** on their boards. For more details, see the next page.

Then, each player must check for **incomplete Routes**. Each **end** of a Route that **does not connect** with any other Route or the **outer edge** of the board counts as an Error. Mark each one of these Errors with this symbol: ⊗. You **lose 1 point** for **each Error** on your board. Mark these penalty points on the matching space of your Scoring Table.

***Note**: If you are playing with an Expansion ★ (see page 10), mark any additional points on the expansion space of your scoring board.*

Finally, **add up** all the points you earned (**subtracting** any points from Errors) and write your total score on your Scoring Table. The player with the **most points** wins! In case of a tie, the winner is the player with the **fewest Error marks** on their board. If they're still tied, the victory is **shared**.

Scan the QR code to download a print-and-play game board!



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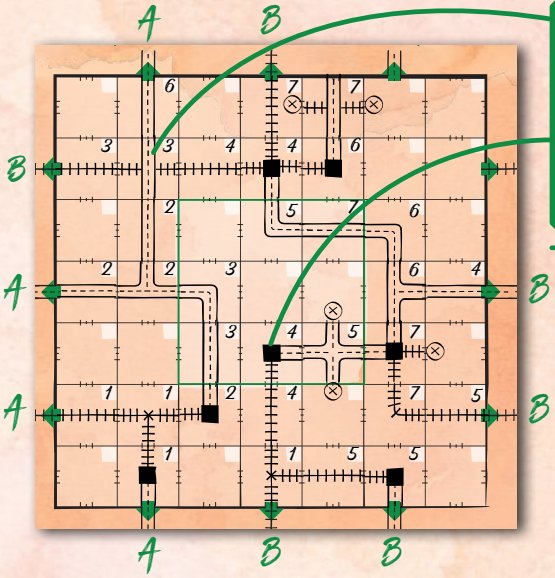
HOW TO SCORE POINTS

CONNECTING EXITS

Connecting Exits is the main way to score points in ***Railroad Ink™***. At the **end of the game**, each **set of Exits** that are connected to each other via the same **Network of Routes** is worth a number of **points** determined by the **number of Exits** connected together, as shown on the **Network Values** on your Board.



***Note**: **Overpasses** only allow you to make two of your Networks **cross each other**, but they don't create a connection between the two.*

***Note**: You can use **Stations** to connect **Railway Routes** and **Highway Routes** to each other.*

Network Values

	2	3 A	4	5 B	6	7	
	4	8	12	16	20	24	32

***Example:** Dagmar's board at the end of the game has 2 Networks. One (A) connects a total of 4 Exits and is worth 12 points. The other (B) connects 6 Exits and is worth 20 points. They score 32 points for their Networks!*

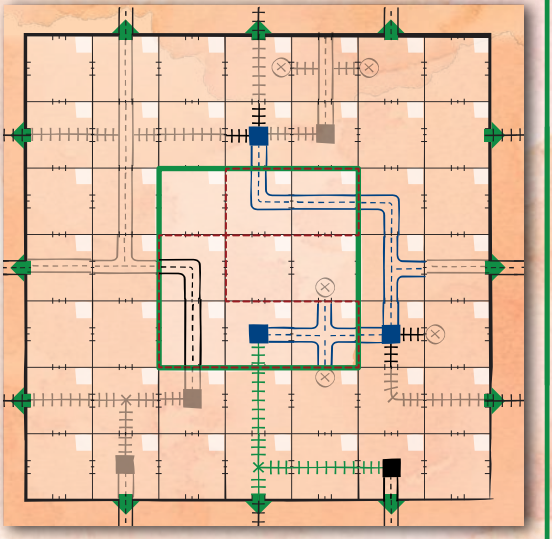
BONUS POINTS

While the points you get for **connecting Exits** may end up being the bulk of your score when you add up points at the end of the game, do not underestimate the importance of the **bonus points** you can earn from your **Longest Highway**, **Longest Railway**, and **Central Spaces**.

Your **Longest Highway** is the **longest unbroken streak** of **adjacent spaces** where you drew **Highway Routes** that are **connected to each other** (not counting any loops or branches), such as the route marked in blue to the right. You **score 1 point for each space** that makes up your single longest Highway branch. Stations **do not interrupt** your Highway. This example show a Longest Highway of 8 spaces.

Your **Longest Railway** is determined the same way as the Longest Highway,, only counting **Railway Routes** instead of Highway Routes, like the one marked in red to the right (worth 5 points).

Your **Central Spaces** are the 9 spaces in the middle of your board. You score **1 point** for each **Central Space** you drew anything on.



*If you have two Longest Routes (with the same number of spaces), **only 1 counts** towards your final score.*

EXPANSIONS ★

Once you feel confident enough with the ins and outs of ***Railroad Ink*™**, you can spice things up by using 1 of the 2 **optional Expansions** included in this box.
If you play with an Expansion ★, you must roll **the respective Expansion dice** along with the 4 Route dice at the beginning of each round. In addition, the Expansion may change the **number of rounds** you must play and give you **new ways to score points**.
During the game, follow the **same rules** as the regular game with a few **changes**, as described on the following pages.

At the end of the game, when you **add up your score**, remember to count the points you earned from the **Expansion** ★ you're using, and mark them in the designated space of your scoring table.

METEOR DICE

: 6 ROUNDS

Meteors will wreak **havoc and destruction**, but they also bring precious minerals and ores to Earth. 1 Meteor will hit each round, creating a **Crater** on your Board and **destroying any Route it hits**. But, if you **lead Routes into the Craters**, you can gather precious resources and **gain additional points**. When playing with the **Meteor Expansion** ★, apply these **changes** to the regular game rules:

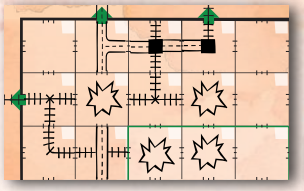
- The game only lasts **6 rounds**.
- One of the Meteor dice shows a **direction** and the other shows **distance**. They show you **where the Meteor will hit** next, counting from the last space a Meteor hit. On the first round, count from the **Central Space**.

Distance faces

Fixed direction faces

You can choose the direction of your Meteor.

- When the Meteor hits a space, you must **draw a Crater** inside of it. If any Route was drawn inside that space, you **must erase it**.
- Mark the space hit by the Meteor by drawing a **dot** in the top left corner, as a reminder. Always **erase the dot** from the space hit in the **previous round**!
- If, while moving towards its next target, the Meteor **reaches the edge** of the Board, it bounces and proceeds in the **opposite direction** to complete its movement.
- If the Meteor will hit a space that **already contains a Crater**, it keeps moving in the same direction until it can hit a **Free Space**. If by doing so it would hit outside of the Board, it **bounces**.
- At the beginning of the round, you can mark an available **Special Route** on your Board to **ignore the Meteor dice** this round (it counts as **using a Special Route**).
- At any point during the round, you can erase a Crater to **draw a new Route** in its place.
- At the end of the game, you gain **2 points** for **each Route that has an open end connected to a Crater** (these open ends don't count as Errors either, of course).



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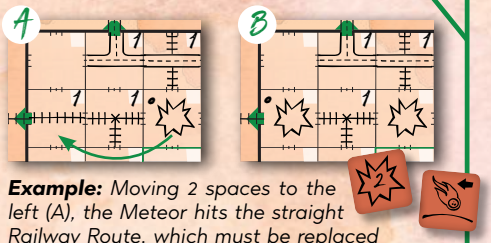
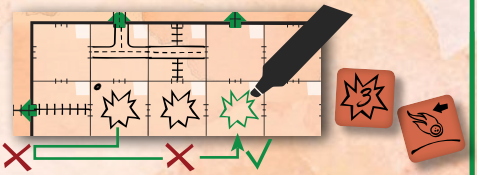
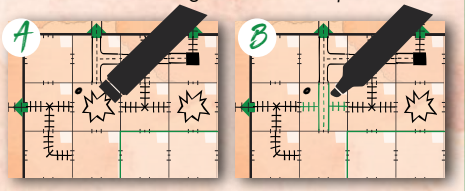


Example: *Moving 2 spaces to the left (A), the Meteor hits the straight Railway Route, which must be replaced by the new Crater (B).*



Example: *The Meteor should move 3 spaces to the left, but it reaches the edge of the board after just 1 space. So it bounces back and moves 2 spaces to the right. This would make it land on a Crater though, so it moves 1 space more.*



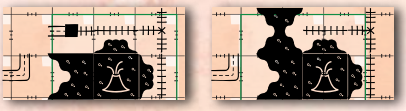
Example: *You can erase a Crater (A) to draw a Route in the same space (B). If it is the last space hit by the Meteor, do not erase the dot! It will remind you where the Meteor will start from next round.*

LAVA DICE

: 6 ROUNDS

Volcanoes start erupting, but the Route building must go on! Work your way around lakes of Lava and prevent them from destroying your Routes. Confine the Lava streams to gain extra points. You also score **additional points** for the **Largest Lava lake** on your Board. When playing with the **Lava Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game only lasts **6 rounds**.
- ◊ At the beginning of the game, draw a Volcano in the Central Space of your board.
- ◊ When you draw Routes, you **must** draw **at least 1** Lava die (you can also draw both if you want. You still have to use all 4 Route dice).
- ◊ The Lava dice you draw **must** be **connected** to pre-existing Lava.
- ◊ At any point during the round, if you want, you can **draw a new Volcano** in any space as long as it is **not adjacent** to pre-existing Lava.
- ◊ If there are no free spaces adjacent to open Lava lake sides, you **must** either **open a new Volcano** or **erase a Route** to make space for it.
- ◊ Open Lava lake sides **count as Errors** at the end of the game.
- ◊ At the end of the game, you get **5 points** for each Lava lake without open sides. You also get **1 point** for each space occupied by your **Largest Lava lake** (even if it is not closed).



Example: *Giulio must draw the mandatory Lava space for the round, but he only has 1 open Lava lake side left. He doesn't want to open another Volcano, so he must erase the station to create space for it.*

Example: *Giulio has two Lava lakes on his Board. The one in the top left corner is closed (the sides connected to the edges of the Board are assumed to be adjacent to more Lava) and is worth 5 points. The Largest one in the middle has 1 open side, so it's worth 11 points, 1 for each space.*

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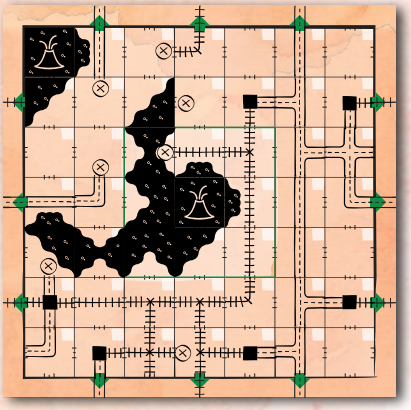

LAVA DICE FACES