



HJALMAR HACH & LORENZO SILVA

RAILROAD

ink

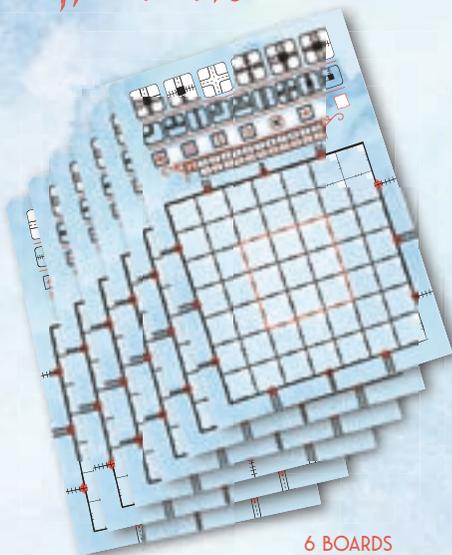


DEEP BLUE EDITION





COMPONENTS



6 BOARDS



6 MARKERS



4 ROUTE DICE



2 RIVER DICE



2 LAKE 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**. The more Exits ▲ you connect to the **same network**, the more **points** the network 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 **Expansion dice** ★ are not used in a regular game (see page 10).

SCORING TABLE

NETWORK VALUES

EXITS

SPECIAL ROUTES

ROUTE DICE REFERENCE

CENTRAL SPACES

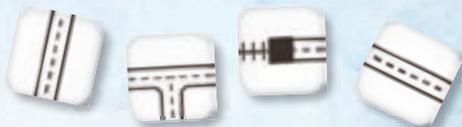


GAME ROUNDS

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.

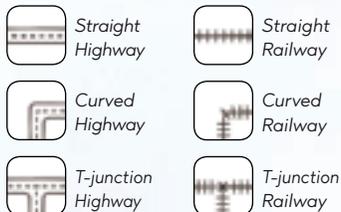
ROLLING DICE

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:

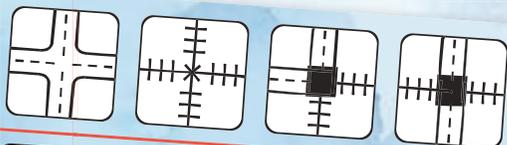


1 die shows these 3 kinds of routes:



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



5	6	7	8	9	10	11	12
16	20	24	28	32	36	40	45

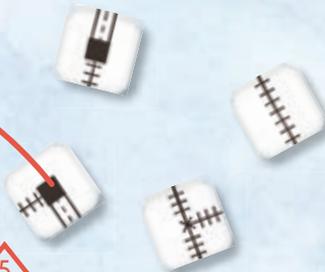
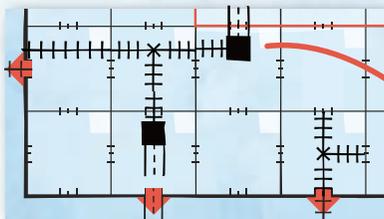
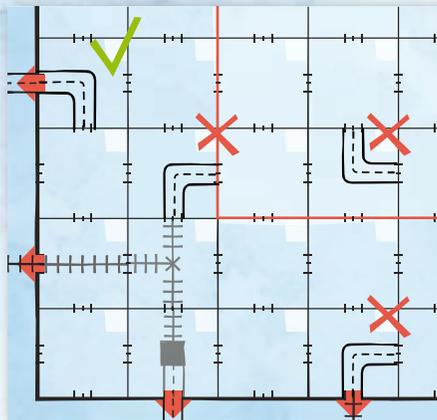


DRAWING ROUTES

After the die 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** 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** four routes available on the dice each round (if possible, and each route showing can only be drawn **once**, of course).
3. You **can't draw** dice in a way that **directly connects** railways to highways or viceversa (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.



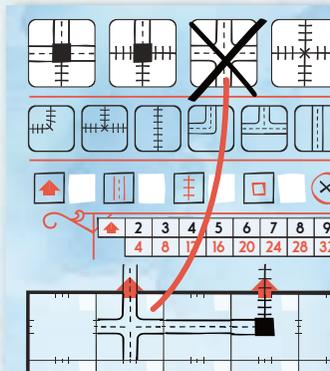


USING SPECIAL ROUTES

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 one, you must **mark it** on your board as a reminder that you can't use it again.

Also, you can only use **up to three** special routes during the entire game (and remember, only **one per round**).



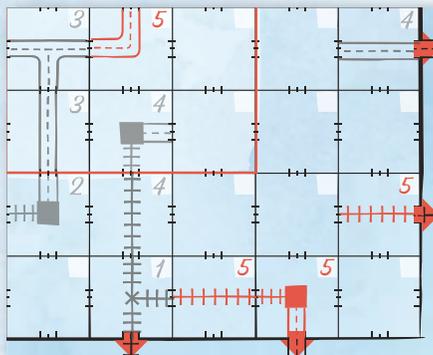
Remember: only 1 Special Route per Round, and only up to 3 per game!

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. In later rounds, you can **never erase** the routes you drew in a previous round.

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



(Example: The end of the 5th round)



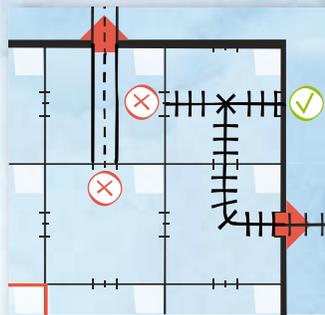
END OF THE GAME

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 highway**, and the **central spaces** they drew on, **marking them** 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 penalty points) 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**.



CREDITS

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



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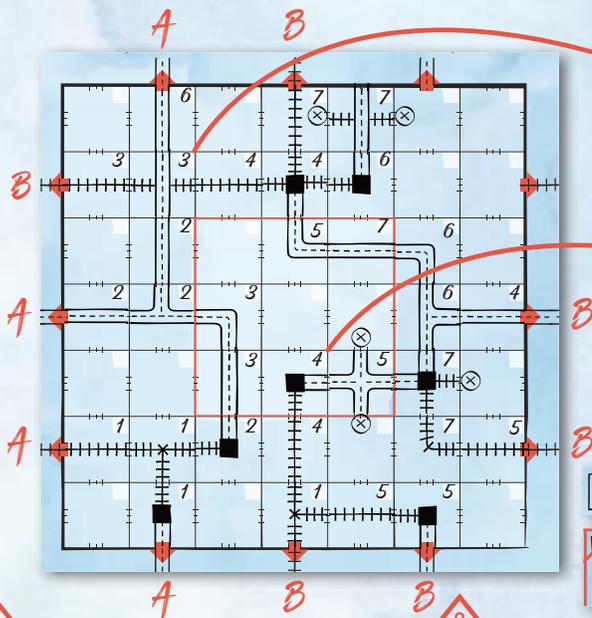
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customer@horrible-games.com



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** chart.



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



Note: You can use **stations** to connect **railway routes** and **highway routes** to each other.



▲ 32

▲	2	3	4	5	6	7
	4	8	12	16	20	24



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 for your **longest highway**, **longest railway**, and **central spaces**.



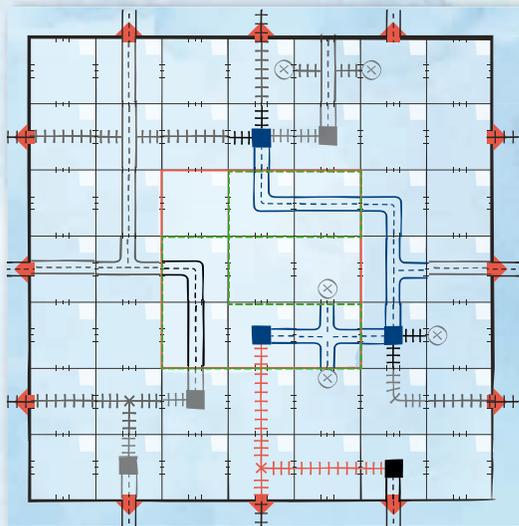
Your **Longest Highway** is the **longest unbroken streak** of **adjacent spaces** where you drew **highway routes** that are **connected to each other**, not counting any loops or branches, such as the route marked in blue to the right. You **score 1 point for each space** that makes up your single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



Your **Longest Railway** is determined the same way, 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 nine 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 one counts** towards your final score.





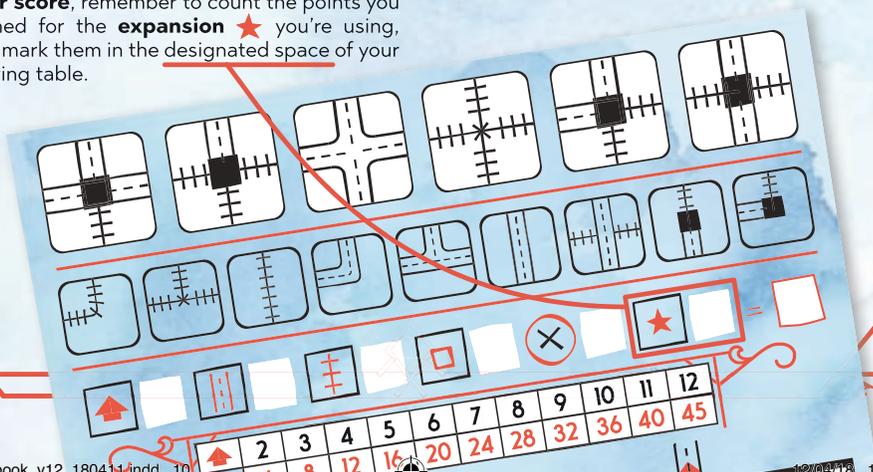
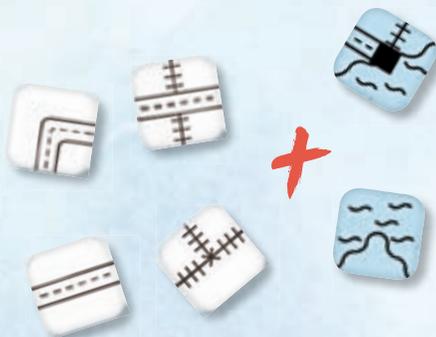
EXPANSIONS ★

Once you feel confident enough with the ins and outs of **Railroad Ink™**, you can spice things up by using one of the two **optional expansions** included in this box.

If you play with an expansion ★, when you roll the Route dice at the beginning of each round you must also roll the **expansion dice** you have chosen to play with. In addition, the expansion may change the **number of rounds** you must play and give you **new ways to score points**.

During the game, you 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 for the **expansion ★** you're using, and mark them in the designated space of your scoring table.





LAKE DICE

: 6 ROUNDS

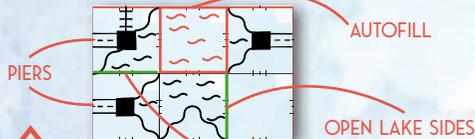
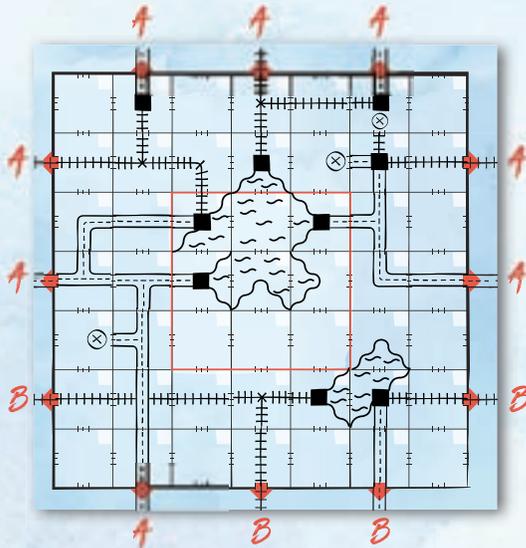
Lakes have **two advantages**. First of all, they allow you to create bigger networks by connecting your routes to a lake with the **pier faces** on the Lake dice. You also score **additional points** for the **smallest lake** on your board. When playing with the **Lake expansion** ★, apply these **changes** to the regular game rules:

- ◇ The game only lasts for **6 rounds**.
- ◇ When you draw routes, you **do not have** to draw **all** the Lake dice, if you don't want to (you still have to use all 4 Route dice).
- ◇ The Lakes you draw **don't need** to be **connected** to pre-existing routes and/or other lakes.
- ◇ If a space has **three sides adjacent** to the **"open" sides** of lakes, it **must** be completely **filled with water** immediately.
- ◇ Open lake sides **do not count** as errors at the end of the game.
- ◇ Networks connected to the **same lake** (by piers) are also connected to **each other** (by "ferry boat").
- ◇ At the end of the game, you get **1 point** for each space occupied by your **smallest lake**.

The bigger lake would be worth 7 points, but since Harry also made the small one, he only gets 3 points. At the same time, the smallest lake allowed him to join two small networks into a single one with 4 Exits, which is worth 12 points!

40

3



12

