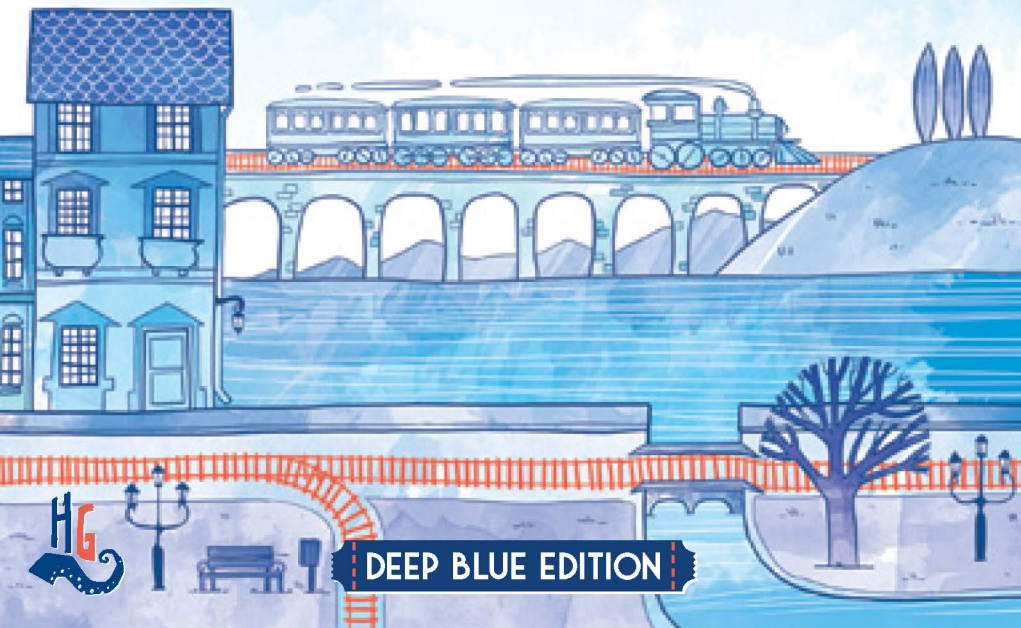


HJALMAR HACH & LORENZO SILVA

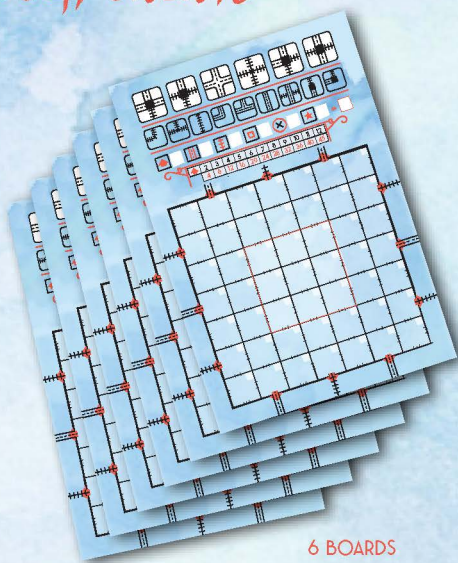
RAILROAD™

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** 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 **River and Lake dice** are only used in the Expansions (see page 10).

SPECIAL ROUTES

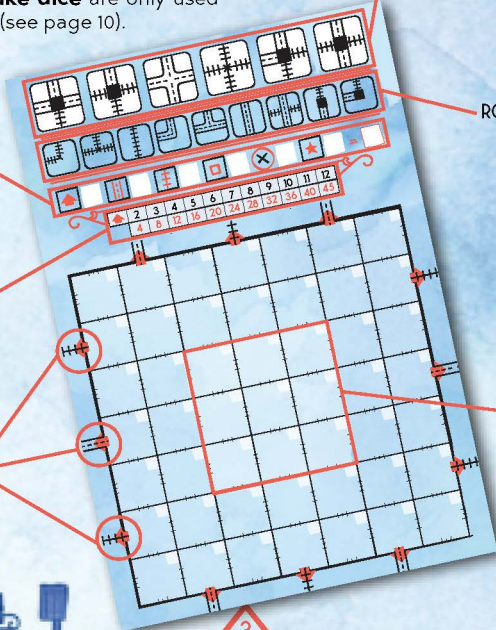
ROUTE DICE REFERENCE

SCORING TABLE

NETWORK VALUES

EXITS

CENTRAL SPACES



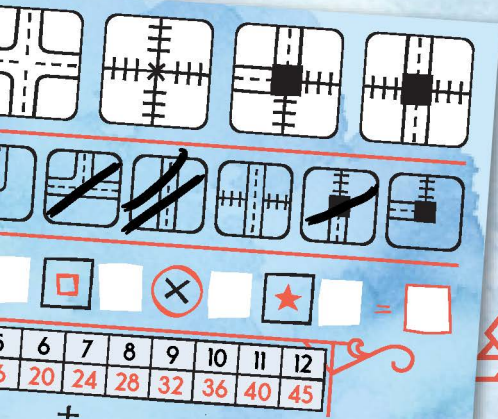
3

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.

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.

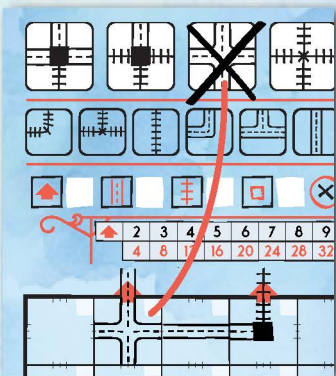
Also, you can only use **up to 3** Special Routes during the entire game (and remember, only **1 per round**).

END OF THE ROUND

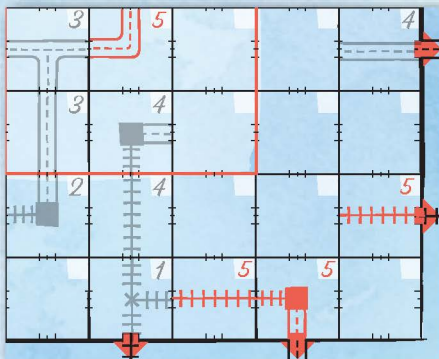
Once all the players have drawn all of the available **Routes**, the round ends.

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**.



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



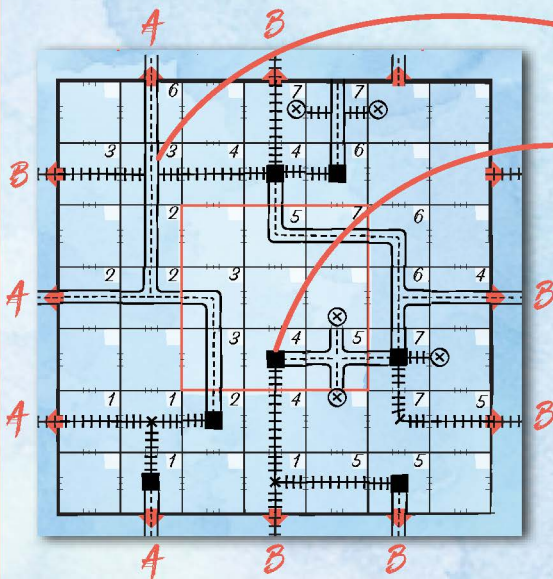
Example: The end of the 5th round.



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	4	5	6	7	▲	32
	4	8	12	16	20	24		

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

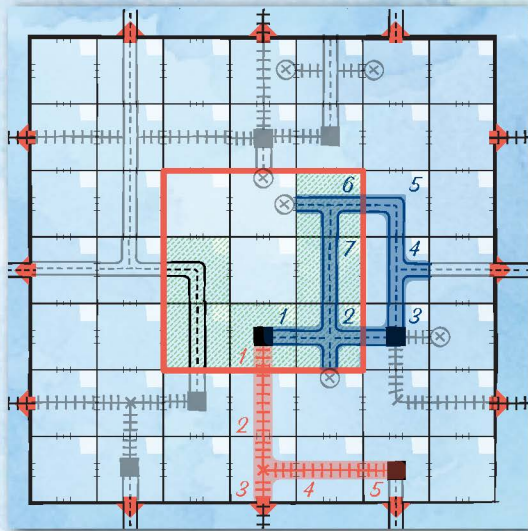
While the points you get for **connecting Exits**  may end up being the bulk of your score when you add up points at the end of the game, do not underestimate the importance of the **bonus points** you can earn from your **Longest Highway**, **Longest Railway**, and **Central Spaces**.

 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 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 shows a Longest Highway of 7 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.

 **7**  **5**  **6**



*If you have two Longest Routes (with the same number of spaces), **only 1 counts** towards your final score. If you should count a space you already counted to proceed, your Longest Route is interrupted.*



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.

