

RAILROAD TILES



100 ROUTE TILES



20 OBJECTIVE TILES



1 MAIN STATION BOARD



18 TRAIN PAWNS



18 CAR PAWNS



18 TRAVELER PAWNS



1 STAR PAWN



4 PLAYER PAWNS



8 PLACEMENT TOKENS



64 PRESTIGE TOKENS
(20x1, 20x3, 16x10, 8x20)



1 CLOTH BAG



4 PLAYER-AIDS



1 2-PLAYER TOKEN

WORK IN PROGRESS

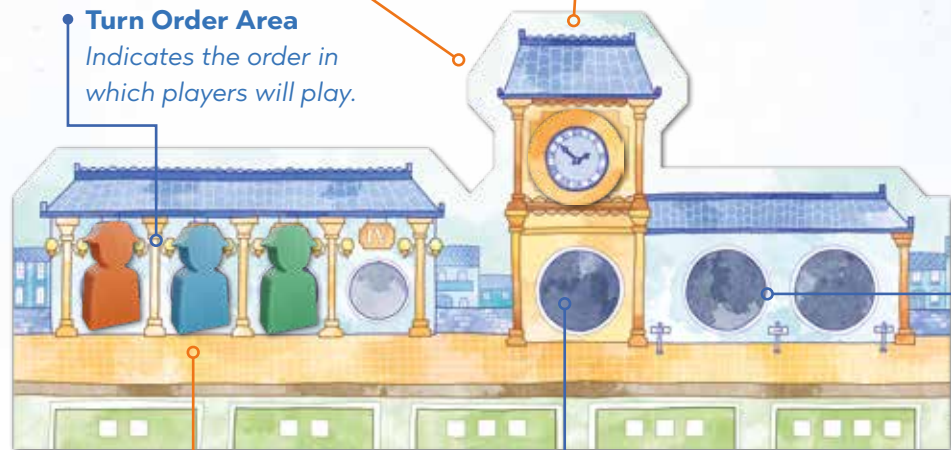
GAME SETUP

(3-player example)

- 1 Shuffle all the **Route tiles** inside the cloth bag.



- 2 Place the **Station Board** in the middle of the table.

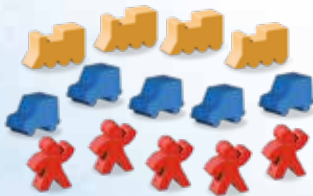


Turn Order Area
Indicates the order in which players will play.

- 3 Shuffle all the **Placement tokens** face down. Randomly discard 1 of them to the box. Then create a face down pile and place it on the Clock space of the tower.

*The space below the Clock is the **Waiting Room.***

- 4 Create a general pool of **Car, Train, and Traveller pawns** in reach of all players.



- 5 Each player chooses a **Player pawn** and takes the corresponding Player-aid token. Randomly shuffle the pawns and place them in the **Turn Order Area**, starting with the leftmost space available.



- 6 Create a pool of **Prestige tokens** in reach of all players.



STARTING TILES

- 7.** Reveal and set aside as many Route Tiles from the cloth bag as players in the game. The revealed tiles must be (gameplay-wise) different, if any 2 tiles are the same, return one to the bag and draw another tile.

The starting tiles will be selected at the start of the Tile Selection phase on the first round (see page 5).



The blue zone beside the Waiting Room contains 2 spaces and is called the **Active Area**.



- 9.** If you are playing a **3- or 4-player game**, the 2-players token is not used; return it to the box. It's used only in 2-player games.

- 8.** Place the **Star pawn** in reach of all players. It will enter the game during the *End of the Round* phase.



- 10.** If this is your first game, return the Objective tiles to the box. Otherwise, check the rules on page 10 for more details on how to play with them.

GAME OVERVIEW

A game of **Railroad Tiles™** unfolds over 8 rounds. Your objective is to construct the most efficient network of highways and railroads. Strategically connect your routes to ensure seamless travel for trains, cars, and travelers, while also forming groups of Town tiles.



GAME ROUND

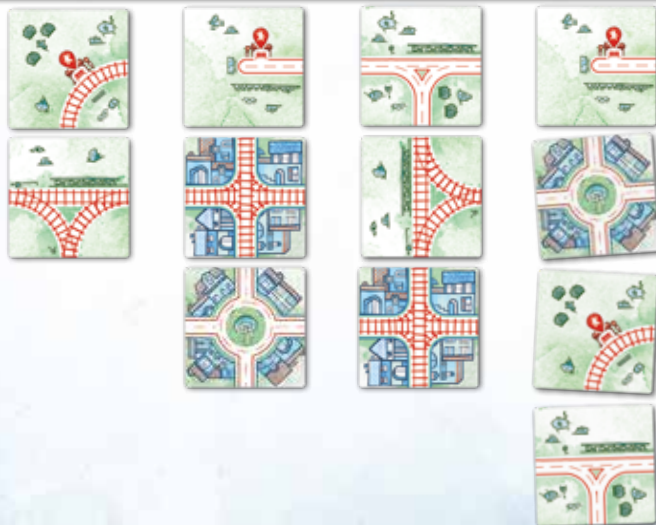
A game round consists of 4 phases played in this order:

- 1 NEW ROUND** Update the **Placement tokens** and reveal the **Route tiles** to create a drafting pool.
- 2 TILE SELECTION** **Select a tile column** from the drafting pool and **place them** in your player area.
- 3 PAWN PLACEMENT** **Populate** your player area with Cars, Trains, and Traveller pawns.
- 4 END OF THE ROUND** Determine the player order for the next round.

1 NEW ROUND

Reveal **Route tiles** from the cloth bag until you fill all the columns below the Station board. Each column must contain as many tiles as the number of square icons at the top of that column.

Reveal the topmost **Placement token** from the Clock pile, placing it in Waiting Room (the space immediately below the pile.) If the Waiting Room is occupied, move the obstructing token to the next space, the left space in the Active Area. If that is occupied as well, keep pushing the tokens to the right. When all spaces are occupied and a new token is revealed, the last token in line will be removed from the game.



In a 2- or 3-player game, do not place any tiles in the leftmost column as it won't be used.

In the second round, another token is placed in the **Waiting Room**, and pushes the previous token to the **Active Area**.



In the third round, a new token is revealed and pushes all others: **Waiting Room > Active Area > Active Area**.



In the fourth round, all tokens are pushed ahead, and the last token in the line is removed from the game.



2 TILE SELECTION

Following the turn order (defined by the order of the pawns in the Turn Order Area), on your turn you must choose a column of Route tiles, move your pawn to the top of the chosen column, and **take all the Route tiles in that column**. If the **Star pawn** is on your chosen column, take it also (see page 8).

You must then immediately place the **Route tiles** in your player area, one by one, in any order. To place your Route tiles, you need to follow a few **placement rules**:

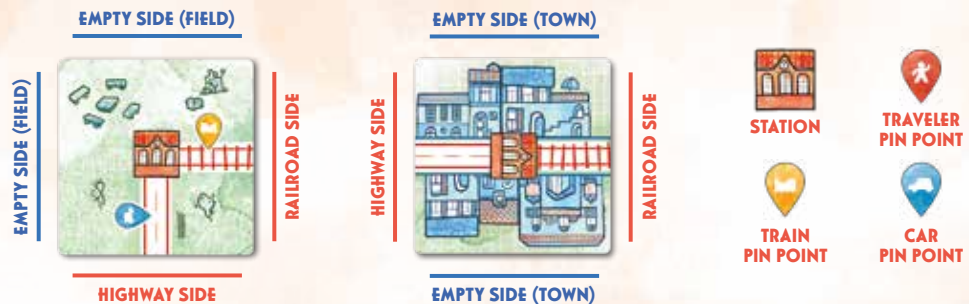
A Each tile you place must be **connected by one side** to at least one preexisting Tile. **Tiles CAN be flipped** (they are mirrored) **or rotated** as desired to better fit them to your plans.

B Connect **similar to similar**. **Each side** of the tile must match the side of any existing tile it touches. Railroad sides must be connected to Railroad sides, Highway sides to Highway sides, and Empty sides to Empty sides. You **can't connect Railroads to Highways**, and you cannot connect **either to an Empty side**.

*STARTING TILES

Exclusively at the start of the first round, before selecting tiles as described on left, players should, in reverse Turn Order, select 1 Starting tile each and place it in front of them. (see Setup on page 3)

TILES ANATOMY



Each of the 4 sides of the tile can show different content: **Railroad, Highway, or Empty**. Tiles can also be **Fields or Town**; this classification doesn't affect the connection between tiles, it will only affect your City points at the end of the game (see page 9).

C You must place all your tiles. If you **cannot connect a tile IN ANY WAY**, you must **discard it**.

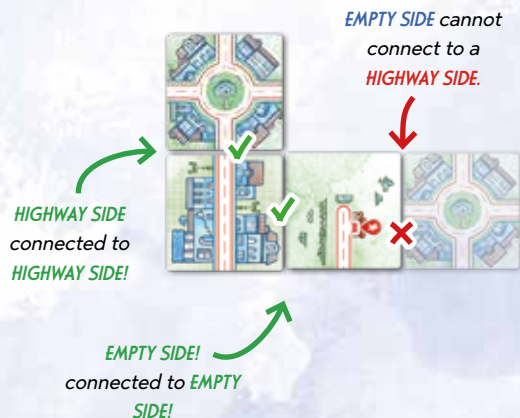
D Just **twice in the whole game**, you can decide to **reject a tile** before placing it. This is useful if you think that the tile is doing more harm than good. Keep it nearby to keep track of your rejected tiles.

1ST ROUND EXAMPLE

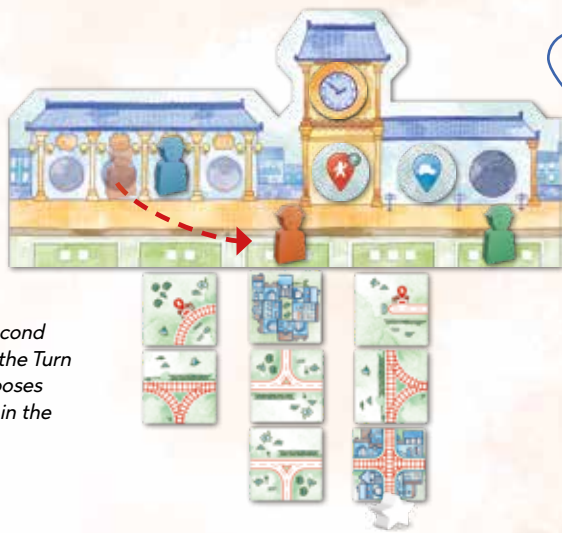


1 **Maria** is the first player according to the Turn Order Area. She chooses to collect the 3 tiles in the second column, so she moves her orange pawn to the top of that column.

2 Now **Maria** must connect the tiles in any way she prefers, as long as she follows the connection rules.



2ND ROUND EXAMPLE



1 **Maria** is now the second player according to the Turn Order Area. She chooses to collect the 3 tiles in the second column.

2 Now **Maria** must connect the new tiles to the previous ones:



3 PAWN PLACEMENT

After all players have placed their tiles, check the **Placement tokens** in the Active Area. Each player has the possibility to **place 1 pawn** (from the general pool) for each **Placement token** in the Active Area on **any tile** they have with a matching empty **pin point**. If you do not have a matching pin point available, you cannot benefit from the Placement token.



Placement tokens can depict a specific kind of pawn (**TRAIN**, **CAR**, or **TRAVELLER**); give you an alternative between 2 pawns (**TRAIN** or **CAR**);



Or act as a wildcard (The **STAR** means **TRAIN**, **CAR**, or **TRAVELLER**).



Some tokens also depict a **Flag Icon**. Ignore this symbol if you are not playing with Objectives (see page 10).

When placing a pawn, you **IMMEDIATELY COLLECT PRESTIGE POINTS**. How each pawn scores is described below:



CAR PLACEMENT

Score **1 point + 1 point** for each other **Car that can be reached** by following **only through Highways**, up to a maximum of 3 Prestige points. Stations and other Cars do not interrupt a Highway connection.



TRAIN PLACEMENT

Score **1 point + 1 point** for each other **Train that can be reached** by following **only through Railroads**, up to a maximum of 3 Prestige points. Stations and other Trains do not interrupt a Railroad connection.



TRAVELLER PLACEMENT

Score **1 point + 1 point** for each other Traveller that can be reached by following through **either Highways and/or Railroads**, up to a maximum of 3 Prestige points. You can switch from Highway routes to Railroad routes and vice versa at Stations without limit.

In summary: The first pawn is worth 1 point, the second pawn 2 points, the third, the fourth, and so on, are worth 3 points!



3

There are 2 revealed Placement tokens in the Active Area: Travellers and Cars.

4

Maria places the Traveler on a tile she just placed. Since there are no other Traveler pawns on her network, she scores 1 Prestige point.



5

Maria can also place a Car pawn this round. She has a previously placed tile with a Car pin available, so she decides to fill that space. This Highway network already has another Car pawn on it, so this 2nd Car pawn scores 2 Prestige points.

Her turn is over. It will be **Daniela's** turn now (Blue player).

STATIONS

A group of 1 or more tiles with an unbroken line of either Highway or Railroad is referred to as a "route".



A Station allows you to link Highway routes to Railroad routes so Travelers can switch between them. They **do not interrupt Highways and Railroads networks** when scoring Prestige points for Pawn Placement.

4 END OF THE ROUND

Once everyone has placed pawns on their map, the round is over.

Place the **Star pawn** on the only column that wasn't collected by any player. It will be an extra incentive for the next round: whoever takes that column also takes the Star pawn.

* 2-PLAYERS RULE



Before placing the Star pawn, flip the 2-players token like a coin: the token result indicates which of the 2 remaining columns will be discarded, left or right. Discard the tiles back to the game box.

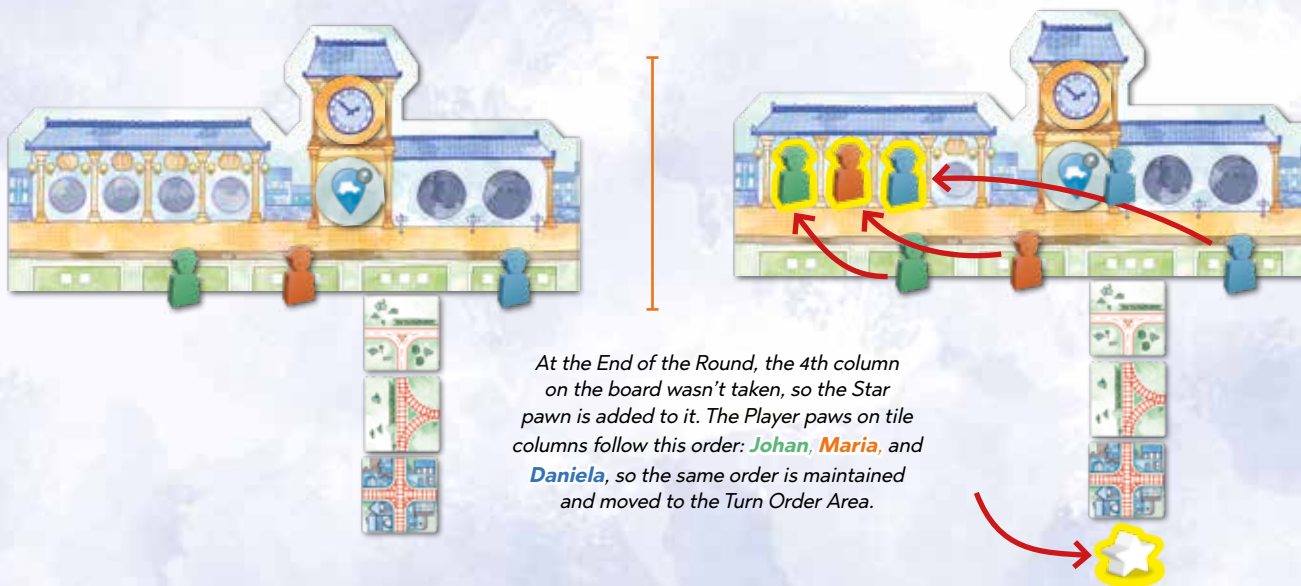


STAR PAWN

When you collect the Star pawn together with the column of tiles you've selected, you may use it to place an additional pawn of your choice (abiding by the usual rules). Alternatively, you can use it to earn 1 Prestige. The Star pawn cannot be stored for future rounds since **it will always be placed on a new column during the End of the Round phase.**

Then, starting from the leftmost **Player pawn**, put each Player pawn in the **Turn Order Area** on the Station Board, preserving their current left-right order. In other words, the player who took more tiles will play last in the next round.

END OF THE ROUND EXAMPLE



At the End of the Round, the 4th column on the board wasn't taken, so the Star pawn is added to it. The Player pawns on tile columns follow this order: **Johan, Maria, and Daniela**, so the same order is maintained and moved to the Turn Order Area.

END OF THE GAME

When the last Placement token moves inside the Active Area, the last round is played and once it's over the final score is calculated. The player with the **most points** wins!

END OF GAME SCORING

You score additional points based on the City presence in your map and on the structure of your territory as follows:

CITIES - For each group of 3 or more orthogonally adjacent Town tiles, **you score 3 points**; you don't get any additional points for cities larger than 3.

BIGGEST RECTANGLE - Find the **biggest rectangle of tiles without holes** in your territory. You score **1 Prestige point for each tile** which is part of that rectangle. (Squares are rectangles.)

OPENING PENALTIES - Each end of a route that does not connect with any other route is called an Opening. You are allowed up to 5 Openings, but you **lose 1 Prestige point for each Opening** exceeding the 5th.

In case of a tie the player in the leftmost column is the winner.



END OF THE GAME EXAMPLE

In this example *Daniela* has 3 groups with 3 or more Town tiles, forming 3 Cities, so she gains 9 Prestige points. Then, she adds up his biggest rectangle, a $4 \times 4 = 16$ Prestige points. Then she counts up his Openings for a total of 7, so she loses 2 points (-1 point for each opening exceeding the 5th).



PLAYING WITH OBJECTIVES

Once you've played a few matches and are familiar with the rules presented so far, we suggest adding the Objective tiles to your game: they grant additional points when you fulfill specific placement conditions.

Inside this box, you'll find 4 Objective sets: Metropolis, Central Station, Gas Station, and City Hall. Each set includes 4 identical tiles. For a game featuring Objectives, you'll play with 3 sets at once.

DURING THE SETUP:

- 1 Choose or randomly determine 3 Objective sets to play with.
- 2 Give 1 tile from each selected setting to every player. Keep these tiles in your player area.

During the **TILE SELECTION** phase, check if the token in the Waiting Room is showing a **Flag icon**. If that is the case, you **must place** 1 of your Objective tiles (if you have any available) in addition to this round's Route tiles—you can freely choose which Objective tile to play. Objective tiles must adhere to the same placement restrictions as Route tiles. If you cannot place any Objective tile, you must discard 1 of your Objective tiles to the game box.

During the **END OF GAME SCORING** phase, you earn 4 Prestige points for each Objective for which you have **fulfilled the scoring conditions**. Collect that many Prestige points.



*This Placement tile has a FLAG, which indicates that players **MUST** play 1 of their Objective tiles.*

OBJECTIVES: SCORING CONDITIONS



METROPOLIS

The Metropolis must be part of a City that has 5 Town tiles or more.



GAS STATION

The Gas Station must be part of a route with at least 8 connected Highway segments, and you cannot pass over the same segment of Highway more than once.



CITY HALL

You must place at least 2 tiles in each of the four directions from City Hall (up, down, left, right).



CENTRAL STATION

The Central Station must be connected only through Railway routes to at least 5 Stations.

CREDITS

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WORK IN PROGRESS

GAME SUMMARY

A game of *Railroad Tiles™* unfolds over 8 rounds.

GAME ROUND

A game round consists of 4 phases:

1

NEW ROUND

Reveal the top most **Placement token**, place it in the Waiting Area below the pile, pushing any tokens to the right if needed. Reveal **Route tiles** to create a drafting pool according to the quantity indicated for each column.

2

TILE SELECTION*

Following the turn order: Choose a column of Route tiles, move your pawn to the top of it, **take all the Route tiles in that column**, and immediately place them in your play area. Each tile you place must be connected to at least 1 preexisting tile. Tiles can be flipped or rotated. You must connect **similar to similar**: each side of the tile must match the side of any existing tile it touches.

3

PAWN PLACEMENT

For each **Placement token in the Active Area**, each player may **place 1 matching pawn on any tile with an empty matching pin point**. Collect **Prestige points** for each pawn according to its rules (limited to a **maximum of 3**).

4

END OF THE ROUND

Place the **Star pawn** on the only column that wasn't collected by any player. Move the Player pawns to the **Turn Order Area**, preserving their current left-right order.

END OF THE GAME

END OF GAME ADDITIONAL POINTS AND PENALTIES:

CITIES - For each group of 3 or more orthogonally adjacent Town tiles, **you score 3 points**.

BIGGEST RECTANGLE - Find your **biggest rectangle of tiles without holes** and score **1 Prestige point for each tile**.

OPENING PENALTIES - You are allowed up to 5 Openings, but you **lose 1 Prestige point for each Opening** exceeding the 5th.