



When 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.



RITUAL DIE

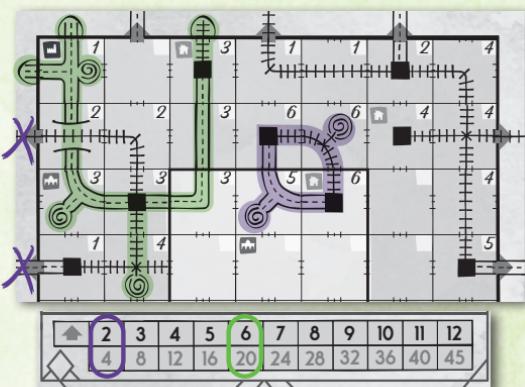
DIFFICULTY: HARD : **6 ROUNDS**

Cultists are trying to create a Madness Network, a set of Ritual Sites connected to an evil dimension through Portals. Try to create the biggest Madness Network while separating it from the ordinary people of your cities. Each Round, you will have the option to open new **Portals** at the edges of your board and add a **Ritual** to your Madness Network. At the end of the game, you will gain points for your connected Rituals and Portals, but any Exit that is connected to either of those will not count when scoring regular Networks. When playing with the **Ritual Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game only lasts **6 rounds**.
- ◊ When you draw Routes, you **must** draw the result of the Ritual die, but it **doesn't need** to be **connected** to preexisting Routes.
- ◊ At the end of each round, you **may** draw 1 **Portal** next to one of your "Country Routes" (i.e., Routes with an open end connected to the outer edge of your board in a space without an Exit). Draw the Portal as an arc outside of the grid (fig. 1a).
- ◊ At the end of the game, you **gain points for each Madness Network**, i.e., each set of **Rituals** and **Portals** connected to each other. Use the Network Values track to determine your score (Rituals and Portals count as Exits when scoring your Madness Networks).
- ◊ When scoring regular networks, **ignore** any **Exits** that are connected to **at least 1 Ritual** and/or **Portal**.



Fig. 1a



Example: Lavinia has 2 Madness Networks: one connects 3 Portals and 3 Rituals (size 6, 20 points, marked in green); the other only connects 2 Rituals (size 2, 4 points, marked in purple). The "green" Madness Network also has 2 regular Exits connected to it; even if they are connected to each other, these Exits are part of a Madness Network, so they will not count when scoring regular Networks. Lavinia gains a total of 24 points for the Ritual Expansion.



PORTAL DIE

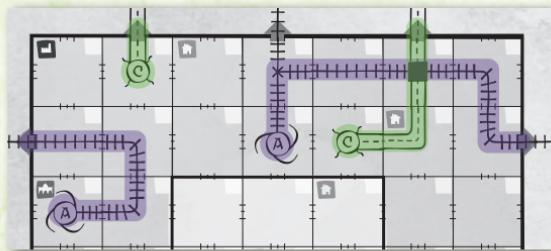
DIFFICULTY: EASY



: 7 ROUNDS

Reality is tearing itself apart and immense holes are opening, showing glimpses of the unthinkable. But not all that is supernatural will hurt or scare. You can safely travel to work by going through these portals of doom. Open Portals to connect distant areas of your Network as if they were next to each other. However, not all Portals are the same: there are three kinds of Portals (marked with the letters A, B, and C) and only two Portals of the same kind (same letter) are connected to each other. There can **never be more than 2 Portals of the same kind** on your board. When playing with the **Portal Expansion** ★, apply these **changes** to the regular game rules:

- ◊ When you draw Routes, you **may** draw the result of the Portal die, following the **normal placement rules**.
- ◊ If you have already drawn two Portals with the **same letter**, you **cannot draw** a third one.
- ◊ Networks connected to Portals with the same letter are also connected to each other (even if you have Highway on one side and Railway on the other).
- ◊ Portals **do not interrupt** your **Longest Highway** and **Railway** (i.e., you are **allowed to go through Portals** when calculating your Longest Highway/Railway).



Example: In the figure above, Lavinia has a Longest Railway with 10 spaces, a Longest Highway with 4 spaces, and 5 Exits connected to the same Network.



The **Railroad Ink** series includes:
The Blue and Red **Railroad Ink** games,
the Green and Yellow **Railroad Ink Challenge** games
and **7 Expansion Boxes**.

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TENTACLE DIE

DIFFICULTY: MEDIUM : 7 ROUNDS

Tentacles are entering your little safe oasis of sanity, but a little madness is ok. Try to have as many Tentacles as possible in your territory and make people lose their minds while driving next to them. Each round, the Tentacle die will tell you the length of the Tentacle to draw that Round; at the end of the round, you may add it to your board. If you do, you will choose its starting position and its shape. Tentacles can share spaces with Railways and Highways. At the end of the game, you will gain points for each Tentacle you drew, plus bonus points for each space occupied by both a Tentacle and a Highway or Railway. When playing with the **Tentacle Expansion** ★, apply these **changes** to the regular game rules:

- ◊ At the end of each round, after drawing your Routes, you **may** draw **1 Tentacle**.
- ◊ When drawing a Tentacle, you **must** start from a space on the **outer edge** of your board that **does not** contain an **Exit**. The Tentacle **must** also have a **length** equal to the **number** shown on the Tentacle die (3, 4, or 5), it **cannot** be drawn partially.
- ◊ A Tentacle can be drawn with **straight** and/or **curved** stretches, mixed as you like. Tentacle stretches can only be drawn into:
 1. **Empty** spaces; these can be drawn as either a **straight Tentacle** or a **curved Tentacle**.
 2. Spaces that contain a **straight** Route (or Tentacle); these must be drawn as an "**underpass**" that crosses the preexisting Route/Tentacle perpendicularly (fig. 1b).
 3. Spaces that contain a **curved** Route (or Tentacle); these must be drawn as a "**curved Tentacle**" that goes through the two unoccupied sides of the space (fig. 2b).
- ◊ When you are drawing the final space of a Tentacle, close it by drawing an "**ending tip**" (as seen in fig. 3b).
- ◊ When you draw **Routes**, on the other hand, you **can't draw them** in a space that contains a **preexisting Tentacle**.
- ◊ At the end of the game, you will get **2 points** for each **Tentacle** you drew (regardless of its length), plus **1 point** for each space that contains **both a Tentacle and a Route**.

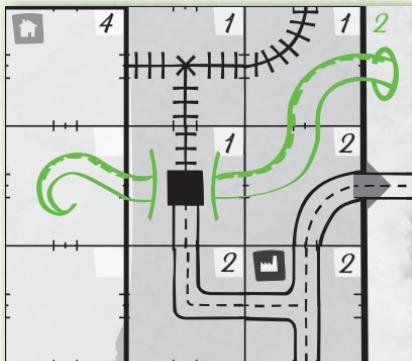


Fig. 1b



Fig. 2b



Example: These 4 Tentacles will be worth 8 points (2 points each). There are also 7 spaces that contain both regular Routes and Tentacles (an additional 7 points). This brings the total to 15 points!

Fig. 3b At the end of the game, this Tentacle will be worth 2 points + 3 additional because it goes through 3 spaces that also contain regular Routes.



INVESTIGATION DIE

DIFFICULTY: MEDIUM



: 6 ROUNDS

Mysterious things are happening in your county. Send your Investigator to collect Clues that are appearing on your board and solve the case. Move your Investigator on top of a Clue to collect it. If you collect them all, you will solve the mystery (and get points). When playing with the **Investigation Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game only lasts **6 rounds**.
- ◊ Before rolling the dice for the first round of the game, choose an Exit and draw your Investigator next to it (fig. 1c).
- ◊ When you draw Routes, you **may** draw the Investigation die result, following the normal placement rules (remember to also draw the magnifying glass, but **do not draw** the footsteps).
- ◊ At the end of the round, you **may** spend a number of **Movement points** equal to the **footsteps** shown on the Investigation die. Each Movement point can be spent to perform one of the following actions:
 1. Move your Investigator to an **adjacent space** connected to their starting space with a **Highway Route**.
 2. Move your Investigator from a space with a **Station** (or from a **Railway Exit**) to a **space with a Station** connected to their starting space by 1 or more **Railway Routes**. When doing so, you have to stop at the **first Station** you encounter along your path (you **cannot** skip Stations).
- ◊ When you move your Investigator, erase them from their current position and redraw them on their **destination space** (you don't have to do this for every step, you can just draw their position at the end of their movement, after you spent all of the Movement points).
- ◊ If after spending a Movement point, your Investigator lands on a space that contains a **Clue** (magnifying glass), draw a circle around it to remember that you collected that Clue. You can collect **more than 1 Clue** in a single round.
- ◊ At the end of the game, you will gain **1 point** for each Clue that you collected, plus **4 points** if you collected **all clues**.

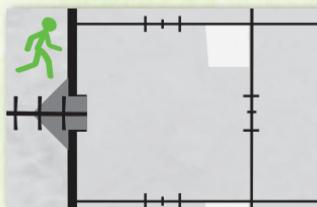
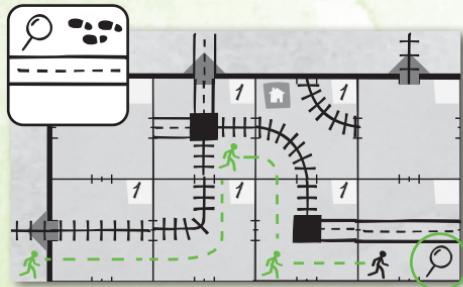


Fig. 1c At the start of the game, draw your Investigator next to one of your Exits.

Example: Lavinia's Investigator starts from a Railway Exit. From there, she spends 1 Movement point to move the Investigator to a Station, then she spends a second Movement point to move to another Station (as she could not skip the first one). Finally, she spends the third point to move to an adjacent space following a Highway route, collecting a Clue.



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