

HJALMAR HACH & LORENZO SILVA

RAILROAD™

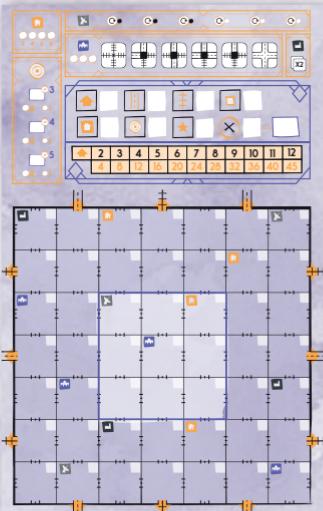
inkExpansions



Solo Board

The **Solo board** is designed to give you the best experience when playing on your own. Get access to an **additional Special Building**, the **Research Lab**, which allows you to **reroll** your dice. When playing with the **Solo board**, apply the following changes to the game:

- ◊ You activate a **Research Lab**  when you draw a Route with at least 1 Railway and/or Highway in its space. When you activate a Research Lab, fill the leftmost available dot on the Research track to unlock a **Research point**.
- ◊ After rolling your dice, you **may** spend as many Research points as you like to **re-roll** any number of dice. Every time you use one of your Research points, choose **any number of dice** and roll them again. After using a Research point, **cross it off** from your Research track with a cross. You can only use Research points that have previously been **unlocked**. You start the game with **3 unlocked Research points**.
- ◊ When using **Goal cards**, use the **Solo mode rules** (described on page 15 of the *Lush Green* or *Shining Yellow* rulebook). The Goal section of the Solo board contains reminders for the scoring rules of timed Goals (the turn numbers and the points).

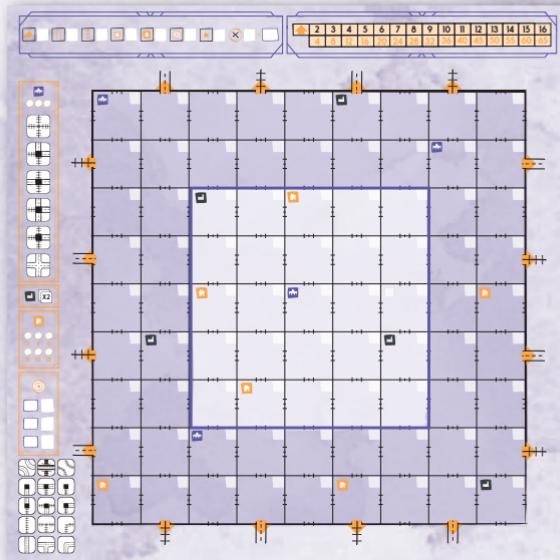


Example: This player has unlocked 1 additional Research point, and used 2 of the starting ones.

GIANT BOARD

Play Railroad Ink on a whole new scale with the 9x9 Giant Board! You may choose to play with either the *RRI Challenge* dice or the *RRI Classic* dice. With this board, you can even combine 2 Expansions! When playing with the **Giant board**, apply the following changes to the game:

- ◊ Take the **4 Route** dice from any box of Railroad Ink (*Challenge* or *Classic*).
- ◊ The game lasts for **12 rounds** instead of the normal 7.
- ◊ When using an Expansion that **shortens** the duration of the game, play **9 rounds** instead of 12.
- ◊ When using **2 Expansions** that **both shorten** the duration of the game, play **7 rounds** instead of 12.



When you play with 2 Expansions, there could be some interactions between them. We created an online tool for this purpose. Visit it to know if there are some special rules for your specific case. **Scan the QR code** to the right or go to horribleguild.com/railroadink-interactions with your favorite browser.



EPIC BOARD

Play on the epic-sized (and aptly named) **11x11 Epic board** for an unprecedented *Railroad Ink* experience! The Epic boards have **more Exits** to connect, and also introduce **Mountains** that constrain your Route building. With this board, you will play **10 rounds** rolling **6 dice** every round. When playing with the **Epic board**, apply the following changes:

- ◊ Take the whole set of dice from **any box** (the *RRI Challenge* dice are preferable) and add two “simple” white Route dice (the ones with straight, curve, and ‘T’ junction for Railway and Highway) from any other box. You should now have **6 dice**.



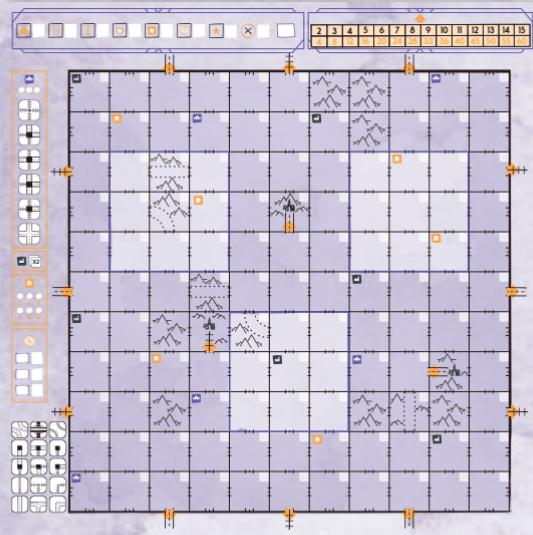
- ◊ Each round, you roll **6 dice** instead of the normal 4.
- ◊ The game lasts **10 rounds**.

Mountains:

- ◊ You **can't** draw on Mountain spaces.
- ◊ Some Mountain spaces have a **dotted line**. You may draw any kind of Route that **fits** the space marked by the dotted line.

Cities on the Board:

- ◊ Each City on the board **counts** as 1 **Exit** for your Network.
- ◊ You **can** draw Routes starting from these Cities.



Expansion interactions with the Epic board:

- ◊ If an Expansion **shortens** the duration of the game, play an **8-round game** instead of using the game length indicated by the expansion.
- ◊ Mountains and Cities **cannot be destroyed** by any Expansion effect.
- ◊ Any kind of element that **fits the shape** indicated by the **dotted line** in a Mountain space can be drawn there (Rivers, Tentacles, Superconnection, Airway Routes).
- ◊ Elements that occupy a **whole space** can't be **shrunk** to fit a dotted line.
- ◊ Elements that change the status of a space **can** be drawn on a Mountain space (for example, electricity or weather).

Specific rules for Expansions:

- ◊ **Trails:** Trails can go over Mountains.
- ◊ **Canyons:** Canyons can be drawn between 2 Mountain spaces.
- ◊ **Volcanos:** At the start of the game, choose a Mountain and it becomes a Volcano. When you have to draw a new Volcano, it has to be drawn on a Mountain space. Lava touching a Mountain is considered a closed side of a lava lake.
- ◊ **Trees:** You can draw Trees in Mountain spaces (if there are also Routes they have to match the dotted line).
- ◊ **Desert:** You can draw Cacti on Mountain spaces (if there are also Routes, they have to match the dotted line).
- ◊ **Alien Farmer:** Sheep can be drawn on Mountain spaces (if there are also Routes, they have to match the dotted line).
- ◊ **Pluck-Man:** Pluck-Man symbols can be applied to Exits that are on the board (Cities).
- ◊ **Underground:** The Underground Expansion can't be played on the Epic board.

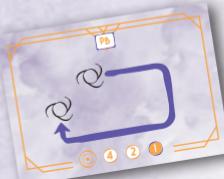
EXPANSION GOAL CARDS

Follow the rules for playing with Goal cards when using an Expansion (as described on page 10 of the Lush Green or Shining Yellow rulebook).

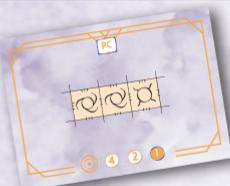
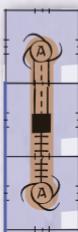
PORTAL



Have 3 Portals on spaces with a University.



Create a Network that loops through matching Portals.

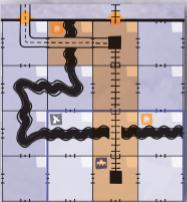


Have three orthogonally adjacent Portals.

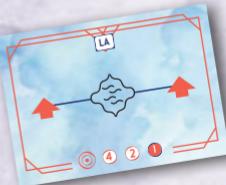
RIVER



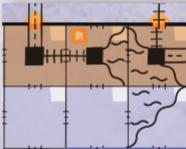
Have a Route that crosses over the same River twice.



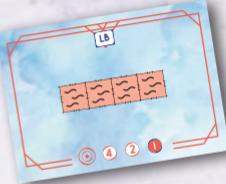
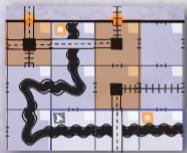
LAKE



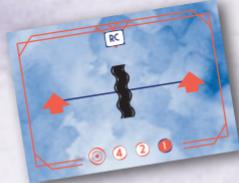
Have 2 Exits connected through a Lake.



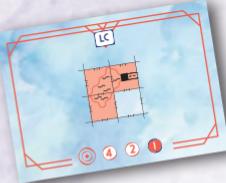
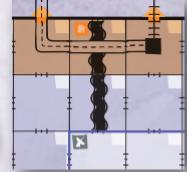
Have 3 Stations orthogonally adjacent to River spaces.



Have 4 Lake spaces in the same row or column.



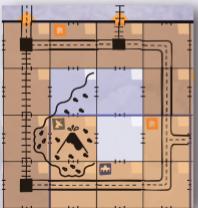
Connect 2 Exits with a Route that goes over a River.



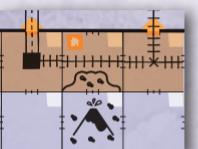
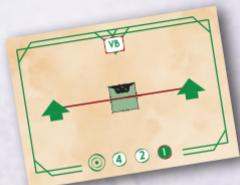
Have a Lake with no straight edges.



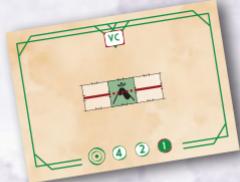
LAVA



Have a Route looping around a Volcano.

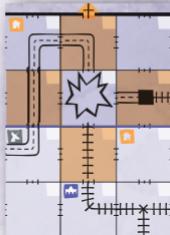
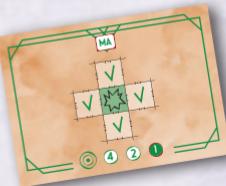


Connect 2 Exits through a space that has Lava in it.

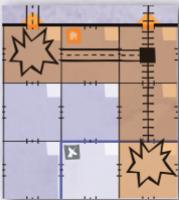
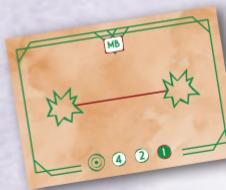


Have Lava destroy 1 of your Routes.

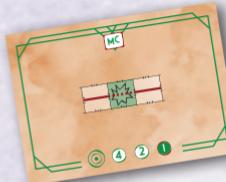
METEOR



Have a Crater with Routes on all 4 adjacent spaces.



Connect 2 Craters with a Route.



Have a Route destroyed by a Crater.

BLUEPRINT CARDS



You can play with different starting conditions by using the **Blueprint cards**. To play with this module, draw a **random Blueprint card** at the start of the game (the cards are double-sided, so also randomize the side of the card). **All** players **draw** all the elements on the Blueprint card on their board so that all boards are the same. After setting up the modified boards, players play following the normal rules. Some Blueprint cards could **shorten** the **duration** of the game. This is indicated by a **clock symbol** and a number defining the new duration of the game.

Some Blueprint cards contain **walls** between spaces:

- ◊ Routes touching a wall are **not** considered Errors.
- ◊ Two Routes are not considered connected if a wall is between them.
- ◊ You can have a Railway “touching” a Highway if there is a wall between them.

Special Buildings:

- ◊ Special Buildings are **not activated** when drawing the Blueprint card elements during setup.

Expansions:

- ◊ If both an Expansion and the Blueprint card reduce the duration of the game play a **5-round** game.
- ◊ **Don't** use Blueprint cards that have walls while playing with any of the following Expansions: Trails, Canyons, Tentacles, or Lava.
- ◊ **Don't** use any Blueprint cards with the standalone variant of Underground. If you play the double board version, don't apply any Blueprint elements to the Underground board.

Compatibility

- ◊ You can use Blueprint cards with the classic Railroad Ink.

