



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.



PLUCK-MAN DIE

DIFFICULTY: MEDIUM : **7 ROUNDS**

Draw Pluck-Man, Ghosts, and Fruits next to your unused Exits. At the end of the game, the more Ghosts you connected to Pluck-Man, the more bonus points you will score... as long as a Fruit is also connected to that same network to feed Pluck-Man with the energy needed to catch all those pesky Ghosts! When playing with the **Pluck-Man Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game lasts **7 rounds** as usual.
- ◊ When you draw Routes, you **must** draw the result of the Pluck-Man die next to one of your “unused” Exits, i.e., an Exit that has **nothing connected to it**.
- ◊ If you have **no unused Exits available**, you **cannot** draw the Pluck-Man die for that round.
- ◊ At the end of the game, for each **Network** you have, you gain **3 points** if that Network contains **at least 1 Pluck-Man Exit**. If it also contains 1 or more **Ghost Exits** but **no Fruit Exits**, you also **lose 2 points** for each Ghost Exit in that Network. If that Network contains **at least 1 Fruit Exit**, you instead **gain 2 points** for each Ghost Exit in that Network. If a Network only contains Ghost Exits and/or Fruit Exits, but no Pluck-Man Exit, **nothing happens**.

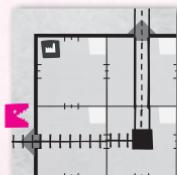


PLUCK-MAN

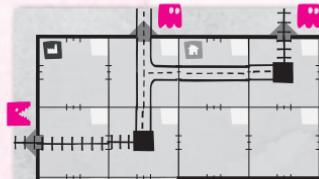
GHOST

FRUIT

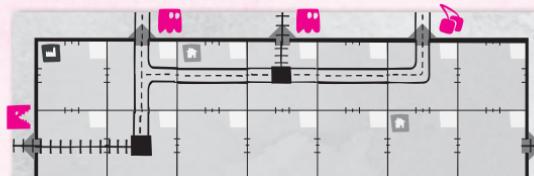
Some examples of Pluck-Man Networks.



= 3 Points
+3



= -1 Point
-2 -2 +3



= +7 Points
+3 +2 +2



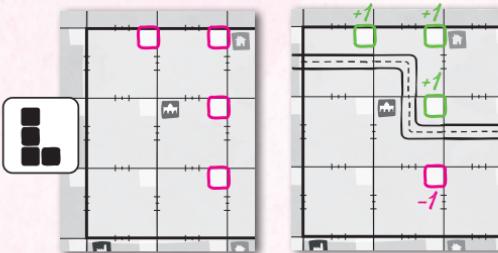


TETROMINO DIE

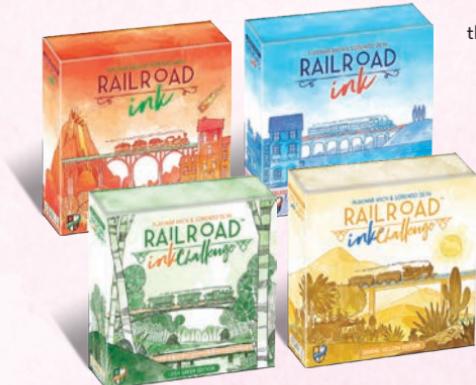
DIFFICULTY: EASY : 7 ROUNDS

Are you ready for some next-level urban planning? Declare where you are going to build in advance: if you respect your commitment you will gain points at the end of the game. If not, you will lose points instead. When playing with the **Tetromino Expansion ★**, apply these **changes** to the regular game rules:

- ◊ The game lasts **7 rounds** as usual.
- ◊ Before you draw any Routes each round, you **may** draw the result of the Tetromino die (you still have to use all 4 Route dice).
- ◊ When you do use the Tetromino die, you **must** “enhance” **empty spaces** on your board, following the same pattern shown on the die, by drawing a **small square** around the white space used to mark the number of the round (spaces that are already enhanced **cannot be enhanced** again).
- ◊ You can freely **rotate** and/or **reverse** the pattern shown on the Tetromino die, just like with regular Routes, but you **must** use the **full pattern** shown on the Tetromino die: you **cannot** use only part of it. If you can't find a patch of empty spaces that matches the pattern, you **cannot** use the Tetromino die this round.
- ◊ At the end of the game, you gain **1 point** for each enhanced space that also contains something (either Routes or other drawn elements). You **lose 1 point** for each **empty enhanced space**.



Example: Valentina uses the “L” shaped Tetromino to enhance 4 empty spaces. At the end of the game, 3 of those spaces have been filled for 3 points, but one remains empty, costing her 1 point.



The **Railroad Ink** series includes:

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

HJALMAR HACH & LORENZO SILVA™
RAILROAD
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All Expansions, both the ones in the Blue, Red, Green, and Yellow boxes and the ones in the Expansion Boxes are **modular** and **100% compatible** with any version of the game.





GALACTIC INVADERS DIE

DIFFICULTY: MEDIUM



: 7 ROUNDS

Send Aliens to attack your opponents while trying to defend against those that are invading you. When Aliens attack, they destroy any structures in their space. Get rid of Aliens by drawing something in the same space they are in, but beware: this will not work on Aliens that have raised their Shield. At the end of the game, you will lose points for each Alien left on your board. When playing with the **Galactic Invaders Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game lasts **7 rounds** as usual.
- ◊ At the start of the game, each player draws 2 aliens on the board of the player to their right, in the **bottom right corner** of 2 different **empty spaces**.
- ◊ At the **end** of each round, **roll** the Galactic Invaders die and **resolve** its effects (the die is rolled only once and all players apply the effect of the same result).
- ◊ The Space Invader die has 3 types of faces:



Alien: Draw an **Alien** in the bottom right corner of any **empty space** on the board of the player to your **right**. There can only be **1 Alien** per space.

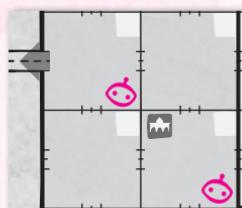


Attack: First, all the Aliens on your board activate their **Shield** (i.e., you **must** draw a circle around each one of them to show it); then, each Alien **attacks**, destroying everything in their space (i.e., you **must** erase everything in that space except the Alien).

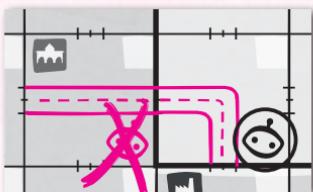


Nuke: Choose 1 Alien on your board (even one with a Shield) and erase it.

- ◊ In case of the destruction or removal of a space containing a Special Building, follow the rules explained on the Special Buildings section of the base rulebook (page 7).
- ◊ When you draw something on a space that contains an Alien **without a Shield**, you must erase that Alien. Aliens **with Shields**, instead, can only be erased with a **Nuke action**.
- ◊ At the end of the game, you lose **1 point** for each Alien that remains on your board.



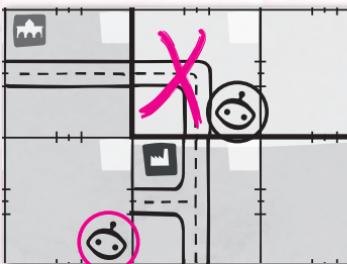
Setup: Place Aliens in any 2 different spaces on the board of the player to your right.



Erasing Aliens: You can erase an Alien without a Shield by drawing anything in the same space. Aliens with a Shield cannot be erased this way.



Attack: All Aliens get a **Shield** (if they don't have one already); then, you must erase any structures drawn in the same space as an Alien.



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Design:
Hjalmar Hach, Lorenzo Silva
Artwork:
Marta Tranquilli
Art Direction:
Lorenzo Silva
Project Manager:
Hjalmar Hach

Graphic Design:
Rita Ottolini, Noa Vassalli,
Antonio Delbono
Production Manager:
Flavio Mortarino
Rulebook:
Hjalmar Hach, Alessandro Pra',
William Niebling

www.lumaimports.com

Distributed by Luma Imports, Inc.
1201 North Market St., 18th Floor,
PO Box 1347
Wilmington, Delaware 19801

If you have any issues, please contact us at:
info@lumaimports.com



RAINBOW DIE

DIFFICULTY: MEDIUM : **6 ROUNDS**

It's a kind of magic! Cars and trains are flying on colorful rainbows, and the enchanted creatures living underneath clovers harness the power of those rainbows. But not all is cupcakes and sprinkles. Dark clouds are lurking beyond the horizon. Draw colorful rainbows on your boards and send ominous clouds to your opponents! When playing with the **Rainbow Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The game only lasts **6 rounds**.
- ◊ At the start of each round, you **must** apply the effect shown on the Rainbow die.
- ◊ The Rainbow die has **3 types of faces**:



Rainbow: Draw a **Rainbow** in **1 empty space** on your board of your choice OR erase a Rainy Cloud from a space of your choice and replace it with a Rainbow, as long as that space is **not orthogonally adjacent** to another space that already contains a Rainbow.



Rain: Draw a **Rainy Cloud** on the board of the player to your left. The Rain Cloud **must** be drawn on an **empty space** that is **orthogonally adjacent** to a preexisting **Rainbow**. If such a space does not exist (and only in that case), you can draw the Rainy Cloud on **any empty space**. A Rainy Cloud has **no effect**, it just occupies a full space.

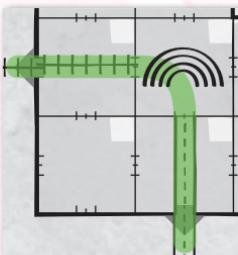
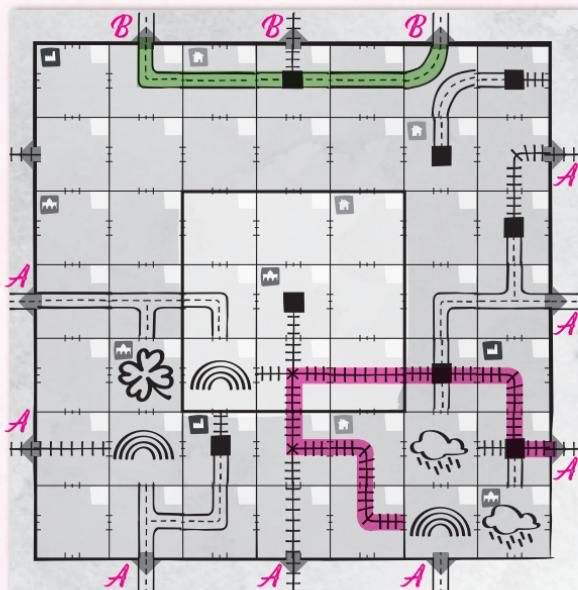


Clover: Draw a Clover in **1 empty space** on your board.

- ◊ Networks connected to the same **space with a Rainbow** are also connected to **each other**.
- ◊ Rainbows **interrupt** your longest Highway and/or Railway.
- ◊ At the end of the game, each Rainbow is worth **2 points** for each **Clover** that is orthogonally adjacent to it.
- ◊ Rainbows, Rainy Clouds, and Clovers occupy the **whole space** (nothing else can be drawn in the same space).
- ◊ Open ended Routes leading into a space that contains a Rainy Cloud and/or a Clover **do not** count as Errors.



Rainbow placement: You can't place a Rainbow orthogonally adjacent to a preexisting one.



Connections: Routes connected to the same Rainbow are also connected to each other.

Example: Valentina has a network with 8 Exits and one with 3 Exits. She also has a Longest Highway with a length of 5 (marked in green) and a Longest Railway with a length of 8 (marked in pink). Her Rainbows are both adjacent to the same Clover and they are worth 4 points (2 points each).