



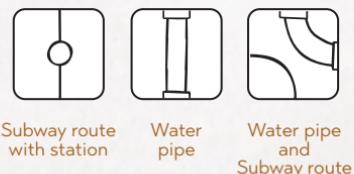
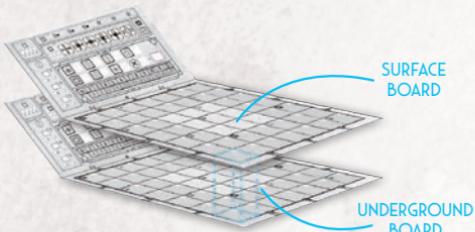
When you play with an Expansion ★, you must roll the respective Expansion dice along with the 4 Route dice at the beginning of each round. In addition, the Expansion may change the **number of rounds** you must play and give you **new ways to score points**. During the game, follow the **same rules** 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.

Underground is a single 4 dice expansion. Manage an underground network of Subways and Water Pipes. You can use the Underground dice either as an **Expansion** to the base game or as a **standalone** game.

EXPANSION MODE

To play with the Underground dice as an Expansion, you need **two** boards for each player: one board for the **Surface** and one for the **Underground**. Think of them as two layers, one on top of the other. You will play with the basic white Route dice on the Surface board (following the normal *RRI* or *RRI Challenge* rules) and with the Underground Expansion dice and rules on the Underground board.

DIFFICULTY: HARD : 14 ROUNDS



Subway route with station

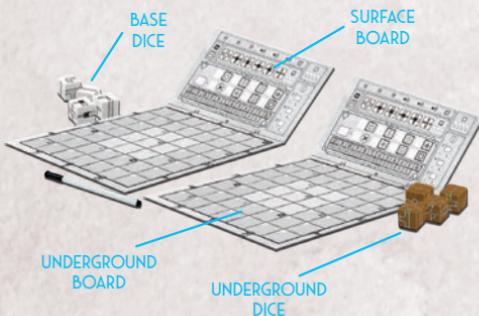
Water pipe

Water pipe and Subway route

There are **4 Underground dice** with 2 different types of Routes: **Subway Routes** (depicted with a single line) which may also have Subway Stations on them (depicted as an empty circle) and **Water Pipes** (depicted as a double line with interfaces at the ends). Some results contain a combination of the two. Note that these two types of Route can **never connect** to each other.

SETUP

- ◊ Give each player one board (you may choose either the classic or the challenge version, but every player has to have the same kind of board). This will be the **Surface board**.
- ◊ Give each player a second board (you may choose both the classic and the challenge versions. In this case it doesn't make any difference, players could even have boards of different versions). This will be the **Underground board**.
- ◊ Put the 4 white Route dice and the 4 Underground dice on the table, but **don't mix them**.



GAMEPLAY

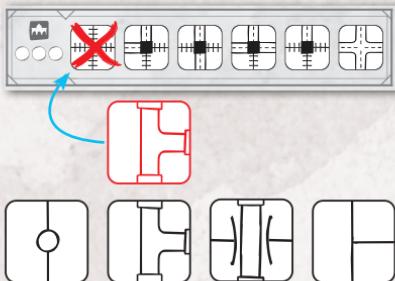
- ◊ You will play **alternating** between Surface and Underground rounds for a total of **14 rounds**:
7 Surface rounds and 7 Underground rounds.
- ◊ Start with a **Surface round**.

SURFACE ROUNDS

- ◊ These rounds are played following the normal rules of the Railroad Ink version whose boards you chose as the **Surface boards**.

UNDERGROUND ROUNDS

- ◊ Roll the Underground dice.
- ◊ Every player **must** draw the results of these dice on their Underground board, following the **Underground placement restrictions** (see below).
- ◊ At any point during an Underground round, you may choose to use a **duplication power** to duplicate one of the Underground die results for the current round. **Mark it** by crossing off one of the Special Routes at the top of your **Underground board**. You can only use a total of **3 duplications** per game and a maximum of **1 per round**. Using a duplication power **does not count** as using a Special Route on the Surface board.
- ◊ When playing with *Railroad Ink Challenge* boards as Underground boards, **ignore** all of the Special Buildings.

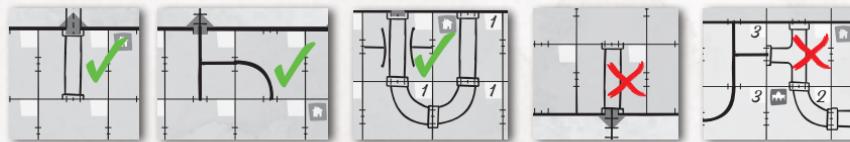


Using the duplication power:

Hannah decides to duplicate her "T" shaped water pipe. She marks one of her Special Routes as a reminder. She now only has 2 duplication powers left.

UNDERGROUND PLACEMENT RESTRICTIONS

- ◊ When drawing a Route on the Underground board, it **must** be connected to a preexisting Route or Exit. A **Subway Route** can only be attached to a **Railway Exit** or to another **Subway Route**. A **Water Pipe** can only be attached to a **Highway Exit** or to another **Water Pipe**.
- ◊ You can **never** connect a Water Pipe to a Subway Route or Railway Exit and you can **never** connect a Subway Route to a Water Pipe or Highway Exit.



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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

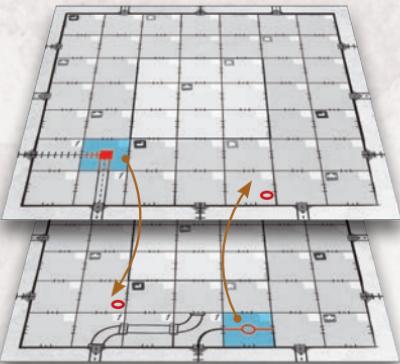
Distributed by Luma Imports, Inc.
1201 North Market St., 18th Floor,
PO Box 1347
Wilmington, Delaware 19801

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

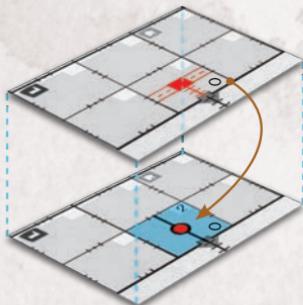
INTERACTION BETWEEN SURFACE AND UNDERGROUND

There are two types of interactions between the two boards: you can **create Hubs** and gain points by matching the positions of **Subway Stations** and **surface Stations**; additionally, you will **break a pipe** and lose points if you draw a **surface Station** above a **Water Pipe space**. Follow these rules for these two types of interactions:

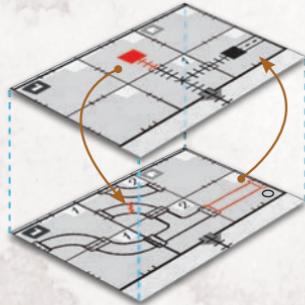
- ◊ To keep track of the interactions between Surface and Underground, you should follow this courtesy rule: Whenever you draw a **Subway Station** on the Underground board, **draw a circle** in the bottom right corner of the corresponding space on your **Surface board**. Whenever you draw a **Station** on the Surface board, **draw a circle** in the bottom right corner of the corresponding space on your **Underground board**.
- ◊ If a Station on the Surface and a Subway Station on the Underground share the **same space** on their respective boards, **fill the Subway Station** (make it a filled circle). This is now a **Hub**.
- ◊ When you draw a **Station** on your Surface board, check if there is a **Water Pipe** beneath it. If there is, it becomes a Broken Water Pipe: draw a zig zag line in the **Water Pipe** (as seen in the picture to the lower right) to mark it as broken. Drawing a Water Pipe underneath an already-built surface Station **will not** break the pipe.



Example of the courtesy rule: Draw a circle in the bottom right corner of a space to remind you of what is underneath or above it.



Creating a Hub: If a surface Station and an underground Subway Station share the same space, fill the Subway Station: it is now a Hub.

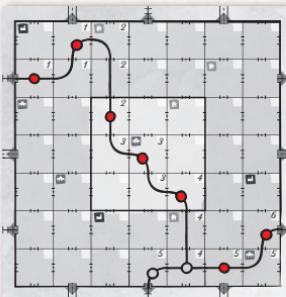


Breaking a Pipe: Drawing a Station "on top" of a pipe will break it, but not vice-versa.

STAND ALONE VARIANT

When playing the Standalone version, you **only** play with the Underground board. Follow the rules of the Expansion Mode with just a few changes:

- ◊ Play only for **7 rounds**.
- ◊ **Don't use** a Surface board and the white Route dice.
- ◊ **Ignore** all the interaction rules between the Surface and Underground boards.
- ◊ When you draw a **Subway Station**, if there is no **Hub** in the **same row and/or column**, you must **immediately** transform that Subway Station into a **Hub**.

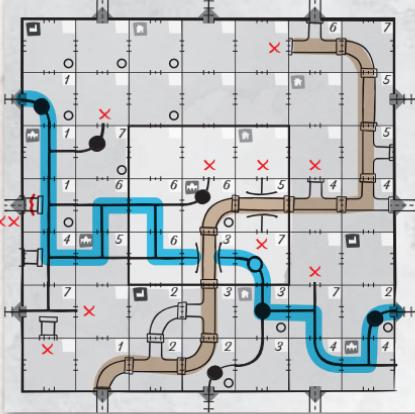


SCORING

After 14 rounds, use the following rules to calculate your Underground score:

♦ Networks:

- ◊ All **Exits** connected to each other by **Water Pipes** form a **Network**. The size of the Network is equal to the number of connected **Exits**. You score points for each of these Networks according to the Network Values track.
- ◊ All **Exits** and **Hubs** connected to each other by **Subway Routes** create a Network. The size of the Network is equal to the number of connected **Exits and Hubs**. You score points for each of these Networks according to the Network Value track.
- ◊ Mark the resulting **total** in your Network scoring space.
- ◊ **Longest Water Pipeline:** Use the rules for calculating Longest Routes to calculate your Longest Water Pipeline. **Double** that score and write it in the **Longest Highway** scoring space. Broken Water Pipes **do not interrupt** your Longest Water Pipeline.
- ◊ **Longest Subway Line:** Use the rules for calculating Longest Routes to calculate your Longest Subway Line and write that score in the **Longest Railway** scoring space.
- ◊ **Center:** Gain points for the central area as usual; write the score in the Central Spaces scoring space.
- ◊ **Errors:** you **lose 1 point** for each **open-ended** Subway Route or Water Pipe. You **lose 2 points** for each **broken Pipe**. Subway Routes and Water Pipes that connect to the edge of the board **do not count** as Errors. Add up all the negative points from your Errors and mark the result in the Error scoring space.



The Underground board: Hannah managed to create a size-3 Network with Water Pipes and a size-10 Network with Subway Routes (4 Exits and the 6 Hubs connected to each other). She managed to create a Longest Water Pipeline with 13 spaces for a total of 26 points and a Longest Subway Line with 15 spaces. She gains 6 points for the Center. Unfortunately, during the 5th round, she broke 1 pipe on the left side of the board for -2 points; added to the 9 Errors this is a total of -11 points. The final score for her Underground board is 80 points.

Add up all the points you earned and write them in the Total score space of your Underground board. Then, also write this total in the Expansion scoring space of your Surface board.

Calculate the points for your **Surface board as usual** and add the Expansion points to the total.



The Surface board: The Surface board is calculated as usual. In the Expansion scoring space there are the 80 points from the Underground board. The total score accounts for both the Surface board and the Underground one.

