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**GD2 Railroaded Instructions**

Overview:

Railroaded is a game where the player must ride trains to get to the end of the tracks while avoiding collisions with oncoming trains. The actual game is primarily geared for single player, but the paper prototype has multiplayer options and is 1 – 6 players.

Player – Players are represented by caps. There are six colors of blue, red, green, purple, yellow, and teal. Players will choose their color, and that cap will represent them. Each player gets 3 lives.

Trains – Trains move along the track at various speeds depending on their type. They are represented by the long half of an index card, and are color coded by type. Each train is made of 3 player spaces. Trains move in a direction of inbound or outbound.

Inbound Trains - The trains the players start to ride on, as well as those that travel in the direction. They spawn on the square spaces. There are 2 types:

1. Inbound Steam Train – These trains move inbound at the rate of 2 spaces per turn. They are represented by white. If other inbound trains are at spawn limit, this train spawns instead.
2. Inbound Diesel Train – These trains move inbound at the rate of 3 spaces per turn. They are represented by orange. Their spawn limit is 2 per turn.

Outbound Trains – The oncoming trains that travel to the opposite direction of the player. In general, outbound trains move a space faster than inbound counterparts if they have them.

1. Outbound Steam Train – These trains move outbound at a rate of 3 spaces per turn. They are represented by yellow. If other outbound trains are at spawn limit, this train spawns instead.
2. Giant Steam Train – These trains move outbound at a rate of 3 spaces per turn. Due to their immense size, they are not affected by collisions unless it is another Giant Steam Train. They are represented by green. Their spawn limit is 4 per turn and 6 actively on the board.
3. Bullet Train – These trains are very fast and move at a rate of 4 spaces per turn. They are represented by purple. Their spawn limit is 2 actively on the board.

Spaces – There are 5 kinds of spaces in Railroaded.

1. Square Space – This space is the player starting point. It is also where the Inbound trains spawn on consecutive turns.
2. Triangle Space – This space is on the opposite end of the board. It is where some of the Outbound trains start and where all of them spawn on subsequent turns. If a player reaches this space first, they win.
3. Circle Space – This space is eligible as a starting point for certain trains on the starting turn.
4. Boundary Line –This controls spawning on subsequent turns. If a train passes the boundary line, another train will have a chance to spawn behind them. This spawning will happen on the Square Space or Triangle Space, depending on whether the direction is inbound or outbound respectively. And instead of being on the first 3 spaces like in the starting turn, only the first space of the train will start on the board. The inbound boundary space is red and the outbound one is blue. The boundary line cannot activate before turn 2.
5. Switch Tracks – Marked by arrows, the switch space allows trains to move from one track to the next, if on the correct side and if it is activated. If the arrow is facing away from the track the train is on, the train can access an activated switch rail. Switch rails are in a deactivated state at the start of the game. When deactivated they send the train straight. They can be activated by place a marker next to them, and deactivated by removing that marker. Only players within 5 spaces of one can activate it.

Setting Up:

The player chooses a color of cap.

If multiplayer, then roll a 6 sided die to see spawn order.

The player(s) then choose one of the six starting spots in the established spawn order. They are the square spaces. After choosing a spot, they roll a 6 sided die to see what train they start on. This happens as a part of choosing the starting spot. Rolling a 5 means an Inbound Diesel. Anything else means an Inbound Steam Train. If 2 Inbound Diesels have already spawned that turn, the spawn limit for that turn has been reached and an Inbound Steam Train will be used instead. Trains that spawn on this turn will be put in the first 3 spaces on the board.

Then rolling is done for subsequent trains. If less than 3 players are playing, more inbound trains may spawn that turn. To determine, a 6 sided die is rolled for each empty space. 3 and 6 spawns an Inbound Steam Train. 5 Spawns a Diesel if not at the limit.

Now, rolling is done in each line to determine Outbound train placement. Odds represent one train on the track, while evens represent 2. A second die is cast for each train to be spawned to determine the type of train that spawns. 5 or 6 represent a Giant Steam Train. A 1 represents a Bullet Train, and anything else spawns an Outbound Steam Train.

The die is then rolled again for each train that is determined where they spawn. A 1 places the trains at the Triangle Space, a 3 puts the train at the back set of circles spaces for that track, and a 5 puts them at the front set of circles. Even rolls mean the player(s) get to choose at the end of these rolls where the trains go. (Can be circle or triangle spaces.)

Turns:

Once starting prep is set up, the Turns are divided into three phases.

1. Movement phase:

This is the phase where the player declares their moves. They have only 30 seconds to do so. Anything after that is not done as it is considered too late to move. This can be kept with a timer. In multiplayer, players move at the same time.

The player can move their character a certain number of spaces per turn. They can also jump to a train on the adjacent track. If they mistimed their jump and the trains do not line up, the player will fail and fall on the tracks to die. If they land on a spot with another player, they roll to see who wins. The lower roll wins. The loser is pushed off the train and dies.

Each player has a total stamina of 3 per turn. Moving a space costs 1, and jumping costs 2. Movement and jumping can only be attempted if the player has enough stamina left to do so. Otherwise, it will fail and the player won’t be able to do so.

The player can also activate and deactivate switch tracks through marker placement.

Moves are done, but player movement does not actually happen until the calculation phase. A temporary marker is placed to show where the player would end up if the moves are successful.

A player who died last movement space may spawn on an empty Square Space if they have any remaining lives to do so. Spawning counts as an entire turn and costs 3 stamina. A respawning player is treated like the beginning of a game.

1. Spawn Phase:

This is the phase that determines if a new train spawns. It is somewhat similar to spawning at the start of the game, but with some differences.

If a train passes the boundary line for its direction side, a train has a chance to spawn. Same thing for if the board is empty of trains for that direction. A 6 sided die is rolled to determine if they spawn. Roll a 1 or 2 and a new Inbound train spawns. Otherwise no train spawns. Same thing for Outbound trains, except they need a 3-6 roll to spawn. Type of train is determined as at the start by rolling another die. For Inbound, 5 is an Inbound Diesel. Everything else is an Inbound Steam Train. For outbound, 5 and 6 is a Giant Steam Train, 1 is a Bullet Train, and everything else is a

Spawn limits are taken into account. Spawning can only happen on empty spaces.

Unlike at the start, where trains spawn fully at the board, trains now spawn with only one space (out of 3) on the board on the edge of the Triangle or Square spaces.

1. Calculation Phase

This is the phase where he player’s movements and the train’s movements are shown on the board. Newly spawned trains, which came onto the board earlier that turn, do not move. The results will show.

Collisions are when 2 trains occupy the same spot. Any player on those trains will die and lose a life. On impact, the trains will stop, stay on the board for a turn, and are then removed at the beginning of the following turn. Giant trains are not affected by collisions with other types of trains and keep moving as if nothing happened.

After this phase, the next movement phase happens and marks the beginning of the next turn. The cycle of the phases are repeated again until winners are decided.

Winning:

When a player reaches the Triangle Space at the other side first.