

RAILROAD™

inkExpansions

FUTURISTIC

EXPANSION PACK

Livret de Règles

Regolamento

CZ a SK Pravidla



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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.



CITY BUILDER DICE DIFFICULTY: MEDIUM ⌚ : 7 ROUNDS

Gain money by pleasing investors and spend it to create **futuristic buildings** in your county. Investors are going to evaluate your conduct and give you **money** according to how well you followed their vision. You will then use that money to **build your empire**. Each round, you will be evaluated

on the basis of the **Income die** and you'll have the opportunity to build as many **Buildings** of the type displayed on the Building die as you can **afford**. At the end of the game, you will gain points according to the number of **Towers**. Buildings can also **remove Errors** from your board: if a Route ends facing into a Building it will not be considered an Error. When playing with the **City Builder Expansion ★**, apply these **changes** to the regular game rules:

◇ After drawing all your normal Routes, you **gain money** based on the **Income die**. The Income die can show one of the following faces:



Adjacent Construction: Gain Coins for your biggest group of orthogonally adjacent connected Routes (including Specials) that you drew **this round**. You gain **1 Coin** for **each space** in this group.



Early Interconnection: Gain **1 Coin** for **each Exit** in your current largest Network.



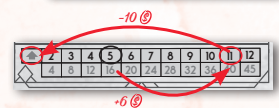
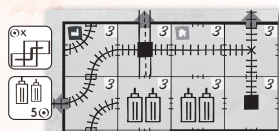
Central Development: Gain **1 Coin** for **each occupied space** in the **Central Area** of your board.



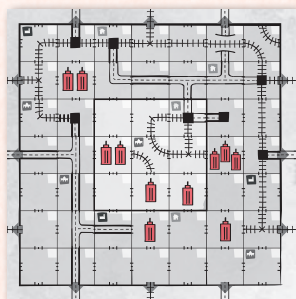
Urbanization: Gain **2 Coins**, plus **1 Coin** for **each space** containing a **Building**.

- ◇ Keep track of your Coins on the Network Scoring track (see example to the right). You can have a maximum of **12 Coins**.
- ◇ **After** receiving your income, you **may** build **1 or more copies** of the Building shown on the Building die by **paying the cost** written on the die itself. Buildings occupy 1 whole space. A Building can contain from 1 to 3 Towers. You may build a Building on any **empty space** on your board.
- ◇ At the end of the game, you gain **1 point** for each of your **Towers** (one space can contain up to 3 Towers).
- ◇ Open-ended Routes connecting to a space that contains a Building **do not count as Errors**.

Example: At the end of the game, Beatrice will gain 11 points from her Buildings (one for each Tower). She also managed to avoid losing points for her Errors by placing Buildings in front of all her open ends.



Example: The Income die shows the Adjacent Construction face. Beatrice managed to connect 6 Routes this round, so she gains 6 Coins on top of the 5 Coins she already had. She circles 11 on her Network Scoring track. She then moves on to draw Buildings: the Building die shows a double Tower for 5 Coins. She builds two, for a total of 10 Coins. Beatrice is left with only 1 Coin.





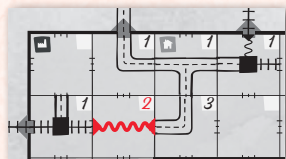
SUPERCONNECTION DIE

DIFFICULTY: EASY

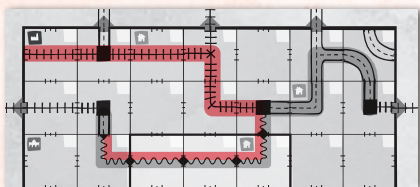
: 6 ROUNDS

The Superconnection technology is a new and very efficient way to travel. Both cars and trains can be loaded on top of super-fast, magnetically suspended vehicles. Superconnections can be used to connect **both Highways and Railways** thanks to “Superstations” (drawn as a triangular shape). At the end of the game, Superconnections will count towards both your Longest Highway and your Longest Railway. When playing with the **Superconnection Expansion** ★, apply these **changes** to the regular game rules:

- ◇ The game only lasts **6 rounds** (instead of 7).
- ◇ You **must** use the result of the Superconnection die each round, following the normal placement rules.
- ◇ When drawing Superconnection Routes, you may connect them to any type of Route through **Superstations**: the triangular structures on the ends of Superconnection Routes.
- ◇ Superconnection Routes can be considered as both Highways and Railways when scoring the Longest Highway and Railway.



Superconnection Placement.
Thanks to the Superstations, you may connect any type of Route to a Superconnection.



Scoring example: Beatrice scores a size-5 Network (16 points), a size-10 Longest Highway, and a size-10 Longest Railway. Remember, you can count Superconnections both for your Longest Highway and your Longest Railway.



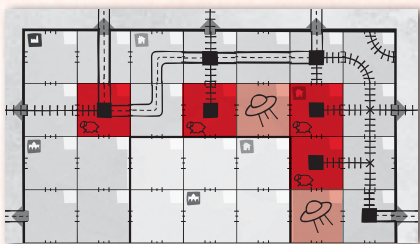
ALIEN FARMER DIE

DIFFICULTY: EASY

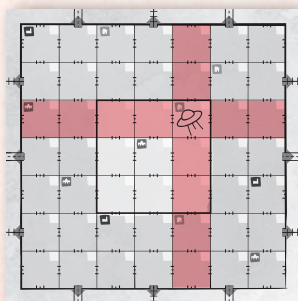
: 6 ROUNDS

Farming—and especially wool production—has gotten a lot easier after the introduction of “abduction rays”. Manage your farms and UFOs and maximize your output of wool. UFOs can take wool from Sheep that are in the same row and/or column. More than one UFO can take wool from the same Sheep farm. When playing with the **Alien Farmer Expansion** ★, apply these **changes** to the regular game rules:

- ◇ The game only lasts **6 rounds** (instead of 7).
- ◇ Each round, you **may** choose to use the Alien Farmer die result, placing Sheep or UFOs. The Alien Farmer dice you draw don't have to be connected to any preexisting Routes.
- ◇ When drawing a Special Route you may **instead** place a UFO on your board (also when activating your third University). UFOs occupy **1 whole space**.
- ◇ At the end of the game, you gain **2 points** for each Sheep that a UFO can reach. UFOs can only reach Sheep that are in the same **column** and/or **row**. A UFO can score a Sheep that was already scored by another UFO.



Scoring example: Beatrice has 2 UFOs; one has 3 Sheep in the same row for 6 points, the other has 2 Sheep in the same column for 4 points. She scores a total of 10 points.



Tractor beam range of a UFO. Every Sheep in the highlighted area can be scored by this UFO.