OFF THE RAILS

12+ 2-4 60-90

THE RULES

GOBLINS, AS YOU MAY OR MAY NOT KNOW, ARE NOT A PARTICULARLY PATIENT, CONSIDERATE OR GENEROUS RACE. SO WHEN VAST DEPOSITS OF RICHES WERE DISCOVERED IN THE GROUND UNDER THE GREAT PLAINS, THE GREENSKIN CLANS FLOODED THERE, VYING TO RETRIEVE MORE TREASURES THAN THEIR RIVAL BRETHREN. IN THEIR HASTE, HOWEVER, THE MINES THEY DUG AND TRACKS THEY LAID DISTURBED THE FRAGILE FOUNDATIONS OF THE PLAINS, CAUSING THE GROUND TO COLLAPSE INTO A CHASM BELOW, BURYING GOBLINS AND JEWELS ALIKE...

RACE YOUR MINECARTS AGAINST OTHER CLANS TO GATHER THE MOST JEWELS BEFORE THE CHASM SWALLOWS YOU UP!

COMPONENTS

1 Game Board



33 Deposit Cards



8 Speed Dice



1 Rule Book



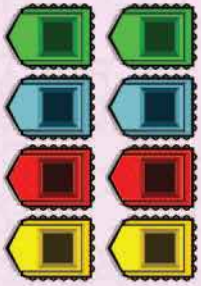
20 Chasm Tokens



11 Mission Cards



8 Plastic Minecarts



66 Plastic Jewels + Bag



90 Double-Sided Track Tiles



4 Jewel Shield Stockpiles



GAME OBJECTIVE

In Off the Rails, players race underground to gather **Jewels** from the board **and** return them safely to the **Surface** before the **Chasm** envelopes the play area, burying everything in sight! To do this, players must lay connected routes of **Track Tiles** in order to run their clan's minecarts from the **Surface** to the shiny **Jewels** and back again. The player with the **highest value of Jewels** retrieved wins!

Each turn, players can perform **up to 4** of the following actions:

- Place a Straight or Corner Track Tile
- Upgrade a T-Junction to a Cross Junction
- Increase or Decrease a Minecart's Speed
- Upgrade a Straight or Corner Tile to a T-Junction
- Place a new Minecart on the board

Sounds simple, doesnt it? Well, it would be, if it wasn't for all the other Goblin Clans trying to get to the most precious Jewels first and the tiny fact that when the Minecarts are set going, there's actually no stopping them - not until they either make it back to the **Surface**, derail horrifically in a collision or meet their doom in the endless depths of the **Chasm**!

Can you outwit your opponents, cunningly connect your tracks, swipe all the Jewels and make it out alive?



SET UP THE GAME



A **Game Board:** Open the board on a table in reach of all players. The purple stone squares represent the game area, surrounded by **4 Clan Surface Layers** consisting of tracks and **Minecart Holds**.

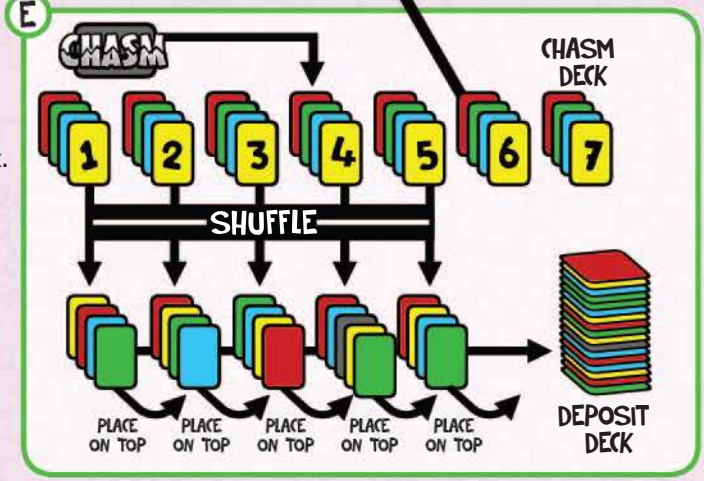
B **Mines:** There are 4 **Mines** in the middle of the board**.** Each **Mine** has a different colour and Clan icon - **RED**, **YELLOW**, **GREEN**, and **BLUE** - and features a centre square surrounded by 8 **Mine** squares numbered 1 to 8.

C **Jewels:** Place all the **Jewels** in the **Jewel Bag** and leave in reach of all players.

D **Track Tiles:** Place all **Track Tiles** in communal piles around the board in reach of all players.

E **Prepare the Deposit Deck & Chasm Deck:**

- Shuffle the **8 RED**, **8 YELLOW**, **8 GREEN**, and **8 BLUE** **Deposit Cards** separately, then create **7 Decks** consisting of a single face-down card from each **Mine**. Place the four remaining cards back in the box - they wont be used this game.
- Place the **Chasm Deposit Card** into **Deck 4** as illustrated.
  - For a quicker first play of the game, place **Decks 1 & 2** back in the box.
  - If playing with **2 / 3 PLAYERS**, place **Deck 1** back in the box.
- Reveal **Deck 6** and generate **Jewels Deposits** on the board for each card. See **How to Generate a Jewel Deposit** (page 4).
- Place the **Chasm Deck 7** on its space in the corner of the board.
- Shuffle all remaining decks separately and combine in turn to create the **Deposit Deck** - place on its space on the board.



F **Chasm Tokens:** Place one of each mine's **Chasm Tokens** on top of the **Chasm Deck** and spread the rest out face down in the box lid for the end of the game.

G **Determine Player Order:**

The youngest or least experienced player should choose a side of the board to be their **Surface Layer**. This allocates a **Clan Colour** and the **Surface Layer** that all their **Minecarts** will join the board from. This player should take their two matching colour **Minecarts**, one black and one white **Speed Die** (Page 4), and an assembled **Jewel Shield Stockpile**.
Note: This player will have the **last turn each round**.

- In a 2 player game, the 2nd player **must** use the **Clan Colour** from the side **directly opposite** the 1st player.
- In a 3 or 4 player game, assign all additional players a **random Clan Colour**. We suggest selecting remaining **Minecarts** blind.
- The player to the left of the player who chose first will take the first turn and play order will travel clockwise.

HOW TO PLAY

Each turn is split into **3 phases** which each player should complete in order: Action, Move Minecarts and Deposits:

1. ACTION PHASE

Each turn, the **Active Player** may perform **up to 4 actions** from those listed below.
Actions can be performed in any order and each as many times as desired.

Place a Track Tile:

The active player may place a **Straight** or **Corner Track Tile** on an empty square on the board. Any Jewels on that square should be placed on top of the tile. Tiles do not have to connect to existing tiles and can be placed in any orientation. Tracks may not be placed on the centre square of a mine.



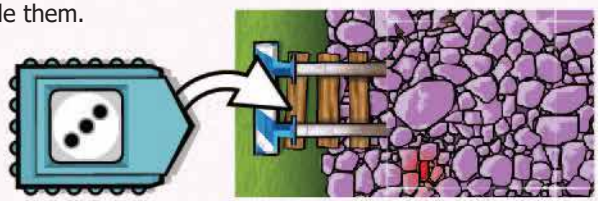
Upgrade a Track Tile:

The active player may upgrade an unoccupied **Straight** or **Corner Track Tile** with a **T-Junction Track Tile** OR replace an unoccupied **T-Junction** with a **Cross Junction Track Tile**. Upgraded **Track Tiles** must **ADD** to the Tile's exits and never remove any.



Place a Minecart:

If you have less than 2 Minecarts on the board, you may place a Minecart of your colour on any unoccupied square of your **Surface Layer**. All Minecarts are placed with a **Speed Die** of 3 inside them.



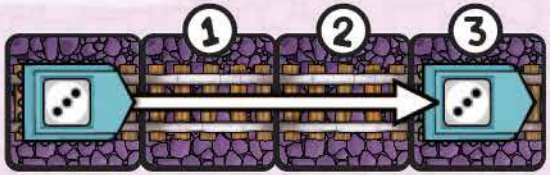
Change a Minecart's Speed:

Choose one of your Minecarts on the board and increase or decrease the **Speed** by 1.



2. MOVE MINECARTS PHASE

When a player has completed their Action Phase, they **MUST** move each of their Minecarts currently on the board a number of connected **Track Tiles** equal to its individual **Speed**. This must be in a continuous line and begin in the direction the cart is facing. If both of a player's Minecarts are on the board, their controller can decide which moves first.

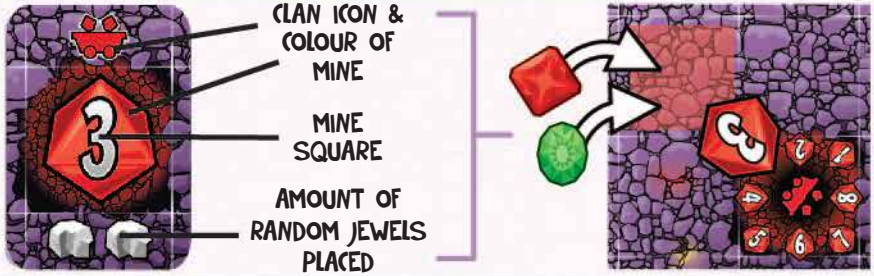


- If moving this way brings two carts into contact, or causes a Minecart to leave a Track Tile without having a connected tile to move onto, see COLLISIONS AND DERAILMENTS (Page 6).
- Any Minecart that moves over or finishes their move on a tile with one or more **Jewels** may collect them! See **Collecting Jewels** (Page 5).
- If a Minecart enters **any** square of **any** surface level, place all **Jewels** collected by that Minecart into your **Stockpile** and return the Minecart token to your supply. See **Stockpile Jewels** (Page 5).

3. DEPOSITS PHASE

At the end of each player turn, a new **Jewel Deposit** will be generated. A **Deposit** is defined by a square that contains one or more Jewels.

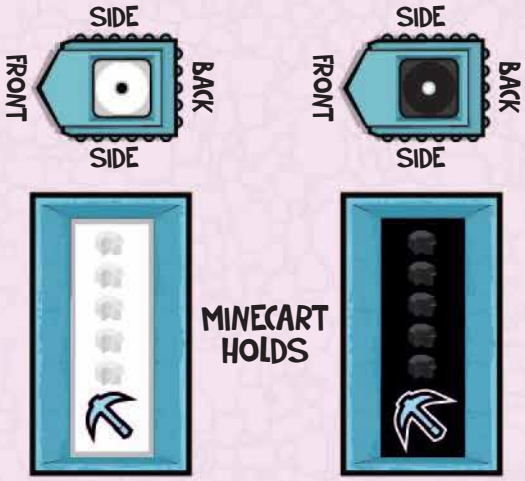
How to Generate a Jewel Deposit:
The current player should draw the top **Deposit Card**. Each card represents one of the squares that surround one of the four Mines on the board. They display the Clan Icon & colour of the mine, the number of the mine square and the amount of random **Jewels** to be drawn from the Jewel bag and placed there.



If the **Chasm Card** is drawn, it signals the beginning of the end of the game. See END GAME - THE CHASM (Page 7).

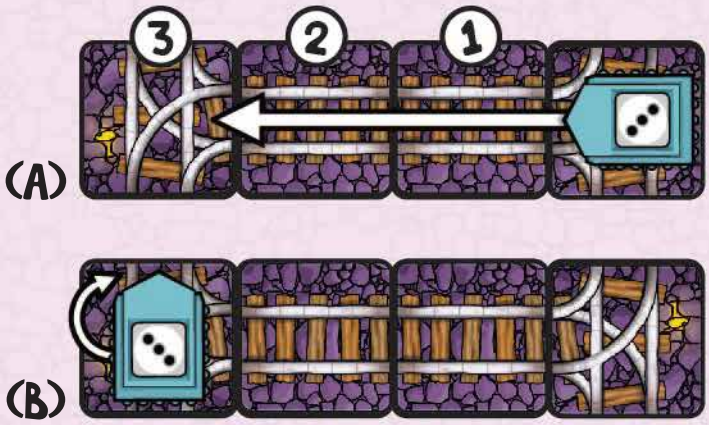
MINECARTS

Minecart Player Tokens:
Each player controls up to 2 Minecarts at any one time. Each Minecart holds either a black or white 6 sided **Speed Die** and has an associated black & white **Minecart Hold**. All Minecarts have a front, back and 2 sides for the purpose of moving and colliding.



Speed Dice:
A Minecart's speed is determined by the number shown on the **Speed Die** within that Minecart. Minecarts enter the game with a **Speed** of 3 meaning they **MUST** move exactly three Track Tiles during that player's next **MOVE MINECARTS PHASE** . Each Minecart has a minimum speed of 1 and a maximum speed of 6.

Moving a Minecart:
A Minecart must begin its move in the direction it is facing at the start of its turn. It may then change direction based on the tile it enters and leaves. A Minecart that finishes its move on a T-Junction or Cross Junction must choose which direction to face at the **end** of its move, not at the start of its next move.



In the above example, the Minecart begins its move facing left **(A)** and ends its move on a T-Junction. It therefore must choose whether to face either up or down when it stops. The player chooses to face up **(B)** so it must therefore travel in that direction at the start of their next **MOVE MINECARTS PHASE**.

JEWELS

Jewels come in different colours and rarities, and are worth different points. Player's should try to avoid **Rocks** that will only take up space in their Minecart and **Collect** and **Deposit** precious **Jewels** in order to score their points at the end of the game.


12 x Black Rocks
0 point each


24 x Red Rubies
1 point each


15 x Green Emeralds
2 points each

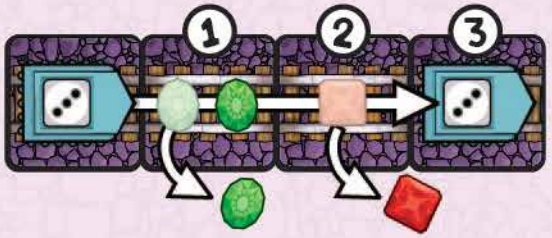

10 x Yellow Gold
3 points each


5 x Clear Diamonds
4 points each

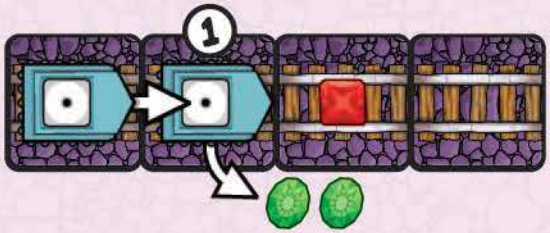
The player who collects the **most Rubies** at the end of the game also gains a bonus **+5 points**.

Collecting Jewels:
To collect **Jewels**, players must run their Minecart **over the top of** or **onto** Track Tiles that contain one or more **Jewels**. If a Minecart begins its move on a tile with **Jewels**, they may not collect them.

If a Minecart **passes over** one or more **Deposits**, that player may collect **1 Jewel** from each tile. If multiple deposits are crossed, players must collect a **Jewel** from the **first Deposit** they enter before collecting a **Jewel** from the second and so on.



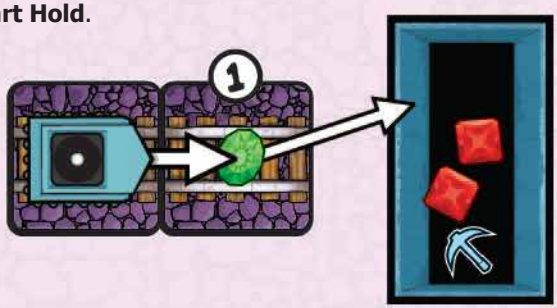
If a Minecart **lands on** a **Deposit**, they may collect up to **2 Jewels** from that tile.



Collecting Rocks:
When collecting **Jewels** from a **Deposit**, **Rocks MUST** be collected before any other **Jewel** can be claimed. Apart from this rule, **Rocks** are treated **exactly the same as Jewels,** with all other rules applying to both.

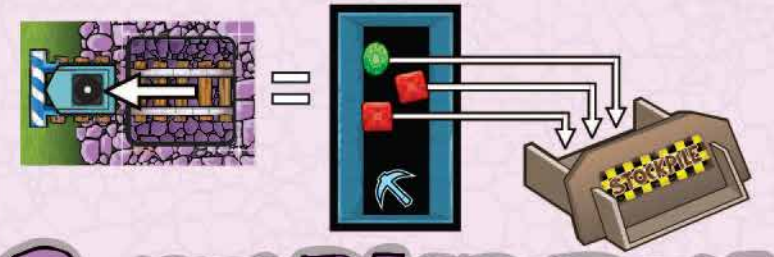
Minecart Holds:
Each Minecart has a matching **Hold** (White or black depending on colour of **Speed Dice**) positioned either side of their **Surface Layer** on the board.

When a Minecart collects a **Jewel**, it should be placed in the matching **Minecart Hold**.



Minecart Holds can carry up to **5 Jewels** at any time. If a Minecart lands on or moves over a Jewel with a full **Hold**, it may not collect the **Jewels**. Players must **Stockpile Jewels** (See below) or be involved in a **Collision** (Page 6) in order to pick up more.

Stockpile Jewels:
Only **Jewels** in a player's **Stockpile** contribute towards scoring at the end of the game. To **Stockpile Jewels**, a Minecart must reach **ANY** square of the surface, at **ANY** speed. Transfer all the Jewels in that **Minecart's Hold** to that player's **Stockpile Shield**. That Minecart is then returned to their supply. For example:



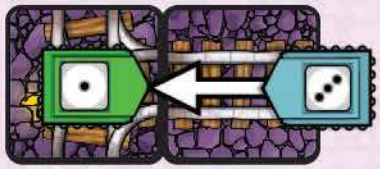
COLLISIONS AND DERAILMENTS

When a Player's Minecart moves onto a tile occupied by another Minecart, there is a **Collision**! The **ACTIVE** Minecart of the player whose turn it is collides with an **OPPOSING** Minecart.

When a **Collision** occurs, resolve the following steps in order:

- **ACTIVE** player's Minecart immediately ends its move action. (Even if there are movement points remaining).
- **ACTIVE** and **OPPOSING** Minecarts carrying **NO Jewels** are derailed. (See Derailments)
- **OPPOSING** Minecart must drop **half** their collected **Jewels** from their Minecart's **Hold**. To choose which **Jewels** are dropped, the **OPPOSING** player should secretly split their Jewels into two equal piles and place them in closed hands. The **ACTIVE** player then chooses which hand of **Jewels** are dropped. Those **Jewels** are placed on the square of the **OPPOSING** player's Minecart, the other hand of Jewels are returned to the **Hold**.
- **ACTIVE** and **OPPOSING** Minecarts who collided **front first** must turn around and face **directly away** from the collision. If there is ever deliberation as to which direction is directly away from the collision, the Minecart's controller chooses.

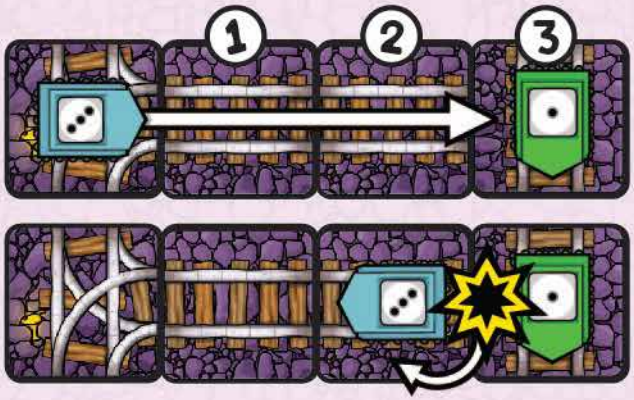
In the below example, the **OPPOSING** Green Minecart is on a T-Junction when the Blue Minecart causes a **Collision**:





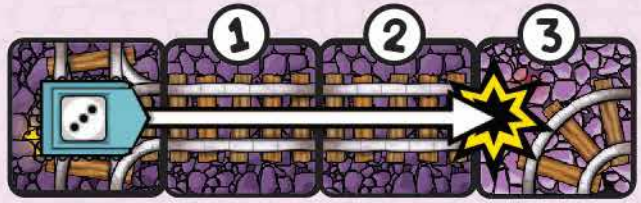
Since there are two facings that could be interpreted as directly away from the collision, the **OPPOSING** Minecart's player may choose which way they should end up – either up or down in this case. The **ACTIVE** blue Minecart has no choice and must turn back to face the direction they came from.

Collisions over unconnected Track Tiles:
On occasion, a Collision will occur over Track Tiles that are not connected. In these instances, treat the **Collision** as if the tracks were connected but the **OPPOSING** Minecart **does not** discard a Jewel and no **Derailments** will occur. For example:



Derailments:
There are three ways in which a player's Minecart can be **Derailed**:

- When a Minecart must move further than the number of connected **Track Tiles** available. For example:



- When a **Collision** results in empty Minecarts being derailed.
- When a Minecart occupies the same square as a **Chasm Token**. (See END GAME – THE CHASM! Page 7)

When a Minecart derails, place all Jewels on that **Minecart's Hold** back in the **Jewel bag** and place the Minecart back into its player's supply.

END GAME - THE CHASM



When the **Chasm Card** is revealed during the **Deposits Phase**, it signals the beginning of the **End Game**! Your goblins have disturbed one too many deposits and the mines will begin to collapse into the **Chasm**!

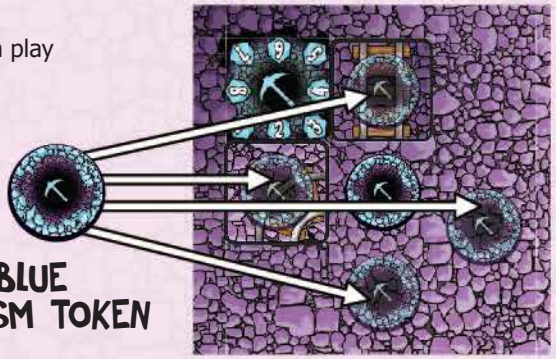
- The **ACTIVE** player should place the **Chasm Card** in front of them, face up.
- Every player should now take one final normal turn, generating **Deposits** as usual.
- After the player who drew the **Chasm Card** generates their final **Deposit**, that player should reveal the **Chasm Deck** deposit cards to see which mines have collapsed! Place a single **Chasm Token** of the mine's colour / icon on each of those squares as if generating **Jewels**. Remove any **Track Tiles, Minecarts** and **Jewels** underneath from the game.
- During each subsequent player's **Deposits Phase**, instead of drawing a card, the **ACTIVE** player must draw a **Chasm Token** at random and place it **orthogonally adjacent** (i.e. not diagonally) to any other **Chasm Token** of the same icon / colour. Any **Track Tiles**, **Minecarts** or **Jewels** under the newly placed **Chasm Token** are removed from the game.



EXAMPLE CHASM DECK

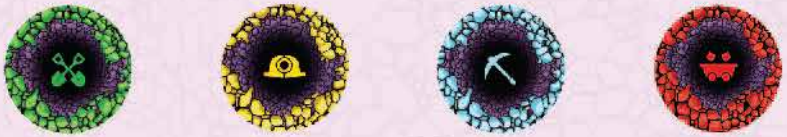
End Game Rules:

- If a player's Minecart is derailed during **The Chasm**, remove that Minecart from play and return any **Jewels** in its **Hold** to the bag – it may not return to the game.
- A Minecart that has not derailed, and is in a player's supply at the end of the game is worth **+3 points** when scoring.
- Players may **NOT** place **Track Tiles** over **Chasm Tokens**.
- Players whose minecarts are in their supply or derailed at the beginning of their turn may still place **Chasm Tokens.**



BLUE CHASM TOKEN

When **all** players Minecarts have left the board, or all **Chasm Tokens** have been placed, the game is over!
All Minecarts still on the board after the final **Chasm Token** has been placed are **derailed**.



WHO WINS?

After the game, each player should total up the points value of precious **Jewels** in their **Stockpile. Rocks** are worth **0 points**.

Rubies **+1 point** | **Emeralds** **+2 points** | **Gold** **+3 points** | **Diamonds** **+4 points**

Minecart bonus:
Minecarts in your supply (i.e. not derailed) at the end of the game are worth **+ 3 points each**.

Ruby Bonus:
The player with the most Rubies in their **Stockpile** gains **+ 5 points**. If multiple players have the most Rubies, they all gain **+ 5 points**.

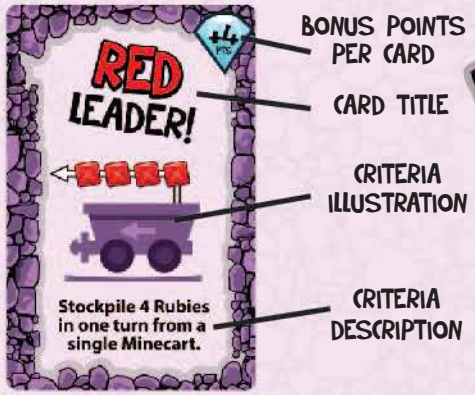
The player with the **most points wins**! If there is a draw in points, the player with the most **Jewels** in their **Stockpile** is the winner. If there is still no winner, the player with the least number of **Rocks** in their **Stockpile** wins. Otherwise, players share the victory!

MISSION CARDS

Included in the game are additional **Mission Cards** which make the game more competitive! It is recommended these are only added after players have got to grips with the base game, or for more experienced gamers.

Mission cards are communal objectives that should be shuffled at the start of the game and, depending on the number of players, dealt out face up in reach of everyone:

2 players - 3 cards
3 players - 4 cards
4 players - 5 cards



When a player completes the criteria on a card, they may claim it **immediately** and place it next to their stockpile. Each card is worth **+4 bonus points** at the end of the game. Players may only claim **ONE Mission Card** per turn.

SOLO RULES: 1 PLAYER VARIANT

COMING SOON

SOLO RULES: 1 PLAYER VARIANT



OTHER RULES VARIANTS

Based on pre-release feedback, I have compiled a few game rule variants which I will share with you below. These are only intended as optional fun varieties on the standard game and are printed here for to give additional modes of play.

BUMPER CARS - 2 PLAYER FRIENDLY MODE

To lessen the 'take that' nature of the game when playing with 2 players, we have introduced the following rule change to play a less competative, more strategic version of **Off the Rails**:

- **Collisions** no longer cause **Minecarts** to drop **Jewels** or derail. Treat changing direction with head on collisions as normal.

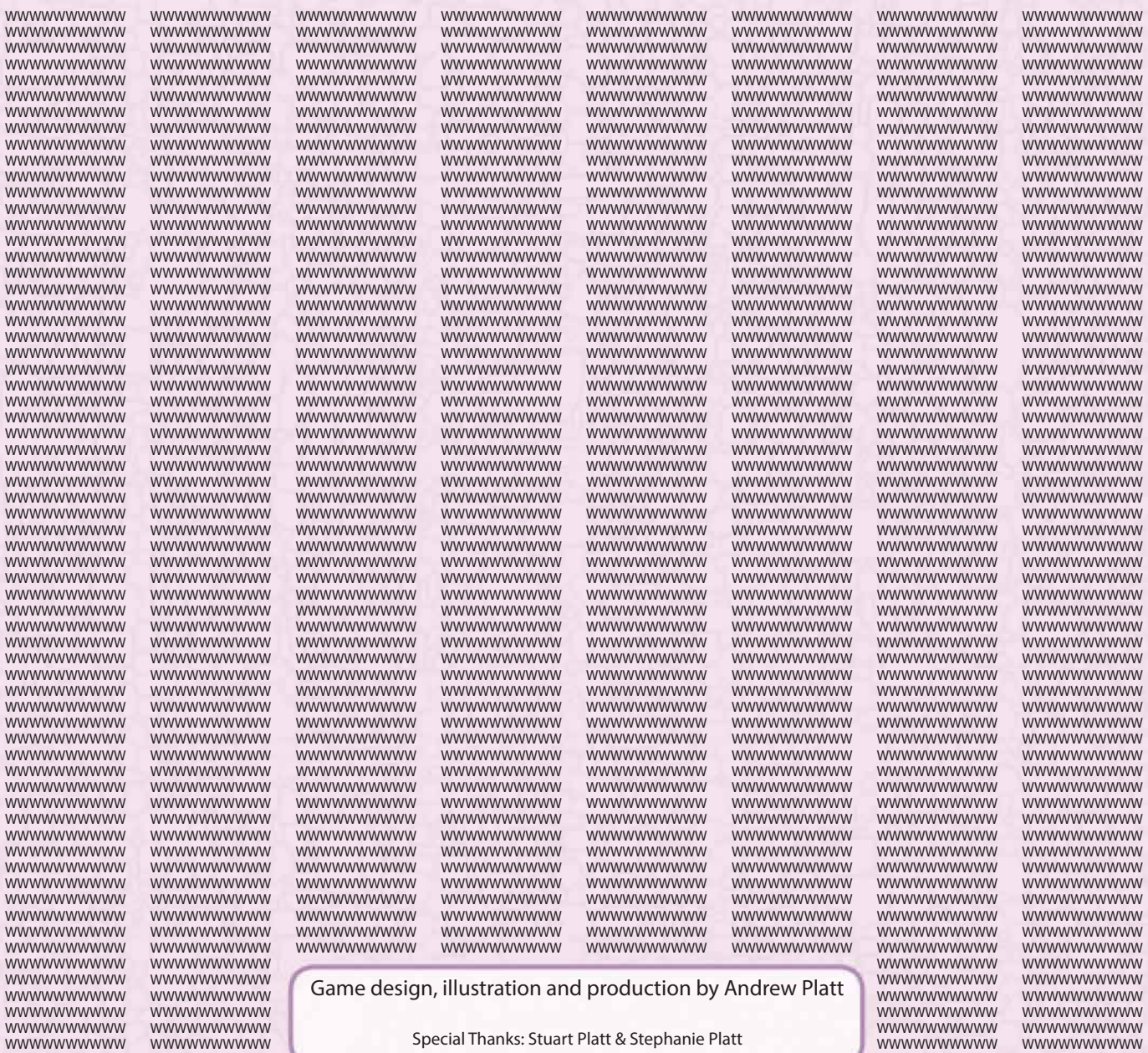
THE CHASM DIE

As an alternative rule to placing the **Chasm Tokens** where players desire during the **Chasm Phase**, an **8 sided die** could be introduced to make a more random finish to **Off the Rails**. If players do not have a **D8**, tokens or a spinner could be used:

- After drawing a **Chasm Token**, roll the **Chasm Die** to decide which mine square collapses. If a **Chasm Token** already occupies that square, the player who drew the token can choose an adjacent unoccupied square to place it.

KICKSTARTER BACKERS

KICKSTARTER BACKERS



Game design, illustration and production by Andrew Platt

Special Thanks: Stuart Platt & Stephanie Platt