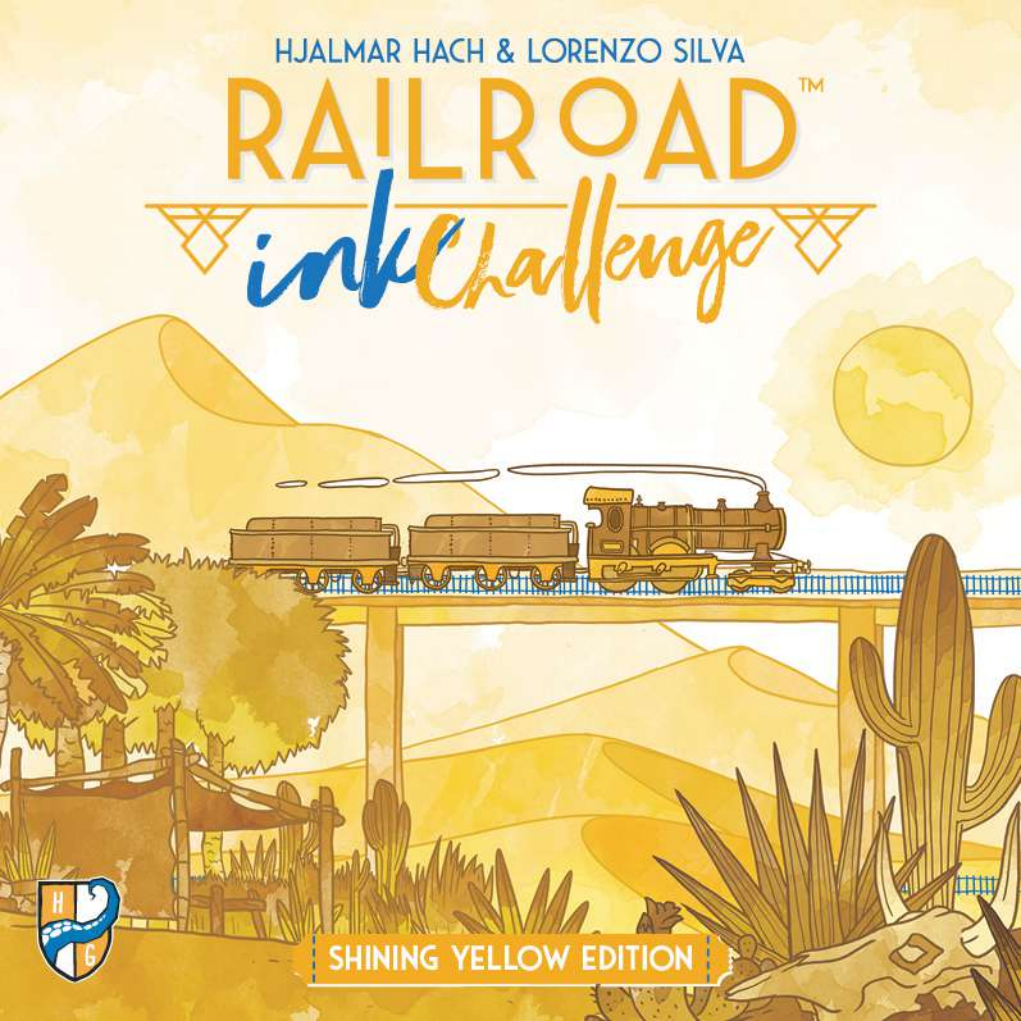
HJALMAR HACH & LORENZO SILVA

RAILROAD™ ink Challenge



SHINING YELLOW EDITION

COMPONENTS

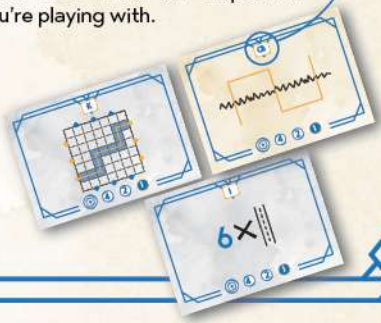


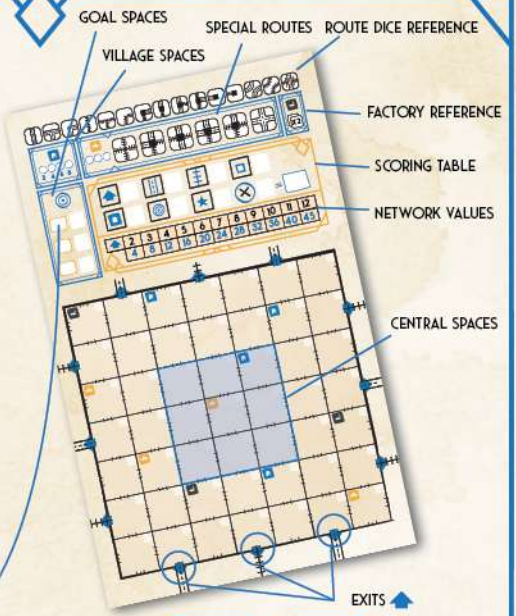
GAME OVERVIEW

A game of ***Railroad Ink Challenge***™ is played over **7 rounds**. The goal is to **connect** as many **Exits** to each other as possible by **drawing Routes** that can create **Networks**. The more Exits you connect to the **same Network**, the more **points** it will be worth. **Bonus points** can be earned for your **Longest Railway**, your **Longest Highway**, by drawing on the **Central Spaces** of your Board, by activating **Villages**, and by achieving **Goals** before your opponents.

SETUP

1. Each player takes a **Board** and places it in front of them.
2. Each player also takes a **marker**.
3. Place the white **Route dice** in the middle of the table.
4. Shuffle the Basic Goal cards (including those from *Railroad Ink Challenge: Lush Green Edition*, if you also own that) and randomly draw 3, then place them in the middle of the table. **Mark the code** of each Goal in one of the **Goal spaces** of your board (see page 9). Put the unused Goal cards in the box, they won't be needed.
5. If you play with an **Expansion** ★ (see page 20), place the **Expansion dice** in the middle of the table with the Route dice, and replace 1 of the Goal cards with **1 random Expansion Goal card** from the Expansion you're playing with.





PLAYING WITHOUT GOALS

If you want a simpler experience, you can also play **without any Goal cards**. Simply skip step 4 of the setup procedure and ignore Goal points during the final scoring.

GAME ROUNDS

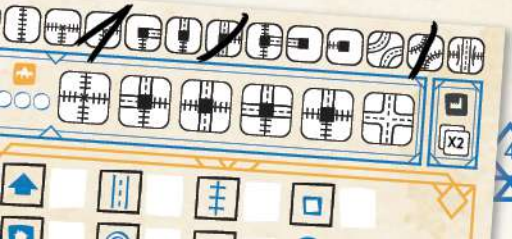
At the beginning of each round, the **Route dice** are rolled **once**. The results of the roll will determine which **Routes** all players **must draw** that round. After the roll, all players play **simultaneously**, drawing the Routes rolled on their own boards.

ROLLING DICE

Take the Route dice and **roll them** in the middle of the table. Place the dice so that they are **easily visible** to all players.

***Hint**: To more easily keep track of the Routes you have to draw, you can use the **dice reference** on your board to **mark the available Routes**, if you so desire.*





There are 15 kinds of Routes.

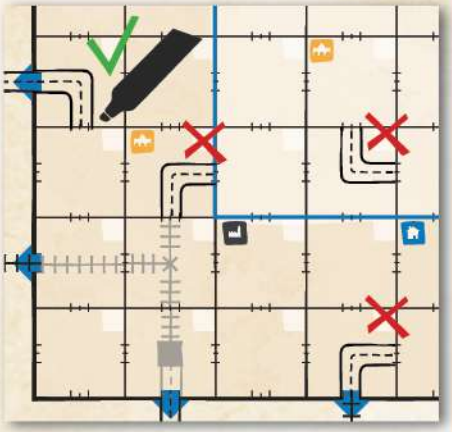
- *Straight Highway*
- *Straight Railway*
- *Curved Highway*
- *Curved Railway*
- *T-junction Highway*
- *T-junction Railway*
- *T-Junction Station (1)*
- *T-Junction Station (2)*
- *Straight Station*
- *Curved Station*
- *Double Curved Highway*
- *Double Curved Railway*
- *Dead-End Highway*
- *Dead-End Railway*
- *Overpass*

***Note**: **Stations** allow you to **connect** a Railway Route to a Highway Route. **Overpasses** allow the two to cross **without being connected** to each other.*

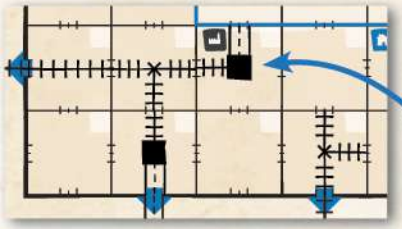
DRAWING ROUTES

After the dice roll, all players must draw the **Routes** on their boards **at the same time**. There are a few **drawing rules** you need to follow:

1. Each Route you draw must be **connected on at least one side** to either one of the **Exits** or a preexisting Route. If you **can't connect** a Route, you can't draw it.
2. You **must** draw **all** 4 Routes shown on the dice each round, if possible (and each Route showing can only be drawn **once**, of course).
3. You **can't draw** Routes in a way that **directly connects** Railways to Highways or vice versa (you need a **Station** to do that).



***Important**: When drawing Routes, you can freely **rotate** and/or **reverse** the pattern you see on the die.*



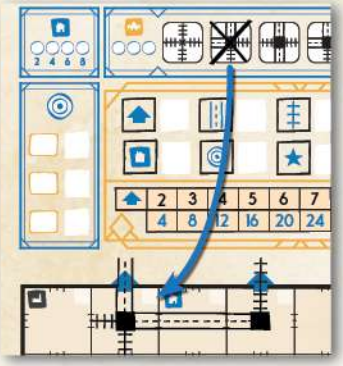


USING SPECIAL ROUTES

Each player can also use **3 of 6 Special Routes**, displayed in the **top part of the boards**, that **do not appear** on the Route dice. These Routes may allow you to **connect different Networks** together and/or make bigger Networks.

You may draw a Special Route **once per round**, in addition to the Routes shown on the Route dice, but you may use each Special Route only **once per game**. After you use a Special Route, you must **mark it off** on your board as a reminder that you can't use it again.

Also, you can only use **up to 3** Special Routes during the entire game (and remember, only **1 per round**).

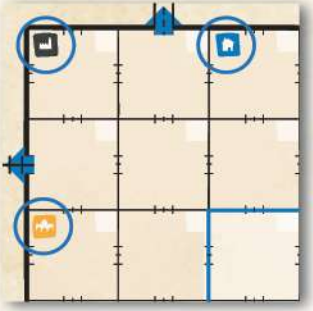


Remember: *Only 1 Special Route per round, and only up to 3 per game!*

SPECIAL BUILDINGS

Some of the spaces of your board contain a **Special Building** (these are represented by the colored icons in the top left corner of some spaces).

When you draw certain kinds of Routes in spaces containing a Special Building, you trigger **special effects**. These special effects must all be applied **immediately** or they are lost (you can't draw on a space with a Special Building during the current round and apply its effects in a later round).



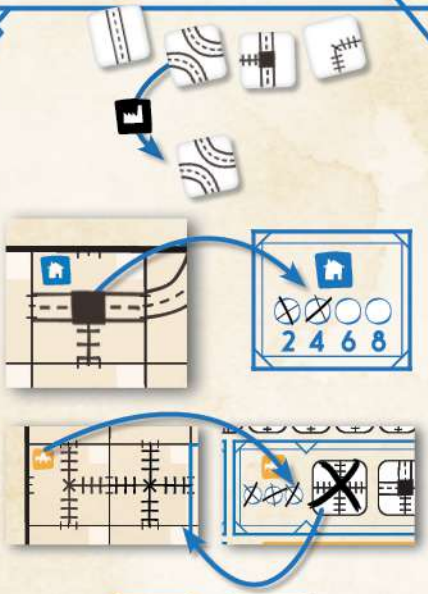
There are 3 kinds of Special Buildings:

Factory: You activate a Factory when you draw a Route with at least **1 Railway and/or 1 Highway** stretch in its space. When you activate a Factory, you may **"duplicate" 1 of the Route dice** that were rolled this round, i.e., draw it twice during the same round.

Village: You activate a Village when you draw **a Route with a Station** in its space. When you activate a Village, mark the leftmost unmarked Village space in the scoring area of your board. At the end of the game, you will gain points equal to the value of the **highest-value marked space**.

University: You activate a University when you draw a Route with **at least 1 Railway and/or 1 Highway** stretch in its space. When you activate a University, mark 1 of the University spaces in the scoring area of your board. When you mark your third and last University space, you may immediately **draw 1 Special Route** "for free," i.e., it won't count towards your limit of 1 per round and/or 3 per game. You must still mark this Special Route off your board (each single Special Route can still be used only once per game).

***Note**: Drawing Routes obtained thanks to the effect of a Factory or a University on a space containing another Special Building **does** trigger the effect of the second Special Building: if you use them wisely, you can trigger chains of effects!*



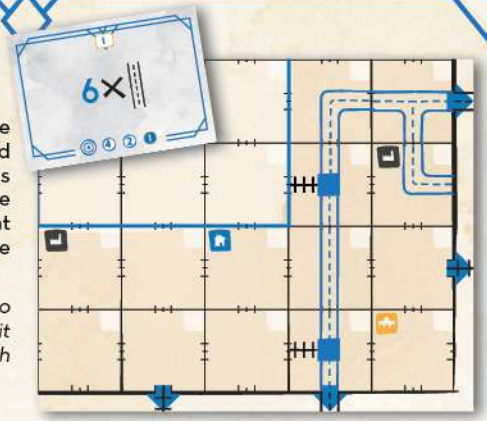
DESTRUCTIVE EXPANSIONS

When playing with Expansions which may erase routes from your board, if a route is erased from a space containing a special Building, you **don't lose the effect** obtained from its activation, and the Special Building can even be **activated again** by drawing another route in its space!

CHECKING GOALS

Once all the players have drawn all of the available **Routes**, it's time to **check** and **declare** if you achieved any **Goals**. This is the only way to score points during the game (the rest of the points are calculated only at the end of the game). For more details, see page 9).

***Note**: Wait until the end of the round to declare which Goals you achieved. If you do it earlier, your opponents may be able to match you and get the same score!*



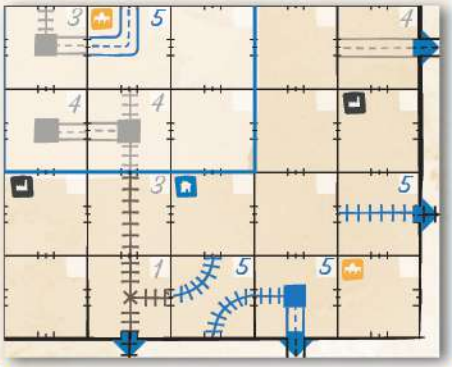
END OF THE ROUND

Once all players have declared the **Goals they achieved**, if any, the round ends.

Each player must **mark the spaces** where they drew Routes this round by writing the **number of the current round** in the white boxes of each space they drew on. Normally, you **cannot erase** the Routes you drew in a previous round.

After that, **roll** the Route dice to start the **next round**.





Example: *The end of the 5th round.*

GOAL CARDS

INTRODUCTION

As described on page 8, Goal cards are the only way to score points during the game: the rest of your score is calculated at the end of the game (see page 10). For a detailed description of the procedure to follow when scoring Goals, see page 14.

Each Goal card shows a **code** and a **task**. The **code** is marked on your board during setup (see page 3). The **task** describes what you must do in order to score points for the Goal (see below).

Note: The Expansion Goal cards are described separately in the rules for each Expansion (see page 23).

SCORING GOALS

At the end of each round, **declare** to the other players if you achieved a Goal and show your board to prove it. Then, write the highest score still available for that Goal in the corresponding score space on your board.

If **more than one player** achieves the same Goal at the end of the same round, they all get the same number of points.



Finally, mark the highest **Score dot** on the Goal card. Players who achieve that Goal in a later round will gain fewer points (the lowest score, worth 1 point, is **never marked** and will always be available).

Example: *You are the first to complete this Goal. You mark the leftmost available score space on the card, which won't be available any more during this game. Then, you write the corresponding number of points on your board, in the Goals area next to the space where you marked the code for the Goal you just achieved.*

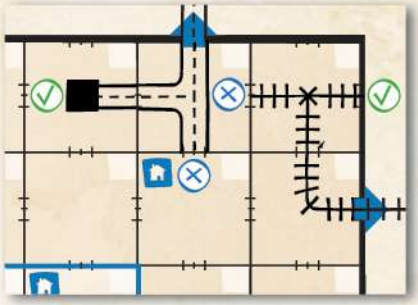
END OF THE GAME

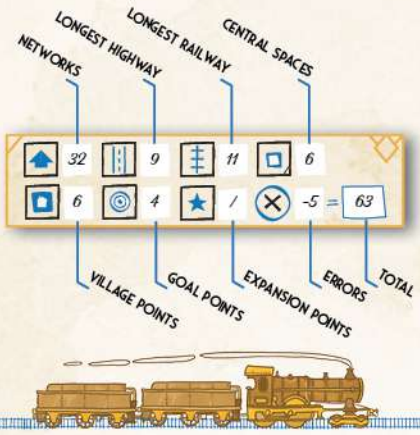
The game ends after the **7th round**. Now it's time to count your score! Each player counts the points they earned for their **connected Exits**, their **Longest Railway** and **Longest Highway**, and the **Central Spaces** they drew on, **marking their points** on the designated spaces of the **Scoring Table** on their boards. For more details, see page 11.

Then, each player must check for **incomplete Routes**. Each **end** of a Route that **does not connect** with any other Route or the **outer edge** of the board counts as an Error. Mark each one of these Errors with this symbol: ⊗. You **lose 1 point** for **each Error** on your board. Mark these penalty points on the matching space of your Scoring Table.

***Note**: If you are playing with an Expansion ★ (see page 20), mark any additional points on the Expansion space of your scoring board.*

Finally, **add up** all the points you earned, including those from the **Villages** you activated and the **Goals** you achieved during the game (and **subtracting** any points from Errors), then write your total score on your Scoring Table. The player with the **most points** wins! In case of a tie, the winner is the player with the **fewest Error marks** on their board. If they're still tied, the victory is **shared**.

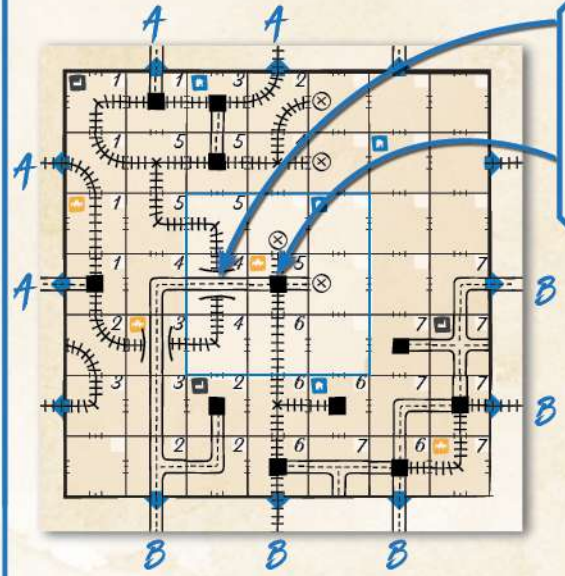




HOW TO SCORE POINTS

CONNECTING EXITS

Connecting Exits is the main way to score points in ***Railroad Ink Challenge™***. At the **end of the game**, each **set of Exits** that are connected to each other via the same **Network of Routes** is worth a number of **points** determined by the **number of Exits** connected together, as shown on the **Network Values** on your Board.



***Note**: **Overpasses** only allow you to make two of your Networks **cross each other**, but they don't create a connection between the two.*

***Note**: You can use **Stations** to connect **Railway Routes** and **Highway Routes** to each other.*

Network Values

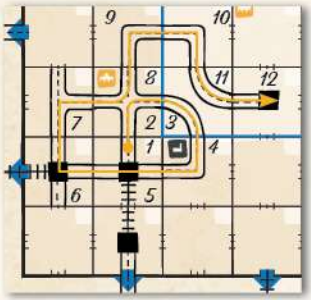
2	3	4	5	6	
4	8	12	16	20	28

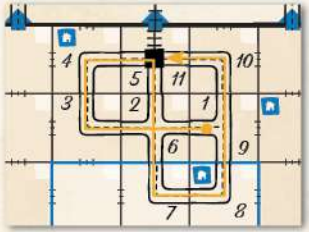
***Example:** Heiko's board at the end of the game has 2 Networks. One (A) connects a total of 4 Exits and is worth 12 points. The other (B) connects 5 Exits and is worth 16 points. The two networks are worth 28 points in total!*

BONUS POINTS

While the points you get for **connecting Exits** may end up being the bulk of your score when you add up points at the end of the game, do not underestimate the importance of the **bonus points** you can earn from your **Longest Highway**, **Longest Railway**, and **Central Spaces**.

Your **Longest Highway** is the **single longest unbroken line** of Highway Routes that connects a streak of **adjacent spaces**, not counting any branches. Your longest path **can cross itself**, but you **can't count the same stretch** of highway more than once. Stations **do not interrupt** your line. You **score 1 point for each space** that has a part of your single longest Highway path drawn on it. Spaces may be counted **more than once** if your line goes through them multiple times. See examples to the right.





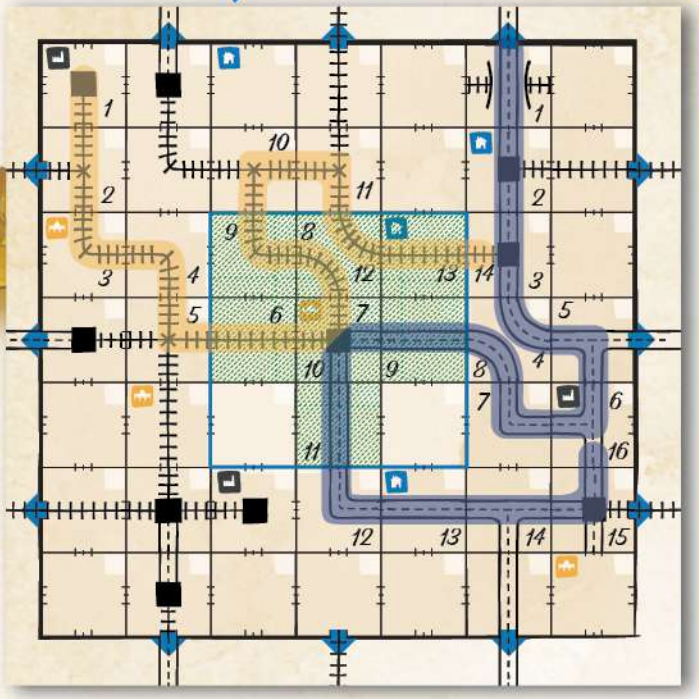
Your **Longest Railway** is determined the same way as the Longest Highway, only counting **Railway Routes** instead of Highway Routes.

Your **Central Spaces** are the 9 spaces in the middle of your board. You score **1 point** for each **Central Space** you drew anything on.

*If you have two Longest Routes of the same kind (with the same number of stretches), **only 1 counts** towards your final score.*

*If you must count a Route stretch that you already counted to proceed, your Longest Route is **interrupted**.*





Example: *The Longest Highway (marked in blue) is worth 16 points, the Longest Railway (marked in orange) is worth 14 points, and the Central Spaces are worth 7 points.*

GOAL CARDS EXPLAINED

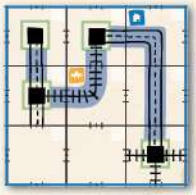


Connect at least 3 Exits to the same network.





Connect at least 4 Stations to the same network.





Draw a Highway with a length of at least 6.

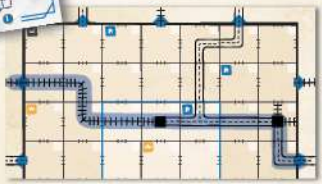




Draw a Railway with a length of at least 6.



Connect at least 2 Exits on the opposite sides of the board to each other.





Connect at least 2 Exits in the middle of their side of the board to each other.



SOLO MODE

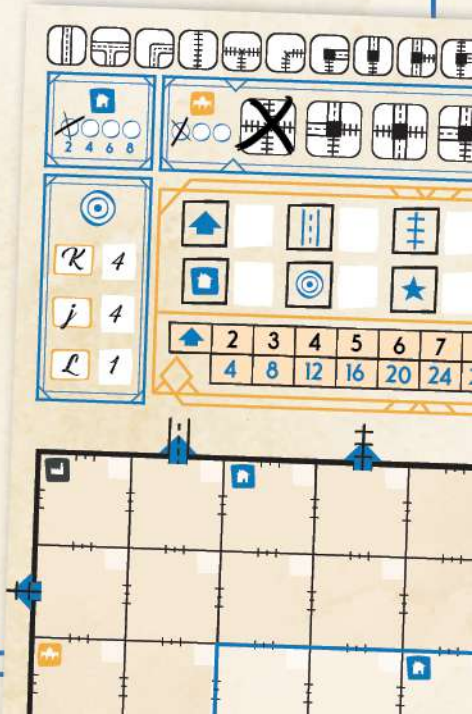
TIMED GOALS

The solo mode of Railroad Ink Challenge™ follows the same rules as a regular game, with one exception: instead of achieving Goals before your opponents (since there are none), you will have "**Timed Goals**" to achieve **before the end of a certain round**. See the table below:

GOAL	TIME LIMIT
Top Goal	3rd round
Middle Goal	4th round
Bottom Goal	5th round

If you complete a Goal **before** its time limit expires, you gain **4 points**. If you complete it after the time limit expires, you only gain **1 point**.

Example: *You completed the Top Goal during the second round (1 round in advance!), so it will be worth 4 points at the end of the game. The Middle Goal was completed during the fourth round... just in time. It will be worth 4 points at the end of the game. You also managed to complete the Bottom Goal before the end of the game, but during the very last round: it will be worth 1 point only. Still better than nothing: if you didn't complete it, it would have been worth no points at all.*



DRAFT MODE

Note: To play with this game mode, you will need 1 "Railroad Ink" box for each player joining the game (either "Railroad Ink" and/or "Railroad Ink Challenge").

The draft mode of Railroad Ink follows the same rules as a regular game, with a very important exception: instead of using a single set of basic (white) Route dice for all players, you will **draft your dice** from a common pool at the beginning of each round, creating **your own personal set**!

SETUP

Follow the regular setup procedure as described on page 3, with the exception of step 3. Instead, take 1 set of 4 basic (white) dice for each player, put them all inside one of the game boxes and mix them. This will be the **Dice Pool**. Also, **randomly** select a first player: this player will have to draw a little star somewhere on their board (don't erase the star during the game, it could be used to break ties at the end of the game).

GAME ROUND

In draft mode, each round is divided into **3 main phases**:

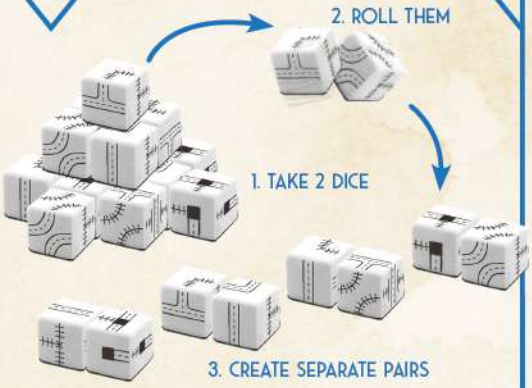
- **Rolling phase**: *You roll dice from the Dice Pool and create pairs of dice.*
- **Drafting phase**: *You pick pairs of dice in turns, to create your personal sets of dice.*
- **Drawing phase**: *You draw the routes from your personal sets of dice.*

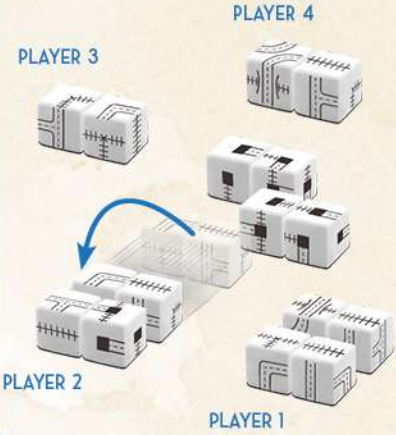


ROLLING PHASE

Take **2 random dice** from the Dice Pool and roll them. Then, take the newly formed **pair of dice** and put them in the middle of the table (without changing their result).

Repeat this process until **all of the dice** from the Dice Pool have been rolled and placed in the middle of the table in **separate pairs**.





DRAFTING PHASE

Starting with the first player and going clockwise, each player must pick **1 pair of dice** and place it in front of them (without changing their results, of course).

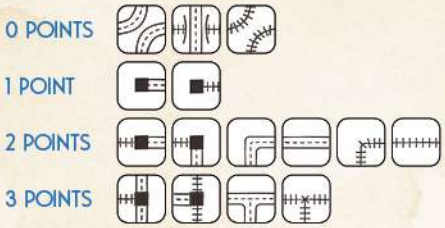
When all players have 1 pair of dice in front of them, each player must take another turn, starting with the first player and going clockwise, and pick a **second pair of dice**.

After this process, each player will have a **personal set of 4 dice** in front of them: these are the dice they will have to draw on their boards for the current round.

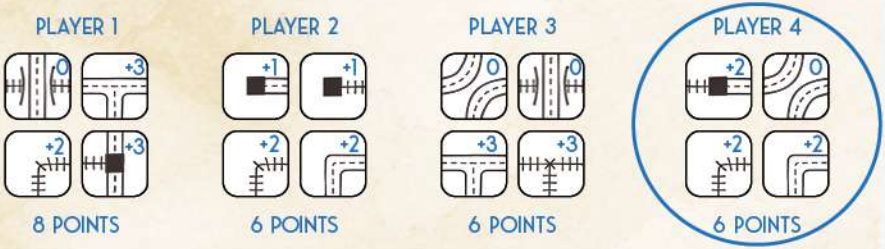
DETERMINING THE FIRST PLAYER

Before proceeding with the Drawing Phase, determine who will be the first player during the following round. This will be the player with the **lowest-valued dice** in their set. Each player adds up the point value of their dice (see the table to the right). The player with the **lowest total** will be first player for the next round.

In case of a tie, the player who **picked last** between the tied players will be first player for the next round.



The value of the dice is easy to remember: notice that the value of a piece is equal to the number of open ends it has, except for the 0 point pieces.



Example: *Player 1 has 8 points, more than the other players, so he won't become the first player. Player 2, player 3, and player 4 are tied with a total of 6 points. Since player 4 is the last in turn order between the tied players, they will be first player for the next round.*

DRAWING PHASE

The **Drawing Phase** follows the regular rules for the standard game, with the exception that each player will be drawing **their own set of 4 dice** instead of a common one.

END OF THE ROUND

At the end of the round, put all of the basic (white) dice back in the Dice Pool, then **start the next round** with a new Rolling Phase.

END OF THE GAME

At the end of the **7th round**, the game ends, just like in the regular version of the game. Follow the regular rules of the game to determine the winner. Ties are won in **reverse turn order** (counter-clockwise), starting from the player to the right of the player with the star on their board.

PLAYING WITH EXPANSIONS

The Draft mode can also be played with any Expansion: all of the regular rules for that Expansion also apply to the draft mode, but the Expansion dice **will not be drafted**: they will be shared by all players as usual.



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EXPANSIONS ★

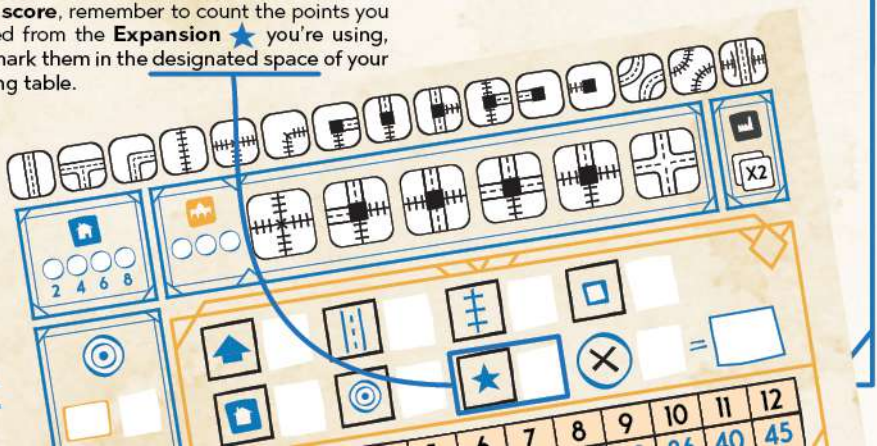
Once you feel confident enough with the ins and outs of ***Railroad Ink Challenge***™, you can spice things up by using 1 of the 2 **optional Expansions** included in this box.



If 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.



DESERT DICE

DIFFICULTY: EASY : **6 ROUNDS**

Build your network in an arid desert landscape. Your goal is to make as many cacti as possible to survive until the end of the game to score bonus points, but beware! If they are not placed next to an oasis when the next heat wave appears, they will be destroyed by the harsh desert climate. When playing with the **Desert Expansion** ★, apply these **changes** to the regular game rules:

- The game only lasts **6 rounds**.
- When you draw Routes, you **do not have** to draw **any** of the Desert dice if you don't want to (you still have to use all 4 Route dice).
- The Desert dice you draw **don't have** to be **connected** to preexisting Routes and/or Cacti.
- If at least **1 Arid face** appears, **before** drawing any dice for the current round, you **must erase** from your board each Cactus that is not adjacent to an **Oasis** (routes in the same space, if any, are **not erased**). Alternatively, you can mark an available **Special Route** on your Board to **ignore all Arid faces** this round (it counts as **using a Special Route**).
- At the end of the 6th round, **before scoring**, **roll the Desert dice** one last time; if at least 1 Arid face appears, you must erase each Cactus that is not adjacent to an Oasis; if you saved a Special Route for this occasion, you can use it to cancel this effect.
- At the end of the game, you gain **1 point** for **each individual surviving Cactus** on your board (so if a space contains 2 cacti, you obtain 2 points for that space).







Example: *The Cacti marked in red are not orthogonally adjacent to an Oasis, so they are destroyed by the Arid face and must be erased. The surviving ones (marked in orange) will be worth 4 points at the end of the game.*

CANYON DICE

DIFFICULTY: HARD : 7 ROUNDS

Mix your tranportation network with majestic canyons! Your goal is to create the longest Canyon you can, to score bonus points. Canyons run along the edges of your spaces, and can only be drawn in pre-determined shapes. To make your routes cross a canyon stretch, you will have to spend "bridge points". When playing with the **Canyon Expansion** ★, apply these **changes** to the regular game rules:

- The game lasts **7 rounds** as usual.
- When you draw Routes, you **do not have** to draw **any** of the Canyon dice if you don't want to (you still have to use all 4 Route dice).
- The Canyon dice you draw **must** be **connected** to an edge of the board and/or the **open end** of a preexisting Canyon. *Note: Canyons cannot connect to the middle of a preexisting Canyon, i.e., Canyons cannot branch.*
- Each Canyon die shows a pattern made by 1 or more "segments". When you draw a Canyon die, you must represent the pattern in its entirety, if you can't make it fit on your board, you can't draw it. *Note: You can freely reverse the pattern you see on the die.*
- If you want a Route to cross (or even touch) a Canyon, you must spend 1 "Bridge point" to create a bridge over the canyon, i.e., to open a gap in the Canyon to make the Route fit. You have a total of 12 Bridge points, represented by the top row of the Network Values table; when you spend one, mark a space. Once you've marked all 12, you can't create any more bridges.
- Canyons with open ends **do not count** as Errors at the end of the game.
- At the end of the game, you gain **1 point** for each segment of your Longest Canyon. You also gain **2 points** for **each individual Canyon** with both ends connected to the edge of the board.

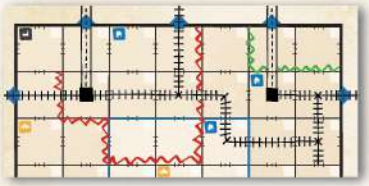


CANYON DICE





Example: *To draw the Route marked in red, you need to spend 1 Bridge point. Then, to draw the Canyon marked in Green, you need to spend 2 more Bridge points*



Example: *The Canyon marked in red (which is the longest) is worth 8 points—8 segments with an open end. The Canyon marked in green is connected to the edge of the board on both ends, so it is worth 2 additional points.*

EXPANSION GOALS

SETUP CHANGES

As described on page 3, when you play with an Expansion, instead of drawing 3 random Goal cards to use during the game, you must draw **2 random Goal cards** and **1 random Expansion Goal card** of the Expansion that you are playing with.



Draw Cacti in all of the spaces of a 2x2 area on your board (the spaces don't need to be connected to each other, just in the same 2x2 area).







Draw Cacti in at least 4 adjacent spaces in a single row or column of your board (the spaces don't need to be connected to each other, just in the same row/column).



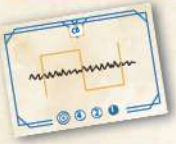
Connect at least 3 spaces containing an Oasis to the same network.

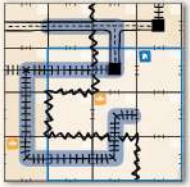






Spend at least 6 Bridge points.





Cross the same Canyon 3 times with the same path.





Draw a Canyon with both ends connected to the edge of the board that also goes through the Central Area of your board.

YOU CAN ALSO PLAY FROM REMOTE!

Download the printable version of the board

horribleguild.com/challenge-board



1. ROLL THE DICE



2. TAKE A PICTURE

3. SHARE IT WITH YOUR FRIENDS

The ***Railroad Ink* series** includes:
The Blue and Red ***Railroad Ink*** games,
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All Expansions, both the ones in the Blue, Red, Green, and Yellow boxes
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