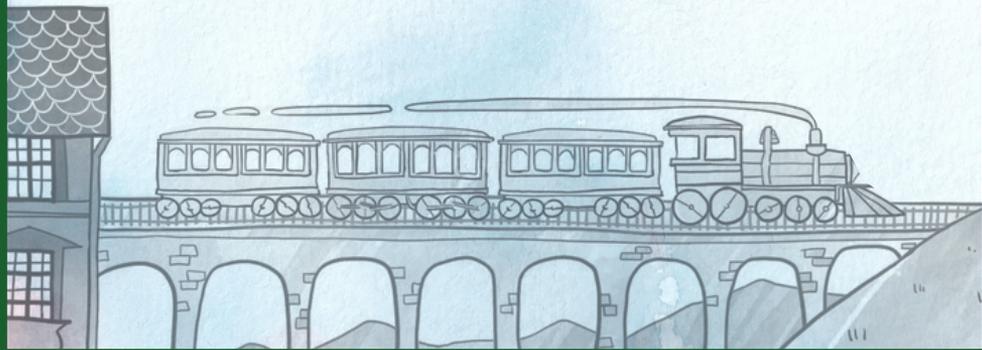


HJALMAR HACH & LORENZO SILVA

RAILROAD

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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 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.
5. If you play with an Expansion, 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.

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).

When drawing Routes, you can rotate and/or reverse the pattern 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.

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 from the effect of a Factory or a University on a space containing another Special Building does trigger the effect of the second Special Building.

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).

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.

Goal Cards

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

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).

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.

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 an X 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, 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 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.

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.

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 spaces), 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.

Expansions

Once you feel confident enough with the ins and outs of Railroad Ink, you can spice things up by using 1 of the optional Expansions available. 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.

Draft Mode

Note: To play with this game mode, you will need 1 “Railroad Ink” box for each player joining the game. 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, 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
- ◇ Drafting phase
- ◇ Drawing phase

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. 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 a die is equal to the number of open connections it has, except for dice that have 4 connections, which have a value of 0.

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 (counterclockwise), 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.

Solo Mode

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:

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.

Blueprint Cards

You can play with different starting conditions by using the Blueprint cards. To play with this module, draw a random Blueprint card at the start of the game (the cards are double-sided, so also randomize the side of the card). All players draw all the elements on the Blueprint card on their board so that all boards are the same. After setting up the modified boards, players play following the normal rules. Some Blueprint cards could shorten the duration of the game. This is indicated by a clock symbol and a number defining the new duration of the game.

Some Blueprint cards contain walls between spaces:

- ◇ Routes touching a wall are not considered Errors.
- ◇ Two Routes are not considered connected if a wall is between them.
- ◇ You can have a Railway “touching” a Highway if there is a wall between them.

Special Buildings:

- ◇ Special Buildings are not activated when drawing the blueprint card elements during setup.

Expansions:

- ◇ If both an Expansion and the Blueprint card reduce the duration of the game, play a 5-round game.
- ◇ Don't use Blueprint cards that have walls while playing with any of the following Expansions: Trails, Canyons, Tentacles, or Lava.
- ◇ Don't use any Blueprint cards with the standalone variant of Underground. If you play the double board version, don't apply any Blueprint elements to the Underground board.

Solo Board

The Solo board is designed to give you the best experience when playing on your own. Get access to an additional Special Building, the Research Lab, which allows you to re-roll your dice. When playing with the Solo board, apply the following changes:

- ◇ You activate a Research Lab when you draw a Route with at least 1 Railway and/or Highway in it's space. When you activate a Research Lab, fill the leftmost available dot on the Research track to unlock a Research point.
- ◇ After rolling your dice, you may spend as many Research points as you like to re-roll any number of dice. Every time you use one of your Research points, choose any number of dice and roll them again. After using a Research point, cross it off from your Research track with a cross . You can only use Research points that have previously been unlocked. You start the game with 3 unlocked Research points.
- ◇ When using Goal cards, use the Solo mode rules. The Goal section of the Solo board contains reminders for the scoring rules of timed Goals.

Giant Board

Play Railroad Ink on a whole new scale with the 9x9 Giant Board. You may choose to play with either the RRI Challenge dice or the RRI Classic dice. With this board, you can even combine 2 Expansions. When playing with the Giant board, apply the following changes:

- ◇ Use the 4 Route dice from any box of Railroad Ink.
- ◇ The game lasts for 12 Rounds.
- ◇ When using an Expansion that shortens the game duration, play 9 rounds.
- ◇ When using 2 Expansions that both shorten the game duration, play 7 rounds.

When you play with 2 Expansions, there could be some interactions between them. We created an online tool for this purpose. Visit it to know if there are some special rules for your specific case or if the 2 Expansions are not compatible.

horribleguild.com/railroadink-interactions

Epic Board

Play on the epic-sized 11x11 Epic board for an unprecedented Railroad Ink experience. The Epic boards have more Exits to connect, and also introduce Mountains that constrain your Route building. When playing with the Epic board, apply the following changes:

- ◇ Take the whole set of dice from any RRI box and add two “simple” white Route dice (the ones with straight, curve, and “T” junction) from any other box.
- ◇ Each round you roll 6 dice.
- ◇ The game lasts 10 rounds.

Mountains:

- ◇ You can't draw on Mountain spaces.
- ◇ Some mountain spaces have a dotted line. You may draw any kind of route that fits the space marked by the dotted line.

Cities on the Board:

- ◇ Each City on the board counts as 1 Exit for your Network.
- ◇ You can draw Routes starting from these Cities.

Expansion Interactions:

- ◇ If an Expansion shortens the duration of the game, play an 8 round game instead.
- ◇ Mountains and Cities cannot be destroyed by any Expansion effect.
- ◇ Any kind of element that fits the shape indicated by the dotted line in a Mountain space can be drawn there.
- ◇ Elements that occupy a whole space can't be shrunk to fit a dotted line.
- ◇ Elements that change the status of a space can be drawn on a Mountain space.

Specific Expansion Rules:

- ◇ **Alien Farmer:** Sheep can be drawn on Mountain spaces.
- ◇ **Canyons:** Canyons can be drawn between 2 Mountain spaces.
- ◇ **Desert:** You can draw Cacti on Mountain spaces.
- ◇ **Pluck-Man:** Pluck-Man symbols can be applied to City Exits.
- ◇ **Trails:** Trails can go over Mountains.
- ◇ **Trees:** You can draw Trees in Mountain spaces.
- ◇ **Underground:** the Underground Expansion can't be played on the epic board.
- ◇ **Volcanoes:** At the start of the game, choose a Mountain and it becomes a Volcano. When you have to draw a new Volcano, it has to be drawn on a Mountain space. Lava touching a Mountain is considered a closed side of a lava lake.

Meteor Dice : 6 Rounds

Meteors will wreak havoc and destruction, but they also bring precious minerals and ores to Earth. 1 Meteor will hit each round, creating a Crater on your Board and destroying any Route it hits. But, if you lead Routes into the Craters, you can gather precious resources and gain additional points. When playing with the Meteor Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ One of the Meteor dice shows a direction and the other shows distance. They show you where the Meteor will hit next, counting from the last space a Meteor hit. On the first round, count from the Central Space.
- ◇ When the Meteor hits a space, you must draw a Crater inside of it. If any Route was drawn inside that space, you must erase it.
- ◇ Mark the space hit by the Meteor by drawing a dot in the top left corner, as a reminder. Always erase the dot from the space hit in the previous round!
- ◇ If, while moving towards its next target, the Meteor reaches the edge of the Board, it bounces and proceeds in the opposite direction to complete its movement.
- ◇ If the Meteor will hit a space that already contains a Crater, it keeps moving in the same direction until it can hit a Free Space. If by doing so it would hit outside of the Board, it bounces.
- ◇ At the beginning of the round, you can mark an available Special Route on your Board to ignore the Meteor dice this round (it counts as using a Special Route).
- ◇ At any point during the round, you can erase a Crater to draw a new Route in its place.
- ◇ At the end of the game, you gain 2 points for each Route that has an open end connected to a Crater (these open ends don't count as Errors either, of course).

Lava Dice : 6 Rounds

Volcanoes start erupting, but the Route building must go on! Work your way around lakes of Lava and prevent them from destroying your Routes. Confine the Lava streams to gain extra points. You also score additional points for the Largest Lava lake on your Board. When playing with the Lava Expansion, apply these changes:

- ◇The game only lasts 6 rounds.
- ◇At the beginning of the game, draw a Volcano in the Central Space of your board.
- ◇When you draw Routes, you must draw at least 1 Lava die (you can also draw both if you want. You still have to use all 4 Route dice).
- ◇The Lava dice you draw must be connected to pre-existing Lava.
- ◇At any point during the round, if you want, you can draw a new Volcano in any space as long as it is not adjacent to pre-existing Lava.
- ◇If there are no free spaces adjacent to open Lava lake sides, you must either open a new Volcano or erase a Route to make space for it.
- ◇Open Lava lake sides count as Errors at the end of the game.
- ◇At the end of the game, you get 5 points for each Lava lake without open sides. You also get 1 point for each space occupied by your Largest Lava lake (even if it is not closed).

River Dice : 6 Rounds

Rivers are a third kind of Route. Sort of. They can't be used to connect Exits, but they can be connected to each other to create a River. Rivers can't be crossed by Highways or Railways, unless a Bridge face on a River die allows you to do so. The additional goal is to make the Longest River possible. When playing with the River Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you do not have to draw any of the River dice if you don't want to (you still have to use all 4 Route dice).
- ◇ The Rivers you draw don't have to be connected to preexisting Routes and/or other Rivers.
- ◇ You can't connect River Routes with other kinds of Routes (nor Exits).
- ◇ When checking for Errors, each end of a River that does not connect to another River or the outer edge of the Board counts as an Error.
- ◇ At the end of the game, choose 1 of your Rivers. You gain 1 point for each space the River runs through. If both ends of the River are connected to the outer edge of the board, you get 3 additional points.

Lake Dice : 6 Rounds

Lakes have two advantages. First of all, they allow you to create bigger Networks by connecting your Routes to a Lake with the Pier faces on the Lake dice. You also score additional points for the Smallest Lake on your Board. When playing with the Lake expansion, apply these changes to the regular game rules:

- ◇The game only lasts for 6 rounds.
- ◇When you draw Routes, you do not have to draw any of the Lake dice, if you don't want to (you still have to use all 4 Route dice).
- ◇The Lakes you draw don't need to be connected to pre-existing Routes and/or other Lakes.
- ◇If a space has 3 sides adjacent to the open sides of Lakes, it must be completely filled with water immediately.
- ◇Open Lake sides do not count as Errors at the end of the game.
- ◇Networks connected to the same Lake (by Piers) are also connected to each other.
- ◇At the end of the game, you get 1 point for each space occupied by your Smallest Lake.

Forest Dice : 6 Rounds

Build lush forests and make them seamlessly interweave with your regular networks to create beautiful scenic routes in a natural paradise. Your goal is to build the biggest Forest you can, to score bonus points. You can score up to 2 different Forests, but the second one will be worth less points. When playing with the Forest Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you do not have to draw any of the Forest dice if you don't want to (you still have to use all 4 Route dice).
- ◇ The Forest dice you draw don't have to be connected to preexisting Routes and/or Trees.
- ◇ Each group of orthogonally adjacent spaces with trees on them (whether they also contain Routes or not) becomes a "Forest".
- ◇ At the end of the game, choose up to 2 different Forests on your board. You gain 2 points for each space occupied by the first Forest you choose, and 1 point for each space occupied by the second Forest you choose, if any. Note: an individual Forest can only be scored once.

Trail Dice : 6 Rounds

Build panoramic trails and turn your board into a hiker's dream! Your goal is to connect Stations to each other through a parallel network of Trails, to score bonus points. Trails travel through the corners of your spaces, not through their sides, and they auto-connect to Stations when they are touching a corner of a space containing one. When playing with the Trail Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you do not have to draw any of the Trail dice if you don't want to (you still have to use all 4 Route dice).
- ◇ The Trail dice you draw must be connected to preexisting Routes and/or Trails.
- ◇ Trails with open ends do not count as Errors at the end of the game.
- ◇ When a Trail is touching the corner of a space containing a Station, it immediately auto-connects to that Station through the shortest diagonal path.
- ◇ At the end of the game, each set of Stations connected to each other via the same network of Trails is worth an amount of points determined by the number of Stations connected together, scoring half of the Network Values shown on your Board.

Note: 12 Stations (23 points) is the maximum number of Stations that you can score. If you connect more, you don't obtain any additional points.

Desert Dice : 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:

- ◇ 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).

Canyon Dice : 7 Rounds

Mix your transportation 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:

- ◇ 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.

Street Lamps Dice : 6 Rounds

Shine a spotlight on your Longest Highways with the Street Lamps Expansion. Draw additional Highways accompanied by Street Lamps, but remember that you also have to turn them on to gain bonus points. With the addition of two dice containing only Highways, you will reach unprecedented Longest Highways, and you will also gain points for your activated lights. When playing with the Street Lamps Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you may draw the result of the Street Lamp dice, following the normal placement rules.
- ◇ Every time you use a Special Route (also when activating your third University), you must choose a row or a column and put an asterisk on all spaces containing Street Lamps in that row or column. These lamps are now activated. You don't have to choose the same row or column where you put the Special Route. Every Street Lamp can only be activated once (only one asterisk per space).
- ◇ At the end of the game, you gain 1 point for each Street Lamp that you activated.

Power Grid Dice : 7 Rounds

Manage an infrastructure of Power Lines and connect your cities to the Accumulator to ensure a constant supply of energy. Charge the Accumulator and build Power Lines to your Exits. The Power Grid dice indicate the direction you will be able to electrify your Routes. At the end of the round you will electrify all of your adjacent Routes in the given direction, starting from an Exit or an electrified Route. When you electrify your Accumulator, it will charge up. At the end of the game, you will gain points equal to the number of Exits connected to the Accumulator, multiplied by the number of charges on the Accumulator itself. When playing with the Power Grid Expansion, apply these changes:

- ◇ At the start of the game draw an Accumulator in the center of your board.
- ◇ At the end of each round, you may use the Power Grid dice to electrify your Routes. Start from an Exit or an already electrified space and move in the direction indicated by the Power Grid die. You may electrify as many spaces as you desire as long as you are moving in a straight line and electrifying every consecutive space. When you electrify a space, mark it with lightning bolt. Follow these rules for electrification:
 - You can only electrify spaces that contain a Route.
 - You can't electrify an already electrified space.
 - You can't electrify the Accumulator.
- ◇ When electrifying, if you start from an already electrified space next to the Accumulator and you move on top of the accumulator you will charge the accumulator by 1 point (out of a maximum of 3). Mark it by filling one of the three circles on your Accumulator. After charging your Accumulator, this electrification ends.
- ◇ The Power Grid dice also have a result with a question mark. This can be used to electrify only one space, wherever you want. You may also choose to use this result to charge your Accumulator by 1 point, instead of electrifying a space.
- ◇ At the end of the game, you will gain points equal to the number of charges on your Accumulator multiplied by the number of Exits connected to the Accumulator itself (through consecutive orthogonally adjacent electrified spaces).
- ◇ Routes connected to your Accumulator do not count as Errors at the end of the game.

Weather Dice : 7 Rounds

With the new meteorological control system you are able to control the skies over your county. Try to avoid putting different types of clouds next to each other to avoid unstable weather. Every round you will have to assign the two Weather dice results to two of the normal Routes you draw. At the end of the game, you will score the biggest area for each type of meteorological phenomena, but avoid making those areas touch or they will not count for scoring. When playing with the Weather Expansion, apply these changes:

- ◇ Each round, you must draw the two Weather symbols rolled (Cloud, Storm, or Snow) in two of the spaces where you drew Routes this round (including any Special Routes). Draw the Weather symbol in the lower right corner of the spaces you choose. Remember : You can only add Weather to the spaces where you drew Routes during the current round.
- ◇ At the end of the game, you will get 1 point for each space in your biggest area of orthogonally adjacent Cloud spaces. You will do the same with the biggest Storm and Snow areas. If two areas of different types are orthogonally and/or diagonally adjacent to each other, they do not count for scoring.

Airline Dice : 6 Rounds

Airways are a third kind of route. They can't be used to connect Exits, but they can be connected to each other to create Airway Networks, which can be connected to your regular Routes by building Airports. At the end of the game, you will get points for your Longest Airway, but you will lose points for your open-ended Airways and for unconnected Airports. When playing with the Airline Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you do not have to draw any of the Airline dice, if you don't want to (you still have to use all 4 Route dice).
- ◇ The Airline dice you draw don't have to be connected to preexisting Routes and/or Airline dice results.
- ◇ You can't connect Airway Routes with other kinds of Routes (nor Exits).
- ◇ When you draw an Airport, it automatically connects to any preexisting Route with an open end leading into the space with the Airport.
- ◇ When you draw any Route with an open end leading into a space with an Airport, immediately connect that Route with the Airport.
- ◇ Instead of using one of your Special Routes, you may delete it to draw an Airport in any empty space (you may also do this when activating your third University).
- ◇ Networks connected to the same Airway Network (via Airports and Airway Routes) are also connected to each other.
- ◇ Airports do not interrupt your Longest Highway and/or your Longest Railway.
- ◇ At the end of the game, you get 2 points for each space of your Longest Airway, but you must start counting from an edge of your board or from an Airport, and also stop counting at an edge or Airport.
- ◇ At the end of the game you lose 2 points for each open-ended Airway Route and you lose 4 points for each Airport that is not connected to any Airway Route.

City Builder Dice : 7 Rounds

Gain money by pleasing investors and spend it to create futuristic buildings in your county. Investors 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 on the Building die as you can afford. At the end of the game, you will gain points according to the number of Towers. 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:

◇ 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.

Superconnection Die : 6 Rounds

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”. 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:

- ◇ The game only lasts 6 rounds.
- ◇ 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: 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.

Alien Farmer Die : 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:

- ◇ The game only lasts 6 rounds.
- ◇ 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.

Renovation Die : 7 Rounds

Sometimes you just plan badly. But now, with the Renovation Expansion, you have the possibility to make it even worse. With the Renovation die you can add features to your existing Routes and create new Route configurations. When playing with the Renovation Expansion, apply these changes:

- ◇ Each round, you may decide to use the Renovation die, but only once per round.
- ◇ You may use the Renovation die only on spaces that already contain a Route and which are compatible with the constraints given by the dotted lines on the die.
- ◇ A Route is compatible if it can be completely placed inside the dotted lines.
- ◇ You can only renovate basic Routes. You can't renovate Expansion die results.
- ◇ There are two special faces with a dotted square in the center: these can only be used to add connections to an existing Station.

Special Die : 7 Rounds

Build bigger Networks with the Special die. This die is not added to the pool: instead it replaces one of the basic “white” Route dice of your choice. When playing with the Special Expansion, apply these changes:

- ◇ The Special die is considered a Route die (it can be duplicated by Factories and triggers all the effects of Route dice).
- ◇ Like with all the Route dice, using the Special die is mandatory.
- ◇ When combining expansions, you can't sacrifice the result of the Special die to trigger special effects (like avoiding the Sun result in the Desert Expansion).

Construction Die : 7 Rounds

Newly acquired machinery is opening up a great variety of new options: move or destroy already placed Routes. And thanks to the building permits, place a Route wherever you want. Each round, you will have the option of using the action shown on the Construction die and maybe chain some combos by reactivating Special Buildings. When playing with the Construction Expansion, apply these changes:

◇ Any time during the round, you may choose to use the effect shown on the Construction die. You can use it only once per round. The Construction die has 3 types of effects:



- **Destroy:** Erase an already-drawn space (even if it was drawn this round) from your board.



- **Move:** Choose an already-drawn space (even if it was drawn this round), erase it, and draw it again in another legal location (you have to respect the normal placement rules).



- **Free Placement:** You may draw one of the Routes for the current round without having to connect it to a pre-existing Route.

◇ In case of the destruction or removal of a space containing a Special Building, follow the rules explained on the Special Buildings section of the base rulebook.

◇ You cannot apply the effects of the Construction die on the results of Expansion dice, with the exception of other Engineer Expansion dice.

Separation Die : 7 Rounds

Make your life as a city planner hell on earth with the Separation die! This die is not added to the pool: instead it replaces one of the basic “white” Route dice of your choice. When playing with the Separation Expansion, apply these changes:

◇ Like with all the Route dice, using the Separation die is mandatory.

◇ The Separation die is considered a Route die (it can be duplicated by Factories and triggers all the effects of Route dice).

Pluck-Man Die : 7 Rounds

Draw Pluck-Man, Ghosts, and Fruits next to your unused Exits. At the end of the game, the more Ghosts you connected to Pluck-Man, the more bonus points you will score... as long as a Fruit is also connected to that same network to feed Pluck-Man with the energy needed to catch all those pesky Ghosts! When playing with the Pluck-Man Expansion, apply these changes:

- ◇ The game lasts 7 rounds as usual.
- ◇ When you draw Routes, you must draw the result of the Pluck-Man die next to one of your “unused” Exits, i.e., an Exit that has nothing connected to it.
- ◇ If you have no unused Exits available, you cannot draw the Pluck-Man die for that round.
- ◇ At the end of the game, for each Network you have, you gain 3 points if that Network contains at least 1 Pluck-Man Exit. If it also contains 1 or more Ghost Exits but no Fruit Exits, you also lose 2 points for each Ghost Exit in that Network. If that Network contains at least 1 Fruit Exit, you instead gain 2 points for each Ghost Exit in that Network. If a Network only contains Ghost Exits and/or Fruit Exits, but no Pluck-Man Exit, nothing happens.

Tetromino Die : 7 Rounds

Are you ready for some next-level urban planning? Declare where you are going to build in advance: if you respect your commitment you will gain points at the end of the game. If not, you will lose points instead. When playing with the Tetromino Expansion, apply these changes:

- ◇ The game lasts 7 rounds as usual.
- ◇ Before you draw any Routes each round, you may draw the result of the Tetromino die (you still have to use all 4 Route dice).
- ◇ When you do use the Tetromino die, you must “enhance” empty spaces on your board, following the same pattern shown on the die, by drawing a small square around the white space used to mark the number of the round (spaces that are already enhanced cannot be enhanced again).
- ◇ You can freely rotate and/or reverse the pattern shown on the Tetromino die, just like with regular Routes, but you must use the full pattern shown on the Tetromino die: you cannot use only part of it. If you can’t find a patch of empty spaces that matches the pattern, you cannot use the Tetromino die this round.
- ◇ At the end of the game, you gain 1 point for each enhanced space that also contains something (either Routes or other drawn elements). You lose 1 point for each empty enhanced space.

Galactic Invaders Die : 7 Rounds

Send Aliens to attack your opponents while trying to defend against those that are invading you. When Aliens attack, they destroy any structures in their space. Get rid of Aliens by drawing something in the same space they are in, but beware: this will not work on Aliens that have raised their Shield. At the end of the game, you will lose points for each Alien left on your board. When playing with the Galactic Invaders Expansion, apply these changes:

- ◇ The game lasts 7 rounds as usual.
- ◇ At the start of the game, each player draws 2 aliens on the board of the player to their right, in the bottom right corner of 2 different empty spaces.
- ◇ At the end of each round, roll the Galactic Invaders die and resolve its effects (the die is rolled only once and all players apply the effect of the same result).
- ◇ The Space Invader die has 3 types of faces:
 - Alien: Draw an Alien in the bottom right corner of any empty space on the board of the player to your right. There can only be 1 Alien per space.
 - Attack: First, all the Aliens on your board activate their Shield (i.e., you must draw a circle around each one of them to show it); then, each Alien attacks, destroying everything in their space (i.e., erase everything in that space except the Alien).
 - Nuke: Choose 1 Alien on your board (even one with a Shield) and erase it.
- ◇ In case of the destruction or removal of a space containing a Special Building, follow the rules explained on the Special Buildings section of the base rulebook.
- ◇ When you draw something on a space that contains an Alien without a Shield, you must erase that Alien. Aliens with Shields, can only be erased with a Nuke action.
- ◇ At the end of the game, you lose 1 point for each Alien that remains on your board.

Rainbow Die : 6 Rounds

It's a kind of magic! Cars and trains are flying on colorful rainbows, and the enchanted creatures living underneath clovers harness the power of those rainbows. But not all is cupcakes and sprinkles. Dark clouds are lurking beyond the horizon. Draw colorful rainbows on your boards and send ominous clouds to your opponents! When playing with the Rainbow Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ At the start of each round, you must apply the effect shown on the Rainbow die.
- ◇ The Rainbow die has 3 types of faces:
 - Rainbow: Draw a Rainbow in 1 empty space on your board of your choice OR erase a Rainy Cloud from a space of your choice and replace it with a Rainbow, as long as that space is not orthogonally adjacent to another space that already contains a Rainbow.
 - Rain: Draw a Rainy Cloud on the board of the player to your left. The Rain Cloud must be drawn on an empty space that is orthogonally adjacent to a preexisting Rainbow. If such a space does not exist (and only then), you can draw the Rainy Cloud on any empty space. A Rainy Cloud has no effect, it just occupies a space.
 - Clover: Draw a Clover in 1 empty space on your board.
- ◇ Networks connected to the same space with a Rainbow are also connected to each other.
- ◇ Rainbows interrupt your longest Highway and/or Railway.
- ◇ At the end of the game, each Rainbow is worth 2 points for each Clover that is orthogonally adjacent to it.
- ◇ Rainbows, Rainy Clouds, and Clovers occupy the whole space (nothing else can be drawn in the same space).
- ◇ Open ended Routes leading into a space that contains a Rainy Cloud and/or a Clover do not count as Errors.

Ritual Die : 6 Rounds

Cultists are trying to create a Madness Network, a set of Ritual Sites connected to an evil dimension through Portals. Try to create the biggest Madness Network while separating it from the ordinary people of your cities. Each Round, you will have the option to open new Portals at the edges of your board and add a Ritual to your Madness Network. At the end of the game, you will gain points for your connected Rituals and Portals, but any Exit that is connected to either of those will not count when scoring regular Networks. When playing with the Ritual Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ When you draw Routes, you must draw the result of the Ritual die, but it doesn't need to be connected to preexisting Routes.
- ◇ At the end of each round, you may draw 1 Portal next to one of your "Country Routes" (i.e., Routes with an open end connected to the outer edge of your board in a space without an Exit). Draw the Portal as an arc outside of the grid.
- ◇ At the end of the game, you gain points for each Madness Network, i.e., each set of Rituals and Portals connected to each other. Use the Network Values track to determine your score (Rituals and Portals count as Exits when scoring your Madness Networks).
- ◇ When scoring regular networks, ignore any Exits that are connected to at least 1 Ritual and/or Portal.

Portal Die : 7 Rounds

Reality is tearing itself apart and immense holes are opening, showing glimpses of the unthinkable. But not all that is supernatural will hurt or scare. You can safely travel to work by going through these portals of doom. Open Portals to connect distant areas of your Network as if they were next to each other. However, not all Portals are the same: there are three kinds of Portals (marked with the letters A, B, and C) and only two Portals of the same kind (same letter) are connected to each other. There can never be more than 2 Portals of the same kind on your board. When playing with the Portal Expansion, apply these changes:

- ◇ When you draw Routes, you may draw the result of the Portal die, following the normal placement rules.
- ◇ If you have already drawn two Portals with the same letter, you cannot draw a third one.
- ◇ Networks connected to Portals with the same letter are also connected to each other (even if you have Highway on one side and Railway on the other).
- ◇ Portals do not interrupt your Longest Highway and Railway (i.e., you are allowed to go through Portals when calculating your Longest Highway/Railway).

Tentacle Die : 7 Rounds

Tentacles are entering your little safe oasis of sanity, but a little madness is ok. Try to have as many Tentacles as possible in your territory and make people lose their minds while driving next to them. Each round, the Tentacle die will tell you the length of the Tentacle to draw that Round; at the end of the round, you may add it to your board. If you do, you will choose its starting position and its shape. Tentacles can share spaces with Railways and Highways. At the end of the game, you will gain points for each Tentacle you drew, plus bonus points for each space occupied by both a Tentacle and a Highway or Railway. When playing with the Tentacle Expansion, apply these changes:

- ◇ At the end of each round, after drawing your Routes, you may draw 1 Tentacle.
- ◇ When drawing a Tentacle, you must start from a space on the outer edge of your board that does not contain an Exit. The Tentacle must also have a length equal to the number shown on the Tentacle die (3, 4, or 5), it cannot be drawn partially.
- ◇ A Tentacle can be drawn with straight and/or curved stretches, mixed as you like. Tentacle stretches can only be drawn into:
 - Empty spaces; these can be drawn as either a straight Tentacle or a curved Tentacle.
 - Spaces that contain a straight Route (or Tentacle); these must be drawn as an “underpass” that crosses the preexisting Route/Tentacle perpendicularly.
 - Spaces that contain a curved Route (or Tentacle); these must be drawn as a “curved Tentacle” that goes through the two unoccupied sides of the space.
- ◇ When you are drawing the final space of a Tentacle, close it by drawing an “ending tip”.
- ◇ When you draw Routes, on the other hand, you can't draw them in a space that contains a preexisting Tentacle.
- ◇ At the end of the game, you will get 2 points for each Tentacle you drew (regardless of its length), plus 1 point for each space that contains both a Tentacle and a Route.

Investigation Die : 6 Rounds

Mysterious things are happening in your county. Send your Investigator to collect Clues that are appearing on your board and solve the case. Move your Investigator on top of a Clue to collect it. If you collect them all, you will solve the mystery (and get points). When playing with the Investigation Expansion, apply these changes:

- ◇ The game only lasts 6 rounds.
- ◇ Before rolling the dice for the first round of the game, choose an Exit and draw your Investigator next to it.
- ◇ When you draw Routes, you may draw the Investigation die result, following the normal placement rules (remember to also draw the magnifying glass, but do not draw the footsteps).
- ◇ At the end of the round, you may spend a number of Movement points equal to the footsteps shown on the Investigation die. Each Movement point can be spent to perform one of the following actions:
 - Move your Investigator to an adjacent space connected to their starting space with a Highway Route.
 - Move your Investigator from a space with a Station (or from a Railway Exit) to a space with a Station connected to their starting space by 1 or more Railway Routes. When doing so, you have to stop at the first Station you encounter along your path (you cannot skip Stations).
- ◇ When you move your Investigator, erase them from their current position and redraw them on their destination space.
- ◇ If after spending a Movement point, your Investigator lands on a space that contains a Clue (magnifying glass), draw a circle around it to remember that you collected that Clue. You can collect more than 1 Clue in a single round.
- ◇ At the end of the game, you will gain 1 point for each Clue that you collected, plus 4 points if you collected all clues.

Underground Dice

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 : 14 Rounds

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.

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.

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.
- ◇ 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.

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.

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 to mark it as broken. Drawing a Water Pipe underneath an already built surface Station will not break the pipe.

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.

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.

Challenge Cards

- A : Draw anything in at least 5 of the Central Spaces of your board. *
- B : Activate 3 Villages by drawing a Station inside their spaces.
- C : Draw anything in all of the spaces of a single row or column of your board. *
- D : Draw anything in at least 3 of the corner spaces of your board.
- E : Draw anything in all of the spaces of a 3x3 area on your board. *
- F : Create a circular path that starts and ends at the same point.
- G : Connect at least 4 Exits to the same network.
- H : Connect at least 4 Stations to the same network.
- I : Draw a Highway with a length of at least 6.
- J : Draw a Railway with a length of at least 6.
- K : Connect at least 2 Exits on the opposite sides of the board to each other.
- L : Connect at least 2 Exits in the middle of their side of the board to each other.

Lava Challenge Cards

- VA : Have a Route looping around a Volcano.
- VB : Connect 2 Exits through a space that has Lava in it.
- VC : Have Lava destroy 1 of your Routes.

Meteor Challenge Cards

- MA : Have a Crater with Routes on all 4 sides.
- MB : Connect 2 craters with a Route.
- MC : Have a Route destroyed by a Crater.

Lake Challenge Cards

- LA : Have 2 Exits connected through a Lake.
- LB : Have 4 Lake spaces in the same row or column. *
- LC : Have a Lake with no straight edges.

* *The spaces don't need to be connected by a Route to each other.* *

River Challenge Cards

RA : Have a Route that crosses over the same River twice.

RB : Have 3 Stations orthogonally adjacent to River spaces.

RC : Connect 2 Exits with a Route that goes over a River.

Forest Challenge Cards

FA : Draw at least 5 separate Forests (they can be merged after you achieved this Goal).

FB : Draw an uninterrupted streak of 4 diagonally adjacent spaces with Trees inside.

FC : Draw Trees in at least 4 spaces adjacent to Exits.

Trails Challenge Cards

TA : Draw Trails in 5 adjacent spaces on the same row or column. *

TB : Connect at least 3 Trails to the same Station.

TC : Draw Trails in 5 spaces in the Central Area of your board. *

Canyon Challenge Cards

CA : Spend at least 6 Bridge points.

CB : Cross the same Canyon 3 times with the same path.

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

Desert Challenge Cards

DA : Draw Cacti in all of the spaces of a 2x2 area on your board. *

DB : Draw Cacti in at least 4 adjacent spaces in a single row or column of your board. *

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

Portal Challenge Cards

PA : Have 3 Portals on spaces with a University.

PB : Create a Network that loops through matching portals.

PC : Have three orthogonally adjacent portals.

Multi-Dice Expansions	Usage	Difficulty	Rounds	Page
Desert Expansion	Optional	Easy	6	23
Forest Expansion	Optional	Easy	6	21
Lava Expansion	Optional	Easy	6	18
Lake Expansion	Optional	Easy	6	20
River Expansion	Optional	Easy	6	19
Street Lamp Expansion	Optional	Easy	6	25
Weather Expansion	Mandatory	Easy	7	27
Airport Expansion	Optional	Medium	7	28
City Builder Expansion	Optional	Medium	7	29
Canyon Expansion	Optional	Hard	7	24
Meteor Expansion	Optional	Hard	6	17
Power Grid Expansion	Optional	Hard	7	26
Trail Expansion	Optional	Hard	6	22
Underground Expansion	Mandatory	Hard	14	41

1-Die Expansions	Usage	Difficulty	Rounds	Page
Alien Farmer Expansion	Optional	Easy	6	30
Portal Expansion	Optional	Easy	7	38
Separation Expansion	Mandatory	Easy	7	32
Special Expansion	Mandatory	Easy	7	31
Superconnection Expansion	Mandatory	Easy	6	30
Tetromino Expansion	Mandatory	Easy	7	34
Construction Expansion	Optional	Medium	7	32
Galactic Invaders Expansion	Mandatory	Medium	7	35
Investigation Expansion	Optional	Medium	6	40
Pluck-Man Expansion	Optional	Medium	7	33
Rainbow Expansion	Mandatory	Medium	6	36
Renovation Expansion	Optional	Medium	7	31
Tentacle Expansion	Optional	Medium	7	39
Ritual Expansion	Mandatory	Hard	6	37

Meteor



Lava



River



Lake



Forest



Trail



Desert



Canyon



Street Lamp



Power Grid



Weather



Airport



City Builder



Alien Farmer



Superconnection



Underground



Renovation



Special



Construction



Separation



Pluck-Man



Tetromino



Galactic Invaders



Rainbow



Ritual



Portal



Tentacle



Investigation

