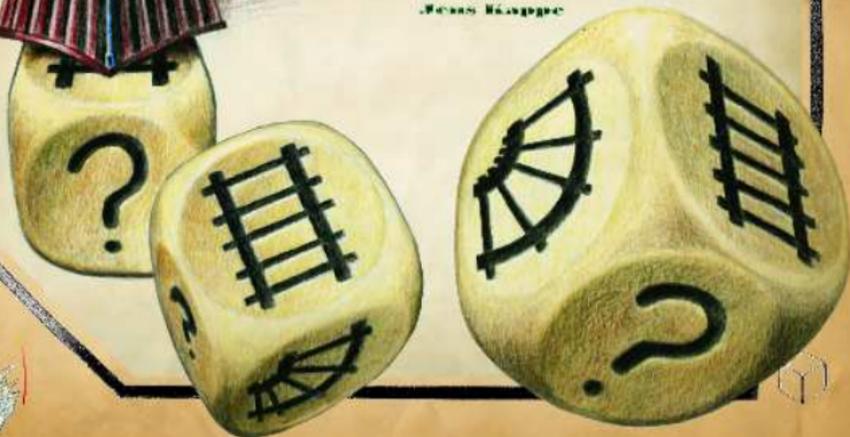


# RAILROAD DICE

DIE ERSTEN  
SCHIENEN

THE FIRST RAILS

VON  
Jens Knappe



# GAME COMPONENTS



## INTRODUCTION

The players are investors who, by the acquisition of shares, try to become Directors of Railway Companies thereby permitting them to build stations. Stations are clearly assigned to the respective railway companies.

All investors can at any time build track across the country. And as Directors they aim to build a string of stations on adjacent tiles, thereby gaining Victory Points for carrying the most passengers.

The winner is the player who, as a result of his Directorships during the course of the game, has carried via his Companies the most passengers. He will be accorded the distinction of being made the Director of one great Nationwide Railway Company!

*At the start of the game players will be building railway track on one large tile. When that track reaches one edge of the tile a new tile is added. Then when the other end of the track reaches the edge of the tile a further tile is added, at which time the original tile will be removed. So for the rest of the game players will be building track on two separate tiles.*

## THE RAILROAD DICE

The railroad dice that gave the game its name are the main game element of Railroad Dice and are here described in detail before all other game rules.

### **The dice behind the screen**

- are currencies to build stations
- are currencies for auxiliary payments to build track and stations on mountains and over water
- could be rolled once per round and will then be put before the screen

*It doesn't matter which side lies on top of the dice behind the screen. The player may keep as many dice as desired behind his screen.*



### Dice in front of the screen

depict on top:

- (track-)straight *or*
- (track-)curve *or*
- share *or*
- "?"

and (with the exception of the "?") may not be:

- rolled again *or*
- turned *or*
- put behind the screen

*At the end of a player's turn in each round only a maximum of five dice may remain in front of the screen.*

### Range of use for the railroad dice

(depending upon side on top)



- put a straight track on a "big" terrain tile



- put a curved track on a "big" terrain tile



- Buy a share



- put any piece of track on the playing area *or*
- buy a share *or*
- use as currency for additional payment to build track on mountains *or*
- use as currency for additional payment to build track over water *or*
- re-rolled once per turn together with any number of dice from behind the screen (for each "?" re-rolled the bank will also donate a bonus die for the player to roll).

## GAME PREPARATION

One *big terrain tile with open grassland* is put onto the middle of the table and **one railroad die** with a **straight rail** is put exactly in the centre of it.

One *small terrain tile with open grassland* is on another part of the table (This tile starts the ‘Total Landscape’)

Next to these two tiles is placed a pair of **game area marking pawns** of the same colour as each other, thereby indicating that these two tiles correspond each to the other. (The remaining two game area markings in the other color are held ready until such time as the railway line has completely left the starting terrain tile.)

Every player gets:

1 screen

4 railroad dice, with the "?" on top in front of his screen

The remaining railroad dice are laid out together and form the "bank".

The remaining large and small terrain tiles as well as the passenger counters are placed to one side. The player who has played the most railway games in his life gets the starting player tile.

The coloured Station cubes are placed on their appropriate Company card (according to their colour). The 10 shares are put directly next to the company card, as is shown in the illustration for *Eisberg Tours*.



## GAMEPLAY

The game is played in clockwise rotation beginning with the starting player.

The game is played in several rounds (one round = one “year”). Each player has exactly one turn in every round.

During his turn a player may carry out the following five actions, which can be performed in any order:

- **Take income**
- **Roll dice**
- **Buy shares**
- **Lay track**
- **Build stations**

At the end of each turn:

- **Reduce to five dice in front of the screen**

After each player has had their turn the “year” comes to an end and the starting player changes for the following “year”.

## ACTION: TAKE INCOME

This action does not take place in the first round of the game.

This action may be taken only once per turn by each player!

By using this action the player receives railroad dice as income. Three different cases are possible:

- a) If the player is a director of one or several railway companies, which between them have built in total no more than four stations, the player receives exactly four railroad dice behind his screen from the “bank”.
- b) If the player is a director of one or several railway companies, which between them have built in total *more than four* stations, the player receives as many railroad dice behind his screen from the “bank” as he built stations with his companies.

*Simply count the empty station spaces on all company cards lying in front of you.*

## ACTION: ROLL DICE

- c) If the player was in the previous round a director of a railway company and had lost his Directorship to another player at the end of that round and is now no longer a director of any company, he (instead of the usual four railroad dice minimum payment *behind* the screen) receives four railroad dice with the question mark side up *in front* of his screen.

*It is not possible for the same player to receive this income of four "?" in successive rounds, since the requirement that the player must have lost his directorship in the immediately previous round would not apply.*

- d) A player who is no Director and so could not have lost his Directorship receives four dice from the bank, which are placed behind the screen.

This action may be taken only once per turn by each player

With this action the player can take some of his railroad dice and roll them.

To do this he chooses:

- as many as he likes (*even none!*) of his railroad dice from behind his screen, and
- as many as he likes (*even none!*) of his railroad dice with a "?" from in front of his screen - at the same time receiving from the bank a free bonus die for each of his own "?" dice he is re-rolling. (*For example, if he elects to roll two dice from behind his screen and two "?" from in front of his screen the bank will give him two additional dice, so that he will subsequently be able to roll six dice*)

The player then rolls these railroad dice and keeps the result of the roll in front of his screen without changing the sides of the dice shown on top.

## **ACTION: BUY SHARES**

This action may be taken as often as he likes by each player per turn

At the beginning of the game all shares belong to the "bank".

By taking this action the players can acquire shares from the "bank".

*Shares can never be subsequently voluntarily sold*

In the first parts of the game it is only possible to buy shares from the "bank". But later in the game it becomes possible to buy shares from the current Director of a company.

For each share bought from the bank the player pays the bank one die showing a share symbol or a "?" taken from in front of his screen. A player's share-holding is displayed openly in front of him.

If a player buys a share from another player, he gives one railroad dice depicting a share symbol or a "?" from in front of his screen to that player. The

player selling the share puts the die received behind his screen.

*The player from whom you buy the share is not allowed to refuse to sell it.*

*You can only buy shares with railroad dice that are in front of your screen!*

Players are allowed to buy shares from other players the moment a certain number of shares have been sold by the bank. This depends upon the number of players in the game.

- With *two players* all shares of any *two* companies must have been sold from the "bank".
- With *three players* all shares of any *three* companies must have been sold from the "bank".
- With *four players* all shares of any *four* companies must have been sold from the "bank".

*As soon as the last share that was still needed to meet the above condition has been bought from the bank shares can immediately be bought from another player even during the same turn.*

**Important!** When buying shares from another player these shares can be bought only from the current Director of the company.

*This means, if another player acquires the majority of shares in the current round no other player can buy these shares from him, because he has not yet been appointed Director. The player will be named director at the end of the year, so it is only possible to buy further shares from the original director (if he still possesses some).*

*From this also results the fact that a Director cannot buy additional shares in his Company from other players.*

## **ACTION: LAY TRACK**

This action may be taken as often as he likes by each player per turn.

*Only a single continuous rail line is built by all players, so no branch lines are possible.*

If a player uses this action he can take railroad dice from in front of his screen, with straight railway lines or curves or question marks (these naturally must be turned to depict track before use), in order to lay track with them on one of the big terrain tiles.

*Track may only be built with railroad dice from in front of the screen!*

To lay track the player takes the appropriate railroad dice and places them on a free space at the end (or ends) of the existing track on one of the two large terrain tiles.

The following conditions have to be considered:

- Laying prohibitions
- Connection of a new terrain tile
- Laying track in mountains
- Laying track across water

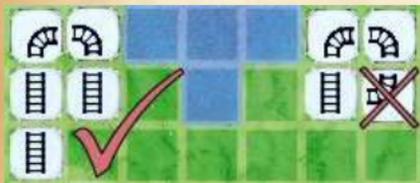
### **Laying prohibitions**

Track may only be placed leading directly up to the edge of a terrain tile if during the same turn the player continues the track onto a new tile.

Track may only be placed leading directly onto a lake if during the same turn the player builds a bridge completely across the lake (i.e. track may not stop right at the water's edge).

Only two lines may lead out of each Station (i.e. no branch line may be built).

Track may not be placed in such a way, that it leads directly up against existing track, thereby becoming blocked. Also it may not be placed where it would be impossible to continue the line for any reason.

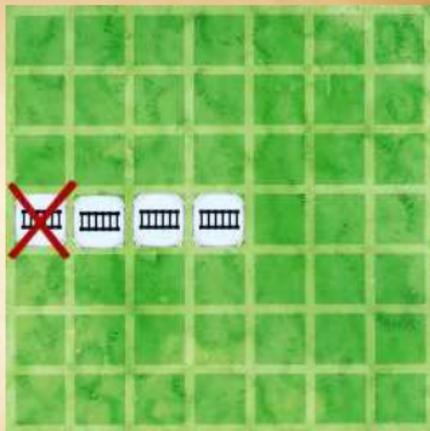


### Connection of a new terrain tile

As soon as a player places a piece of track on one of the two terrain tiles in such a way, that it leads against the edge, this player must select a new terrain tile to continue the line.

To connect a new terrain tile, at least five pieces of track must have been built on the current terrain tile (the just laid track counts towards the minimum number).

*When calculating the amount of built track Stations are counted as one track section.*



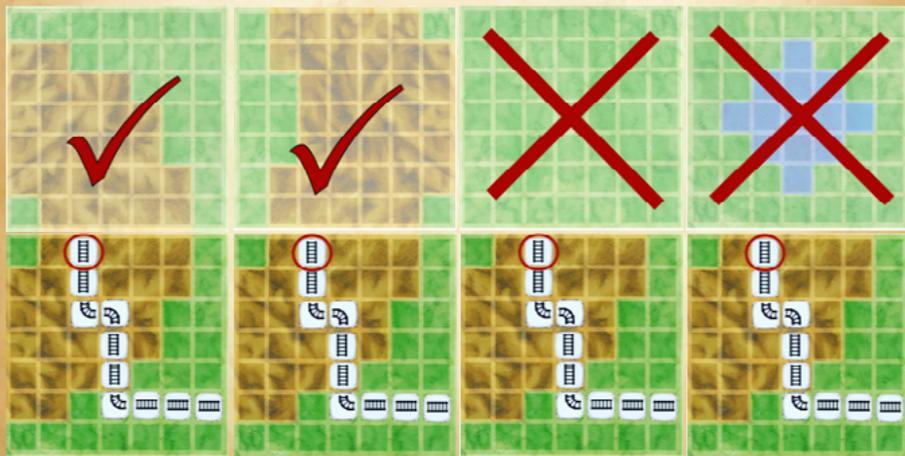
**Illustration:** *Directly after the start of the game it is not possible to build a further three straight lines right up to the edge of the terrain tile, since at that stage only four sections of track would be on the tile.*

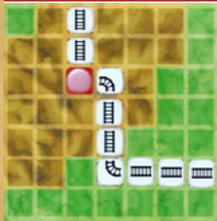
The player may only choose a “large” terrain tile if a corresponding “small” terrain tile is available.

*As soon as all “small” terrain tiles of one kind have been built into the total landscape no more of this type of terrain is available for the rest of the game.*

When selecting a terrain tile the player has to establish that it will fit into the existing landscape.

**Illustration:** The line is on a terrain tile with mountains on two sides. The track has been built on an edge of the tile depicting mountains. This means that the connecting terrain tile has to be one either with mountains on two sides or on three, since both lake and open grassland tiles have no mountain spaces.



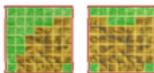


The selected terrain tile may only be used, if it is possible to fit the corresponding small terrain tile into the total landscape. This means that any already placed adjacent small tiles must have matching edges where they meet the new tile.

*Illustrations: In this example it is only possible to select the "small" or "big" mountain tile!*

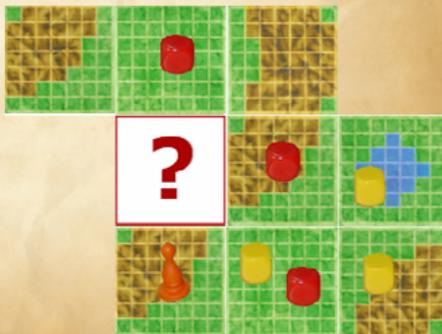
If it is no longer possible to attach a new terrain tile, because of the fact that no more "small" tiles are available that fit together with the surrounding terrain, the rail line ends on the current tile (and must not be taken right up to the edge of the tile). This means that any extension of that end of the line must either be

? =



confined to the current tile or the track has to be extended to another edge where the corresponding small tile is available.

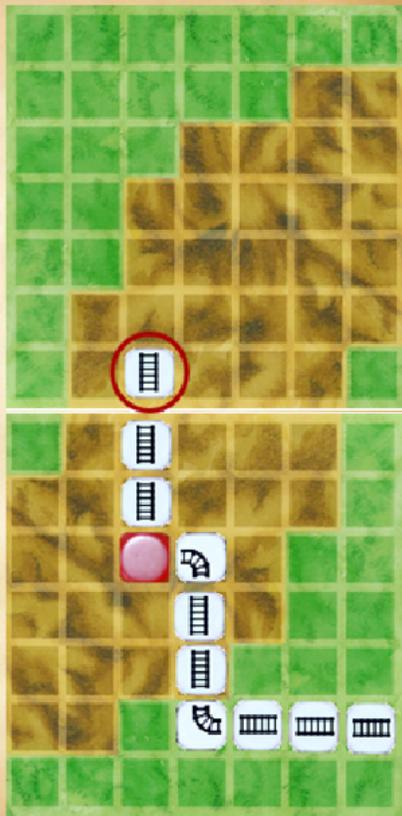
It is not permitted to extend the line to where there has already been placed a small tile on the total landscape. In other words, the line can only be extended to a place where there is an empty space in the total landscape.



After establishing that a new terrain tile is available the new "big" terrain tile is placed directly adjacent to the current terrain tile and the player continues the line by placing a piece of track onto the new tile (*see also the illustration*). Only after this has been done is the new terrain tile regarded as having been attached.

The corresponding "small" terrain tile is then integrated into the landscape and one of two identically coloured pawns is set by each.

**Important!** Make sure that all "small" tiles are placed in such a way that they all follow the same orientation as the large tiles in the middle of the table.



Then finally the following actions are followed:

1. All track dice on the previous tile are returned to the bank.
2. All stations that have been built on the previous terrain tile are transferred onto the corresponding "small" terrain tile in the landscape (*The positioning of these stations is not important – they merely have to be present on the tile.*)
3. The player that carried out the connection receives as a bonus from the bank two dice, which he places in front of his screen with the "?" uppermost.

**Exception:** *Steps 1 and 2 described above do not immediately take place if on the starting terrain tile the other end of the line has not yet been connected to a new tile. Only after both ends of the line have been extended onto two new tiles is the original tile removed and the stations transferred to the small tile.*

### **Building track in the Mountains**

If a player wants to lay track on a mountain square he has to pay one railroad die from *behind his screen* or a "?" die from *in front of his screen* to the bank as additional costs.

This single payment covers all other track building during *the same turn in the same mountain range*. (Track can be continued in the same mountain range on a new tile and the line could even exit from and return to the same mountain range in the same turn at no further charge.)

## ACTION: BUILDING STATIONS

### Building across lakes

If a player wants to lay track during his turn over a lake, he has to pay any two dice from *behind his screen* or "?" from *in front of his screen* to the "bank" as additional costs.

*The player may freely choose whether to take both dice from behind or in front, or a combination of both.*

The payment is valid for one "bridge" over any number of water spaces in one lake.

Rails over a lake may then only be built if the player in the same turn completely crosses the lake up to (but not necessarily including) a land space.

This action may be taken by every player in his turn as often as he likes.

Stations are always clearly assigned to the railway companies by their color.

To build a station

- the player must be the Director of the railway company
- the company must still have stations available appropriate to the terrain on which it is intended to build them
- the player must pay the number of dice *from behind his screen* or in any combination with "?" from *in front of his screen* to the "bank".

This station

- must be directly connected to any one of the ends of the current railway line.
- may not be built directly at the edge of a terrain tile
- may not be built directly next to another station (*diagonally, however, is permitted!*)
- may only be built on a terrain tile if its location corresponds to the requirements of the company card (*see below*)

The cost of building a station is 3 or 5 dice - as stated on the company card.

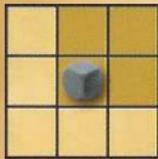
Building a station on a mountain space requires the additional payment of one die (*see previous section regarding Track Laying*) if you haven't paid the additional cost for a track on a mountain already earlier this turn..

*Directors may decide in which order their companies build the stations.*

On every "big" terrain tile each company may only build one station. However several companies (*which may even belong to the same player*) may build one station on each terrain tile.

After the station has been built the player receives *two railroad dice with "?" on top* as a bonus *in front of his screen* from the "bank". These can be used immediately if wished

### Stations on mountains



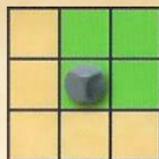
The station has to be built on a mountain space with at least three surrounding mountain spaces (*whether track is there or not is of no consequence.*). The terrain of the five other adjacent spaces is unimportant.

### Stations next to a lake



The station has to be built on an open grassland space with at least three surrounding water spaces (*whether track is there or not is of no consequence.*). The terrain of the five other adjacent spaces is unimportant.

### Stations on open grassland



The station has to be built on an open grassland space with at least three surrounding open grassland spaces (*whether track is there or not is of no consequence.*). The terrain of the five other adjacent spaces is unimportant.

### Station overview

	Eisberg Tours	Überall Fahrten	Weiden Express	Insel Hopper	Berg&Tal Bahn
Mountain	2	1	-	-	3
	2	1	-	-	2
Lake	2	1	-	3	-
	2	1	-	2	-
Grassland	-	3	5	3	3
	-	1	3	2	2

## **ACTION: REDUCE TO FIVE DICE**

This action must be accomplished by each player at the end of his turn.

After all actions are completed only a maximum of five dice may remain *in front of the players screen*.

Surplus dice must be returned by selection of the player to the "bank".

*Until this action takes place it is permitted during the turn (and also recommended!) to have more than five railroad dice in front of the screen. Only at the end of a player's turn must the number of dice in front of the screen be reduced to five.*

## **END OF YEAR**

After each player has had his turn during the actual round the 'End of Year' routine takes place.

At the 'End of Year' the following activities have to take place in this order:

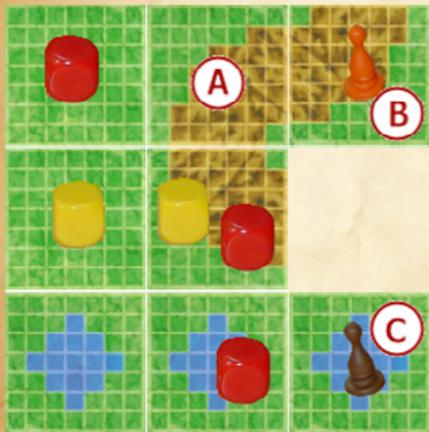
1. Transport of passengers
2. Assignment of Directorships
3. Change of starting player

### **1. Transport of passengers**

Each railway company is assessed to establish how many passengers have been transported.

First *the longest* orthogonally connected chain of stations is determined for each company. Connected means that the stations must have been built in any one of the four possible directions (not diagonally!) next to each other on the "small" terrain tile landscape overview.

When establishing this 'longest' connected route any stations on the two current large tiles are also taken into consideration.



**Illustration:** In this example the "Berg&Tal-Bahn" (red) has three stations, of which only two are connected.

Thus the "Berg&Tal-Bahn" has in this round a station chain length of "1" and another chain with the length of "2", which is the longest.

Had there been another red station on space "A" all red stations would be connected and would result in a chain of "4".

The spaces "B" and "C" are the ones which are currently being played on at the moment (on the "big" terrain tiles). Stations that were built on them have to be considered during chain determination as well. So if for example another red station would be on space "C" the red chain would be extended by "1". It would be similar with space "B", if there is a red station on "A" as well.

"Insel Hopper" (yellow) has a station chain of length "2" in this example.

The longest station chain of each company transported 1,000 passengers per connected station in the past year.

This means that each director receives an appropriate number of passenger counters from the "bank" for the longest station chain of his company and hides these behind his screen.

*Only Directors receive passenger counters for their longest chain.*

During the examination of the passenger numbers each company is assessed separately even though some might share the same Director.

*Only directors of companies receive counters for their carried passengers. Players who only possess individual shares do not receive passenger counters.*

The small orange counters represent 1,000 transported passengers, while the brown large plastic counters represent 5,000 passengers each. A change of the units with the "bank" is permitted at any time.

## **2. Assignment of Directorships**

Depending on the current majority distribution of the shares, Directorships are either confirmed or re-assigned. A player becomes the Director of a company when he has the most shares in that company (*which in the minimum case need be only one share!*).

Upon being appointed Director of a company the player is given the corresponding company card complete with any stations, and places it in front of him. He is not given charge of any unsold shares – these being retained by the bank until sold.

With share equality among the players, the past Director remains in charge. If however a share equality among two or several players occurs who were not Director before, the player who sits in clockwise direction nearest to the previous Director becomes the new one.

## **3. Change of starting player**

The previous starting player passes the starting player tile to the player on his left who then begins the next year.

## END OF GAME

The game ends,

- a) if a company has built its last station
- b) if all "small" terrain tiles have been used up or couldn't be placed any more.
- c) if the railway line could not be continued further on both sides due to "dead ends"
- d) if the bank is unable to meet the demand from a player for railroad dice.

In cases *a*, *b* and *c* the current round (*with the restriction, that the "bank" does not pay any more railroad dice to the players*) will be played completely with all players getting their turn. As soon as the last player completes his turn it will be determined as normal how many passengers were carried. After this the game ends.

In case *d* a collapse of the state happens, which leads to the immediate end of the game. This means that from the moment when the "bankruptcy" of the "bank" occurs play completely ceases. Only the determination of the number of transported passengers during the actual ("cancelled") year still takes place for all companies before the game ends.

## WINNER

The winner of the game is the player who transported most passengers.

In order to determine this, all players raise their screens and count the passengers carried by them during the course of the game.

In the case of a tie the player with the most "?" in front of his screen wins.

If this fails to break the tie the player wins who still possesses the most dice both in front and behind his screen (*inclusive of the "?"*).

## RAILROAD DICE THE FIRST RAILS

**Author:** Jens Kappe

**Art:** Oliver Fermer

Should you have criticism, questions or suggestions about the game you may write to us or visit our forum in the internet:

Wassertal Spieleverlag  
Baererstraße 3  
21073 Hamburg  
Fax: 040/98769490  
[info@wassertal.de](mailto:info@wassertal.de)  
[www.wassertal.de](http://www.wassertal.de)

© 2003 Jens Kappe

© 2003 Wassertal Spieleverlag

Rulebook Version 1.2  
(*english translation: Derek Carver*)

In addition:

- Susanne, i love you!
- Olli, thanks!

# RAILROAD DICE



## GAMEPLAY

- Take income (only 1x)
  - Roll dice (only 1x)
  - Buy shares
  - Lay track
  - Build stations
- E** Before end of turn reduce to five dice

## TURN OF THE YEAR

1. Transport passengers
2. Assignment of Directorships
3. Change of starting player

## “?” PREMIUM

- for connecting a new terrain tile
- for building a station



## The dice behind the screen

- are currency to build stations
- are currency for auxiliary payments to build track and stations on mountains and over lakes
- could be rolled once per round and then put in front of the screen

## Dice in front of the screen depict:

- (track-) straight *or*
- (track-) curve *or*
- share *or*
- “?”

and (with the exception of the “?”) may not be:

- rolled again *or*
- turned *or*
- put behind the screen