



Illustration 6: This example depicts the action »transport passengers« from the view of the »InterBahn« player with the black stations. The player owns the locomotives 4 and 5, with whom the according amount of passengers can be transported with each action taken. For transport of the three passengers on terrain tile 6 the connection to station F (distance: 1) is available. The 10 passengers on terrain tile 5 are transportable through the connection of station A (distance: 2). The connection to station B (distance: 3) enables the player to transport up to thirteen passengers from terrain tile 4. Through the connection of station C (distance: 6) a transport of the five passengers next to terrain tile 3 is possible. The connection of station D (distance: 2) is of no help in this example, as no passengers are waiting there at the moment. If the player connects station E and G later on, he can transport passengers from both appropriate terrain tiles with two instead of just one locomotives.

ACTION: NEW PASSENGERS

This action may be taken as often as he likes by each player. To take this action the player needs a »Locomotive«-symbol or a »?«-symbol on the upper face of a die. The »Locomotive«-symbol or »?«-symbol can be rolled with a simple railroad dice during the action »Roll Dices«. The player gives back the die to the »Dice Bank« and is now allowed to add 5 passenger discs/monetary units (= 1 brown counter) for each station next to a terrain tile of his choice.

LACK OF PASSENGERS

When there are no passengers next to at least three terrain tiles during the turn of a player, 5 passenger discs (= 1 brown disc) are placed next to the corresponding terrain tiles for each station.

END OF THE GAME

During the turns of the players the following conditions must be checked for validity at any time:

- ❖ one or more players have connected their station to all stations in play
- ❖ there are no discs in the »Bank«
- ❖ there are no »complex« dice in the »Dice Bank«
- ❖ there are two, one or zero dice (»simple« or »complex«) in the »Dice Bank«

In all cases the course of the game changes:

During his turn every player can only choose between two actions in any order:

- ❖ buy locomotives
- ❖ transport passengers

Just once more 5 passenger discs are placed for each station next to their terrain tile (see »Lack of Passengers«). Until the end of the game there is now no Lack of Passengers possible and needn't be checked.

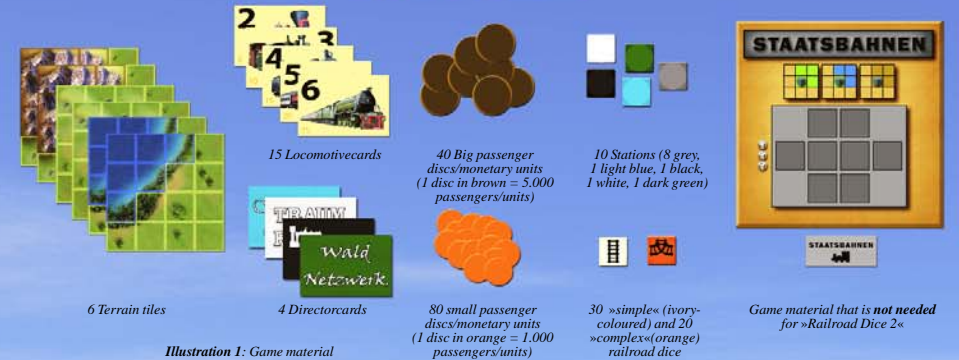
The game ends when

- a) there aren't any passengers next to the terrain tiles
- b) the players aren't able to transport passengers

The winner is the player who has carried the most passengers. Ties are broken in favour of highest number of connected stations, then highest number of locomotives in players hand.

RAILROAD DICE 2

THE RULES



6 Terrain tiles
4 Directorcards
15 Locomotive cards
40 Big passenger discs/monetary units (1 disc in brown = 5,000 passengers/units)
80 small passenger discs/monetary units (1 disc in orange = 1,000 passengers/units)
10 Stations (8 grey, 1 light blue, 1 black, 1 white, 1 dark green)
30 »simple« (ivory-coloured) and 20 »complex« (orange) railroad dice
Game material that is **not needed** for »Railroad Dice 2«

All shares and the company card of the »Staatsbahnen« are not used in a game of Railroad Dice 2. Please separate the shares and the company card from the rest of the game material before you start Railroad Dice 2.
Owner of the game »Railroad Dice - The First Rails« can use this material together with the grey stations to create a game variant for a new game experience.

PREPARATION

1. All 6 terrain tiles are put next to each other in the middle of the table. It is important that at least four squares of each terrain tile are adjacent to another tile. For the first game of »Railroad Dice 2« the terrain tile starting position depicted in illustration 2 is recommended.
2. Each player gets one directorcard and one station of the same colour.
3. Depending on the number of players all players get an equal number of grey stations. These stations are neutral that means they don't belong to anybody:
 - ❖ 2 players: everybody receives 4 grey stations
 - ❖ 3 players: everybody receives 2 grey stations
 - ❖ 4 players: everybody receives 1 grey station
4. Players are given a starting income of 10,000 passengers/units (= 2 brown discs).
5. The player who owns the most railway games is the starting player and starts the game.

6. Players take turn in clockwise rotation starting with the starting player. All players place their own station (see colour of the directorcard) on one square of the six different terrain tiles. It must be mentioned that only one station can be placed on each terrain tile. After that all players put the grey stations into play, this is also done in clockwise direction. Now it is possible to have more than one station on each terrain tile.

Stations are placed with the following restrictions:

- ❖ It must not be placed on a square at the edge of the map
 - ❖ It must not be placed on water squares
 - ❖ There must be at least 2 squares between two stations (because of this restriction it can occur that not all grey stations can be put into play. They don't take part in the game this time)
7. For each station on a terrain tile 5 passenger discs/monetary units (= 1 brown disc) are put next to each terrain tile. It is important to identify to which terrain tile discs belong to.
 8. 30 simple and 20 complex railroad dice are kept to one side forming a »Dice Bank«.
 9. All locomotive cards are disposed in ascending order from 2 to 6 and are forming the »Locomotive Bank«. If two players play Railroad Dice 2 the »Locomotive Bank« is reduced by five locomotive cards, one of each 2, 3, 4, 5 and 6 is taken out of the game.
 10. 80 small and 40 big passenger discs/monetary units are kept to one side forming the »Bank«. Money exchange is possible during the game.

ACTION: TRANSPORT PASSENGERS

This action may be taken as often as he likes by each player. A player can use each of his locomotives only once per turn to transport passengers from one connected station to his own station.

It must be checked if the locomotive can reach the connected station. It is counted how many terrain tiles are between the player's own station and the connected station that the player wants to reach.

For this the player shows the continuous rail line that connects his own station with the other station and counts the terrain tiles.

In order to transport passengers the number of terrain tiles where the rail line passes through needs to be less or equal to the number of the locomotive that is used. When the rail line passes one terrain tile more than once it must be also counted twice. So the total distance between the two stations is measured.

After that the player can transport as many passengers from the destination station to his own station as the number of the locomotive shows. The transported passengers are taken away next from the terrain tile of the destination station and is put in front of the player. When there aren't enough passengers the player can only transport the available number of passengers.

Passengers can only be transported once from one destination station by one locomotive per turn.

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Illustration 2:
For each station 5,000 passengers are placed, next to the relevant terrain tile.

THE FORMAT

During the game every player tries to connect his own station with other stations (grey/neutral and coloured stations). Using the tracks on the railroad dice players build a continuous rail line from their own station to another. There are passengers waiting for transport next to each terrain tile. Players try to transport these waiting passengers from one station to their own station so they can get income. The player with the most income wins the game.

GAMEPLAY

Players take turn in clockwise rotation starting with the starting player. A full round (one turn per player) is regarded being a game Year.

During his turn a player may take five actions in any order:

- ❖ Roll Dice (1x)
- ❖ Lay track
- ❖ Transport passengers
- ❖ Buy Locomotives
- ❖ New passengers

Players can take actions several times in their turn except the action Roll Dice which is allowed once per turn.

During the turns the following conditions must be checked for validity at any time:

- ❖ Lack of passengers
- ❖ End of game

If a player passes on the action »Roll Dice« he can put 5 passenger discs/monetary units next to each station (see Lack of Passengers)

Dice which are not used in one's turn must be put back into the »Dice Bank«.

CONTINUOUS RAIL LINE

A continuous rail line is given when there is a continuous line of railway tracks starting at the players' own station and isn't disconnected by any other stations. Furthermore switches need to be used in the correct directions.

ACTION: ROLL DICE

This action can be taken only once per turn by each player. First the player takes railroad dice from the »Dice Bank«:

- ❖ 4 simple dice from the »Dice Bank« or
- ❖ 2 simple dice and 1 complex die from the »Dice Bank« or
- ❖ 2 complex dice from the »Dice Bank«

Then the player rolls the dice and put them in front of the player.

Instead of taking an amount of dice and rolling them the player also can choose:

- ❖ to take 1 complex die from the »Dice Bank« with the »?«-symbol on the upper face. In that case the die is not rolled.

It is possible that there are less dice than needed in the »Dice Bank«. Then the player can take only as many dice as possible.

ACTION: LAY TRACK

This action may be taken as often as he likes by each player. He needs to take the action »Roll Dice« to do the action »Lay Tracks«. Railway tracks on the upper face of the dice can be placed on squares on the terrain tiles. There are different restrictions within the action »Lay Track« relating to simple or complex dice.

Lay tracks with »simple« dice

In order to lay simple railway tracks the player takes a »simple« die that shows a piece of a track or a »?«-symbol on the upper face and places it on one square of a terrain tile (»?« is a »wild« and can be used for any kind of railway track (curve or straight railway track)). Just turn the die on the upper face of your choice).

Tracks can be placed only next to the players' own station or at the end of an existing rail line that starts at the players' station. It is important to check if the square is reachable by a continuous rail line.

»Simple« railway tracks are laid with the following restrictions:

- ❖ Track endings mustn't be placed at the edge of the map so that they run directly out of the map
- ❖ Track endings mustn't be placed next to »complex« dice if they don't connect to the railway track on the »complex« die

Should the track be laid in a mountain square additional payment of one monetary unit (= 1 orange disc) is required.

Should the track be laid on a water square additional payment of 2 monetary units (= 2 orange discs) is required.



Illustration 3:
In this example it is shown, where a placement of simple tracks is possible and impossible from the point of view of the Director of »InterBahns« with the black station. Tracks can be laid on the squares marked with »A«, because they are directly next to the black station. Tracks can also be laid on squares with »B« because there is a continuous rail line from the black station to the squares. The squares marked with »C« do have no continuous rail line to the black starting station, so a placement of simple track is not possible in these positions.



Illustration 4: Rails may never be placed with track endings running against the edge of the map or against trackless sides of a »complex« die, like shown in the example to the left.

Expanding railway tracks with »complex« dice

In order to expand existing railway tracks with »complex« dice the player uses a »complex« die with a railway track or a »?«-symbol on the upper face. A »simple« die is taken away from the square of the terrain tile and is replaced by the »complex« die (»?« is a »wild« and can be used for any kind of railway track. Just turn the die on the upper face of your choice). Through this exchange the player gets the »simple« die and can use it again in his turn. It is not allowed to turn the upper face of those dice.

It is only possible to exchange railway tracks that are adjacent to the player's own station or that extend an existing rail line starting at the player's own station. It is important to check if the square is reachable by a continuous rail line.

When exchanging from »simple« to »complex« dice all existing railway tracks must be preserved. Whenever a die is exchanged, whose track is actually not connecting to the starting station of the player (this happens when a track ending is already laid connecting to a simple track, but no complex connection has been done) the connection is only permitted if the connection is made available through the exchange itself.

»Complex« railway tracks are laid with the following restrictions:

- ❖ Track endings mustn't be placed at the edge of the map so that they run directly out of the map
- ❖ Track endings mustn't be placed next to »complex« dice if they don't connect to the railway track on the »complex« die



Illustration 5:
The above illustration depicts different ways for the Director of »Seeterrassen Betriebe« to exchange a »simple« track with a continuous rail line to his starting station with the shown »complex« railroad. Depending on the rotation of the die and position of track the choices »A«, »B«, »C« and »D« are possible.

Connecting a new station

Through laying or expanding the railway track two stations can be connected by a continuous rail line. Every time when a player connects a station for the first time five passenger discs/monetary units (= 1 brown disc) are paid to both owners of the connected stations (NOTE: both players get 1 brown disc not only that player that has closed the connection between both stations). Grey stations get no payment. A station is connected to an existing rail line when there is a continuous line of railway tracks starting at the player's own station and ending at the connected station without being interrupted by another station. Furthermore switches need to be used in the correct directions from the own station to the connected station.

ACTION: BUY LOCOMOTIVES

This action may be taken as often as he likes by each player. In order to transport passengers the players need locomotives. They are bought at the »Locomotives Bank« in ascending order of their numbers. As soon as the last locomotive 2 is sold it is possible to buy locomotives 3. When the last locomotive 3 is sold, everybody can buy locomotives 4. It is just the same way with locomotives 5 and 6.

When somebody has bought the first locomotive 4 all locomotives 2 are destroyed because of the general technical progress. All locomotives 2 are taken out of the game and can't be used anymore.

Payment for the purchase of locomotives:

- ❖ locomotive 2: 5 monetary units
- ❖ locomotive 5: 20 monetary units
- ❖ locomotive 3: 10 monetary units
- ❖ locomotive 6: 25 monetary units
- ❖ locomotive 4: 15 monetary units