RAILROAD TILES

102 ROUTE TILES

16 OBJECTIVE TILES

1 MAIN STATION BOARD

18 TRAIN PAWNS
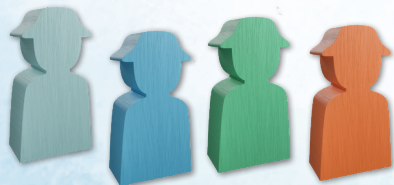
18 CAR PAWNS

18 TRAVELER PAWNS

11 STAR PAWNS

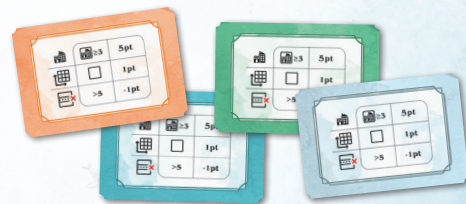4 PLAYER PAWNS

7 PLACEMENT TOKENS

64 PRESTIGE TOKENS
(20x1, 20x3, 16x10, 8x20)

1 CLOTH BAG

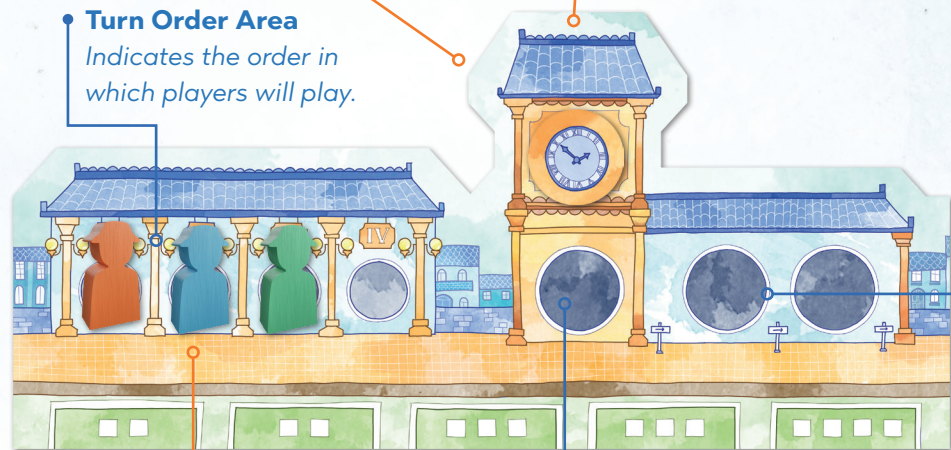4 PLAYER-AIDS

1 2-PLAYER TOKEN

WORK IN PROGRESS

GAME SETUP

(3-player example)

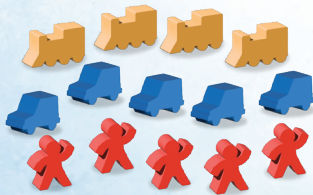**1** Shuffle all the **Route tiles** inside the cloth bag.

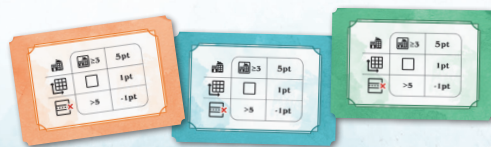**2** Place the **Station Board** in the middle of the table.

3 Shuffle all the **Placement tokens** face down. Then create a face down pile and place it on the Clock space of the tower.

Turn Order Area
Indicates the order in which players will play.

The space below the Clock is the **Waiting Room.**

4 Create a general pool of **Car, Train, and Traveller pawns** in reach of all players.

5 Each player chooses a **Player pawn** and takes the corresponding Player-aid token. Randomly shuffle the pawns and place them in the **Turn Order Area**, starting with the leftmost space available.

6 Create a pool of **Prestige tokens** in reach of all players.

WORK IN PROGRESS

STARTING TILES

7. Reveal and set aside as many Route Tiles from the cloth bag as players in the game. The revealed tiles must be (gameplay-wise) different, if any 2 tiles are the same, return one to the bag and draw another tile.

The starting tiles will be selected at the start of the Tile Selection phase on the first round (see page 5).

The blue zone beside the Waiting Room contains 2 spaces and is called the **Active Area.**

8. Each player takes one Star pawn and places it in their reserve. Place the remaining **Star pawns** in reach of all players.

9. *If you are playing a* **3- or 4-player game**, *the 2-players token is not used; return it to the box. It's used only in 2-player games.*

10. *If this is your first game, return the Objective tiles to the box. Otherwise, check the rules on page 10 for more details on how to play with them.*

GAME OVERVIEW

A game of *Railroad Tiles™* unfolds over 8 rounds. Your objective is to construct the most efficient network of highways and railroads. Strategically connect your routes to ensure seamless travel for trains, cars, and travelers, while also forming groups of Town tiles.

GAME ROUND

A game round consists of 4 phases played in this order:

1 NEW ROUND
Update the **Placement tokens** and reveal the **Route tiles** to create a drafting pool.

2 TILE SELECTION
Select a tile column from the drafting pool and **place them** in your player area.

3 PAWN PLACEMENT
**Populate** your player area with Cars, Trains, and Traveller pawns.

4 END OF THE ROUND
Determine the player order for the next round.

WORK IN PROGRESS

1 NEW ROUND

Reveal **Route tiles** from the cloth bag until you fill all the columns below the Station board. Each column must contain as many tiles as the number of square icons at the top of that column.

Reveal the topmost **Placement token** from the Clock pile, placing it in Waiting Room (the space immediately below the pile.) If the Waiting Room is occupied, move the obstructing token to the next space, the left space in the Active Area. If that is occupied as well, keep pushing the tokens to the right. When all spaces are occupied and a new token is revealed, the last token in line will be removed from the game.
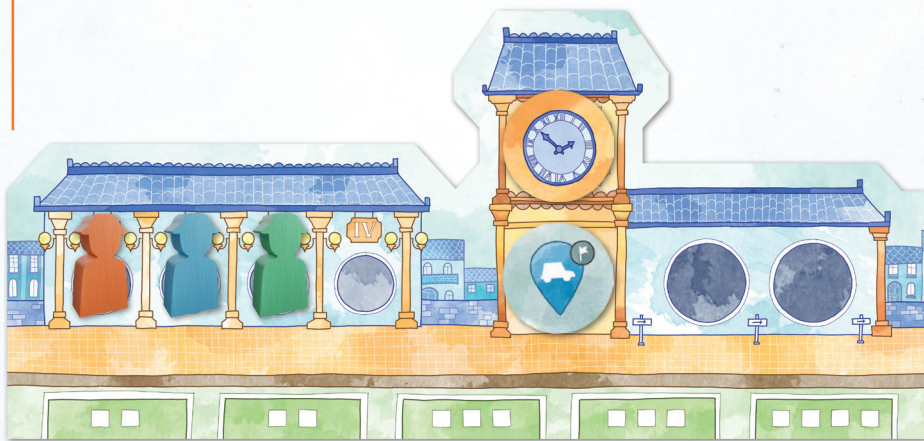
In a 2- or 3-player game, do not place any tiles in the leftmost column as it won't be used.

In the second round, another token is placed in the *Waiting Room*, and pushes the previous token to the *Active Area*.

In the third round, a new token is revealed and pushes all others: *Waiting Room* > *Active Area* > *Active Area*.

In the fourth round, all tokens are pushed ahead, and the last token in the line is removed from the game.

2 TILE SELECTION

Following the turn order (defined by the order of the pawns in the Turn Order Area), on your turn you must choose a column of Route tiles, move your pawn to the top of the chosen column, and **take all the Route tiles in that column.** If any Star pawns are on your chosen column, take them as well (see page 8).

You must then immediately place the **Route tiles** in your player area, one by one, in any order. To place your Route tiles, you need to follow a few **placement rules**:
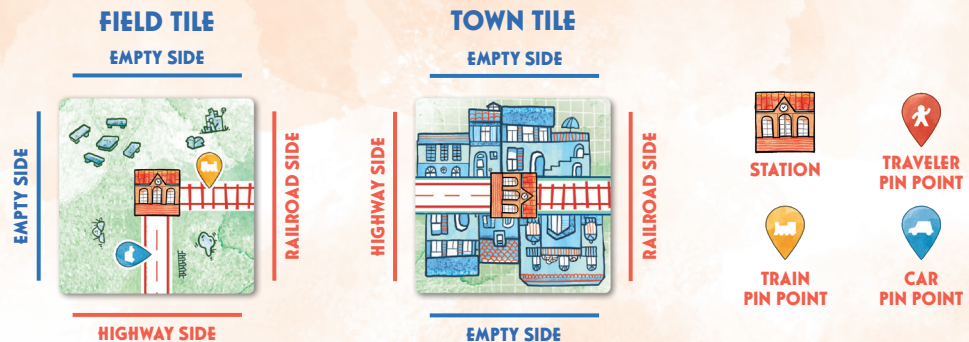
A Each tile you place must be **connected by one side** to at least one preexisting Tile. **Tiles CAN be flipped** (they are mirrored) **or rotated** as desired to better fit them to your plans.

B Connect **similar to similar**. **Each side** of the tile must match the side of any existing tile it touches. Railroad sides must be connected to Railroad sides, Highway sides to Highway sides, and Empty sides to Empty sides. You **can't connect Railroads to Highways,** and you cannot connect **either to an Empty side**.

TILES ANATOMY

FIELD TILE
EMPTY SIDE
EMPTY SIDE
RAILROAD SIDE
HIGHWAY SIDE

TOWN TILE
EMPTY SIDE
HIGHWAY SIDE
RAILROAD SIDE
EMPTY SIDE

STATION
TRAVELER PIN POINT
TRAIN PIN POINT
CAR PIN POINT

*Each of the 4 sides of the tile can show different content: **Railroad**, **Highway**, or **Empty**.*
*Tiles can also be **Fields or Town**; this classification doesn't affect the connection between tiles,*
it will only affect your City points at the end of the game (see page 9).

C You must place all your tiles. If you **cannot connect a tile IN ANY WAY**, you must **discard it**.
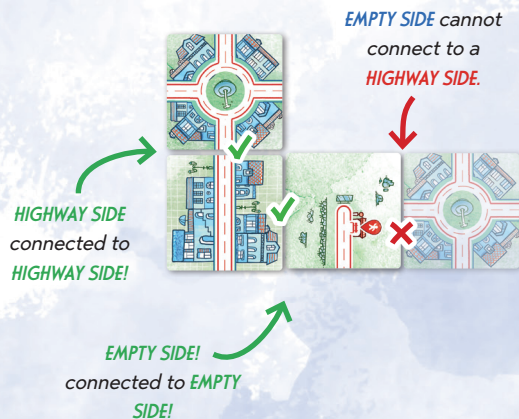
D Just **twice in the whole game**, you can decide to **reject a tile** before placing it. This is useful if you believe the tile is causing more harm than good. Keep it nearby to keep track of your rejected tiles.

WORK IN PROGRESS

1ST ROUND EXAMPLE

1 *Maria* is the first player according to the Turn Order Area. She chooses to collect the 3 tiles in the second column, so she moves her orange pawn to the top of that column.

2 Now *Maria* must connect the tiles in any way she prefers, as long as she follows the connection rules.

EMPTY SIDE cannot connect to a *HIGHWAY SIDE*.

HIGHWAY SIDE connected to *HIGHWAY SIDE!*
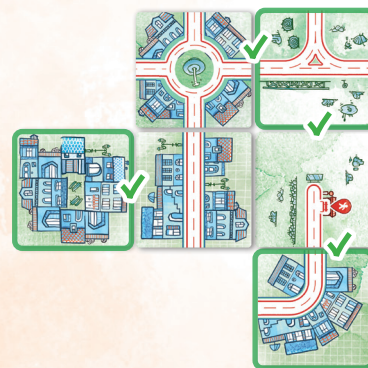
EMPTY SIDE! connected to *EMPTY SIDE!*

2ND ROUND EXAMPLE
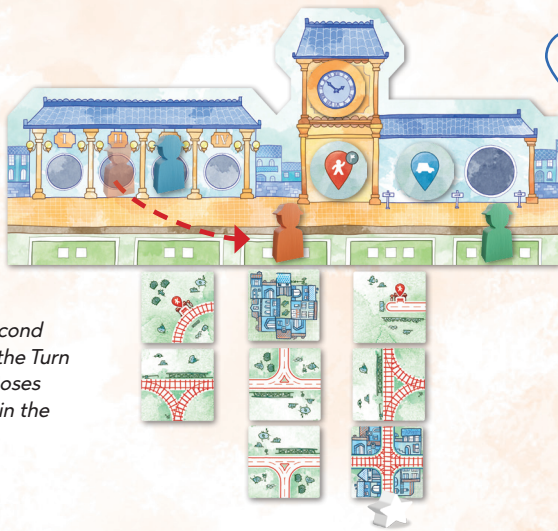
1 *Maria* is now the second player according to the Turn Order Area. She chooses to collect the 3 tiles in the second column.

2 Now *Maria* must connect the new tiles to the previous ones:

3 — PAWN PLACEMENT

After all players have placed their tiles, check the **Placement tokens** in the Active Area. Each player has the possibility to **place 1 pawn** (from the general pool) for each **Placement token** in the Active Area on **any tile** they have with a matching empty **pin point**. If you do not have a matching pin point available, you cannot benefit from the Placement token.

Placement tokens indicate the type of pawn (**TRAIN**, **CAR**, or **TRAVELLER**) that you can place in the current round.

This placement token gives you a choice between 2 pawns (**TRAIN** or **CAR**).

Some tokens also depict a **Flag Icon.** Ignore this symbol if you are not playing with Objectives (see page 10).

When placing a pawn, you **IMMEDIATELY COLLECT PRESTIGE POINTS**. How each pawn scores is described below:

CAR PLACEMENT

Score **1 point + 1 point** for each other **Car that can be reached** by following **only Highways,** up to a maximum of **5 Prestige** points. Stations and other Cars do not interrupt a Highway connection.
For example, the 6th car on the same Highway is worth 5 Prestige Points.

TRAIN PLACEMENT

Score **1 point + 1 point** for each other **Train that can be reached** by following **only Railroads,** up to a maximum of **5 Prestige** points.
Stations and other Trains do not interrupt a Railroad connection.
For example, the 6th train on the same Railway is worth 5 Prestige Points.

TRAVELLER PLACEMENT

Score **1 point + 1 point** for each other Traveller that can be reached by following **either Highways and/or Railroads,** up to a maximum of **5 Prestige** points. You can switch between Highway routes and Railroad routes at Stations without limit.
For example, the 6th traveler in the same Network is worth 5 Prestige Points.

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3 There are 2 revealed Placement tokens in the Active Area: Travellers and Cars.

4 *Maria* places the Traveler on a tile she just placed. Since there are no other Traveler pawns on her network, she scores 1 Prestige point.

5 *Maria* can also place a Car pawn this round. She has a previously placed tile with a Car pin available, so she decides to fill that space. This Highway network already has another Car pawn on it, so this 2nd Car pawn scores 2 Prestige points.

Her turn is over. It will be *Daniela*'s turn now (Blue player).

STATIONS

A group of 1 or more tiles with an unbroken line of either Highway or Railroad is referred to as a "route".

*A Station allows you to link Highway routes to Railroad routes so Travelers can switch between them. They **do not interrupt Highways and Railroads networks** when scoring Prestige points for Pawn Placement.*

WORK IN PROGRESS

Once everyone has placed pawns on their map, the round is over.

Place **one Star pawn** on the only column that wasn't collected by any player. It will serve as an extra incentive for the next round: whoever chooses that column will also collect all the Star pawns in that column and keep them in their reserve.

*2-PLAYERS RULE

Before placing the Star pawn, flip the 2-players token like a coin: the token result indicates which of the 2 remaining columns will be discarded, left or right. Discard the tiles back to the game box.
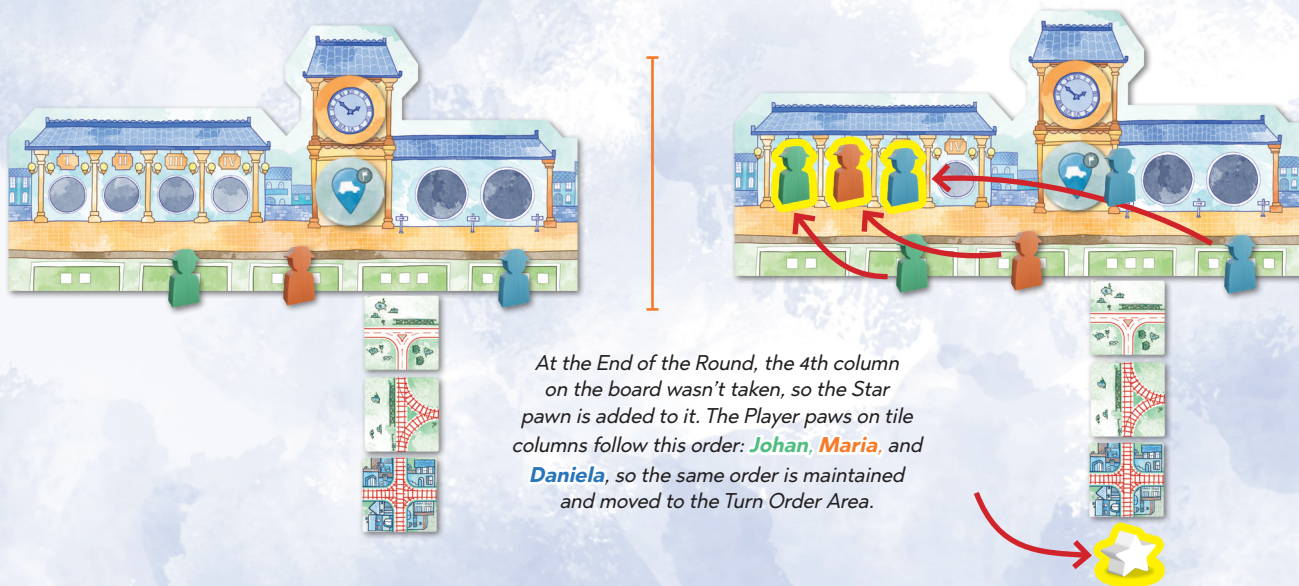
STAR PAWN

For each active Placement token, during the Pawn Placement phase you can discard 1 Star from your reserve to place 1 pawn of your choice (Car, Train, or Traveler) instead of the one indicated by the token itself.

Then, starting from the leftmost **Player pawn,** put each Player pawn in the **Turn Order Area** on the Station Board, preserving their current left–right order. In other words, the player who took more tiles will play last in the next round.

END OF THE ROUND EXAMPLE

At the End of the Round, the 4th column on the board wasn't taken, so the Star pawn is added to it. The Player paws on tile columns follow this order: Johan, Maria, and Daniela, so the same order is maintained and moved to the Turn Order Area.

WORK IN PROGRESS

END OF THE GAME

When the last Placement token moves inside the Active Area, the last round is played and once it's over the final score is calculated. The player with the **most points** wins!

END OF GAME SCORING

You score additional points based on the City presence in your map and on the structure of your territory as follows:

CITIES – For each group of **3 or more** orthogonally adjacent Town tiles, **you score 5 points**; you don't get any additional points for cities larger than 3.

BIGGEST RECTANGLE – Find the **biggest rectangle of tiles without holes** in your territory. You score **1 Prestige point for each tile** which is part of that rectangle. (Squares are rectangles.)

OPENING PENALTIES – Each end of a route that does not connect with any other route is called an Opening. You are allowed up to 5 Openings, but you **lose 1 Prestige point** for **each Opening** exceeding the 5th.

In case of a tie the player in the leftmost column is the winner.
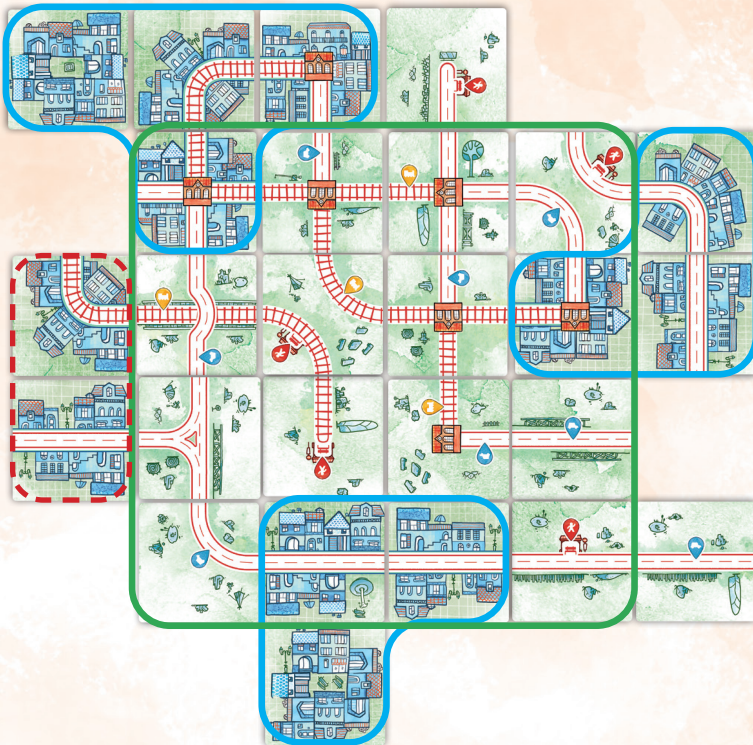
END OF THE GAME EXAMPLE

*In this example **Daniela** has 3 groups with 3 or more Town tiles, forming 3 Cities, so she gains 15 Prestige points. Then, she adds up his biggest rectangle, a 4x4 = 16 Prestige points. Then she counts up his Openings for a total of 7, so she loses 2 points (–1 point for each opening exceeding the 5th).*

WORK IN PROGRESS

PLAYING WITH OBJECTIVES

Once you've played a few matches and are familiar with the rules presented so far, we suggest adding the Objective tiles to your game: they grant additional points when you fulfill specific placement conditions.

Inside this box, you'll find 4 Objective sets: Metropolis, Central Station, Gas Station, and City Hall. Each set includes 4 identical tiles. For a game featuring Objectives, you'll play with 3 sets at once.

DURING THE SETUP:

1 Choose or randomly determine 3 Objective sets to play with.

2 Give 1 tile from each selected setting to every player. Keep these tiles in your player area.

During the **TILE SELECTION** phase, check if the token in the Waiting Room is showing a **Flag icon**. If that is the case, you **must place** 1 of your Objective tiles (if you have any available) in addition to this round's Route tiles–you can freely choose which Objective tile to play. Objective tiles must adhere to the same placement restrictions as Route tiles. If you cannot place any Objective tile, you must discard 1 of your Objective tiles to the game box.

During the **END OF GAME SCORING** phase, you earn 4 Prestige points for each Objective for which you have **fulfilled the scoring conditions**. Collect that many Prestige points.

This Placement tile has a FLAG, which indicates that players MUST play 1 of their Objective tiles.

OBJECTIVES: SCORING CONDITIONS
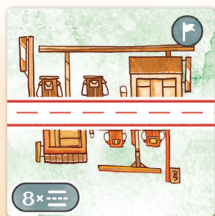
GAS STATION
The Gas Station must be part of a route with at least 8 connected Highway segments, and you cannot pass over the same segment of Highway more than once.

METROPOLIS
The Metropolis must be part of a City that has 5 Town tiles or more.

CENTRAL STATION
The Central Station must be connected only through Railway routes to at least 5 Stations.

CITY HALL
You must place at least 2 tiles in each of the four directions from City Hall (up, down, left, right).

SOLO MODE

HOW TO PLAY

Follow the standard game rules with the following exceptions:

1 During setup, you don't have to draft a starting tile.

2 The player will use 3 columns: one with 2 tiles, one with 3 tiles, and one with 4 tiles.

3 If you choose the 2-tile column, you also gain a Star pawn. (You can place a Star pawn on the top of the column as a reminder)

4 If you choose the 3-tile column, you also gain a Prestige Point. (You can place a Prestige Point on the top of the column as a reminder)

5 After selecting your tiles, discard all remaining tiles in the other columns, so you don't have to place a Star pawn on any column.

CHALLENGES

The solo mode of Railroad Tiles includes 15 challenges, each with a specific mission or limitation and three scoring thresholds.

1 At the beginning of a solo game, choose one challenge. You will be able to achieve only the chosen challenge during this game.

2 If you break the limitation or fail to complete the mission, you score 0 points.

3 If you meet or exceed a specific scoring threshold, mark the thresholds you have achieved.

CHALLENGE	MISSION	1★	2★	3★
METROPOLIS	Make a city of size 10 or more	30	40	50
ROUTE 66	Create a Highway of length 14 or more	40	50	60
TRANS EUROPE EXPRESS	Create a Railway of length 14 or more	40	50	60
PERFECTION	Play a game with 3 or less openings (errors)	40	50	60
FLAT EARTH	The height of your playing area is limited to 3 tiles	40	50	60
VULCANO	Surround an empty 2x2	30	40	50
HOLES	Create 3 completely surrounded empty spaces	30	40	50
DISTANT FRIENDS	Have 2 connected travelers where the shortest distance between them is 12 tiles	40	50	60
STATION MAYHEM	Create a path that connects 10 stations	40	50	60
TRAFFIC	8 Interconnected Cars	40	50	60
TRAIN PARADISE	8 Interconnected Trains	40	50	60
4 TOWNS	Score 4 cities	40	50	60
STRICT RULING	No more than 1 pawn of the same type on a single row	35	45	55
TRAFFIC CONTROL	Max. 2 cars on the same highway, 2 trains on the same railway and 2 travelers on the same network	30	40	50
LAZY TRAVELERS	Travelers score only if on the same highway or railway	40	50	60

WORK IN PROGRESS

GAME SUMMARY

A game of *Railroad Tiles™* unfolds over 8 rounds.

GAME ROUND

A game round consists of 4 phases:

1 NEW ROUND

Reveal the top most **Placement token**, place it in the Waiting Area below the pile, pushing any tokens to the right if needed. Reveal **Route tiles** to create a drafting pool according to the quantity indicated for each column.

2 TILE SELECTION*

Following the turn order: Choose a column of Route tiles, move your pawn to the top of it, **take all the Route tiles and Star pawns in that column,** and immediately place them in your play area.

Each tile you place must be connected to at least 1 preexisting tile. Tiles can be flipped or rotated. You must connect **similar to similar**: each side of the tile must match the side of any existing tile it touches.

3 PAWN PLACEMENT

For each **Placement token in the Active Area**, each player may **place 1 matching pawn on any tile** with an **empty matching pin point.** Collect **Prestige points** for each pawn according to its rules (limited to a **maximum of 5).**

4 END OF THE ROUND

Place one **Star pawn** on the only column that wasn't collected by any player. Move the Player pawns to the **Turn Order Area,** preserving their current left-right order.

END OF THE GAME

END OF GAME ADDITIONAL POINTS AND PENALTIES:

CITIES - For each group of 3 or more orthogonally adjacent Town tiles, **you score 5 Prestige Points**.

BIGGEST RECTANGLE - Find your **biggest rectangle of tiles without holes** and score **1 Prestige point for each tile.**

OPENING PENALTIES - You are allowed up to 5 Openings, but you **lose 1 Prestige point for each Opening** exceeding the 5th.

WORK IN PROGRESS