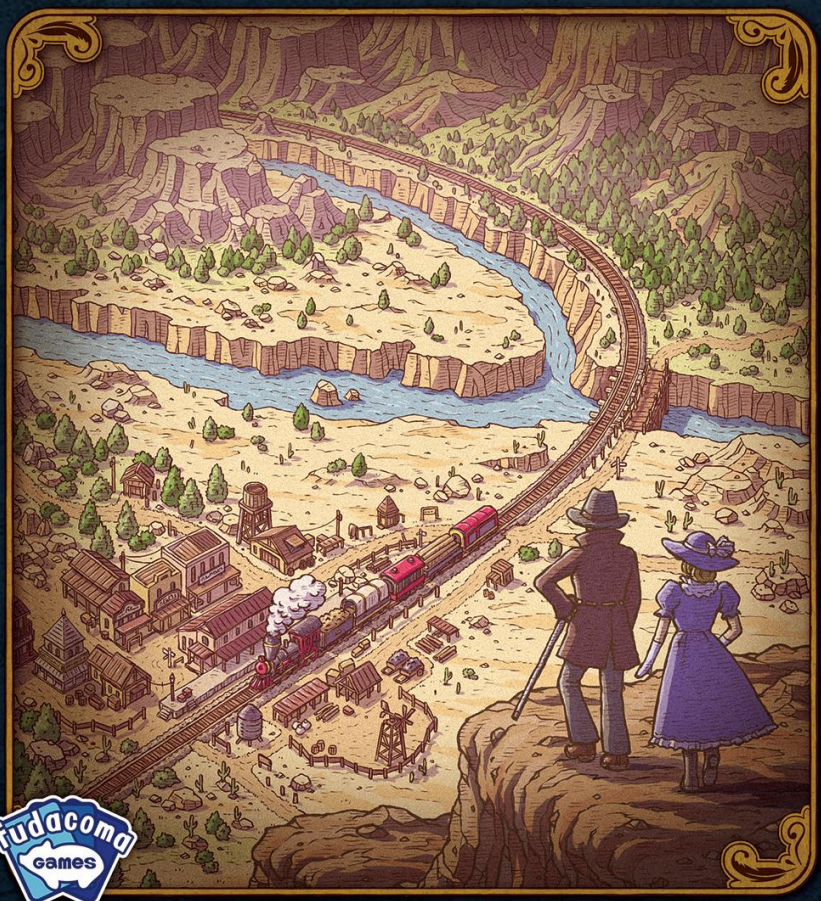
RAiLAGE

レイルエイジ



fudacoma games

RAiLAGE レイルエイジ

1-4 players ・ 8 and up ・ 30 minutes

~ In a new continent, you are the president of a railroad company and you are trying to expand your business. You will acquire land, build stations, and establish a large railway network connecting numerous cities. ~

Game Overview

Railage is a roll and write game in which players use a pen to draw shapes and other objects on a map. During the game, each player draws a ○ (station) in a City on the map (①). In the area where the ○ are drawn (②), the player can draw dots (roadbeds) and Tracks (③). Your score is built by connecting many stations with your Tracks. The player with the highest score at the end of the game is the winner.

Components

4 sheets

Front (※Back is not shown)

Map

※Here is the variety of squares available

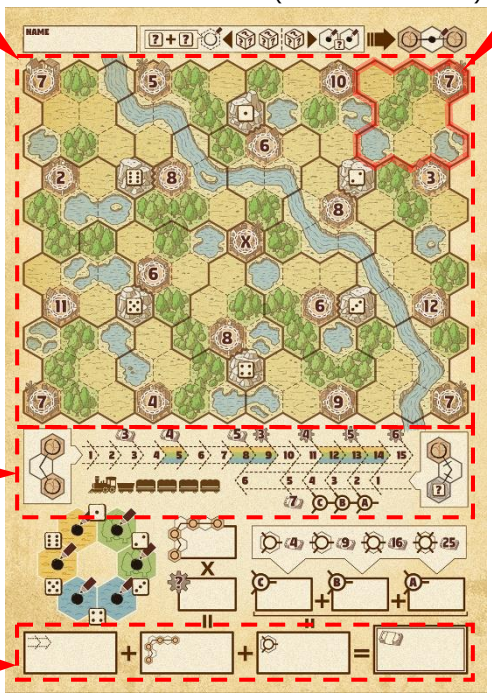
- City
- Mine
- Land
  - Forest
  - Lake/River
  - Wildland

Gauge

※There are upper and lower Gauges

※A Gauge consists of multiple spaces

Score boxes



Area

※A map is made of multiple areas

※The beginner map (the side with the river) is on the front.

The advanced version of the map (the side with the lake) is on the back。

4 markers　3 dice　1 rulebook

Setting up the game

① Each player receives a sheet and a pen.

② **<u>All players</u>** choose the same map and place their sheet face up in front of them.

（※For the first time, it is strongly recommended to choose the beginner map.）

③ Each player rolls one die.

④ Each player draws a ○ in the City adjacent to the Mine that was rolled.

（※Please be careful not to choose a City with the same number as the roll of the die.）

（※The ○ represent stations in this game.）

How to play

The game will progress over multiple rounds.

In each round, **players will all** proceed simultaneously along the three phases of the game:【①:Land Acquisition】,【②:Construction of Roadbed】,【③:Laying Tracks】.

During the game, players must not look at other players' sheets.

When all players have completed the phase【③:Laying Tracks】, the game will move to the next round.

When any player meets the game end condition, the game moves to the final round.

In solo games, there are additional game end conditions.

①:Land Acquisition
②:Construction of Roadbed
③:Laying Tracks

→ Any player meets the game end condition → **The final round & Scoring**

① Land Acquisition

One player rolls the three dice to determine the roll. All players share this roll.

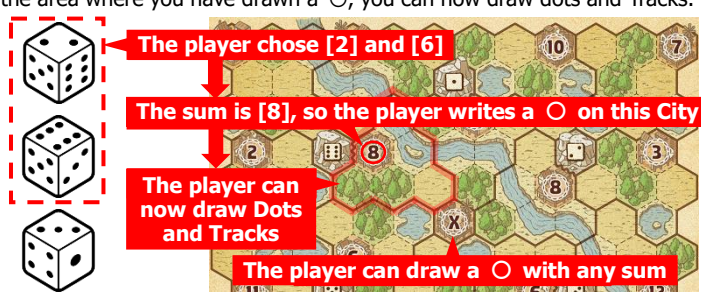
（※One of the three rolls can be changed by drawing special Tracks as described below.）

Each player chooses two of the three rolls and draws a ○ in the City with a value equal to the sum of the two roll they chose.

（※If the map has more than one City of the same value, choose only one square of your choice.）

In the center of **the beginner map** on the sheet, there is a City with the letter ⓧ. In this square, you can draw a ○ with any sum.

Within the area where you have drawn a ○, you can now draw dots and Tracks.



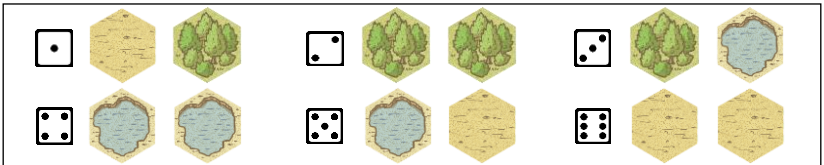
The player who did not draw a ○ will cross out one space on the lower Track with an X from the right edge.

② Construction of Roadbed

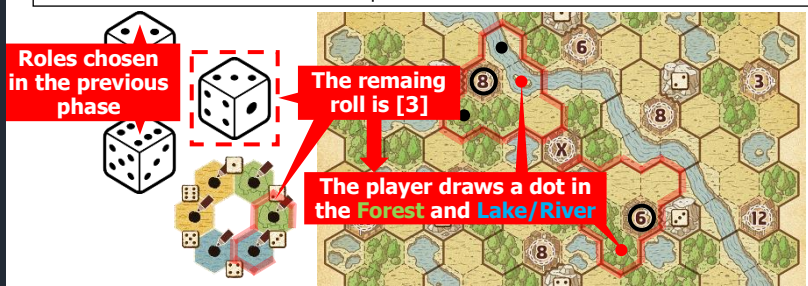
Each player checks the one remaining roll not chosen.

（※One of the three rolls can be changed by drawing special Tracks as described below.）

Draw dots on the two land squares that correspond to the chosen roll as shown below.



（※The link between these rolls and squares is shown in the chart at the bottom left of sheet）



It is not necessary to draw dots.

（※In this game, the dots represent the Roadbeds.）

③ Laying Tracks

Each player draws only one Track, following the dots and connecting the City squares marked with ○.

The player who drew the Track advances the upper Gauge by edging one space from the left edge.

Players may not connect the Tracks in a circle, nor may they branch or cross Tracks outside of the City squares.

《Scores on Gauges》

The player who moves the fastest to the space marked with a score will get the stated score in a ○.

（※Note that the numbers 3-6 written on ⚙ of the upper Gauge are not scores.）

The player who has scored is declared to have scored at the end of this round.

The other players will strike through the score. You cannot get the destroyed score.

If more than one player advances to the same space with the same score, all of them get the score.

《Additional Action》

Advancing to a special (colored) space on the upper Gauge gives you an additional action as a bonus.

As an additional action, after drawing a dot, you can draw a Track.

（※You may also draw a Track following a dot drawn with the additional action.）

Dots and Tracks must be drawn according to the rules described in 【②:**Construction of Roadbed**】and【③:**Laying Tracks**】respectively.

When a Track is drawn by additional action, the upper Gauge is also advanced.

（※Further additional actions may be obtained as a result of advancing the Gauge.）

Laying of Special Tracks (Change of Dice Roll)

Each player may change the roll of the one dice at **【①:Land Acquisition】** or **【②:Construction of Roadbed】**.

To change the roll, a special Track is drawn by drawing a Track connecting the City and Mine squares marked with ○.

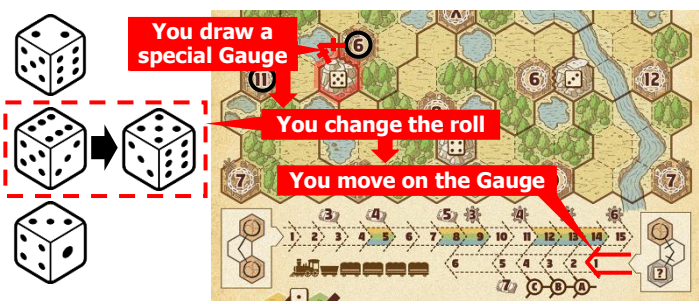
Special Tracks must be drawn according to the rules described in section **【③:Laying Tracks】**.

The player who draws a special Track changes (in his/her mind) only one of the three rolls to the one drawn for the mine, and uses it in **【①:Land Acquisition】** or **【②:Construction of Roadbed】**.

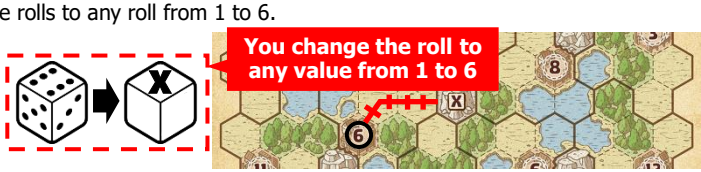
（※Please be careful not to actually change the roll of the dice, as this will affect other players.）

A maximum of one special Track can be drawn in each round. In the game, only one special Track can be drawn for each Mine.

The player who draws a special Track advances the lower Gauge by edging one space from the right edge.



On the back side of the sheet, in the center of the map, there is a Mine square with the letter ⓧ. The player who connects a special Track to this square can change only one of the three rolls to any roll from 1 to 6.



Beware: Dots are also needed to draw special Tracks. Be careful not to connect City squares and mine squares directly

End of the game

At the end of the 【③:Laying Tracks】 phase, the player who has achieved either of the following conditions tells the other players that he or she has achieved the condition.

- **The progressed space overlaps vertically on the upper and lower Gauges**
- **The player has progressed to the right edge of the space on the upper Gauge that has not been destroyed by an X**

The round following the round in which the condition is achieved is the final round for all players.

When the final round is over, the game is over, and the score is calculated.

Scoring

Each player selects one railroad network (a series of Tracks and stations) and calculates the following scores obtained from it.

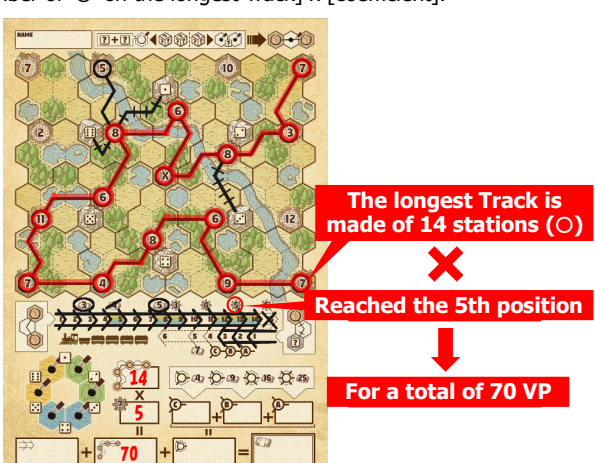
《Scores from the longest Track》

The longest Track is identified with a continuous stroke of the pen.

Next, check the coefficient reached at the upper Gauge.

（※The numbers 3 to 6 indicated by ⚙ are the coefficients.）

The score will be [number of ○ on the longest Track] x [coefficient].



《Scores from the branch Track》

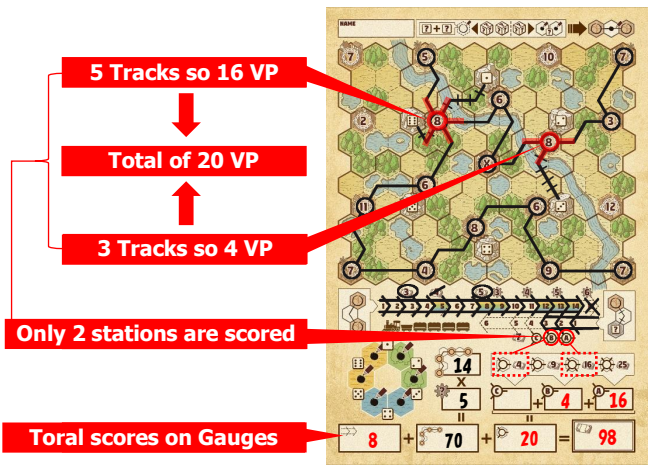
Check the number of spaces marked with ○ reached on the lower Gauge.

Select any number of stations (○) as many as you have reached.

Each stations (○) receives a score from the sheet according to the number of Tracks extending from the selected stations (○).

(※Tracks extending from the station includes special Tracks.)

3Tracks...4VP　4Tracks...9VP　5Tracks...16VP　6Tracks...25VP



The player with the highest total of the above scores and the scores coming in from the Gauges wins the game.

If there is a tie, the player with more overlapping spaces in progress wins. If they are also equal, the game is a tie.

Solo Rules

When playing solo, the goal is to achieve the highest possible final score.

As an additional rule, if a player does not draw a ○ in **【①:Land Acquisition】**, the next round will be the final round.

At the end of the game, the following titles are awarded according to the final score.

0～59	Railroad Man	90～99	Marquis of Railroads
60～69	Railroad Baron	100～109	Duke of Railroad
70～79	Railroad Viscount	110～	King of Railroads
80～89	Count of Railroad		

Detailed rules

【① : Land Acquisition】

- In each round, a player may draw only one City square.
- You may not draw ○ on more than one City square.
- You can draw ○ even if the Gauge cannot be advanced any further.
- The progressed space is not destroyed by an X.

【② : Constructing a roadbed】

- Each City square may be dotted only once.
- The two land squares to be dotted may be in the same area or in different areas.

【③: Laying Tracks】

- The Track can be laid only once for each land square.
- You can advance on both tracks even once the game end trigger is reached.

【Laying Special Tracks】

- The first round of special Tracks cannot be drawn (because no dots are drawn).

【Scoring from branch Tracks】

- Because the stations (○) are selected from the same network, all stations (○) must be connected by Tracks.

【Solo rules】

- You can get the stated score in the Gauge when playing solo.

If you have any questions or comments about the game, please contact us at info@fudacoma.jp
Game design: Yusuke Sawaguchi Artwork: Makoto Takami