



Rolling Stock

A railway roll-and-write game for 2 to 8 players
by Andrew Carpenter

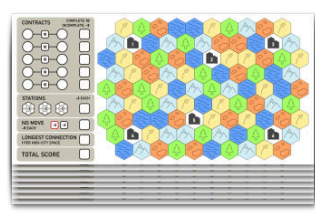
Rulebook



Rolling Stock

In **Rolling Stock**, there are six cities in need of rail service. Over the course of the game, you will build railways across the country side, and take on service contracts to connect cities together. Who will build the best rail network?

Contents



8 player boards



8 dry erase markers



2 railway dice

Setup

Each player takes a game board and a dry erase marker. Place the two dice in the middle of the table.

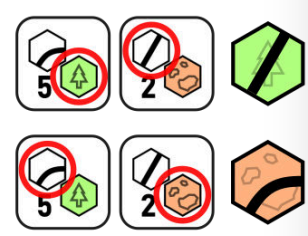
Gameplay

Each round, both dice are rolled. All players then mark on their boards one of the following:

1. New railway

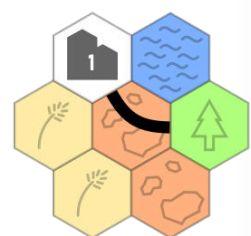
Choose a rail shape to draw (straight, curved or corner) from one die, and draw it into any empty space of the terrain type shown on the other die.

The two dice have different combinations, so there is always a choice. (You cannot use both symbols from a single die.)



The wild symbol  can substitute for any rail shape or terrain.

When drawing railway, draw the line from the middle of one edge of the hexagon to another as indicated, in any orientation. You are not required to connect to existing rails and can draw anywhere on the board. Each space can only have one railway drawn into it, and cannot be changed on later rounds.



desert field forest mountain lake

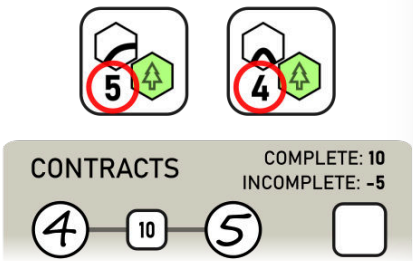


The three rail shapes

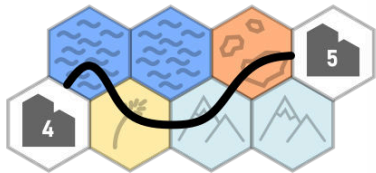
2. Take a contract

Instead of drawing a railway, you can take a contract to connect two cities.

Write the numbers of the two dice into the first available row in the contracts box. You can't take a contract if both dice show the same number, and you can't take the same contract twice.



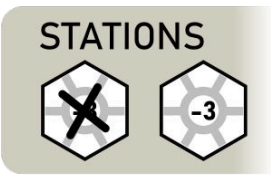
Contracts are worth **10 points** each at the end of the game if you have built a railway connection between the numbered cities. Connections can pass through stations (below) or any other cities. If you don't complete a contract by game end, it scores **-5 points**.



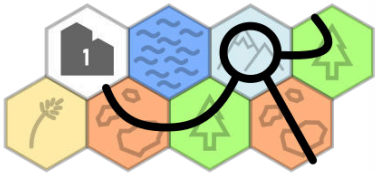
3. Build a station

If you can't get the railway dice you need, or want to connect multiple railways together, you can build a station.

Cross off one of the three station boxes, and draw a circle in any empty space on the board. Any adjacent cities, or railways pointing into this space join up to the circle and are considered connected.



Each station used scores **-3 points** at the end of the game.



4. No move

If you can't do any of the above, cross off the first No Move box. This triggers the final round of the game.



If you still have no move in the final round, cross off the second box. Each box scores **-5 points** at the end of the game.

Once all players have marked down their move,
it's time to roll the dice for the next round.

If any player connects all six cities together,
this also triggers the final round of the game.

Final round

If any player:

- connects all six cities together, or
 - fails to make a move,
- then there is **one final round**.

Roll the dice, and try to complete any outstanding contracts, or take a contract for a connected route. The game then ends, and scores are tallied up.

Scoring

Each completed contract scores **10 points**.

Incomplete contracts score **-5 points**.

Each station used scores **-3 points**.

Each turn you made no move scores **-5 points**.

CONTRACTS

COMPLETE: 10
INCOMPLETE: -5

4	10	5	10
1	10	2	10
1	10	6	-5
3	10	4	10
	10		

STATIONS

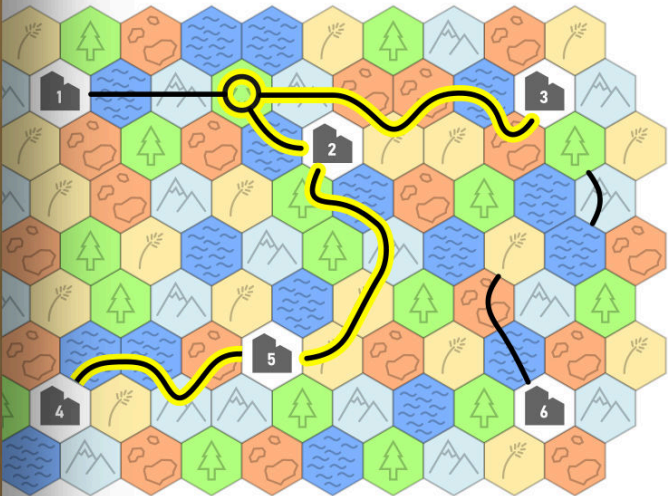
-3 EACH

			-3
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NO MOVE

-5 EACH

	-5	-5
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Score **1 point** for each non-city space in your longest connection between any two cities; including stations, but not counting loops or branches. The connection can pass through other cities, but those spaces are not counted.

LONGEST CONNECTION

1 PER NON-CITY SPACE

17

The player with the highest final score is the winner.

TOTAL SCORE

34

Ties are broken by *longest connection*, then *fewest used stations*, then *fewest unconnected rails*.