



Princeton Wong

CROSSROLL HONG KONG

1-4

20-40

8+

FIND YOURSELVES AT CROSSROADS?

ROLL AND WRITE YOUR OWN ROAD MAP!!

OBJECT OF THE GAME

Welcome to Hong Kong! Also known as Asia's World City, Hong Kong has one of the most flourishing economies in the world and is an international hub for business, culture, shopping, and food. It's time you start exploring! Hong Kong is connected by nine main highways. In Crossroll Hong Kong, players are competing to explore Hong Kong as efficiently as possible by exploring every section of highway, visiting tourist landmarks, and playing the new Crossroad Lotto!

Each round, the active player chooses and rolls two of the four dice (d4, d6, d8, d10). Then, all players, choose to drive and cross out locations along one route, buy a Crossroad Lotto ticket, or upgrade their car. After one player has filled in each of their route record boxes, the game ends. The player who scored the highest VPs wins the game! Start your engines!

READY...

4 dice



4 dry erase markers



4 double-sided dry erase map boards

Locations

- Crossroad
- Regular
- Landmark
- Entrance

Unless specifically stated, anytime the term "location" is used, it refers to all four kinds of locations.

Route Record Boxes

The number indicates both the total number of locations on this route and the VP awarded for completing this route. The letter indicates the abbreviated name of this route.

Highway Route

Nitrous Oxide Counter

Route Score

Speed Score

Landmark Score

Final Score Stamp

Crossroad Lotto Ticket

Car Engine

The numbers indicates the range of dice results permitted to be written in the corresponding boxes to the right of the numbers.

SET...

Each player places one map board and one marker in front of themselves. Place the four dice in the center of the table within easy reach and view of all players. The player who most recently visited Hong Kong is the starting active player.

GO!!

Crossroll Hong Kong is played over several rounds. Each round consists of four phases:



Dice Rolling Phase (Mandatory - Active player only)

The active player chooses and rolls two out of the four dice (d4, d6, d8, d10). The two rolled numbers will be referred to as the *Rolled Results*. The active player announces the Rolled Results to the other players.

Note: The "0" on the d10 represents the number "10".

Crossroad Bonus Phase (Optional - All players)

Since 1976, Hong Kong locals have participated in the Mark Six Lotto, where they select six numbers out of forty-nine. In Crossroll Hong Kong, players may join the new Crossroad Lotto!

Players check if either of the two Rolled Results matches any of the numbers written in the eight slots of the Crossroad Lotto ticket on their map board. If either of the two "Rolled Results" match, that player may openly declare to activate their Crossroad Lotto Bonus!

Players count how many Crossroad Lotto Ticket slots match the rolled result. Then cross out exactly that many number of *consecutive* locations along ONE ROUTE on their map.

Note: Player may only resolve *both* rolled results or none, but not one of the rolled result.

Note: Landmark Scoring can be triggered. (see below)

Note: Hong Kong Driving Restrictions must be followed. (See **1. Drive**)

Note: Crossroad Lotto Bonuses do NOT fill a Route Record Box, so it can be performed in a Route even after all its Route Record Boxes are filled.

Landmark Scoring

During the Crossroad Bonus Phase and the Drive Action, if your last consecutive crossed out location is also a landmark, then Landmark Scoring is triggered. When it is triggered, you circle that landmark and the leftmost uncircled **Landmark Score** in the Scoring Area.

Example

With the Crossroad Lotto ticket as shown, If the rolled results are 5 and 7, then you may cross out exactly 1 location; If the rolled results are 1 and 6, then you may cross out exactly 3 consecutive locations; If the rolled results are 6 and 6, then you may cross out exactly 4 consecutive locations. You may always choose to opt out taking the bonus.



Main Action Phase (Mandatory - All players)

Each player must choose one of the two Rolled Results. This chosen rolled result will now be referred to as the number N . Players must use the number N to complete one of three main actions.

1. Drive
2. Join the Crossroad Lotto
3. Upgrade your car

Note: In the rare case where a player is unable to perform any of the three actions, they must choose the other die result as N . If only they are still unable to perform any of the three actions, they must skip this phase.

1. Drive



Choose one route on your map. Locate the route's Record Boxes. Write the number N into the leftmost empty box. Then cross out exactly N consecutive locations along the chosen route. You must adhere to the Hong Kong Driving Restrictions.

Note: If the Route Record Boxes are already full, you cannot choose that route.

Note: Landmark Scoring can be triggered. (see **Crossroad Bonus Phase**)

Hong Kong Driving Restrictions

1. All crossed out locations must be along ONE route.
2. The first location to be crossed out must be (a) an empty entrance location or (b) an empty location adjacent to any previously crossed-out location.
3. You cannot skip over previously crossed-out locations.
4. If there aren't enough empty (not yet crossed out) locations to cross out along your chosen route, another route or main action must be chosen.

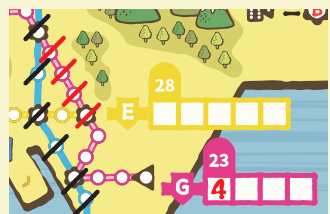
Example ($N=4$)

Cross out 4 empty locations starting from an entrance.



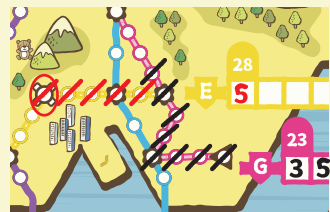
Example: ($N=4$)

Cross out 4 empty locations starting from an empty location adjacent to a previously crossed out location.



Example ($N=5$)

Cross out 4 empty locations starting from an empty location adjacent to a previously crossed out location. Because the last consecutive crossed out location is a landmark, you also circle that landmark and the leftmost uncircled Landmark Score.



2. Join the Crossroad Lotto

Cross out any one empty Crossroad location on your map. The selected Crossroad location must be adjacent to at least one previously crossed-out location. Then, write the number N into one of the empty slots on your Crossroad Lotto Ticket.

Note: The matching of Lotto results is only done in **Crossroad Bonus Phase**.

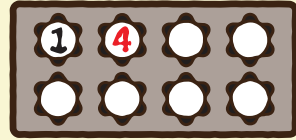
Note: You may repeat numbers on your Crossroad Lotto Ticket as many times as you wish.

Note: If all eight slots have been filled, then you cannot take the Crossroad Lotto action.

Note: This does NOT fill a Route Record Box, so it can be performed in a Route even after all its Route Record Boxes are filled.

Example ($N=4$)

Cross off one Crossroad location and write 4 inside one of the empty slots of your Crossroad Lotto Ticket.



3. Upgrade your car

Car maintenance is vital for safety and achieving peak car performance. In Crossroll Hong Kong, upgrading your car allows you to mitigate your "Rolled Results"!

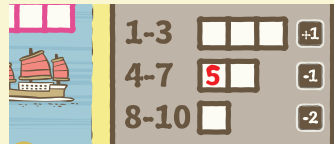
Write the number N in the leftmost empty box on your Car Engine within the corresponding range. You may repeat numbers on one row multiple times. When all the boxes on one row (top, middle, or bottom) are filled, you have permanently unlocked and activated the corresponding mitigation effect on your map board.

From now on, during future Main Action Phases, you may use $N+1$ (filled top row), $N-1$ (filled middle row), or $N-2$ (filled bottom row) instead of the number N for your action.

Note: In each round, you may apply only one effect; effects cannot be combined.

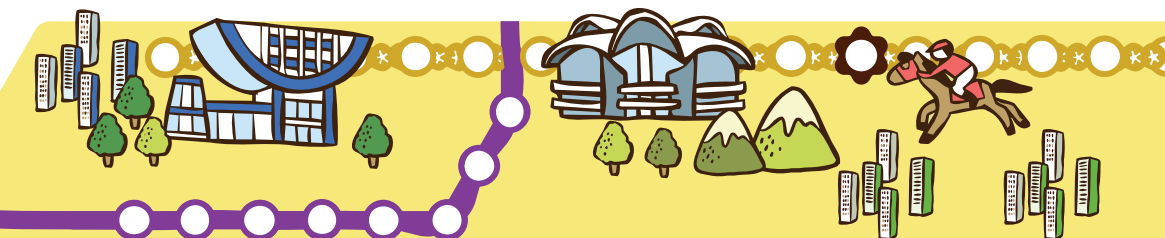
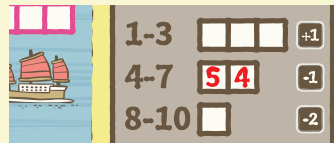
Example ($N=5$)

Write the number 5 in the leftmost empty box on your corresponding row 4-7 on your Car Engine.



Example

Since all the boxes of the middle row on your Car Engine are filled, the corresponding $N-1$ effect is unlocked. In future Main Action Phase, if the Rolled Results are 4 and 8, then you may use 3, 4, 7 or 8 as number N for your main action.



Resolution Phase (Mandatory - All players)

After each player has finished their Main Action Phase, the Resolution Phase immediately begins. If one or more players have **crossed out all of the locations along one route**, the route has been completed. For each route, they perform the Completed Route Scoring.

Completed Route Scoring

1. Declare "I have completed Route X!"
2. Circle the corresponding **Route Score** in the Scoring Area of your map board.
3. If there are any empty Route Record Boxes of the recently completed Route on your map board, draw dots in each empty box. For each dot recently drawn in your Route Record Boxes this phase, circle an equal number of **Speed Score** in the Scoring Area of your map board. Always circle the leftmost uncircled Speed Score.
4. If this is the *first completion* of that Route by all players in the game, every players who have not yet completed that Route will receive a penalty. Draw an "X" inside one empty Route Record Box of that Route. Ignore penalties if all relevant boxes are filled. They will now have one fewer Route Record Box available for use later in the game.

Note: Subsequent completions of that Route do not trigger penalties.

Note: More than one players may complete the same Route in a round.

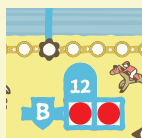
Example

All of the locations along Route B have been crossed out. You declare you have completed Route B. You circle the Route Score B of your map board. You check the Route B Record Boxes. You fill in two dots to the empty boxes and circle the two leftmost uncircled Speed Scores.

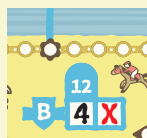
This is the first completion of Route B in the game. Luke and Nathan have not completed Route B at the moment. You draw an "X" to an empty Route B Record Box on each of their map board.



Your map



Others' maps



After scoring, all players check if all 31 Route Record Boxes has filled (with numbers, dots or "X"). If no players have filled in all 31 Route Record Boxes, the game continues to the next round. The player to the left of the active player (clockwise) becomes the next active player.

END OF GAME

After each Resolution Phase, if one or more players have filled all 31 Route Record Boxes (Route A to Route J), the game immediately ends. Players tally their total VP and write their total in the Final Score Stamp. Players receive Victory Points from each circled Route Score, each circled Speed Score, and each circled Landmark Score. 500 VP is a perfect game. (We suggest subtracting the unscored from 500. It should be faster than adding the scores. You did well, right?)



NITROUS OXIDE VARIANT Skip for first play

This variant adds one more mitigation effect to the game.

After completing the standard setup, the active player rolls the d10. Using the Dice Conversion Chart below, all players add a checkmark to the corresponding box in the Nitrous Oxide Counter on the upper right corner of their map boards. (If a "6" is rolled, reroll the d10 until a result other than "6" is rolled.)

During **Resolution Phase**, if one of the Routes you have completed this round has a check in the Nitrous Oxide Counter above it, you may choose to install Nitrous Oxide in your car! Cross out the corresponding Route Bonus; you will no longer score these points at the end of the game.

Once upgraded, you have now permanently unlocked and activated the Nitrous Oxide effect. From now on, during future Main Action Phases, you may now use the sum of the two "Rolled Results" as the number N --making the highest possible value of N eighteen!

Note: Other players are always able to unlock the Nitrous Oxide ability after the initial player unlocks it.
Note: You may only install Nitrous Oxide when you complete the corresponding Route. You cannot choose to upgrade at a later time.

SOLO VARIANT

This variant is for one-person play.

Proceed the phases and scoring as usual, except the following changes:

1. In Action Phase, choose and roll 2 dice from 4 dice, use either Rolled Result as number N for main action. After that, set the used die aside for now.
2. In the next Action Phase, choose and roll 2 dice from the remaining 3 dice, use either Rolled Result as number N for main action. After that, set the used die aside for now.
3. Similarly, in the next Action Phase, roll the remaining 2 dice, use either result as number N for main action. Again, use either Rolled Result for main action and set aside the die.
4. Lastly, in the next Action Phase, roll the remaining die, and you must use that Rolled result as number N for main action.
5. After every 4th Resolution Phase (i.e. all dice are set aside), roll the d10 dice. Using the Dice Conversion Chart below, convert the Rolled Result to route and draw an "X" to a Route Record Box of that Route. You has 1 less box to utilize in the game. *[This is to simulate the penalty. If there is already an "X" to the Route Record Boxes of that route or ther are completely filled, ignore the penalty. You got lucky!!]*
6. For every Action Phases, go back to step 1 and repeat the cycle until the game ends.

DICE CONVERSION CHART

d10 result	1	2	3	4	5	6	7	8	9	0
Route	A	B	C	D	E	/	G	H	I	J

Map of Crossroll Hong Kong is based on the actual Hong Kong Strategic Routes. But for gameplay and balance purposes, some of the details have been altered.

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