

SKYLINE
EXPRESS
ROLL & WRITE




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GOAL



The players goal is to fill their carriage with passengers and gain the most victory points (VPs) at the end of the game. VPs are gained in 3 different ways:

-  completing tasks
-  VIP passengers
-  services





The game ends when all players fill their carriages completely.



SETUP



In order to play Skyline Express Roll&Write you need to prepare:

-  4 colored pencils/felt-tip pens/markers: red, yellow, green and blue
-  4 colored dice: red, yellow, green and blue
-  A pen/pencil to note your progress
-  First player marker

The printed page needs to be cut into 4 sheets. Each player receives 1 player sheet where they mark their progress. A players carriage consists of 6 compartments each having 2 seats by the window and 2 seats by the corridor.

The first player is the person that most recently rode a train.

Before starting the proper game players need to choose which tasks will give them points at the end of the game. In order to do that the first player must roll all 4 dice and match their colors and values with the proper spots in the tasks area.



All players circle the chosen tasks on their player sheets
(all players have the same tasks).



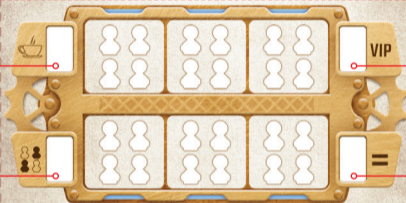
EXAMPLE

If players rolled a value 1 blue die they mark the task which gives 5 points for each compartment where 2 green passengers sit across with 2 blue passengers (which is worth 5 points).

TASKS



SERVICE POINTS



VIP POINTS

TASK POINTS

FINAL SCORE

DICE ACTIONS



DICE POINT TRACK

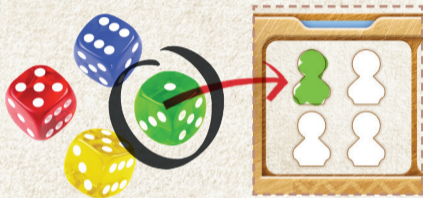


SERVICE POINT TRACK

SERVICES



GAMEPLAY



The first player rolls all dice then chooses one and performs 2 actions:


- ⚙️ Places a passenger of the chosen color (in any seat of any compartment) by coloring that space.
- ⚙️ Depending on the die value the player receives 1 of 3 bonuses:

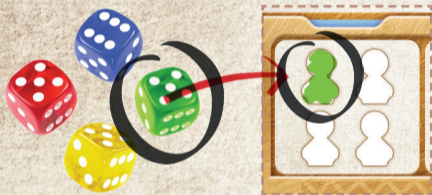
⚙️ Dice value 1 - Player gains **2 service points**. Mark the points by coloring in the first empty spots on the service track



⚙️ Dice value 2 / 3 / 4 - Player gains **1 service point and 1 dice point**. Dice points are marked in the same way as service points that is by coloring in the first empty spot on the dice point track



 Dice value **5 / 6** - Upon placing this passenger becomes a VIP! Mark a VIP by circling him in. Points gained by VIPs are explained in the GAME END segment of this rulebook. Any number of VIPs can be present in 1 compartment.



The next player chooses 1 of the remaining dice (can't pick a die already chosen by another player) and performs its actions.


Once all players have taken their turns the first player marker is passed on to the person sitting to the left and a new round commences.

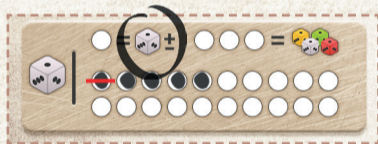


SPECIAL ACTIONS

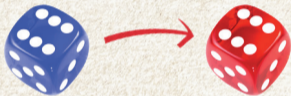
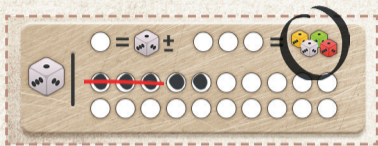
On his turn a player may perform any number of special actions.

Dice action

 A player may spend 1 dice point in order to change the value of his chosen die by +/- 1. Changing 1 to 6 and vice versa is not allowed.



- ⚙️ A player may spend 3 dice points in order to place a passenger of a different color than the chosen die.



Service action

- ⚙️ A player may spend 5 service points in order to pick 1 of the available services. The player circles the chosen service. Other players must cross out that service from their player sheets. It becomes unavailable to them for the rest of the game.

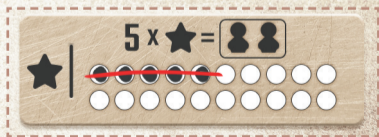


NOTE! The player sheet contains 2 sets of services. In a 3-4 player game all services are available. In a 1-2 player game players may cross out the 3-4 player set of services to avoid confusion.

NOTE! A player cannot have 2 services of the same type.

Spending dice and service points

During the game players mark their points by coloring available spots on their player sheets. In order to mark that a player spent a certain amount of points, the required spots need to be crossed out. They will be unavailable to the player for the rest of the game.



GAME END

The game ends when all players fully fill their carriages with passengers. Final scoring takes place:



TASKS

Each player checks what tasks (from the ones selected at setup) they were able to complete. Players gain victory points for each completed task (point value is located on the task). Players can gain victory points multiple times for the same task if it is completed in more than one compartment.

VIP PASSENGERS

Each VIP passenger (marked with a circle) is worth 1 victory point + 1 point for every passenger of the same color in the same compartment as the VIP (other VIPs of the same colors also count). This way each VIP can be worth a maximum of 4 victory points (1 for the VIP + 3 for other passengers in the compartment).

EXAMPLE

The player has 4 yellow VIP passengers in one compartment. Each of them is worth 4 victory points (1 for the VIP + 3 for other passengers). A whole compartment filled with VIP passengers of the same color is worth 16 victory points in total!

SERVICES

Players gain 2 points for every pair of passengers in their whole carriage in the colors present on the service they obtained.

EXAMPLE

A player marked a service with red and green passengers. He has 4 red passengers in his carriage and 8 green passengers. Therefore he has 4 pairs of green and red giving him 8 victory points.

The game is won by the player with the most victory points. If there is a tie players share the victory or need to play another round.

Blue [1-2]	Gain 5 victory points for each compartment where 2 green passengers sit across with 2 blue passengers
Blue [3-4]	Gain 5 victory points for each compartment where 2 green passengers sit across with 2 red passengers
Blue [5-6]	Gain 5 victory points for each compartment where 2 red passengers sit across with 2 yellow passengers

Green [1-2]	Gain 5 victory points for each compartment where 1 green passenger is surrounded by 3 passengers of the same color (apart from green)
Green [3-4]	Gain 5 victory points for each compartment where 1 yellow passenger is surrounded by 3 passengers of the same color (apart from yellow)
Green [5-6]	Gain 2 victory points for every compartment where 2 passengers of the same color sit by the corridor

Red [1-2]	Gain 5 victory points for each compartment where 1 red passenger is surrounded by 3 passengers of the same color (apart from red)
Red [3-4]	Gain 5 victory points for each compartment where 1 blue passenger is surrounded by 3 passengers of the same color (apart from blue)
Red [5-6]	Gain 2 victory points for every compartment where 2 passengers of the same color sit by the window

Yellow [1-2]	Gain 5 victory points for each compartment where 2 blue passengers sit across with 2 red passengers
Yellow [3-4]	Gain 5 victory points for each compartment where 2 blue passengers sit across with 2 yellow passengers
Yellow [5-6]	Gain 5 victory points for each compartment where 2 yellow passengers sit across with 2 green passengers

2 PLAYER VARIANT

Choosing dice in a 2 player game can be played out differently to a 3-4 player game.

- ⚙ The 1st player take 1 die and resolves it
- ⚙ 2nd player takes TWO dice and resolves them
- ⚙ The 1st player take the last die and resolves it

This way during one round each player places two passengers in their carriage and performs two actions.

SOLO GAME

A solitaire game looks similar to a multiplayer game with additional changes listed below.

GAMEPLAY

The player is always the starting player. After the dice roll the player choses 1 die for himself and 1 die for the opponent. He then rerolls the remaining two dice and again choses 1 for himself and 1 for the opponent.

Choosing passengers for the AI opponent

When choosing a die for the AI opponent follow the below priority list. If a priority doesn't resolve the choice move on to the next one:

- ⚙ Opponent takes a die of a color it has the least of in his carriage.
- ⚙ Opponent takes a die with the highest value
- ⚙ Opponent takes a die of a color that gives him the most points from obtained services.
- ⚙ Player decides

Whenever the opponent has enough dice points to change the value of the chosen die to a 5 he **MUST** do it.

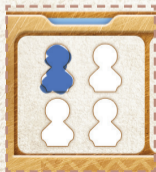
Immediately upon gaining 5 service points the opponent **MUST** pick an available service that gives him the most points at the moment of obtaining it.

If more than 1 service provides the same amount of victory points the opponent picks the leftmost and topmost one.

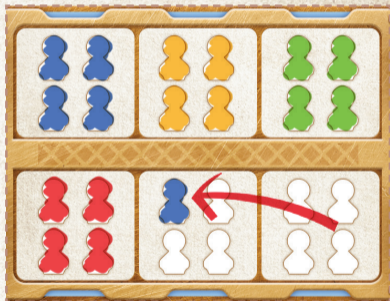
Passenger placement rules

The AI opponent always tries to place as many passengers of the same color in one compartment as possible.

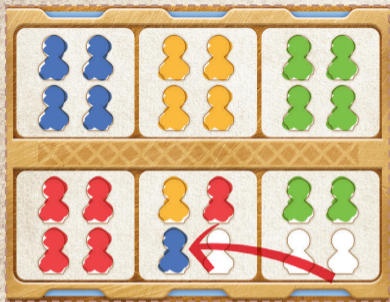
When choosing a passenger of a color that isn't in the carriage yet, place it in an empty compartment.



Subsequent passengers of that color will be placed in that compartment.



When a compartment is filled up and the AI has to place a new passenger of that color, he places that passenger in the next available empty compartment.



If there are no more empty compartments available he places the passenger in the first available space starting from the top row and going to the right.

SCORING

Opponent **DOESN'T** score victory points for tasks.
Opponent scores **DOUBLE** victory points for VIP passengers.
Opponent scores victory points for services as in a standard multiplayer game.