

Playing rules for *Rocca Rails*

for 2 players and more Ages 7 and up

Includes

- 60 cards
- 1 dice

PLEASE keep out of reach of children under the age of 3.

Object

To be the first player who discards all the cards in his/her hand.

Preparations

First, shuffle the cards and each player is dealt 5 cards.

The remaining cards placed face down as a drawing pile.

The player who wins toss goes first. Then, the play rotates clockwise.

Start

- The first player plays any card from his/her hand on an area. The next player places a card that can be connected to the card previously played. Only same colored railways can be connected.
- If the player does not have a card that can be played, or even if he/she has one but not wish to play, yet, the player draws one card from the pile. Even if the card drawn can be connected to the cards on the area, the player cannot play. The play moves to the next player.

Types of Cards & How to place

- The player connects lines that have same colors, except two-colored cards (curve and bridge cards.) The player can choose which color he/she wants to connect.
- Curve card can be connected to curve, and so as bridge to bridge, or curve to bridge.
- Even if the direction of the line is same, you cannot connect different colored lines.

Special Cards



Train card

- When a card with a train is played, the player says "Gatan-Goton" and can play one more time.
- If the player has another same-colored train card, can immediately play another card.

Storm card

- The player who has storm cards can play whenever it is his/her turn.
- Place the card near the railway.
- The player who discards the storm card rolls a dice. Players have to follow each number indicates:

▣ +2 ALL PLAYERS : All players have to draw 2 cards from the pile.

▣ +1 ALL PLAYERS : All players have to draw 1 card.

↔ REVERSE : Reverse the direction of play.

▣ +1 NEXT PLAYER : The next player draws 1 card

▣ +2 NEXT PLAYER : The next player draws 2 cards

▣ +3 NEXT PLAYER : The next player draws 3 cards.

*"All players" includes a player who played the storm card.

*Even if the next player draws cards, it will be his/ her turn, next.

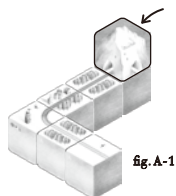


fig. A-1

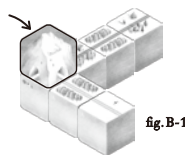


fig. B-1

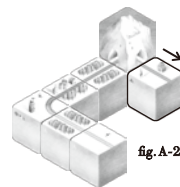


fig. A-2

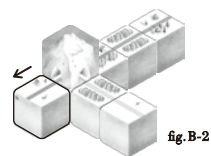


fig. B-2

Tunnel card

- The player who has a tunnel card can play any time on his/her turn. The card can be placed on the top of any card, except the one at the end of connected railways, at the area. [fig. A-1, fig. B-1]
- The next player has to connect to a new railway coming out of tunnel. [fig. A-2, fig. B-2]
- *The player cannot connect to the existing railway. To make it clear, turn over the card that is at the end of the railway. [fig. C]



fig. C

Winning

- When you have one card left, must say, "ONE!" If forget, the player has to draw 3 cards from the pile as a forfeit. The player who discards all cards in his/her hand first wins the game.
- If the pile is depleted, the first player who cannot continue the game with his/her hand lose the game.
- If no one can finish the game, the player who remains the last wins the game.

Special rule

- There are cards with "Mr. Tr lie with a black hat" and the player who plays the card chooses another player and rolls a dice. The chosen one has to draw a number of cards from the pile that the dice shows. The play moves to a player next to the one who played the card.



Game by Trilie Okamocek
and
Masahiro Kakinokihara
Illustration by Makoto Ueda

<http://rocca-game.jp>

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Rocca and SAPPORO MY RAIL PROJECT

Rocca is a hexagon-shaped card game created by Trilie Okamocek and Masahiro Kakinokihara.

Rocca had started working with Sapporo since 2011.

"Mahou no efude," the art school since 1978, sponsored a Rocca event for schoolchildren. In August 2012, the Magic Clock Tower was built with large Rocca, which is large enough that people could stand on, in the scramble intersection in Sapporo. At this road art event, Okamocek and Kakinokihara overheard that Sapporo streetcars would expand its line to the intersection and then the line would become the loop railway. They wanted to work together for the project and since then, the Rocca Rails started running.

Connect a card to a card. Connect a town to a town. A scale is totally different,

but they wish this small game will be a key to connect people to people in Sapporo, where they love.



Rocca Rails [How to Play]

1. Each player is dealt 5 cards.
2. Place a card to extend same colored railways.
3. The player who discards all cards in his/her hands wins the game.

