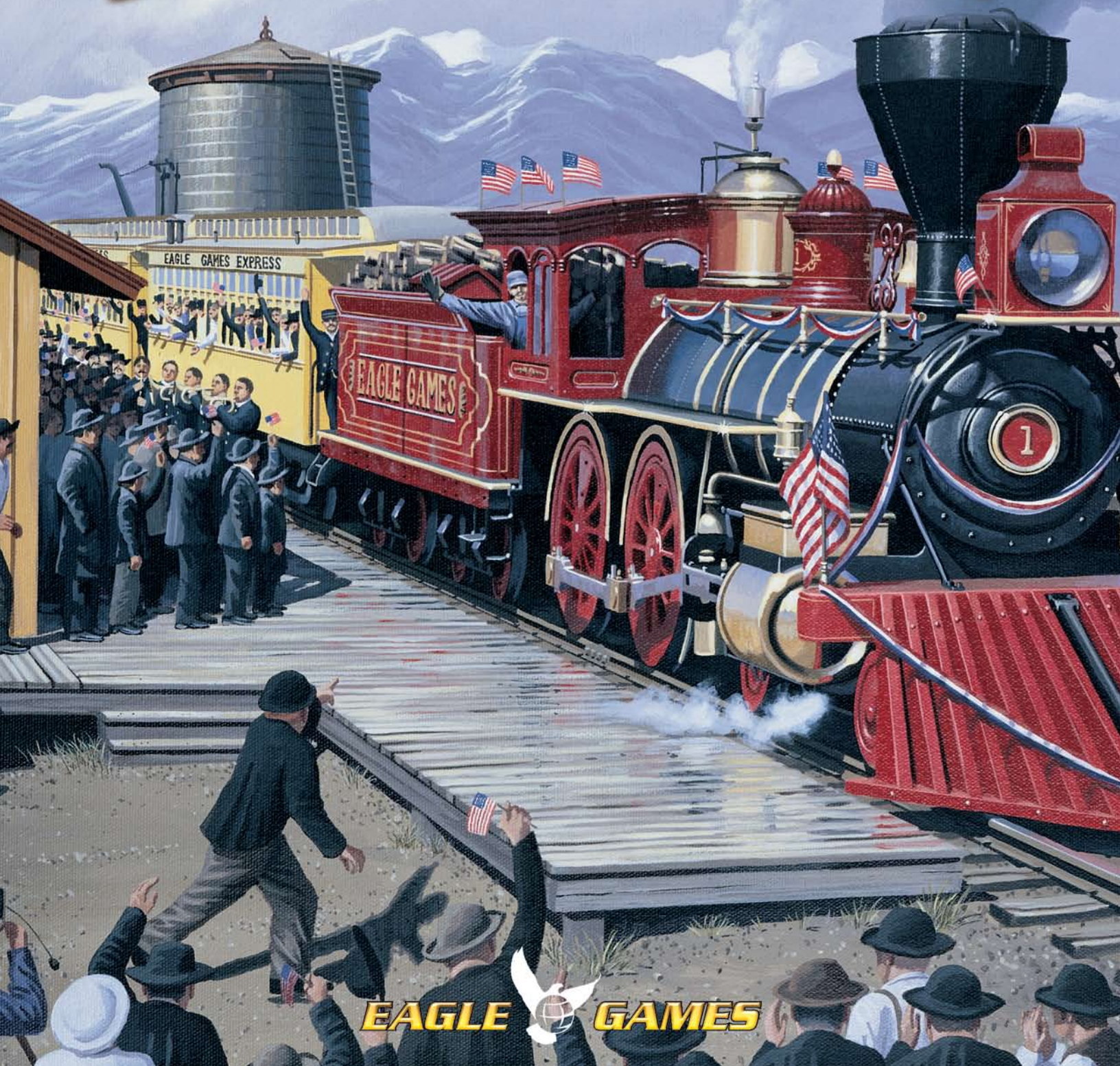


# RAILROAD TYCOON™

## THE BOARDGAME



**EAGLE GAMES**

# RAILROAD<sup>TM</sup> TYCOON THE BOARDGAME

**Designed by Martin Wallace and Glenn Drover**

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**This game is dedicated to Sid Meier and Bruce Shelley, whose creation has given railroad tycoons everywhere endless hours of railroading fun!**



## Introduction

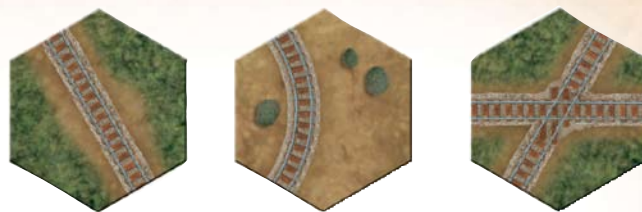
The year is 1830. The age of railroading has begun, and you are the head of one of the first fledgling railroad companies. The cities team with potential passengers, the countryside of a young nation gives birth to a bountiful harvest, and countless new factories bulge with finished goods! The potential profits are huge, but who will get there first? The competition will be fierce, and only the best railroads will prosper.

You will decide the best routes and build the track. You will run the railroad and deliver the goods, thus capturing that share of the market for your railroad. And as your network of rails expands across the countryside, you will invest in newer, better locomotives to deliver the goods faster and farther.

You call the shots. You are the Railroad Tycoon!

## Components

**Gameboard** The map of the Eastern half of the United States of America during the first 50 years of the railroad era (1830 – 1880). The map is divided into hexes (hexagonal spaces). Each hex may contain a city, hills (brown), or open terrain (green). Rivers (blue lines) run through some hexes, and mountains (dark brown lines) run along some of the sides of the hexes. During the game, railroads are built by placing track pieces on continuous hexes so that they connect cities.



**Track Tiles** (*straights, curves, crossings*) Hexagonal track tiles that are used to create sections of railroad track (called “links”) connecting one city to another.



**Control Locomotives** (25 x red, yellow, green, blue, purple, black) Colored locomotive pieces that are placed on new railroad links to show which player owns the link.



**New City Tiles** (12 Hexagonal Tiles)

The placement of one of these tiles on a gray city represents the growth of industry within a small city and new demand for goods. This new growth means that the city changes from grey to a new color, and from that moment goods cubes of that color may now be delivered to that city.

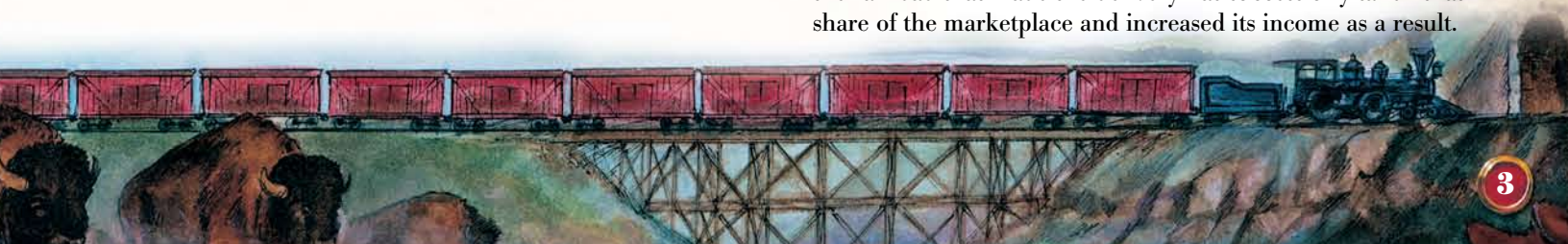


**Western Link Tiles** (2 Hexagonal Tiles)



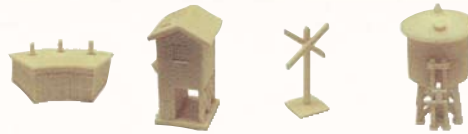
**Goods cubes** (25 x red, yellow, blue, black, purple)

Colored wooden cubes placed in cities at the beginning of the game and delivered along railroad links to generate Victory Points and income for the railroad. These “goods” represent a share of the business in that market. Once they are “delivered”, the railroad that made the delivery has successfully taken that share of the marketplace and increased its income as a result.





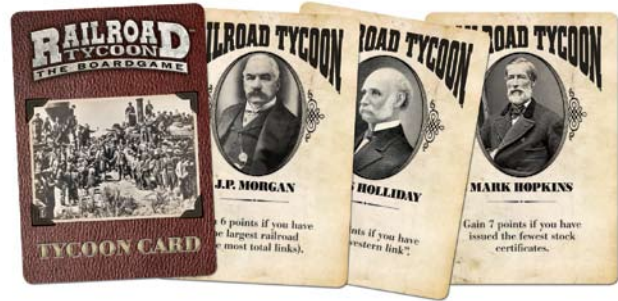
**Money** (\$1,000; \$5,000; \$10,000 bills)



**Empty City Markers** When the last goods cube in a city has been delivered, one of these markers (it doesn't matter which kind) is placed in that city. When the determined of these markers have been placed, the game will end after the next turn is complete.



**Share Certificates** (1's; 5's; 10's) Share certificates represent the stocks that were "issued" by the railroads to raise money. When issued, the certificate is placed in front of the player, and the cash value of the certificate is given to the player from the bank.



**Railroad Tycoon Cards**



**Engine Cards** These Represent the investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start with a "1". The number on the card is the maximum number of "links" that a goods cube may be delivered by that player.



**Railroad Operation Cards**



**First Player Marker**

**Goods Bag**

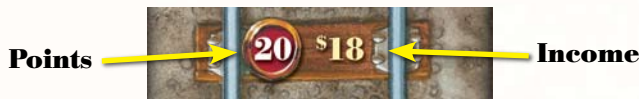


## Starting the Game

Place the goods cubes in the goods bag. Randomly draw and place a number of goods cubes in each city equal to the number in that city. In a 2 or 3 player game reduce the number of goods cubes placed in each city by one. However, no city may start the game with less than one goods cube.

Place the New City and Western Link tiles face up in a pile by the side of the map. Place the share tiles face up in piles of the same value. Place the money to form a bank. Place the track tiles to one side of the map.

The youngest player becomes the first player and should take the 1st player marker. Each player should choose a player color and take a set of control locomotives in their player color. Each player takes a “1” locomotive card, and places it in front of them. Place an empty city marker on the 1st space of the round track.



### Income Track

The income track is used to keep track of the players points, and the income that the player receives at the end of each turn. (Note: If a player earns more than 100 points, move the player's token back to the beginning of the track and add 100 to their final score. If this occurs, the player's income will be reduced, but will begin to rise again.)

### Money and Share Certificates

Players start with no money. At any time during a player's turn they may take one or more share certificates, placing the certificates in front of them to show that they have been “issued” by that player. For each share certificate issued, the player receives \$5,000 from the bank. There is no limit to the number of shares which may be issued. Once issued, however, share certificates may never be paid off. They remain with the player for the remainder of the game and cost the player one victory point per share issued at the end of the game. (Note: Issuing a share or shares does not count as an action. Note: There are share tiles marked 5 and 10 which can be exchanged for smaller denominations to save space.)

### Colors

The colors of the goods cubes and the colors of cities are related. A goods cube may only be delivered to a city of the same color as the goods cube. The color of the locomotives, however, are not related to the goods cubes or cities in any way. The color of locomotives merely designate which player owns that track link.

## Setup

Before the start of the game, each player randomly draws one Railroad Tycoon Card. Each card, which represents the tycoon that is running their railroad (the player), gives the player bonus victory points at the end of the game if they achieve the goal printed on their Railroad Tycoon Card. A tie with another player for the goal does not achieve the goal. (Note: The players should keep their Railroad Tycoon Card a secret until the end of the game – except for the George Pullman card, which must be revealed when the goal is accomplished.)

### HENRY FARNAM

Gain 2 points for each link that your railroad owns from Chicago to any other city.

### J.P. MORGAN

Gain 6 points if you have the largest railroad (the most total links).

### JAY GOULD

Gain 7 points if you have issued the fewest stock certificates.

### GEORGE PULLMAN

Gain 6 points if you are the first player to upgrade to a level “6” engine.

### CYRUS HOLLIDAY

Gain 5 points if you have built a “western link”.

### THEODORE D. JUDAH

Gain 8 points if you have the longest railroad (the most consecutive links).

### CORNELIUS VANDERBILT

Gain 5 points if your railroad connects New York and Chicago.

### JAMES FISK

Gain 7 points if you have the most money.

### DANIEL DREW

Gain 7 points if you have the most money.

### MARK HOPKINS

Gain 7 points if you have issued the fewest stock certificates.



## Playing the Game

Each turn consists of the following three phases:

1. Auction to determine the first player
2. Player Actions
3. Income and Dividends

The game ends upon the completion of the turn following the one in which a certain number of empty city markers is placed on the board (see “Ending the Game” below for this number).

### 1. First Player auction

An auction is held to determine which player will be the “First Player” for that turn. The first player from the previous turn begins the auction. Bidding goes clockwise around the table. Players may either outbid (place a higher bid than) the last bid, or pass. The minimum initial bid is \$1. If a player chooses to pass he or she cannot re-enter the auction at a later stage. Bidding continues in a clockwise direction until everyone but the high bidder has passed. The player who made the highest bid becomes the first player (and takes the “First Player Marker” and places it in front of him). He must pay the amount he bid in dollars to the bank. Shares may be issued to pay for this auction. If all the players choose to pass then the player to the left of the previous “First Player” becomes the new First Player.

### 2. Player Actions

There are three rounds of player actions. In each round, the players each perform one action, starting with the First Player and continuing clockwise around the table. After each round the round marker is advanced and a new round of actions is completed. A player can perform any one of the following actions when it is his or her turn:

**Build Track**

**Urbanize**

**Improve Engine**

**Deliver One Goods Cube**

**Take Railroad Operation Card**

**Build Western Link**

**BUILD TRACK** – Players place track tiles in an effort to connect cities. A tile or series of tiles that connect one city to another is called a “Link”.

When a player builds track, the ends of the track must match up so that the railroad forms a continuous line. The first tile laid must either connect to a city or to the end of an incomplete link that the building player owns. All subsequent tiles laid during that action must then extend that link. The player stops building when he has built 4 tiles in that link OR he has linked to another city. Note that this means a player cannot build more than one link in a single action. If a player has placed four track tiles, but has not completed the link to the second city, the track is considered an “incomplete link”. All incomplete links are removed at the end of the third round of each turn.



### Correct!

All track pieces connect to each other as well as to an open spot on each city



### Incorrect

All track pieces connect to each other but do not connect to one of the cities. While a legal move, this does not complete a link between the two cities.



### Incorrect

All track pieces connect to the cities but do not connect to each other.



### Note!

All track pieces must be layed within complete hexes. Partial hexes, as found adjacent to bodies of water, are not playable.

Each track tile costs the player placing it a certain amount of money depending on the type of terrain in the hex where it is built.

Building a straight or curve track in an “open” hex (green) costs \$2,000, building it in a “hill” hex (light brown) costs \$4,000. If a tile is placed so that it crosses a “ridge” (dark brown line along the side of the hex) then it costs an additional \$4,000 when it is placed.

If a tile is placed so that it crosses a “river” (blue line through a hex) then it costs an additional \$1,000. If a tile is placed such that it follows the contour (shape) of the river and the two exit points of the track match that of the river then it is “following the river” and has no additional cost.

When track is placed, players place a Control Locomotive of their color on the track to indicate their ownership.



Once tracks are placed, they may not be removed by the players. Players can build cross-over track pieces as necessary but cannot redirect another player's track. The cost for building cross-over track is the same as regular track.

**URBANIZE** – The active player takes one available New City tile from the pile next to the board and places it on any gray city hex. Two random goods cubes are drawn from the goods bag and added to any other goods cubes already on the city. If the city was empty, remove the empty city marker and replace it with the new goods cubes. The cost to Urbanize is \$10,000.

**UPGRADE ENGINE** – The active player may upgrade his Engine Card (replace the old card with a new card). This Represents an investment in upgrading all of the locomotives of a particular railroad by replacing an older model with a newer, better model. All railroads start the game with a “1” Engine.

The “engine level” (the number on the card) is the maximum number of links that a goods cube may be moved and delivered by that player when using the “Deliver Goods Cube” action. (Example: A player with a “2” Engine can deliver a goods cube to a city one link or two links away, but not three.)

The cost to upgrade to the new level is shown on the bottom right corner of the new Engine Card. A player can only upgrade 1 level per action. The maximum engine level is 8.

**DELIVER GOODS CUBE** – The active player may move one goods cube from one city to another city, thus delivering that cube to a destination. The goods cube must be moved along complete links to a city that is the same color as the cube being delivered (a red cube must go to a red city, etc.). (Note: Goods cubes may not be moved to a different city without delivering them.) The cube may move a number of links up to and including the engine level of the active player. When delivering a goods cube, the cube cannot pass through the same city twice, nor may it travel along the same link twice. A cube **MUST** stop moving and be delivered as soon as it reaches a city of the same color. When the cube is delivered, it is removed from play and placed in the goods bag.

After the goods cube has arrived at its destination, the player determines who gains income from the delivery. A player gains 1 point on the “income track” for each complete link he owns that the cube traveled along. Note that a cube may be moved along links owned by other players, who will collect the points for such movement. However, the originating (first) link must be owned by the active player. A player cannot deliver a goods cube by starting a delivery on someone else's track.

Players should record their position on the income track using a control locomotive of his or her color. If the last goods cube is moved out of a city, an empty city marker should be placed in that city (Note: The type of empty city marker placed does not matter. The different types are merely decorative.)

**SELECT RAILROAD OPERATION CARD** - Before the start of the game, each of the three “start” cards (marked with a gold “S” in the bottom left-hand corner) is removed from the deck and placed face up next to the gameboard. The deck is then shuffled, and a number of cards equal to 2X the number of players is drawn from the deck and placed face up next to the gameboard. These cards are “available”. At the end of each turn (after the Income and Dividends phase), one additional card is taken from the deck and placed face-up. It is now “available”.

All Railroad Operation Cards have a symbol in the bottom right-hand corner. Each symbol associates a special rule or rules for that card.



**Green Circle:** These cards cannot be selected, but give a benefit to the first player to accomplish the goal printed on the card (after the card becomes available). Once the goal is accomplished, the card is removed from play and placed in a discard pile.



**Purple Diamond:** Once selected, these cards may be used by the owning player once per turn. This use does not count as an action.



**Red “X”:** When selected, these cards must be used immediately and then discarded.



**Hand of Cards:** The card may be kept by the player until needed. Once used, the card is discarded. The use of the card does not count as an action.

**No Symbol:** This card is kept face-up in front of the player, who gets the benefit of the card for the rest of the game.





**BUILD WESTERN LINK** – This action represents the building of a rail network west of the left map edge. This network will give the player access to the great wealth of the American West. During the railroad era, countless railcars filled with cattle and grain were transported east by the new railroads to feed the growing cities in the East (and Europe). The city of Chicago grew and prospered as a rail center, market, and slaughterhouse.

Once a player has completed a link to either Kansas City or Des Moines, they may perform the Build Western Link action in that city as a future action. When they perform this action, they place a “Western Link” tile in the appropriate “Western Link” hex west of the city to which they have connected and place their control locomotive on it. 4 red cubes are then added to that city (taken from the goods bag). The cost for performing this action is \$30,000.

Once a western link has been built, all red cubes delivered from a western link city to the city of Chicago cause 2 new random cubes to be placed on Chicago. Note, the delivered red cube is removed as usual.

### 3. Income and Dividends

All players now collect an amount of income shown (in dollars) on the space on the income track occupied by their locomotive.

Once the players have collected their income, they must pay the “share dividends”. The player must pay \$1,000 for each share they have issued. If the player owes more dividends than he has money, more shares must be issued to service the debt. Dividends are not paid on these new shares issued to service debt until the next Income Phase.

At this time, any link which is incomplete (i.e. it does not join two cities) is removed.

Return the round marker to the “1” space and start a new turn.

### Ending the Game

The game ends at the end of a complete turn following the turn in which a certain number of Empty City markers have been placed on the board. The number of Empty City markers that ends the game depends on the number of players:

2 Players:	10 Empty City Markers
3 Players:	12 Empty City Markers
4 Players:	14 Empty City Markers
5 Players:	16 Empty City Markers
6 Players:	18 Empty City Markers

When the game has ended, players score victory points. Each

share certificate owned by a player moves their locomotive back one space on the income track. Each point on the income track is worth 1 VP.

The player with the most VPs is the winner. In the case of a tie, the tied player with the most track links wins. If there is still a tie then the tied player with the most money wins.

### Strategy

Railroad Tycoon is designed so that players can get started quickly. However this does not mean it is an easy game to win. Just as the Railroad Tycoons before you, you have to earn (or some other appropriate word) it. There are many pitfalls along the path to greatness. The following strategy tips should help you avoid the pitfalls and become the greatest Railroad Tycoon in history.

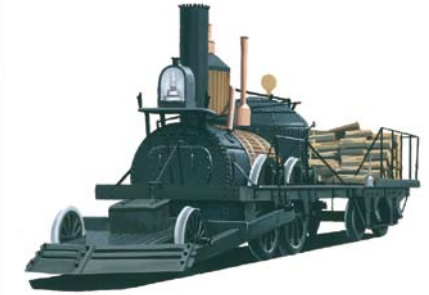
- Issuing shares is part of the game, but too much debt can bury your railroad. Be disciplined with the number of shares you issue. While it can be very tempting to build a big network and go for the long deliveries at the very beginning, a safer strategy is to build a short track link, deliver goods, build another short link, deliver more goods, upgrade your engine, deliver more goods, and so on.
- Railroad Tycoon is a game of brutal competition for markets. Try to secure your track connections to the best cities as soon as you can. If you wait, the other players will get there first!
- **DO NOT** allow a single player to dominate the Northeast. This region is very dense with large cities, a player left alone here will create a very powerful railroad. Two or three players should have at least some presence in this profitable area.
- You should be on the lookout for goods that another player might deliver before you. Deliver these “at risk” goods before other that are “safer” (either because they are in cities that only you connect to, or because no other player can deliver them to a correctly colored city).
- Early in the game, winning the auction (to be the first player) can be very important. Going first ensures you get your first choice of the card, the route, or the goods cube that you have your eye on. However you must also watch your expenses to avoid going too deep into debt. And if the player just to your right places a big bid, it may be a good idea to pass, since going second is almost as good as going first (and you’ll pay nothing!).
- When trying to decide where to build your first links, look for concentrations of goods of one color and the cities that take those goods. Make sure that you build links that allow you to deliver some goods right away (with a 1-engine), and some that can be delivered two links (with a 2-engine). This way, you’ll be off to a good start.



## Optional Rule for Beginners

For players new to railroad games we recommend playing a game without the Railroad Tycoon and Railroad Operation cards and without the Western Link option. This gives players an opportunity to become familiar with the mechanics and flow of the game. The cards and western link rules add depth and flavor to the game but do not change the basic mechanics of the game. Once players are comfortable with the game mechanics these rules can be easily introduced into the game.

## The Engines: A bit of History



### 2-4-0 John Bull

This 1831 English-made locomotive served on one of the United States' first railroads, the Camden and Amboy. The John Bull, shipped disassembled, and was put back together without benefit of blueprints or instructions. The John Bull was modified considerably during its more than thirty years of service, ending in 1893.

This engine was the first in use in the State of New Jersey. In 1981, the tiny patriarch returned to life on the old Georgetown Branch in Washington, D.C., on the 150th anniversary of its first run in America. The John Bull locomotive is the world's oldest still operable self-propelled vehicle.



### 0-4-0 DeWitt Clinton

This engine was the third built by the West Point Foundry Association, New York for the Mohawk and Hudson River Railroad in 1831. It weighed about 3½ tons without water and would run 30 miles an hour with 5 cars on a level with anthracite coal and was the first engine in the State of New York on a railroad.

The DeWitt Clinton of the Mohawk & Hudson Railroad was the first train in New York.



### 4-2-0 Prussian

In the Whyte notation, a 4-2-0 is a railroad steam locomotive that consists of a 4-wheel leading truck followed by a single driving axle. This type of locomotive, often called a Jervis type, was common on American railroads from the 1830s through the 1850s.

The first 4-2-0 built was the Experiment (later named Brother Jonathan) for the Mohawk & Hudson Railroad in 1832.



### 4-4-0 American

The 4-4-0 American-class steamer was the most common locomotive at the end of the 19th century and the beginning of the 20th century. It was so common that it came to be called the "American Standard," or, to be briefer, simply the "American." During the 1850's and 60's the American-type locomotive was not only the passenger engine on America's railroads but also the freight engine. It was the first steamer produced in large numbers, and is the one that opened up the west. Approximately 39 examples of the 4-4-0 American survive in the United States.

The Union Pacific 4-4-0 #119 met the Central Pacific Jupiter at the completion of the transcontinental railroad.

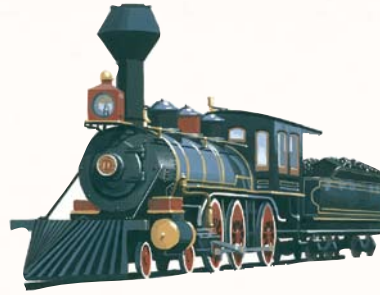




#### **4-4-0 8-Wheeler**

In 1836, Henry R. Campbell, Chief Engineer of the Philadelphia Germantown and Norristown Railroad, patented the combination of the ordinary truck or bogie with two pairs of coupled drivers, one pair being in front and one back of the firebox as in the ordinary coupled passenger engine of today. This engine was contracted on May 16th 1836 and finished May 8th 1837.

This was the first eight wheel engine of this type and from it the standard American locomotive of today takes its origin.

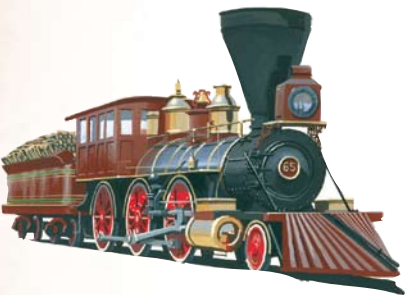


#### **4-6-0 Ten Wheeler**

The first 4-6-0 built in America was the Chesapeake. It was built by Norris Locomotive Works in March, 1847 for the Philadelphia and Reading Railroad. Just a few days after William Norris completed the Chesapeake, Hinkley Locomotive Works completed its first 4-6-0, the New Hampshire for the Boston and Maine Railroad.

Through the 1860s and into the 1870s, demand for the 4-6-0 grew as more railroad executives switched from purchasing a single, general-purpose type of locomotive (at that time, the 4-4-0), to purchasing locomotives for specific purposes. Both the Pennsylvania Railroad and the Baltimore and Ohio were early adopters of the 4-6-0, using them for fast freight and heavy passenger trains.

This wheel arrangement became the second-most popular configuration for new steam locomotives in America in the mid-19th century.

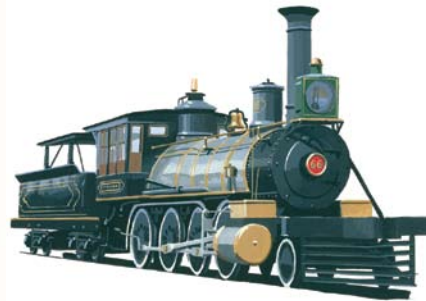


#### **2-6-0 Mogul**

Although locomotives of this wheel arrangement were built as early as 1852, but the first true 2-6-0 wasn't built until the early 1860s. The first few being built in 1860 for the Louisville & Nashville railroad.

While the 2-6-0 locomotives had a greater pulling power, their rigid suspension made them more prone to derailments than the 4-4-0s of the day. Many railroad mechanics of the day attributed the derailments to too little weight distributed to the front truck of the locomotive. In 1864, William S. Hudson patented an equalized suspension system that helped resolve these derailment issues. With this issue resolved, more than 11,000 Mogul-type locomotives were built over the next 50 years.

The locomotive class name Mogul probably got its name from a locomotive bearing the same name built by Taunton Locomotive and Manufacturing Company in 1866 for the Central Railroad of New Jersey.



#### **2-8-0 Consolidation**

The first locomotive of this wheel arrangement was likely built by the Pennsylvania Railroad, but like the first 2-6-0s, this first 2-8-0 had a leading axle that was rigidly attached to the locomotive's frame.

The locomotive Consolidation, built in 1865 is widely considered the first true 2-8-0 built in the United States. This locomotive is the origin of the 2-8-0 class name. Only a few railroads purchased this locomotive type when it was introduced by Baldwin, but by the mid 1870's that all changed. In 1875 the Pennsylvania Railroad made the 2-8-0 design the railroad's standard freight locomotive. 1875 was also the year that the Erie Railroad began replacing its 4-4-0s in freight service with 2-8-0s. The 2-8-0 could move trains twice as heavy for half the cost of the earlier locomotive designs. From a financial standpoint, the choice of freight locomotives was clear.



## Credits

**Game Concept and Design:** ... Martin Wallace (Warfrog), and Glenn Drover (Eagle Games)

**Artwork:** ... Paul Niemeyer and David Oram

**Gameboard Art:** ... Paul Niemeyer

**Graphic Design:** ... Jacoby O'Connor; Fast Forward Design Associates

**Production & Assembly:** ... J.R. Le Claire; Insight World

**Playtesting:**... Keith Blume, Jack Provenzale, Theodore Kuhn, Maggie Schmidt, Kati Samuel, Brian Blume, Tom Wham, Larry Harris, Lary with one R, Rick Lorgus, James “Choo Choo” Provenzale, Jacoby O'Connor, Martin Wallace, John Bohrer, The Warfrog playtest group, Winsome Games.



# RAILROAD TYCOON™ THE BOARDGAME

## ACTIONS

- Build Track
- Urbanize (\$10,000)
- Improve Engine (\$5, \$10, \$10, \$15, \$15, \$20, \$20)
- Deliver One Goods Cube
- Build Western Link (\$30,000)
- Select a Railroad Operation Card

## COSTS TO BUILD TRACK

- |   |                    |
|---|--------------------|
| ■ Open (green hex)                          | \$2,000            |
| ■ Hills (brown hex)                         | \$4,000            |
| ■ River Crossing (blue line)                | \$3,000            |
| ■ Following a River (blue line)             | \$2,000            |
| ■ Crossing a Mountain (Dark Brown Hex-side) | \$4,000 additional |



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