HOW TO PLAY
EMPIRE
B U I L D E R

Empire Builder is a captivating game that you can enjoy hundreds of timesafter you've learned the rules and played the first time. The best way to learn the game is from someone who has played it many times before and who can teach you more than just the rules-he can teach you how to play.

So let me introduce you to my favorite game. I thought I should start by answering some of the most frequently asked questions.

What is the game about?

Empire Builder is a money game about building railroads, running trains, and making money. On the plastic-coated board, use your crayon to connect the dots to create your railroad; then, use your pawn to move up and down your railroad to make money by picking up and delivering goods.

What is the object of the game? How do you win?

You win Empire Builder if you're the first player whose railroad connects five major cities and who has $250 million.

### How do I build my railroad? Do I just draw on the board, or is there more to it?

It costs money to build a railroad! As you build, you have to pay for each milepost to which you connect your railroad. The charge varies according to the type of milepost to which you are building, according to this chart:

If the milepost to which you connect is a	It costs
Clear milepost	$1 million
Mountain milepost	$2 million
Small city milepost	$3 million
Medium city milepost	$3 million
Major city milepost	$5 million

In addition to the milepost cost, you also have to pay to bridge the water obstacles, the rivers, and the ocean inlets. Whenever your rail line crosses those water barriers, you must pay an additional cost, according to this chart:

If your track crosses a	It costs, in addition to the milepost cost
River	$2 million
Ocean Inlet	$3 million

For example, we will build a new track from Kansas City to Birmingham, by way of St. Louis and Memphis. Go ahead and follow along with the example, by using your own crayon and drawing the same route on your own board. Be sure to count out the cost as you go along. In this illustration, look at the cost of building this route, including cities and crossing a river:

Cost of Building— In Millions
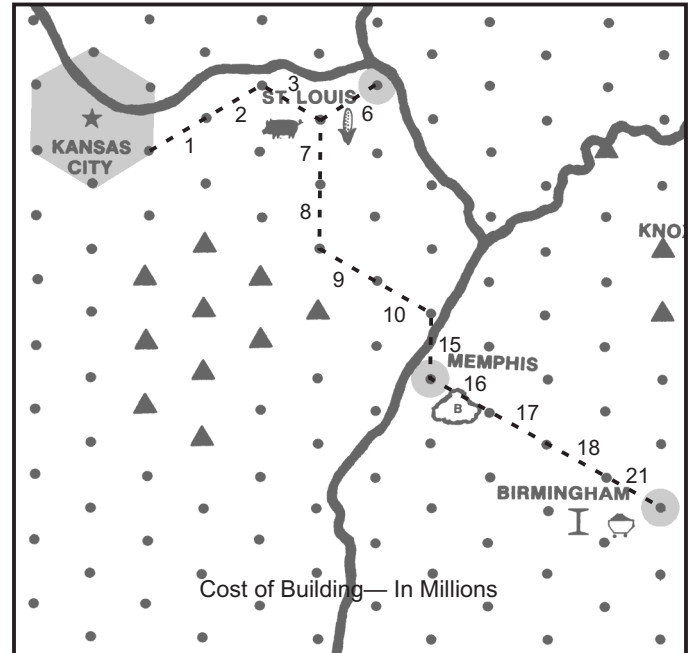
You should remember that:

1. You can always build from a major city milepost, so you start building at Kansas City.

2. You can also build from any milepost that you've already built to, so you branched from your line just below St. Louis. Remember, you can start building either at a major city milepost or at any milepost to which you have already built track.

3. It costs $3 million to build into St. Louis and Birmingham since they are small cities. It costs $5 million to build to Memphis: $2 million to cross the Mississippi and $3 million to build into a small city.

4. You can't spend more than $20 million building track in any turn, so you can't spend the total cost of $21 million in this turn. To build this track, you need to build to the milepost just before Birmingham on one turn and build into Birmingham on your next turn.

5. Only one track can be built between any two mileposts, so no other player can later build any track where the player in this example built his. However, more than one person can connect his track to a milepost, so that your track can be "crossed" by another player if he builds his track to (and from) a milepost that you have built to (and from).
   If you were short of money and did not have an immediate

need to build to Memphis, you could have bypassed it and saved yourself $2 million. By doing this, you could have finished the line in one turn, as well as saved the extra cash. However, only two players can build into a small city (and only three players can build into a medium city), so if two others built into Memphis before you did, you couldn't build your line into the city.

When you're done, leave the lines on the board for the next example.

How do I make money? Is this all there is to the game?

No! After you've built your railroad, you have to run your train on it to make money.

When you are playing, you will have three cards (called Demand cards) that tell you which cities want goods and how much they're willing to pay for them. Each card has three "demands", but you can only use one of them and then you must discard the card. Each demand looks like this:

Birmingham .... City
$8 million ....amount
corn ....… good

To make this run, you have to pick up corn and deliver it to Birmingham to earn the $8 million payoff. Looking at the board, you see the symbol for corn ( ) near St. Louis. That symbol means that you can pick up corn in St. Louis. You already have a railroad line that connects St. Louis (where you can pick up the load) and Birmingham (where your Demand card says you can deliver the load for $8 million payoff). All you need to do is to run your train along your railroad to pick up corn in St. Louis and deliver it to Birmingham.

As in the last example, follow along on your own board. First put your pawn in Kansas City; you can start your pawn at any city at the beginning of the game. (We're starting here so that I can show you how to run your train; normally you would start in St. Louis.) Your pawn represents a freight train, which goes at a speed of 9 mileposts per turn and carries up to 2 loads at a time. Start by moving your pawn down your railroad and counting the mileposts as you go along. When you get to St. Louis, you will have moved 4 mileposts (of the 9 that you can move this turn).

In St. Louis, pick up 2 loads of corn. The "loads" are the plastic chips with sticker labels; they are kept in the sorting tray in the box. With your remaining 5 mileposts of movement, you can continue moving your pawn toward Birmingham. On your next turn, you arrive in Birmingham after moving 5 mileposts. There you deliver the corn by returning 1 load to the tray (only one load can be delivered with one Demand card) and receiving $8 million from the bank. Discard the Demand card, since only one demand on each card may be used. Note that you automatically picked up the extra load since it costs nothing (either in cash or in movement) and it acts as cheap insurance in case an Event card turns up.

Is that all the rules?

That's the basics on how to play **Empire Builder**, but that's not all the rules! So you should take a moment to scan the rulebook to pick up the rest of the rules. Keep an eye out for these:

1. You can upgrade your train to a fast freight, heavy freight and super freight to enable them to carry more loads and/or go faster.
2. You should be prepared for an Event card to turn up instead of a Demand card. The worst are the Flood cards, which wipe out your bridges and force you to rebuild them (at $3 million or more per bridge).
3. You don't have to build track in the red area of major cities. When you run your train, you can travel from one major city milepost to another (including the center milepost) as if it were part of your railroad.
4. You can run your train on another player's track, but you must pay $4 million per turn to every player on whose track you run.
5. No more loads are available than the number included in the game. You may not make any more loads.

Remember, this is a friendly game, and you should be able to pick up the rest of the rules as you play along. Before going on, you should take a paper napkin or paper towel and wipe the board clean.

Help! How do I Get Started?

You start the game with $40 million, 3 Demand cards and an empty board. Simply, you need to find a route for your railroad track that you can afford with your $40 million (plus any earnings from early deliveries) and which links the load pickup and delivery cities that are on your Demand cards. (Remember, you can only use one demand on a Demand card; after delivering one demand, you discard the card).

As you make your initial builds, keep these points in mind:

1. Don't guess about your route! Be sure to count it out. It may seem complex and confusing, but checking out the alternatives and making the best choices are what this game is all about.
2. Count your money. Keep your flexibility. You never know what card will next turn up, whether Demand or Event card. The Flood card could turn early, costing you money to rebuild your bridges; if you don't anticipate, you could be trapped.
3. Pay attention to the order of your building. Make sure that the line you build lets you make the run on your first Demand card before worrying with the next one. Remember, you can't build without money, and so always be certain how you're going to get the money for your next build. Make sure you are running for enough payoff to build for your next run; otherwise you should consider dropping your cards and getting a new set before using up your cash on unworkable cards. You can trap yourself with no make-able runs if you don't watch out.

4. Never build track that you don't have an immediate, specific plan on using, including track in anticipation of Demand cards that can't be completed for a run. Some exceptions to this guideline need to be made to ensure later entry into small and medium cities and to build defensively (and occasionally, offensively), but be very careful with your available cash.

5. Be careful with your actual building. Don't jog your line to avoid mountains; it is rarely any real benefit. Watch how you build through cities; jogging around a small or medium city may yield only a $1 million benefit and later additional cost to build into the city. Also, it only costs $1 million to $3 million to build out of a major city (depending on the milepost to which you're building), but it always costs $5 million to build into a major city. The only limit is that you can only build two track segments from major city mileposts in one turn; so, plan your building to build out from major city mileposts to meet your oncoming rail line.

6. Remember, when you finish with your first Demand cards, they will be replaced, and you will be building your railroad and running your train in response to these unseen demands. Keep some flexibility for these unforeseeable cards.

7. To win, your railroad must connect five of the six major cities. As you build, be sure to include any major city in the vicinity to meet this requirement to win.

So now you've got a start on the game, a plan of attack for future moves and some suggestions on how to build.

How do I set up to play?

Now its time for you to begin. Lets set up the game for the first time:

1. Make sure you've cleaned the board after the examples; you just need a dry paper napkin or paper towel to wipe the crayon off. ***Don't use soap and water!*** The board is only plastic covered paper, after all.
   Put the board in the middle of the table, so everyone can reach it.

2. Open up the card packs. This first time, you need to separate out the blank cards (put them under the plastic tray) and the Loco cards (put them with the money). There are 2 blank Demand and 2 blank Event cards, for use in case a card is lost or you want to make up your own cards.
   Shuffle the deck thoroughly.

3. Pick one player to start; you each draw a card, and the player with the highest demand goes first (Event cards are zero). Reshuffle the deck once again.
   Deal 3 cards *face up* to each player. Return all the Event cards to the dealer and get new cards, until every player has three Demand cards to start with. The dealer shuffles the Event cards back into the deck and puts the deck on the board.

4. Give every player $40 million and a pawn and crayon of the same color. Every player gets a *freight* Loco card to start with.

5. Choose one player to act as banker, who holds the box with the money, the Load chips and the Loco cards. The first time you play, you need to put the stickers on the Load chips, one sticker per chip.

You're ready to start! You play two rounds of turns without moving, to build your initial track. After those two rounds, start running your trains.

Now you're on your own. If you have specific questions, consult the rulebook, which states all the rules to the game. If you think there is any conflict between my explanation and the rulebook, follow the rulebook and ignore me!

That's the end of your introduction to **Empire Builder**. I'm sure you'll find it to be the most captivating game that you've ever played. If you have any questions that you can't answer from the rulebook or this introduction, and if you have comments or suggestions, please write me personally at: Darwin Bromley, **Empire Builder Designer**, c/o Mayfair Games, 5641 Howard St., Niles, IL 60714.

Thanks and enjoy the Game!

EMPIRE BUILDER
RULEBOOK

EMPIRE BUILDER™ is a game or transcontinental railroad construction and operation. Build your railroad and haul freight to make your fortune.

MAP SYMBOLS

Small City Milepost

River

Loads Available (Fish, Machinery)

Medium City Milepost

Mountain Milepost

Clear Milepost

Major City Milepost

Ocean Inlet

IMPORTANT: The playing board is covered by a thin plastic coating to allow for easy cleanup between games. **DO NOT USE ABRASIVE CLEANERS** to clean the board—use a dry paper napkin or paper towel. Using water will not speed cleanup. **DO NOT USE OTHER MARKERS** than those recommended—pencils, pens, regular crayons, and dry markers will permanently color the

playing surface and ruin the playing board.

Whenever using any marker other than those provided, first mark the board away from the playing surface and leave it overnight. If the mark can then be wiped off without leaving a stain, the marker is usable. Each individual color has to be tested.

Keep crayons away from direct heat.

ALWAYS CLEAN THE BOARD IMMEDIATELY AFTER PLAY!

Playing Board The central feature of the board is a map of the continental United States and southern Canada. The map has a grid of round, triangular, and starshaped dots, called *mileposts* in the game. The mileposts regulate rail building and train movement. In scale they are approximately 50 miles apart.

The map shows 51 cities. Near each city are symbols representing the goods available for pickup in that city. The map also shows the relative location of the seacoasts and major river obstacles. The locations of some coastal cities have been moved slightly inland from the coast to ease play of the game.

The cost of track building in certain special cases of the map is described at the end of this rule book.

Crayons The special wipeoff crayons supplied with the game let players draw on the playing board during play and clean the board afterwards. No other marker than those supplied should be used without carefully checking for erasability on a section of the board away from the playing area.

Cards There are three types of cards: Demand, Event, and Loco.

Before playing, the Loco cards should be separated from

the others and kept with the money. The blank cards should be removed and kept to replace missing cards. The remaining Demand and Event cards are shuffled together to make the card deck.

Demand Cards Each Demand card shows the demand for three goods and for each good shows:

The city (St. Louis) needing the goods.
The money ($11 million) payable on delivery of the goods to the city.
The goods—Lead

Event Cards The deck has 20 Event cards which affect the play of the game. When drawn, Event cards are immediately placed face up and shown to all players; the drawing player then continues to draw cards until he has three Demand cards in his hand. Every player must *always* have three (3) Demand cards.

Event card effects are described in detail below.

Loco Cards Each player has one Loco card, showing the type of the player's train, its maximum speed, and its load capacity. There are four types of trains:

- A *freight* may carry 2 loads and travel up to 9 mileposts per turn.

- A *fast freight* may carry 2 loads and travel up to 12 mileposts per turn.
- A *heavy freight* may carry 3 loads and travel up to 9 mileposts per turn.
- A *superfreight* may carry 3 loads and travel up to 12 mileposts per turn.

Each player starts with a freight. At the end of his turn, he may upgrade his train instead of building track. The upgrade costs $20 million for a fast freight or a heavy freight. If he has a fast freight or heavy freight he may further upgrade his train by paying $20 million for a superfreight.

Load Chips Before playing, the printed stickers must be applied to the plastic chips, one sticker per chip. Save the blank stickers to replace missing chips.

Each load chip represents a *load* which can be carried on a player's train. To show that a load is being carried, place the load chip on the player's Loco card.

The unused loads are placed in the plastic tray, where players can see what loads are available for pick up. When a player delivers a load, drops a load without delivering it for payoff or loses a load from an Event card, the load is returned to the plastic tray with the other available loads.

The load chips are limited to those provided in the game; additional loads should not be made except as replacements. Charts showing the number of loads available, as well as where the loads are available for pickup, are included for player reference in the center of the booklet, *How to Play Empire Builder*.

PREPARATION FOR PLAY

The players sit around the playing board. One player acts as a banker; he takes the money and gives each player $40 million to start the game. The banker holds the Loco cards and available Load chips.

After shuffling, players cut the deck to find who moves first. The player who cuts the card with the highest payoff goes first (Event cards have a zero payoff). He reshuffles the cards and deals three cards face up to each player. After looking at the cards, players discard all Event cards and receive new cards in return. (Event cards are discarded **only** at the beginning of the game; Event cards drawn later are displayed and become immediately effective.)

The dealer shuffles the discarded Event cards back into the deck and places the deck on the board. When the deck becomes exhausted during play, the dealer reshuffles the discard pile to form a new deck.

At the beginning of the game, each player has:
- 3 Demand cards (face up)
- One *freight* Loco card
- $40 million in cash
- One pawn and one crayon of like color

A player must have three Demand cards in his hands at all times. Whenever a Demand card is discarded and whenever an Event card is drawn, a replacement Demand card must be drawn. If a player finds he has fewer than three Demand cards, he must draw a replacement Demand card immediately, whether or not it is his turn.

HOW TO PLAY

The first player takes his turn, and play continues clockwise around the table. On his turn, each player can:

FIRST, operate his train, by moving, loading, and unloading his train, paying use fees and collecting payoffs;

SECOND, spend up to $20 million per turn either to build track or to upgrade his train.

Instead of taking his turn, a player may discard his entire hand and draw three cards, displaying and replacing any Event cards drawn. Event cards drawn take effect immediately. A player who loses his turn from an Event card may not discard his hand during the lost turn.

After the player has completed his turn, the next player begins his turn.

BUILDING RAILROADS

The playing board begins without any player's track drawn on it. At the beginning of the game, players take two turns with no train movement to start building their rail empires using part (or all) of their initial $40 million. Each player may use up to $20 million in each beginning turn.

After looking at the nine demands listed on his Demand cards, each player finds where the loads are located on the board. Knowing this, he plans the route for his railroad and begins to build track.

A player builds his railroad by drawing a line from one milepost to the next. For each section of track, the player must pay the cost for the milepost to which he is building. See illustration for building costs.

For example, building from a clear milepost to a mountain milepost costs $2 million, building from a mountain milepost to a small city milepost costs $3 million, etc.

These rules must be followed when building tracks:

Beginning Construction A player may build track from any major city milepost or from any milepost to which the player has already built track. A player may not build more than two track sections from major city mileposts during one turn. No track may be built within the red area of a major city.

Right to Enter Major City Every player has the right to build at least one section of track from every major city. No track may be built from a major city which would block any other player from having one section of track from that major city.

Limited Entry Into Medium And Small Cities Only three players may build track into a medium city, and only two players may build track into a small city. No player may build more than three track sections to or from a medium or small city. No track may be built to or from a medium city

which would block a third player from having one section of track to that medium city, or from a small city that would block a second player from having one section of track to that small city.

Right of Way Only one section of track (track section) may be built between any two mileposts.

No Credit/No Loans A player may not build more track than he can immediately pay for. Track drawn which cannot be paid for is immediately erased.

The cost for building to each milepost is:
Clear ..$1 million
Mountain .... $2 million
Small City ....$3 million
Medium City .... $3 million
Major City .... $5 million
River .... $2 million add'l
Ocean Inlet ....$3 million add'l
The cost for building across a river ($2 million) or ocean inlet ($3 million) is in addition to the regular cost for building to a milepost. Building to a mountain milepost and major city is a milepost for movement.
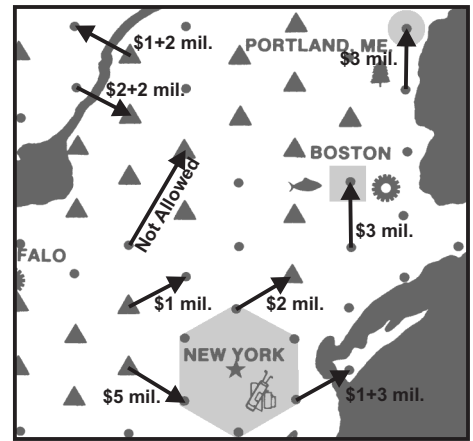

HAULING FREIGHT

A player earns money by carrying a load on his train from a city where the load can be picked up to the city where there is a demand for the load.

Starting the Train Each player may start his train (represented by his pawn) at any city on the map.

Running the Train A player moves his train by traveling on track built on the board and counting the mileposts reached, up to the maximum movement of the player's train. Freights and heavy freights may move up to 9 mileposts each turn, and fast freights and superfreights may move up to 12 mileposts each turn.

There is no limit to the number of trains that may end a turn on one milepost or use the same track. One train may not block another train's movement; two trains may pass each other on the same track. A train may reverse direction only at a city (including all major city mileposts).

All players' tracks are connected across the major cities by the red area (which represent the local belt or terminal rail system). Trains may travel across the city (including rivers) using the red area as their own track connecting all major city mileposts. Loads may be picked up or delivered at any major city milepost. The center milepost in a

A player pays nothing to run his train on his own track. A player may run on his opponent's track, but must pay $4 million per turn to each opponent on whose track he has run during his turn. A player may not use an opponent's track unless he has the cash to pay for its use before using it.

Picking Up Loads A load may be picked up by a train passing through a city where the load is available. No more loads can be picked up than there are load chips representing the load.

Trains may carry up to two loads at a time with a freight or a fast freight or three loads with a heavy freight or a

The player's freight, loaded with cars for San Francisco, begins moving from "A." Moving along the track, the train reaches the city after six mileposts.

The player then discards the Demand card (#98), returns the load (cars) to the tray, collects the payoff ($34 million) and draws a new Demand card. The train may continue three more mileposts to end its movement at "B."
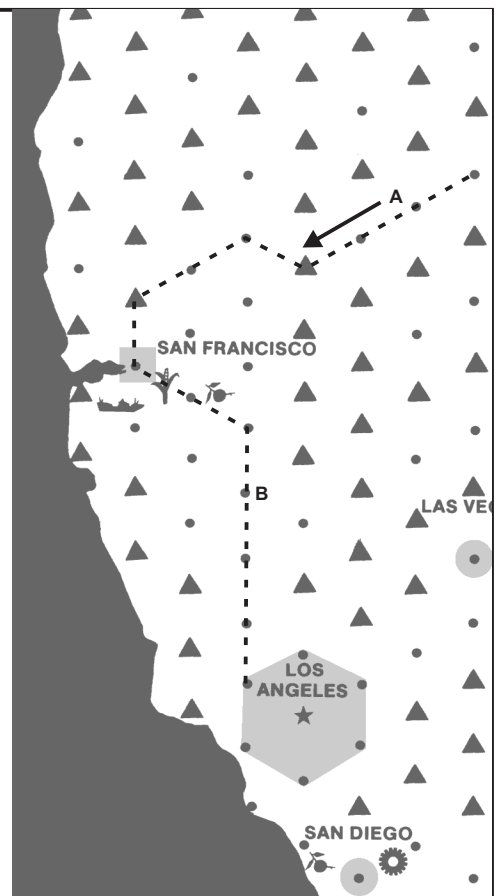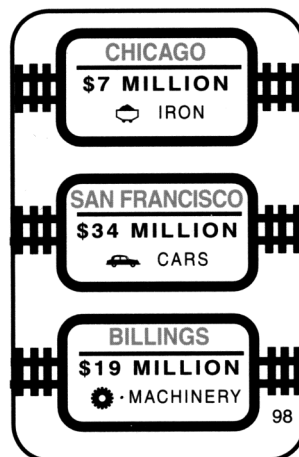
superfreight. Trains may carry different types of loads. Trains may carry loads whether or not they have a demand for that load. Players may drop a load without payoff at any city.

A player picking up or unloading a load incurs no movement penalty and may travel his full movement. During his turn, a player may load, unload, and move his train any number of times in any order; movement is limited only by the type of train he has and by any Event cards in play.

Delivering Loads When a player delivers a load to a city with a Demand for that load on one of his Demand cards, the player:

1. Discards the Demand card. Only one load can be delivered for payoff with one Demand card.
2. Receives the amount stated on the Demand card from the bank.
3. Returns the load chip to the tray of available loads.
4. Draws a new Demand card.
5. Continues his turn, including, if he can, delivering another load for payoff, dropping a load, picking up a load, and moving. The player may continue until his movement allowance is used up.

After finishing his movement, the player may then spend up to $20 million to build additional track or to upgrade his train.

EVENT CARD EFFECTS

An Event card takes effect immediately on being drawn. Generally, the Event card continues in effect until the end of the drawing player's next turn, when it is discarded. However, the Derailment and Rail Tax cards act once and are then discarded. The players must obey the directions on the Event card while it is in effect. The following paragraphs explain the effects of some Event cards:

Counting Mileposts Mileposts are counted in the same way as train movement is counted. To count mileposts from a Major City, count from the city center and not from the outer mileposts. To count mileposts from the seacoast, count from the milepost nearest the seacoast. The Atlantic Coast extends from Portland, Me. to the milepost south of Miami; the Gulf Coast extends from the milepost south of Miami to the milepost south of Houston; and the Pacific Coast extends from San Diego to Vancouver. For example, San Francisco is on the Pacific Coast.

Half Rate When trains move at half rate, freights and heavy freights move 5 mileposts per turn and fast freights and super freights move 6 mileposts per turn. When an Event card causes the drawing player's train (which had already moved) to move at half rate, or a player's train moves into an area of bad weather, the train's remaining movement is halved, rounding all fractions up.

Floods When track is flooded out, all track of all players bridging the river is immediately erased. Track across the river may be rebuilt and new track crossing the river may be built during the player's regular turn and only after the Flood Event card has been discarded at the end of the drawing player's next turn. Rebuilt bridges cost the same as the original track building, i.e. $2 million plus the cost of the milepost. Floods disable and close the bridges in Kansas City only while the Flood Event card is in effect.

Derailments When a derailment occurs, the only trains affected are those within the areas at the time the card is drawn. Trains may enter the areas immediately afterwards without penalty.

Lost Loads When a train loses a load, the player operating the train chooses which load is lost from those the train is carrying. The Event card does not affect any loads picked up after the card is drawn.

Canadian Rail Strike When the Canadian Rail Strike occurs, all mileposts touching the Canadian border are affected.

HOW TO WIN

The winner is the first player whose continuous line of track connects five of the major cities and who has $250 million cash. Only cash is counted; the money spent on building railroads does not count toward winning.

Courtesy in Play A player's Demand cards and Loco cards (together with the load chips on the Loco cards) must be face up in front of the player for all to see. A player need not show his money until the Rail Tax Event card appears, after which the amount of the player's money is also public information.

VARIATIONS

Since it first appeared, **EMPIRE BUILDER** has been enjoyed by thousands of players. Many have created house rules to enhance their enjoyment of the game. The following play variations represent some of the best that have been suggested to us; the best—the heavy freight and the rail tax—were added to the regular rules. If you would like to share your rules with us and other **Empire Builder** fans, send it to: *Empire Builder* Variations, Mayfair Games, P.O. Box 48539, Niles, IL, 60714.

Be Alert: Some rules radically alter the play of **Empire Builder**. In every case the use of any variation must be agreed to by all players before the beginning of the game.

Fast Game
*To speed up the play of **Empire Builder**, use any or all of the following rule changes:*
• Players start with $60 million and three premovement turns.
• Discard the Event cards dealt during the initial deal; do not shuffle them into the deck.
• Freights and heavy freights move 12 mileposts per turn, and fast freights and superfreights move 16 mileposts per turn. Half rate movement is 6 and 8 mileposts per turn respectively.
• The Rail Tax Event card has no effect and is immediately discarded.
• The first player who has $250 million is the winner; the player does not have to connect five major cities.
• Sudden Death A sudden death game lasts until the last card in the deck is drawn. The game ends at the end of the drawing player's move. The player with the greatest sum of money wins. A player may not discard his entire hand if fewer than twelve (12) cards remain in the deck.

The Fast Game rules are recommended for use by beginning and younger players.

Honeymoon Game:
Empire Builder for Two
For play by two persons (or for particularly challenging play by three), use these rule changes:
• Reduce the load chip availability by one load for every good. For example, only 3 loads of Oil are available, rather than 4 loads.
• Only two players may build track into a medium city, and only one player may build track into a small city. A player who intends on building into a small city must have a Demand card with a demand for that city or for a commodity available at the city. Once the player builds into the city, that demand must be fulfilled, and only when that demand is fulfilled may the Demand card be discarded.
• Any load may be dropped at any city. If the load is available in that city, it is returned to the tray. If not, it remains in that city. If there is already a load at the city, the first load is returned to the tray, and the newly dropped load remains.

Mercy
During play by beginners (but also by old hands), it occasionally happens that a player becomes trapped and unable to build or move to get out of the predicament. Sometimes, the solution comes from merely discarding the player's hand and getting new cards; more often the position is untenable. To let the player continue to enjoy the game, try one of these rules:

Borrowing The player may borrow up to $20 million from the bank and immediate ly spend it on building or hold it to pay other players' track use fee. The player must repay the bank double the amount borrowed from all delivery payoffs until the doubled amount is completely repaid.

Late Payment of Use Fee The player may use another player's track and pay the track usage fee from delivery payoffs obtained by delivering loads while on the other player's track.

Backtracking A player may reverse his train's direction on any milepost (not just a city milepost) at the cost of losing one full turn. A train which backtracks can move in any direction in its next turn. A train may not backtrack when the player has discarded his cards during the same turn. A train may backtrack if it cannot move for any other reason (e.g. derailment and Canadian Rail Strike). A player whose train backtracks while on an opponent's track is assessed the use fee for that turn.

Restart A player may completely restart his position as follows:
• At the beginning of his turn, the player declares that he is restarting. The player then discards his Demand cards, returns his Loco card to the bank, returns any loads to the tray, returns all his money to the bank, and erases his track. Any other player may protect part or all of the restarting player's track (for example, a player riding the restarting player's track will protect the route back to his own track). Protected track is not erased and remains the restarting player's track for the rest of the game.
• The player receives a freight Loco card, $40 million, and three new Demand cards. Event cards drawn take effect normally.
• The player may build up to $20 million on the restart turn. The player restarts his train (pawn) at any city at the beginning of his next turn.

Tournament Rules
In addition to strict adherence to all stated rules, the tournament director should enforce these additional rules:

Time Limit Play continues until a stated time limit, after which time play goes one round, until the last player to start has finished his turn. The player whose continuous line of track connects five of the major cities and who has the most cash wins. If no player's track connects five major cities, the player with the most cash wins.

Equal Turns When a player declares victory (connecting 5 major cities and having $250 million), play continues until the last player to start has finished his turn. If two or more players all declare victory in the turn, the one with the most cash wins. In the event of a tie, the victory limit becomes $300 and play continues, with all players still eligible to win; if no player's track connects 5 major cities, the player with the most cash wins.

Crossgrading

A player may crossgrade from a fast freight to a heavy freight, or vice versa, for $5 million. When a player crossgrades, he may also spend up to $15 million to build track in the same turn. There is no limit to the number of times a player may crossgrade. Money spent on crossgrading does not count towards the upgrade to a superfreight.

Challenge Game

To create a more challenging game for experienced players, use any or all of the following rule changes:

Slow Start Start with $30 million and a Slow Freight, which travels up to 6 mileposts per turn and may carry 2 loads. Players may upgrade the slow freight to a freight by paying $20 million; upgrades occur normally afterwards.

Limited City Access For games of 5 or more players: a player may only build one track section from a major city milepost in a turn. A player may have only 2 track sections connecting to a small or medium city.

Field Warehousing Loads dropped off in a city without a payoff remain at that city for 4 turns. During that time, any player may pick up that load by passing through the city and picking it up normally. At the end of the dropping player's fourth subsequent turn, the load is returned to the tray.

Open Contracts Whenever a player discards his hand, the discarded Demand cards are not placed on the discard pile, but are placed on the board.

These cards are *open contracts* available to all players. The first player to deliver a load on an open contract picks the card from the table, discards it, and receives the payoff for the delivery in the usual way.

Only four open contracts may be face up on the table at any time; additional cards are immediately discarded.

Reshuffle Use a blank card and write *Reshuffle* on it. Add the card to the deck. When it is drawn, reshuffle the deck.

Cost to Move Each player must pay $1 million per turn that his train moves on its own track. The $4 million cost for moving on the other players' tracks remains the same.

Cost to Load Each player uses one milepost of movement to pick up or drop off one load. For example, if a player both picks up 1 load and drops off 1 load or if a player picks up 2 loads, the player has used 2 mileposts of movement.

Additional Trains

Each player starts with two trains, a freight and a fast freight, which may be upgraded in the usual way. Both move and may move in the same turn. Players may (by mutual agreement) have four Demand cards instead of three.

Branching

Players may build track from mileposts connected to any player's track. No junction charge is paid. User fees are charged in the usual way.

Selling and Trading Track

Instead of building track, a player may purchase track from another player for whatever price both players agree to. The purchase may take place only in the purchasing player's turn. Players can agree to trade track for track, with no money involved.

In both trading and selling, the selling player replaces his colored lines with lines of the new owner's color.

New Loads & Demands

A multitude of new loads have been proposed, from beer (from Milwaukee and Detroit) and electronics (from Austin, TX and Boston), to textiles (from Raleigh). To create new loads, mark them on the map (using a new color of crayon) and use the blank stickers and cards to make new load chips and demand cards. Try your hand at it. Our favorite new one is:

The Circus Take two load chips and mark them *Circus*. At the start of the game, put both load chips in Tampa, where they will remain until picked up (like field warehousing).

Each Demand card with a number divisible by 10 (eg. 20, 30, ..., 110, 120, 130) is modified by changing the lowest payoff demand(s); that demand becomes $20 million to deliver the Circus to that city.

The Demand card then works normally, but when the Circus is delivered to a city, it remains there until picked up and delivered again.

A player may not pick up the Circus unless he has a Demand card for the Circus. However, it may be dropped without payoff at any city, and if it is lost from a Derailment Event card, it is placed at the nearest city.

Play Tip

Some people have trouble keeping track of whose turn it is. For them, we recommend passing some object from player to player, the possession being with the player whose turn it is. The best object is a 12sided die (available through all specialty game stores), since, in addition to indicating whose turn it is, it can be turned to show the number of mileposts remaining in a player's movement when the player stops to load or to deliver goods.

MAP CLARIFICATIONS

The following five illustrations clarify the permissibility and cost of track building in certain special cases on the board.
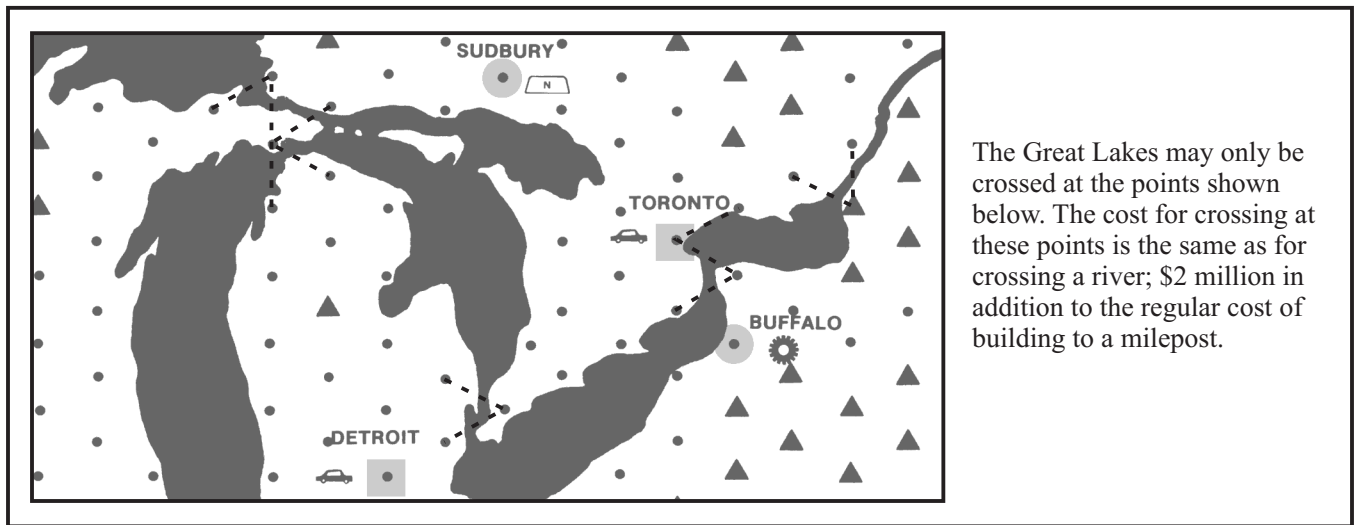

The Great Lakes may only be crossed at the points shown below. The cost for crossing at these points is the same as for crossing a river; $2 million in addition to the regular cost of building to a milepost.
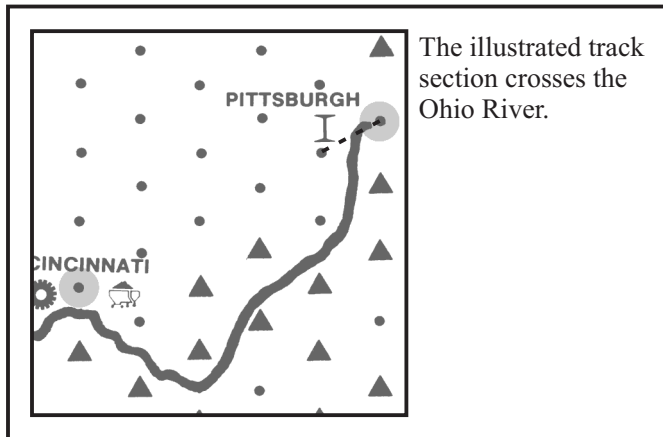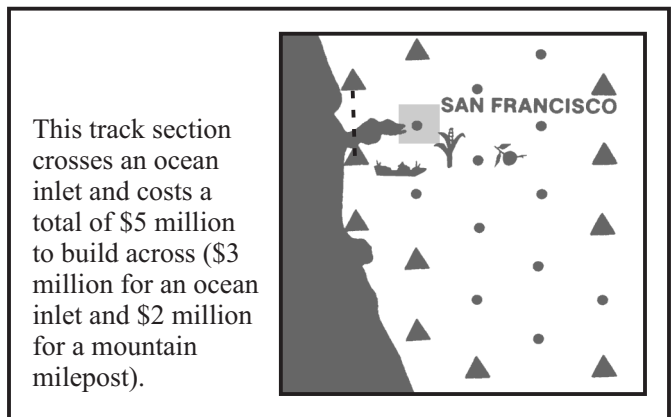

The illustrated track section crosses the Ohio River.
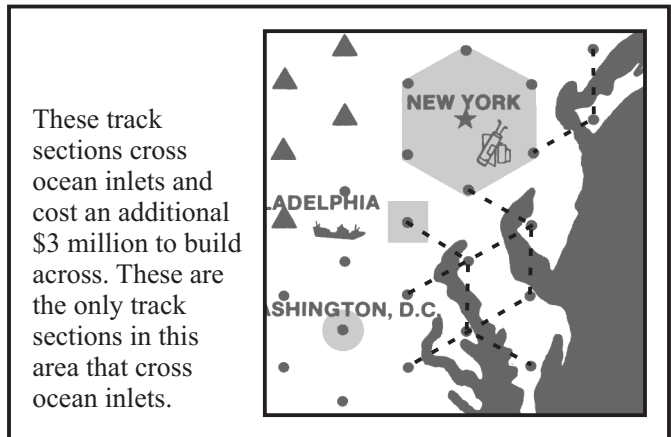
These track sections cross ocean inlets and cost an additional $3 million to build across. These are the only track sections in this area that cross ocean inlets.
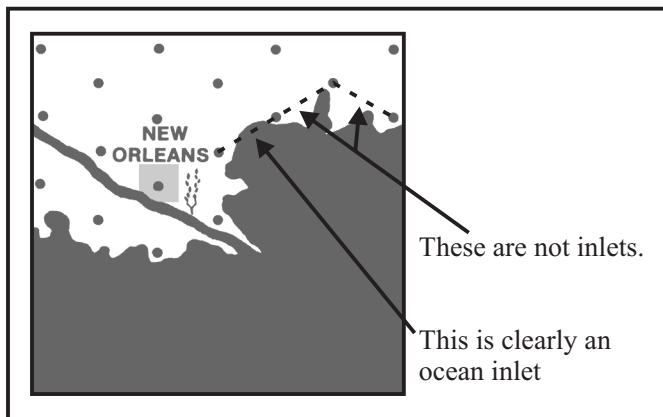
These are not inlets.

This is clearly an ocean inlet

This track section crosses an ocean inlet and costs a total of $5 million to build across ($3 million for an ocean inlet and $2 million for a mountain milepost).