

# EMPIRE BUILDER™

## INTRODUCTION

*Empire Builder™* is a game of transcontinental railroad construction and operation. Build your railroad and haul freight and passengers to make your fortune.

## GAME PARTS

*Empire Builder™* contains one board, two sheets of counters, one deck of 112 cards, money, six painted lead locomotives (models of General Motors DD35A) and one 8-pack of Crayola® Easyoff® Crayons.

### The Playing Board

The playing board's central feature is a map of the continental United States and southern Canada showing 51 cities. Near each city are symbols representing the goods which are available in that city. The map has a grid of dots, called mileposts in the game, which regulate rail building and train movement. These mileposts are approximately 50 miles apart in scale.

The map also shows the relative location of the seacoasts and major river obstacles. The location of some coastal cities has been moved slightly inland from the coast to ease play of the game.

The playing board also has six train displays, one for each player, looking like this:



Each player takes the lead locomotive and crayon with the same color as his train display. The train shows the condition of a player's train: The locomotive shows what kind of train (freight, fast freight, or super freight) the player is running and the boxcars show what his train is hauling (by what loads are carried in the boxcars). Any player can see the type and load of a player's train by looking at his train display.

### Crayons

The special Crayola® Easyoff® Crayons in the game let players draw on the mapboard during the game. If you choose, waterbased overhead transparency markers are also suitable.


**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. A soft cloth will usually be adequate, with a damp cloth and a mild detergent meeting all other demands. **DO NOT USE OTHER MARKERS** than those recommended — pencils, pens, regular crayons, and most dry markers will permanently color the playing surface and ruin the gameboard.

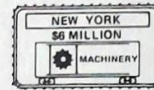
### The Deck

The deck has 112 cards of two types: Demand Cards and Event Cards. Each Demand card shows the demand for three goods and for each good shows:

The city (New York City) needing the goods

The money (\$6 million) payable on delivery of the goods to the city

The goods — machinery and 



The deck also has 16 event cards which affect the play of the game. There are two types of Event cards in the deck: The Daily News and Strikes. Event cards are immediately placed face up when drawn and shown to all players; the drawing player then continues to draw cards until he has three Demand cards in his hand.

#### The Daily News

##### FLOODS

No train may cross the Ohio, Missouri, or Mississippi Rivers. All rail lines over these rivers are destroyed, but may be rebuilt.

#### CANADIAN RAIL STRIKE

No train in Canada may move. No train may enter Canada.

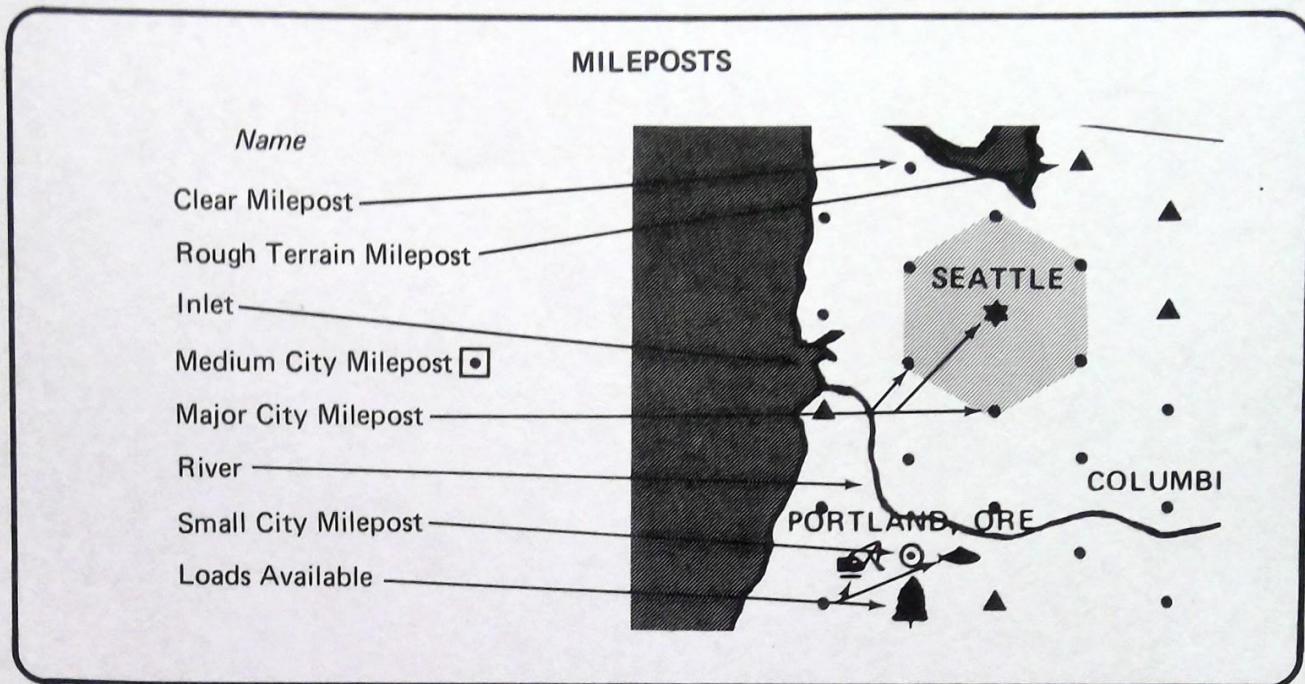
The Event cards take effect immediately and is discarded and no longer effective at the end of the drawing player's next turn. The players must obey the directions on the Event card while it is effective. The following explain the effect of some Event cards:

1. Mileposts are counted in the same way as train movement is counted. In counting Mileposts from a Major City, count from the city center and not from the outer mileposts. In counting Mileposts from the seacoasts, count from the Mileposts nearest the seacoasts. 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.

2. When trains move at half rate, freight trains move 5 mileposts per turn and fast freights and superfreights move 6 mileposts per turn.

3. When a rail line is flooded out, all track of all players crossing the flooded river is immediately erased. Track may be rebuilt across a flooded river only after the "Flood" Event card has been discarded at the end of the drawing player's next turn. Floods disable and close the bridges in Kansas City only while the Flood Event card is in effect.





4. When a train loses a load, the player operating the train chooses which load is lost of those he is carrying and returned to the banker. The Event card does not affect any loads picked up after the card is drawn.

#### The Counters

The game has two types of counters: Loads and freight markers.



Each counter with a symbol for a good represents a "load" which can be carried on a player's train. To show that a load is being carried, place the load on the train display. The unused loads are placed by the board so that players can see what loads are available for pick up. When players deliver a load or when an event card causes a load to be lost, the load is removed from the train display and put back with the other unused loads. The loads available to players are limited to those provided in the game; additional loads should not be made except as replacements.

Freight markers show the type of the player's train — freight, fast freight, and superfreight. A freight may carry two loads and travel up to nine mileposts per turn. A fast freight may carry two loads and travel up to twelve mileposts per turn. A superfreight may carry three loads and travel up to twelve mileposts per turn.

Each player starts with a freight. He may, at the end of any turn, upgrade his rolling stock instead of building track by paying \$20 million for a fast freight or,

when he has a fast freight, \$20 million for a superfreight.

#### PREPARATION FOR PLAY

The players sit around the map next to their train displays. One player acts as banker. He takes the money and gives each player \$40 million at the start of the game. The banker holds the freight markers and gives each player a freight at the start of the game.

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 to each player. After looking at the cards, players discard all event cards and receive demand cards in return. Every player starts the game with 3 demand cards (his hand) which are placed face up in front of him. The dealer shuffles the discarded event cards back into the deck and places the deck on the board. When the deck is exhausted, 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)
- \$40 million in cash
- One freight on his train display
- One locomotive
- One crayon

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

## BUILDING RAILROADS

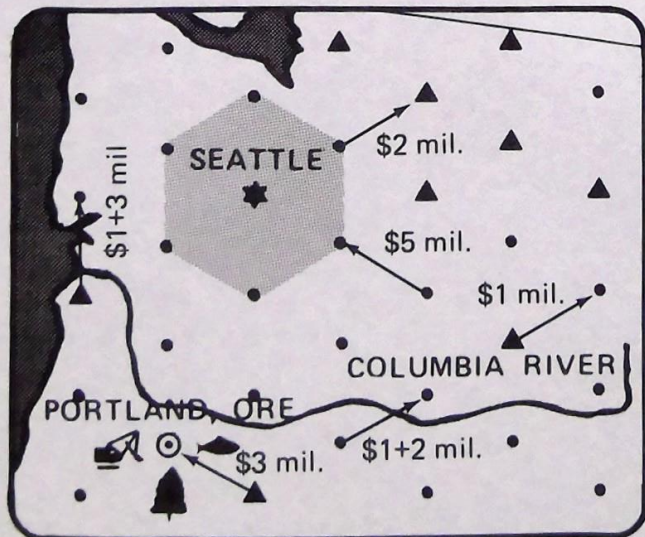
The game board begins without any player's track drawn on it. At the beginning of the game, players take two turns without moving their trains to start building their rail empires using part (or all) of their initial \$40 million.

After looking at the nine demands listed on his Demand cards, each player finds where the demanded goods 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. For example, building from a clear milepost to a rough milepost costs \$2 million, building from a rough milepost to a small city milepost costs \$3 million, etc. The cost for building to each milepost is:

Clear . . . . .	\$1 million
Rough . . . . .	\$2 million
Small City . . . . .	\$3 million
Medium City . . . . .	\$3 million
Major City . . . . .	\$5 million

The cost for building across a river (\$2 million) or an ocean inlet (\$3 million) is in addition to the regular cost for building to a milepost. Building to a rough milepost and crossing a river thus costs \$4 million.



These rules must be followed when building tracks:

1. **Beginning Construction:** A player starts building track at any Major City Milepost or at any milepost which his track connects to a Major City Milepost. A player may not build from more than two Major City Mileposts during one turn.
2. **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.
3. **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 tracks to a medium or small city. No track may be built to or from a medium city which should block a third player from having one section of track to that medium city.
4. **Right of Way:** Only one section of track may be built between two mileposts.
5. **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.

## 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 exists a demand for the load.

1. **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 counters representing the load. Players may carry up to two loads at a time with a freight or a fast freight or three loads with a superfreight. Players may carry different types of loads. Players may carry loads whether or not they have a demand for that load. Players may unload a load without payoff at any city.
2. **Running the Train:** Trains start the game at any city. Move the locomotive by travelling on a track drawn on the board and counting the Mileposts reached. All players' tracks are connected across the Major Cities by the grey area (which represents the local belt or terminal rail system). Players may not build track in the grey area, and when moving, may travel across the city (including rivers) using the grey area as their own track connecting all Major City Mileposts. The star in a Major City, the city center, is a milepost for movement. 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

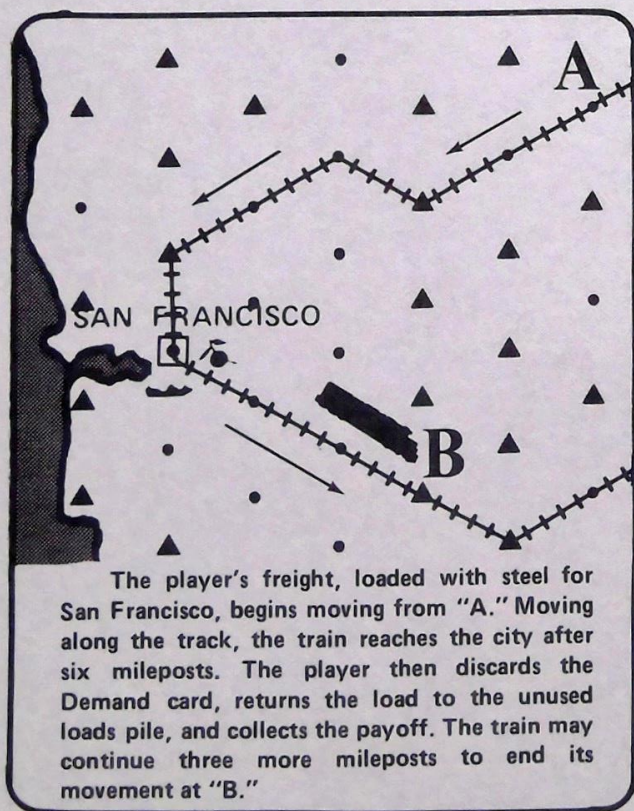


milepost or use the same track.

One player may not block another player's movement. 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 any number of times in any order; movement is limited only by the type of freight he has and by the Event cards. A train may reverse direction only at a city (including all Major City Mileposts).

A player pays nothing to run 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.

3. **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:
  - a. Discards the Demand card. Only one load can be delivered for payoff with one Demand card.
  - b. Receives the amount stated on the Demand card from the bank.
  - c. Returns the load to the pile of unused loads.
  - d. Draws a new Demand card.



- e. Continues his turn, including, if he can, unloading for payoff another load, dumping 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 then spends up to \$20 million to build additional track or to upgrade his train.

## HOW TO WIN

### Basic Game

The winner of the game is the first player to accumulate \$250 million. Only cash is counted; the money spent on building railroads does not count towards winning. Game etiquette is that a player need not show his money until he claims that he has won the game.

### Empire Builder™

Players familiar with the game should play the **Empire Builder™** rule: The winner is the first player whose continuous line of track connects five of the Major Cities and who has \$250 million cash

## Optional Rules

The following optional rules are recommended once players are familiar with the game. Some optional rules greatly change the game. The use of any optional rules must be agreed to by all players before beginning the game.

### 1. 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. Trading track is the same as selling track but no money is involved.

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

### 2. Sudden Death

A sudden death game lasts until the last Demand card is drawn. The game ends at the end of the drawing player's move. The player with the greatest sum of money wins.

### 3. Fast Start

Players may start with \$60 million and three pre-movement turns.

### 4. 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.

### 5. Branching

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