

RAILWAYS OF THE WORLD

RULE MODIFICATIONS FOR RAILROAD TYCOON

The Need for Rule Modifications

After going out of print, *Railroad Tycoon* was reprinted as *Railways of the World*, which made minor changes to the rules (already introduced in the expansion *Rails of Europe*) to slightly improve game-play. Here is all the information you need to play *Railroad Tycoon* with the benefit of these small improvements. It is highly recommended to adopt these for a better game.

The Essential and Easy Rule Modifications

1. Permanent Major Lines. All the Major Line cards are permanently available to all players, and are placed face-up and separate from the other cards from the start of the game rather than being shuffled in the Railroad Operations deck.

2. Players choose from one of two Railroad Tycoon cards. At the start of the game, players are dealt *two* Railroad Tycoon cards from which they select *one*.

3. Cost of any water hex is \$3000. The original rules about “following a river” (at a cost of \$2000) had the potential to create confusion, and are now simplified so that any hex that contains water (river or ocean) has an associated track-building cost of \$3000.

4. Shares can only be taken to get money for immediate use. You cannot take out shares in the last round in order to achieve the Railroad Tycoon objective card that gives bonus points for having the most money.

5. Replace text of “New Train” card with “Passenger Lines.” This replacement card reads “*The first player to deliver 4 different goods (colors) gains 4 additional points on the income track*” and gives an objective that is less similar to “Speed Record”.

6. Add two new hexes (optional). Add a hex between New York and New Haven (with links into both cities), and add a hex with a link out of New Orleans towards Mobile.

RAILROAD TYCOON REFERENCE

Turn Sequence:

Phase 1: First Player Auction
Phase 2: Player Actions (3 Rounds)
Phase 3: Income & Dividends

Player Actions:

Build Track
Deliver Goods Cube
Upgrade Engine
Urbanize (\$10,000)
Take Railroad Operations Card
Build Western Link (\$30,000)

Track Building Costs:

\$2,000 Open Terrain
\$3,000 Water
\$4,000 Mountains
+\$4,000 Crossing Ridge

Major Lines:

5 points: Boston - Washington
6 points: Baltimore - Toledo
8 points: Atlanta - Richmond
10 points: New Orleans - Minneapolis
10 points: New York - Chicago
20 points: New York - Kansas (including Western Link)

Major Lines (2plyr middle-board variant):

4 points: St. Louis - Toledo
5 points: Washington - Nashville
6 points: Charleston - Pittsburg
7 points: Richmond - Chicago
8 points: Minneapolis - Knoxville
10 points: Raleigh - Kansas (including or not Western Link - players choice)