

For 2-6 players ages 12+
Approx. 1 hour per player

Introduction

The yardmaster rubbed his chin, and looked away. "Well, sometimes folks come around wondering about whether it's proper to use dragons for transport. What I can tell you is that they show up in the morning, they're fed until they are full, put in a day's work, and then fly off every evening if they don't stay in the caves outside the yard. You're welcome to walk up to them and ask them if they're mistreated, but I'd suggest you do it late in the morning, and not in the evening."

The Century of Ruin is over, and once again the mighty Iron Dragon roars across the landscape, carrying goods and commerce across the realms of Darwinina! Lash your fate to these mighty machines of metal and fire, and use your connections (as well as ships and the foremen that you hire) to restore an age of prosperity throughout the land!

Components

1 Plastic laminated board, puzzle-cut into 8 pieces
95 Load chips
132 Demand cards
20 Event cards
18 Two-sided locomotive (loco) cards
13 Foreman cards
13 Ship cards
Money in 1, 5, 10, and 50 gold piece (GP) denominations
6 Player pawns
6 Crayons
This rulebook

If any of these parts are missing from your new game, please write (identifying the missing part) to:

Iron Dragon Parts
Mayfair Games
8060 St. Louis Ave. Skokie, IL 60076.
or send a message to CustServ@mayfairgames.com

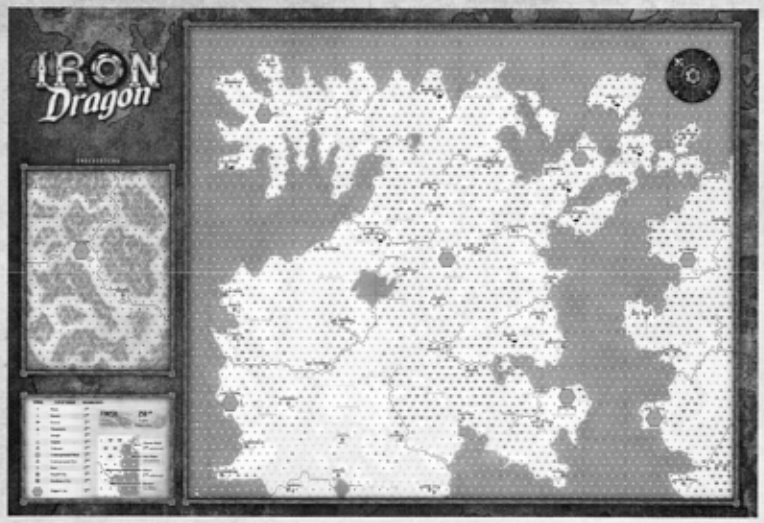
Rules questions?
Send them to RulesGuru@mayfairgames.com

The Crayons

The crayons included in this game are plastic-based, not wax-based, crayons. The lamination on the board should give you many hours of service, but always clean the board of all marks after completing a game. Marks left on the board can permanently stain the board over time. Should you choose to use a different type of writing utensil (china marker, some dry-erase markers, some art pencils), ALWAYS check the marks on an unused edge of the board (we suggest drawing on the board, leaving it for 10 minutes, and then seeing if the marks can be removed completely). You must test all colors that you intend to use separately, as some colors react differently to the board! Mayfair Games makes no guarantee that any other drawing tool, other than those included in the game, are safe for use, and defaced boards will not be replaced.

Do not use abrasive cleaners to clean the board. Use a dry paper napkin or towel. Using water will not speed cleanup. Occasionally, for some markers, drawing over the spot with the same marker and then immediately wiping it off will help with stains.

Playing Board



The central feature of the board is a map of the world of *Iron Dragon* (Darwinina). The map has a grid of round, triangular and other dots, called **mileposts**. The mileposts regulate rail building and train movement. In scale, consider them about 10 leagues apart.

The map shows 57 cities. The cities are grouped alphabetically by country on the map. Near each city are symbols representing the goods that are available for pickup in that city. The map also shows the relative location of the seacoasts and major river obstacles. The sharp black line along the coast identifies the seacoast.

The left center of the map contains the Underground, a region carved out by Dwarves and subsequently captured by the Orcs. There are four entrances to the Underground, marked on the map by ⚠ EAST. Standing on one entrance milepost is the same as standing on the corresponding entrance on the other map for game purposes.

Load Chips

Each load chip represents a load that 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 remain in the tray, where players can see what loads are available for pickup. When a player delivers a load, drops a load without delivering it for payoff, or loses a load due to an event card, the load chip is returned to the tray. The load chips are limited to those provided in the game—additional load chips should not be made (except as replacements). Charts showing the loads available and the cities where they can be picked up are included later in these rules.

Load chips are colored by the type of goods that they are:



Agriculture/harvested goods
green



Animals
black



People
brown



Luxury/processed goods
(including food/drink)
red



Manufactured goods/services
orange



Ores/metals/
mined resources
purple

Cards

There are five types of cards: demand, event, loco, ship, and foremen. Before playing, separate the loco cards from the other cards. Shuffle the demand cards and event cards together to make the draw deck. Place the loco cards and the face down draw deck near the board. Shuffle the ships and foreman cards separately and place them in separate facedown piles near the board.

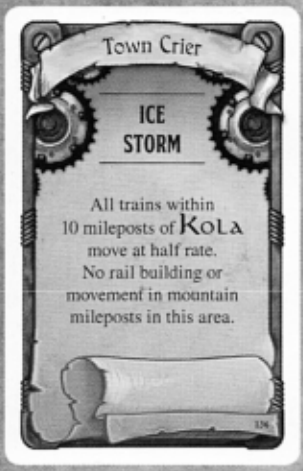


Demand Cards

Each demand card shows three demands, and each demand shows:

1. The city needing the goods,
2. The money payable on delivery of the goods to that city, and
3. The goods needed.

If you have fewer than three demand cards, you must draw a replacement demand card immediately, even if it is not your turn.

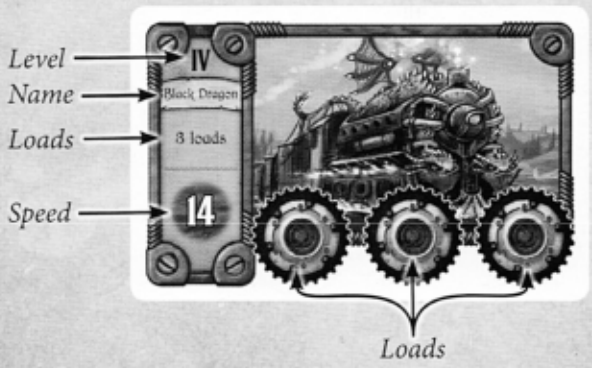


Event Cards

Event cards can affect normal game play. When drawn, an event card is immediately shown to all players and immediately takes effect. General event card effects are described later in this rulebook. After an event is resolved, the drawing player continues to draw until there are three demand cards in their hand.

Loco Cards

Each player has one loco card, showing the player's type of train, its maximum speed, and its load capacity. There are five levels of loco cards in the game:



Train Level (number available)	Name	Load Capacity	Speed per Turn (Mileposts)
I (6)	Teapot	2	10
II (3 each)	Sardar Salamander	3 2	10 12
III (3 each)	Fire Drake White Dragon	3 2	12 14
IV (3 each)	Black Dragon Red Dragon	3 2	14 16
V (6)	Iron Dragon	3	16

You will start with a Teapot loco, and optionally upgrade your loco throughout the game, including during the Startup Phase at the beginning of the game. There are only three of each type of the level II – IV locos, so if other players own all three locos of a type, you may not purchase it until a player upgrades that loco and returns it to the supply.

Ship and Foreman cards are explained later in the rules.

Money

"Of course we put wizards on our paper money! Magic and paper money are very similar: you don't know why it works exactly, but everyone trusts that it does, and when you need it most, it never seems to be around!"



Gold is the currency of Darwinina, but the provided wizard certificates in 1, 5, 10 and 50 gold piece (GP) denominations are much easier to carry around! Your money is secret at the beginning of the game, but if/once the War Tax event is revealed, your treasury becomes public knowledge, and your cash value is available upon request by another player.

Preparation for Play

Players should sit so that they can reach the assembled board. One player acts as banker and manages the loco cards, load chips, and money.

Each player starts the game with 60 GP, a Teapot loco card, a pawn, and a crayon in the same color as their pawn.

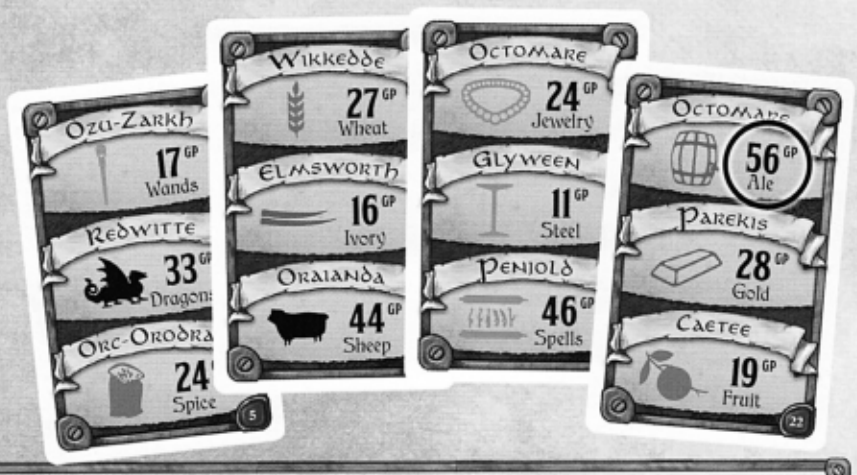
After shuffling the draw deck, deal three demand cards face up to each player. Any event cards dealt are set aside and replaced until each player has three demand cards.

Note: *Event cards are set aside only at the beginning of the game—event cards drawn later in the game are displayed and immediately take effect.*

Next, take the Foreman cards and deal them out equally to all players (six to each player in a two-player game, four in a three-player game, and so on). Look at the cards and choose one to keep. Collect all of the rejected Foreman cards and shuffle them together with the remaining unused Foreman cards. Place this deck facedown near the board.

Each player now looks at his demand cards and finds the single largest payout for a demand. The player who has the largest single payout goes first (break ties based on the next largest payout). Before beginning play, shuffle the set aside event cards back into the draw deck, and place the draw deck on the board. If the draw deck runs out during the game, reshuffle the discard pile and form a new draw deck.

Note: *To help locate the cities and sources of goods on the map, quick reference sheets are included in this rulebook.*

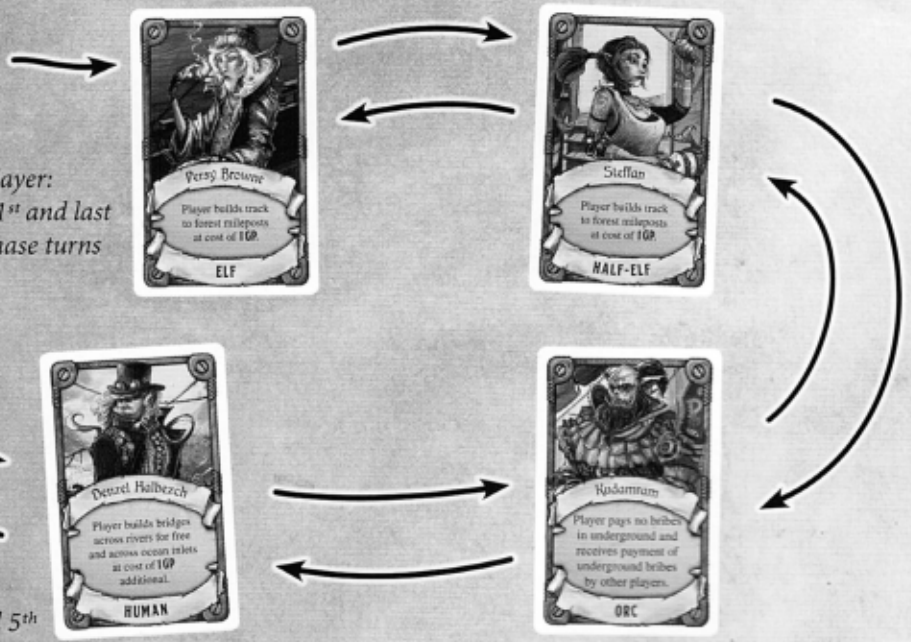


Startup Phase

The Iron Dragons move goods, and they move hopes and dreams...not only ours, but of all those we connect with. Let this track that we build be strong enough for all that it carries! – Queen Tianna III, at the rededication of the Bluefeld railyards

Before the game begins, you will receive two turns to start your railroad empire. During these turns, you may spend up to 20 GP on track and/or upgrading your loco.

Beginning with the starting player, spend up to 20 GP drawing track and/or upgrading your loco (see "Building Phase" on page 8 to learn how to buy track and upgrade loco cards). After each player takes a turn, the LAST player now takes a second turn, and play proceeds counter-clockwise from the last player until all players get a second turn (this is called a "switchback start"). After this, the starting player will take the first full turn of the game.



After the Startup Phase, you may start your train (represented by your pawn) at any city on the map. You must begin building track from a major city, but you may place your train at the beginning of the game:

- In any city connected to your track,
- In any city that you will pay the $4 rent to an opponent in order to use their track to travel out from (see page 60), and
- In a port city that you will travel from via ship (see page 7).

Note: *The original rules for Iron Dragon called for three startup rounds. This has changed for official events over the years, and now officially with this rulebook, to be consistent with all other Empire Builder series games at two startup rounds.*

Planning Routes

Before building any track, you should look carefully at the nine demands on your three demand cards—finding where the loads are available for pickup by looking on the chart and matching each of them to the corresponding city on the board. You should then plan a route for your railroad to connect the cities where the loads can be delivered for payoff, ideally overlapping existing or future track as much as possible. Only then should you begin to build track!

Important: Only one demand is filled on a demand card! You cannot use two different demands on a single card. Always try to combine multiple demand cards with the same delivery city.

Note: *To help locate the cities on the map, and where different demand goods may be found, handy quick reference sheets are included in this rulebook. They are provided to help quickly find the resources needed to fulfill demands.*

How to play

A game turn is divided into two phases:

- The first is the **Operations Phase**, where the player's train moves (paying user fees if needed), loads and unloads goods, and collects payoffs;
- The second is the **Building Phase**, where the player may spend up to 20 GP to build track and/or upgrade their train.

Note: *The first two turns are devoted to building track or upgrading your loco—there are no operation phases during those turns (see "Startup Phase", page 4).*

Instead of taking your normal turn, you may discard your entire hand and draw three new cards, resolving and replacing any event cards drawn. Event cards drawn take effect immediately. If you lose your turn because of an event card, you may not discard your hand during the lost turn.

You must always have three (3) demand cards. If you have fewer than three demand cards, you must draw a replacement demand card immediately, whether or not it is your turn. End your turn by paying the bank any money spent or by declaring that you are not spending any money this turn. Then the player to your left takes their turn.

Phase 1 – Operations Phase

Why do the dragons move the trains? Perhaps it is the novelty, perhaps the food, perhaps a sense of duty or pride in the task, but one thing is clear: if they did not want to do it, they would make it abundantly and definitively clear.

– Xela Geyaer, Bremmner Yardmaster

Running Your Train

Move your train by traveling on track built on the board and counting the mileposts reached, up to the maximum movement (speed) of the train. A train's speed is shown on its loco card.

The type of milepost does not matter—each milepost costs one movement point to move to, regardless of terrain.



There is no limit to the number of trains that may end a turn on one milepost or use the same track. Your train does not block another player's train movement; two trains may pass each other on the same track (it is assumed that there are sidetracks available). A train may only reverse direction if it is in a city (including all major city mileposts). A train may only change direction at a city or a port. You may change directions as many times on your turn as you wish, as long as you have movement points remaining. Unloading or loading your train does not cost movement points (see below).

Treat the red areas of the major cities as your track; all players may use all red city mileposts as if they owned them. This represents local belt or terminal rail systems. Any train may travel across the city using the red area as its own track. Loads may be picked up or dropped off at any milepost in the major city. The center milepost is counted for movement.

Renting Track

You pay nothing to run your train on your own track. You may run on an opponent's track that you are connected to, but must pay 4 GP per turn to each opponent upon whose track your train will run. You may not use an opponent's track unless you have the cash to pay before using it. These fees do not count toward the spending limit in the building phase of the turn.

Moving in the Underworld

> *In the old days, the orcs had a proverb: "Gold for us, or rocks for you." The trolls did not have proverbs, but they did have a lot of rocks provided to them by orcs. Eventually, a proverbial equilibrium was achieved.*
>
> *- Archmage Gaelwyth Grae*

Normally, if you wish to move in the Underground, you must pay a bribe of 1 GP per turn to the Orc Foreman in order to move as far as you wish. You must pay the bribe before you move onto an entrance or travel Underground. The entrances count as Underground, so if you start your move on an Underground entrance milepost, or if you end your move on an Underground entrance milepost with your final movement, you must pay the bribe.

- If no player controls the Orc Foreman, the bribe money goes to the bank.
- If you control the Orc Foreman, you collect all bribes (and you do not pay).
- If you control the Troll Foreman, you do not have to pay the bribe.

Magically Linked Cities

The cities of Wikkedde (J9) and Ozu-Zarkh (K11) are linked so that you may travel from any city milepost in one city, to any milepost in the other city for one movement point (this is only travel from one city to another; traveling within a city occurs normally). The cities and tracks connected to both cities are considered linked for victory conditions. If the Rainbow Bridge Event card is drawn, the cities of Bluefeld (D9) and Octomare (F12/G12) are connected to each other, in the same way that Wikkedde/Ozu-Zarkh are connected.

Picking Up Loads

- A train passing through a city where the load is available may pick up a load. If there is no load chip of that type available, then you may not pick up that load until one is returned to the bank.
- Trains may carry up to two or three loads, depending on the type of loco card you have. The maximum number of loads that can be carried at one time is shown on the loco card. Trains may carry different types of loads, or multiples of the same type.
- A train may pick up and carry loads whether or not there is a demand for those loads. It may be profitable to carry such loads in case a demand card for them is drawn. A load may be dropped without payoff at any city.
- Picking up or dropping off a load incurs no movement penalty and you may still travel up to your full movement allowance. During the Operation Phase, you may load, unload, and move your train any number of times, in any order.

Delivering Loads

When you deliver a load to a city with a demand for that load on one of your demand cards, you must then:

1. Return the load chip to the stock of available loads.
2. Receive from the bank the amount of GPs stated on the card.
3. Discard the demand card. Only one load can be delivered for payoff with each demand card.
4. Draw a new demand card. If an event card is drawn, it takes effect immediately, and another card from the deck is drawn after the event is put into effect. The event may prevent the player from making other deliveries. If the draw deck is exhausted, shuffle the discards and create a new draw deck.

Important: Only one demand is ever filled on a demand card!

More about event cards and their specific effects can be found on page 10.

Complete all of the above steps for each load delivered, before making the next delivery. After delivery, you may continue your turn, including, if you can: delivering another load for payoff, dropping a load, picking up a load, and moving. You may continue until your movement allowance is used up. When making multiple deliveries to the same city, each load must be resolved separately.

Ship Cards

In order to use a ship, your train must travel to a port (you may also start the game at a port, so long as you can travel by track to your destination). Ports are denoted by a ⚓ on the map. Once you stop at a port with your train, you may draw a ship card and decide if you want to board the ship. If you do, pay the boarding cost shown on the card for the entire trip (not a per-turn cost). If you choose not to board the ship, you may discard the ship card (reshuffle the discards if all have been drawn to create a new draw pile) and continue your train's movement normally.

Movement varies from ship to ship (8 to 13 movement/sea points), as does boarding costs (1 to 3 GP). If you chose not to board a ship, you will need to leave and re-enter the port (using the normal movement rules regarding changing direction) to draw a new ship at that location.

If you board the ship, on your next turn you may move your pawn (now representing the ship, with your train on board) from sea point to sea point, counting the number up to the movement value on the ship card. You must stay on sea points for your entire move, and you do not have to move your entire movement value. Once you move onto a port milepost, you immediately discard your ship and end your move. On your next turn, you have full movement with your train.

If you arrive at a port within a city, you may immediately deliver one or more loads on the same turn that you arrive. If you do deliver a load, you may again draw and hire a ship, moving on the following turn.

If you are not boarding a ship, you may pass through a port milepost as a clear milepost.



Ship Name	Boarding Cost	Speed per Turn (sea points)
Parekis Packet	1 GP	8
Serpent	1 GP	8
Far Horizon	1 GP	9
Seahawk	1 GP	9
Eastern Star	2 GP	10
Hyperion	2 GP	10
Old Mormoth	2 GP	10
Fourth Emperor	2 GP	11
Mother Bren	2 GP	11
Royal Sovereign	3 GP	12
Vulture	3 GP	12
Feathermoth	3 GP	13
Golden Sprite	3 GP	13

Expanding Track

After finishing movement, proceed to the Building Phase of your turn.

Phase 2 – Building Phase

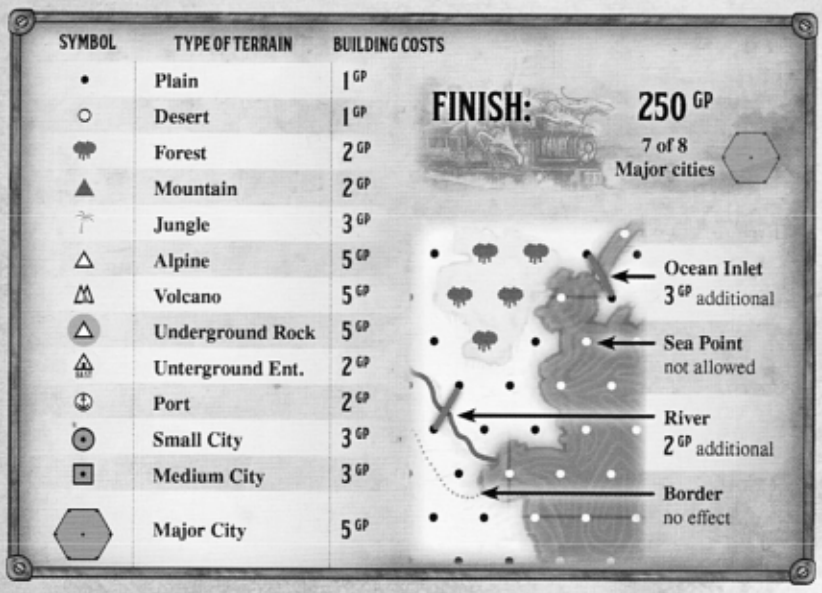
After the Century of Ruin, much of the track throughout Darwinina was destroyed, but the cuts and clearings that the tracks used remained. These paths, overgrown or blasted or simply neglected, remained enough for the modern-day engineers to reclaim during the Great Rebuilding. Many of these workers, who were too young to have seen an Iron Dragon race across the landscape, have said that these roads held a presence that they could not explain, but that the very land whispered to them of something great that had once been there, and would be there again. – El Rossnay, "The Great Rebuilding"

During your Building Phase, you may spend up to 20 GP to build track between mileposts on the board, hire a foreman, or upgrade your loco.

Building Track

You build your railroad by drawing a line with your color crayon from one milepost to an adjacent milepost. For each section of track, you must pay the cost for the milepost to which you are building. The standard costs for mileposts are shown on the table to the right (and on the board).

SYMBOL	TYPE OF TERRAIN	BUILDING COSTS
•	Plain	1 GP
○	Desert	1 GP
	Forest	2 GP
▲	Mountain	2 GP
	Jungle	3 GP
△	Alpine	5 GP
	Volcano	5 GP
	Underground Rock	5 GP
	Untergound Ent.	2 GP
	Port	2 GP
	Small City	3 GP
	Medium City	3 GP
	Major City	5 GP



Ocean Inlets

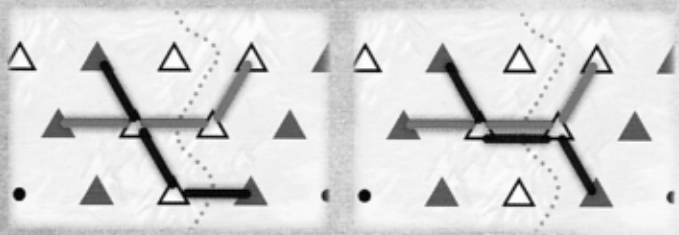
An ocean inlet is two land mileposts that are adjacent, but have water between them that is directly connected to the ocean. You may draw between the mileposts over the water at an additional cost of 3 GP.

Right of Way

Only one section of track may be built between any two mileposts.

Right To Enter Major Cities

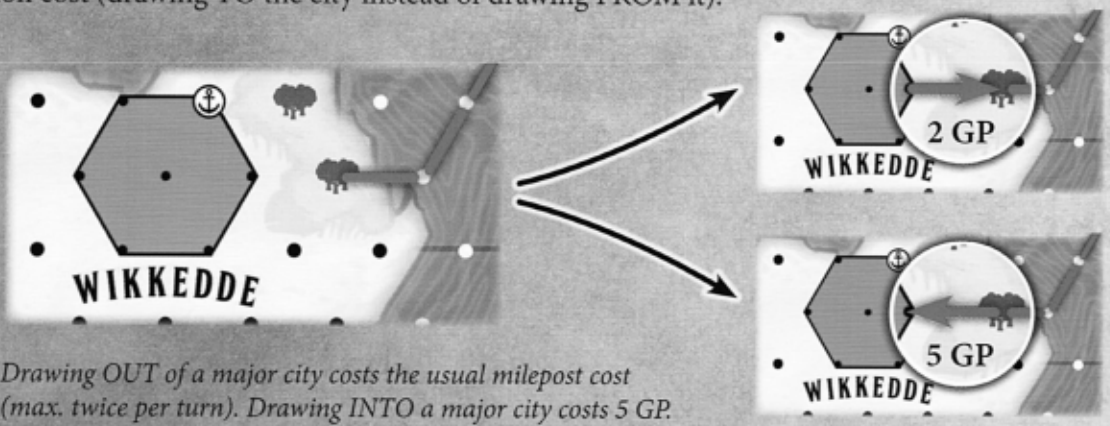
Every player has the right to build at least one segment of track to each major city. No track may be built which blocks any player from connecting to all the major cities. No track may be built in the red area of a major city.



Correct *Incorrect*

City Connections

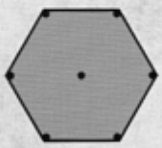
A player may build track from any major city milepost or from any milepost to which the player has already built track. This is very important to note, as it means you may build OUT of a major city to connect to your track, paying only the connected milepost cost instead of the major city cost. However, you may only build out of a major city twice on your turn; if you must connect to three or more major city mileposts on a turn, each connection after the first two must pay the major city connection cost (drawing TO the city instead of drawing FROM it).



Drawing OUT of a major city costs the usual milepost cost (max. twice per turn). Drawing INTO a major city costs 5 GP.

Limits On Entry Into Medium And Small Cities

Only three players may build track into a medium city (squares), and only two players may build track into a small city (circles). No player may build more than three track sections to or from a medium or small city. No track may be built that would prevent a second player from building at least one segment of track into a small city, or that would prevent a second or third player from building track into a medium city.



All players



Max. 3 players



Max. 2 players

Underground Building

In order to build in the Underground, you must pay the Orc Foreman a bribe of 1 GP (separate from the 1 GP bribe to move a train in the Underground). This bribe counts as part of your 20 GP costs during your Building Phase. If you control either the Orc or Troll Foreman, you do not have to pay this bribe.

No Credit/No Loans

You may not build track that you cannot immediately pay for. If you cannot pay for the track drawn, you must immediately erase that track.

Hire a Foreman

There are thirteen foremen available in the game. You may never control more than one Foreman at a time.



Foremen		Abilities
Catman	Carras Cynnrr	Player builds track to jungle mileposts at a cost of 1 GP.
Dwarf	Dingur Knorsen Orrik Ironfist Ragnor Rockjaw	Player builds track to mountain mileposts at a cost of 1 GP.
Elf/Half-Elf	Gaelwyth Grae Persy Browne Steffan	Player builds track to forest mileposts at a cost of 1 GP.
Human	Denzel Halbezch Grocca	Player builds bridges across rivers for free, and across ocean inlets at a cost of 1 GP.
Orc	Kudamram	Player pays no bribes in Underground, and receives payment of Underground bribes by other players.
Troll	Urk Harakn	Player builds in Underground ONLY for 2 GP per milepost, and does not pay the building bribe.
Wee Folk	Wellpole Wyndle	Player may draw 3 ship cards and choose 1 when boarding a ship (ignoring boarding fees).

You begin the game with a Foreman, and may replace your Foreman in one of two ways (one or more times per turn):

- Spend 1 GP and draw the top card of the Foreman deck or discard pile, keeping either your current or the new Foreman and discarding the other (Foremen are placed into a separate discard pile from demand cards).
- Spend 5 GP and choose the Foreman that you want from anywhere in the Foreman deck or the discard pile, discarding your old Foreman. Shuffle the remaining Foreman deck afterwards.

If the Foreman deck runs out of cards, shuffle the discarded Foreman cards and create a new Foreman deck.

Upgrading a Loco

During the Building Phase, you may upgrade your train in addition to building track. An upgrade costs 10 GP per level of improvement. You may buy an upgraded loco and build up to 10 GP of track during this phase, or you may spend all 20 GP on a turn to upgrade your loco two levels. When upgrading, take the new loco card and return the old loco to the bank. If a particular train is not in the bank, you cannot buy it, but if you are improving two levels, you may directly upgrade (ignoring the skipped level) to a loco that is in the bank.



Event Cards

An event card takes effect immediately when it is drawn. Some event cards remain in play until the end of the drawing player's next turn (in the next round) and affect all players. Some events stay in play until the requirements on the card are fulfilled. Players must obey the directions on all event cards while they are in effect (occasionally for the duration of the game).

General Effects

Here are explanations of the effects that are common to a variety of event cards:

Counting Mileposts

Mileposts are counted the same way 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 a seacoast, count from the milepost nearest the seacoast.

Half Rate

When trains move at half rate, your movement is halved. 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.

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. The lost load is returned to the bank.

Losing Turns

You may not move your train, deliver or pick up any loads, or build track or upgrade a loco on a lost turn. You also may not discard all of your demand cards and draw new ones on a lost turn. If you draw an event card that causes you to lose a turn, you lose the rest of the current turn and all of your next turn. For this reason, it is important to resolve any event drawn right away. If you were trying to deliver two loads to the same city, and an event causes you to lose your turn after delivering the first load, you would then have to wait until after your next turn before you may deliver the second load.

Event Card Types

Floods

Each flood card indicates which rivers are flooded by that event. Flood cards usually have two effects:

1. All bridges built over the indicated flooded rivers are destroyed. Erase all the bridges over those rivers.
2. The rivers continue to flood until the end of the drawing player's next turn. No one may build any track over a flooded river, and you may not move your train over a flooded river, until the event leaves play. When a river floods, each player must be given an opportunity to rebuild bridges once the flood ends. A player may not build where another player's bridge was located until after that player has had one turn to rebuild it.

Sandstorms

When a sandstorm occurs, the only trains affected are those on sand desert mileposts when the card is drawn. These trains lose a turn and a load, and are placed in the last city through which they had moved. All track built to or from a desert milepost is immediately erased. Track may again be built to desert mileposts only after the Sandstorm event card has been discarded at the end of the drawing player's next turn.

War Tax

Count the money in your treasury and consult the table on the card to find your tax (paid to the bank). From this point forward in the game, your cash value is public knowledge, and must be supplied upon request by another player.

Winning the Game

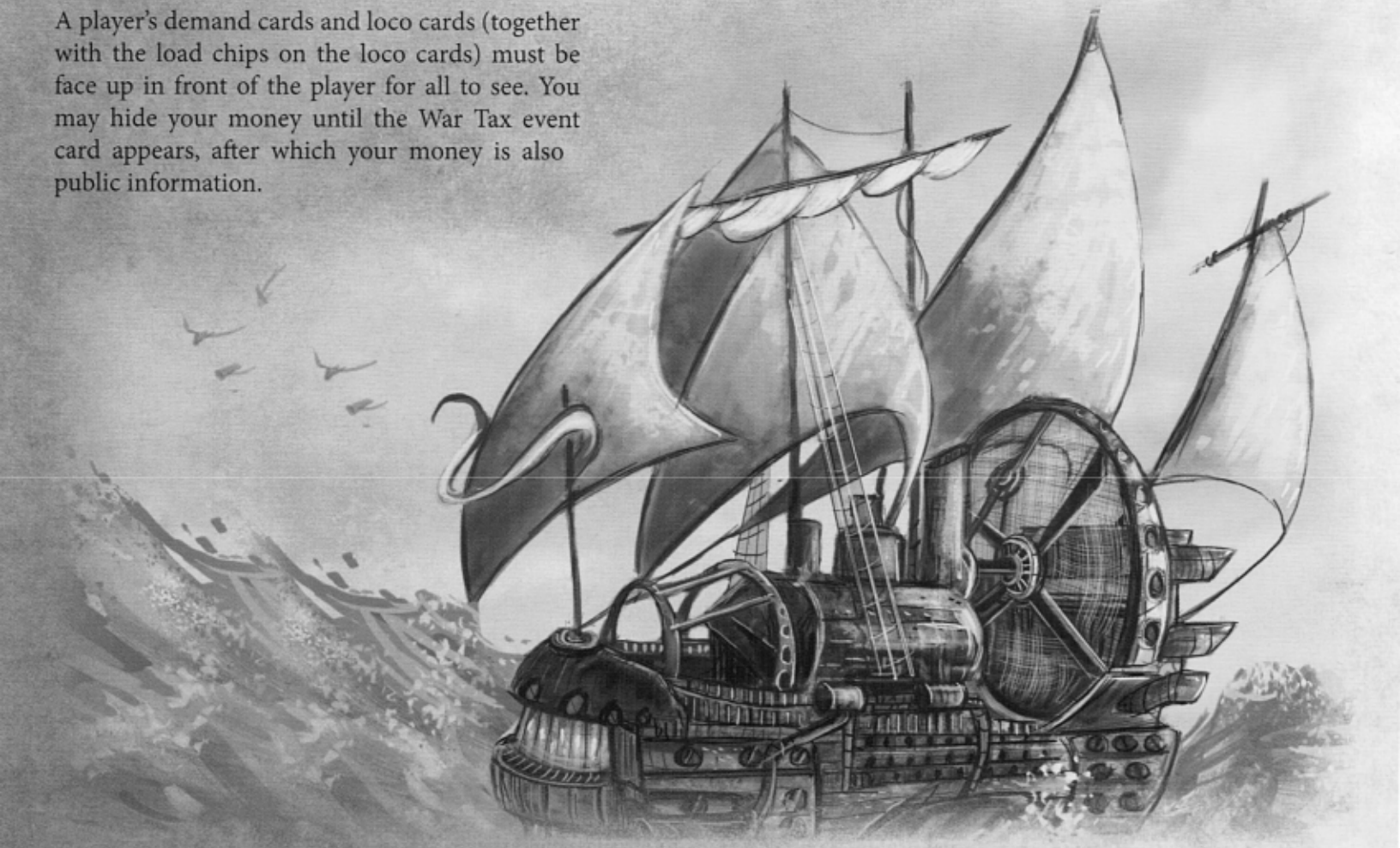
You must meet two requirements to declare victory in Iron Dragon:

- Connect seven of the eight major cities with one continuous line of track. This track can have any number of loops and branches, but must be unbroken between the cities. (Don't forget magically linked cities!)
- Have at least 250 GP in cash at the end of a turn. Only cash is counted; the money spent on building railroads or upgrading locomotives does not count toward winning.

When a player declares victory, play continues until the current round ends, that is, once each player has completed an equal number of turns. If two or more players all declare victory in the same round, the one with the most cash wins. In the event of a tie, the cash requirement is raised by 50 GP to 300 GP. Play then continues, with all players still eligible to win. Both requirements still need to be fulfilled in order to win.

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. You may hide your money until the War Tax event card appears, after which your money is also public information.



Variations

Here are some optional rules that players might want to try when playing Empire Builder series games. All players must agree to any optional rules that are used before the game begins.

Warning: Some of these optional rules radically alter the play of the game!

Mercy

Sometimes new players will find themselves trapped and unable to move or build to make money. 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 enjoying the game, try these rules:

Borrowing — You may take a loan up to 20 GP from the bank. You must repay twice the borrowed amount as soon as you have the money to do so.

Late Payment of Use Fee — A 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

You may reverse your train's direction on any milepost (not just a city milepost) at the cost of losing one full turn. A train that backtracks can move in any direction on its next turn. You may not backtrack if you discarded your cards during the same turn. A train may backtrack if it cannot move for any other reason (e.g, losing a turn due to event cards). A player whose train backtracks while on an opponent's track is charged the use fee for that turn.

Fast Game

To speed up the play of Iron Dragon, use any or all of the following rule changes:

- Each player starts with 70 GP and 3 pre-movement turns.
- Discard the event cards dealt during the initial deal; do not shuffle them into the deck.
- The War Tax event card has no effect and is removed prior to play.
- Deal 5 cards to each player at the beginning of the game, replacing event cards normally. After completing the first 2 building turns, each player discards 2 demand cards, and then play continues normally.

Special Tournament Rule – Time Limits

During tournament play, it may be necessary to enforce a time limit for each game. All players should be made aware of the time limit before the game begins. If any player wins before the time limit is reached, then a winner is declared. Otherwise, play continues until the stated time limit is reached. Once time has expired, play continues for one last round (so all players get an equal number of turns). The player who has a continuous line of track that connects seven major cities, and who has the most cash on hand is the winner. If no player's track connects seven major cities, the player with the most cash wins. If the tournament awards second or third place, then having a connection to seven cities takes precedence over having the most money for those positions as well.

Crossgrading

You may crossgrade, which allows you, for 5 GP, to change from one loco to the other at the same level, at levels II-IV where there are two locos within the same level (for example, changing from a Fire Drake to a White Dragon). When a player crossgrades, you may also spend up to 15 GP to build track in the same turn. There is no limit to the number of times you may crossgrade. Money spent on crossgrading does not count towards any other upgrade cost.

Challenge Game

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

Open Contracts – When someone discards their 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. A fulfilled face-up card is not replaced; new cards only appear via hand discards.

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.

Cost to Move – You now must pay 1 GP per turn that your train moves on your own track. The 4 GP cost for moving on the other players' track remains the same.

Cost to Load – You now use 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

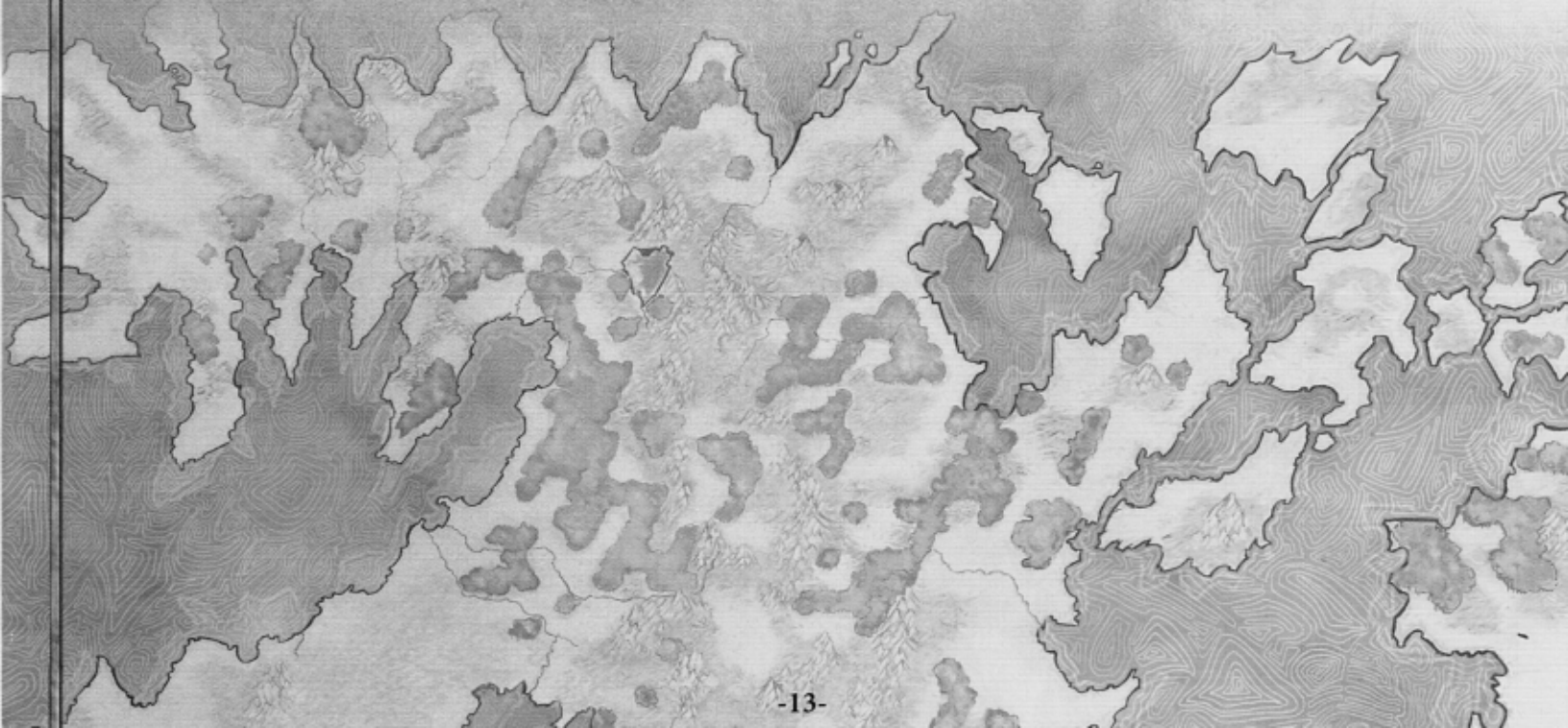
You start with two trains: a Teapot and a Level 2 train of your choice, which may be upgraded in the usual way. Both move their full movement, and may move in the same turn. Players may (by mutual agreement) have four demand cards instead of three.

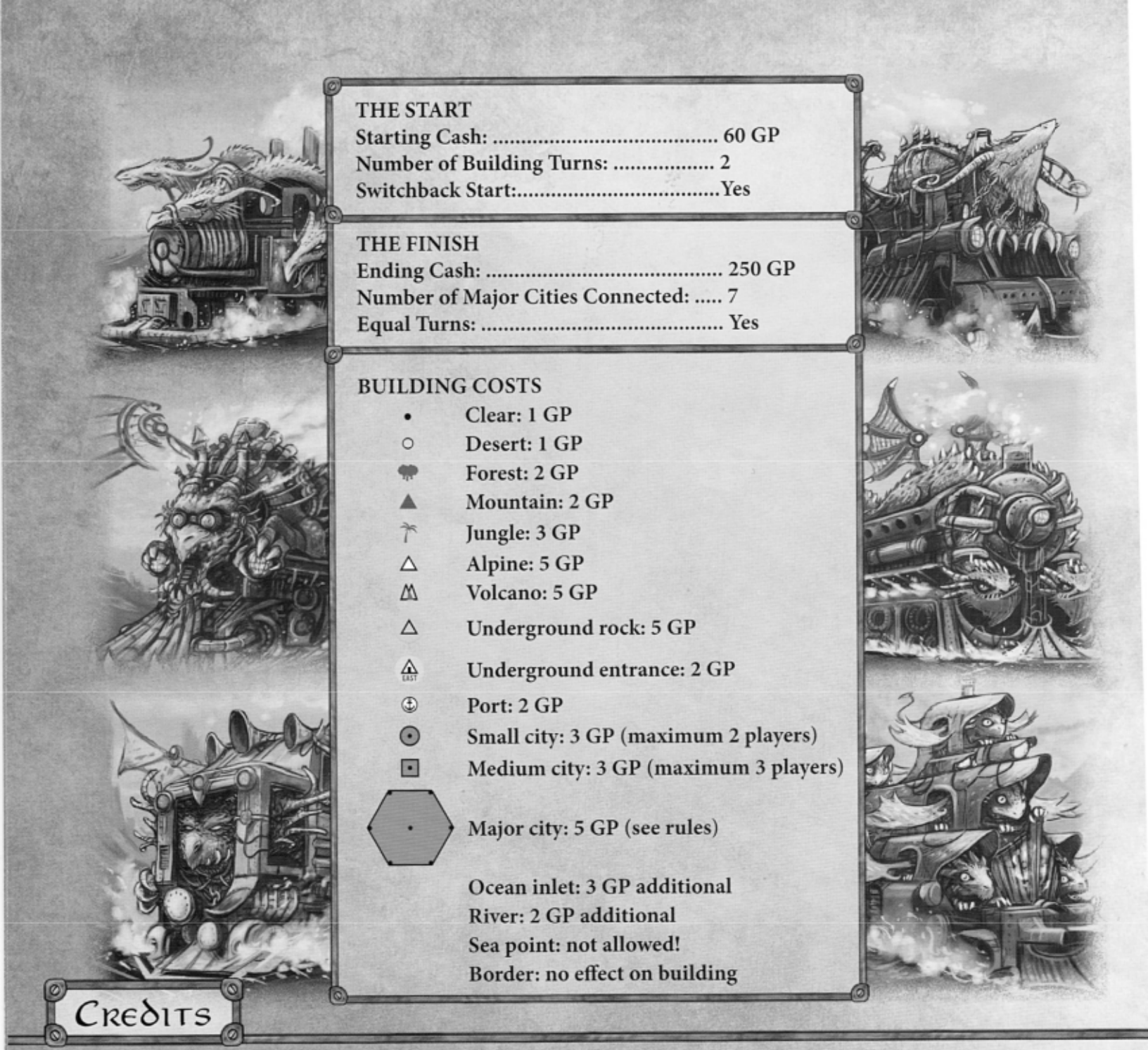
Reshuffle

When the War Tax card is drawn, remove the War Tax card from the game and reshuffle the deck.

Selling And Trading Track

Instead of building track, you may purchase track from another player for whatever price you both agree to. The purchase may take place only on 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 erases their colored lines and the new owner redraws track in their own color.





THE START
Starting Cash: ..... 60 GP
Number of Building Turns: 2
Switchback Start:.....Yes

THE FINISH
Ending Cash: ..... 250 GP
Number of Major Cities Connected: 7
Equal Turns: ..... Yes

BUILDING COSTS

- **Clear: 1 GP**
- **Desert: 1 GP**
- **Forest: 2 GP**
- **Mountain: 2 GP**
- **Jungle: 3 GP**
- **Alpine: 5 GP**
- **Volcano: 5 GP**
- **Underground rock: 5 GP**
- **Underground entrance: 2 GP**
- **Port: 2 GP**
- **Small city: 3 GP (maximum 2 players)**
- **Medium city: 3 GP (maximum 3 players)**
- **Major city: 5 GP (see rules)**

Ocean inlet: 3 GP additional
River: 2 GP additional
Sea point: not allowed!
Border: no effect on building

Credits

Original Credits

Game design: Darwin P. Bromley & Tom Wham
Design based on Empire Builder® by Darwin P. Bromley and Bill Fawcett
Game Development: Darwin. P. Bromley
First Edition Cover Art: Larry Elmore
First Edition Layout: Chris Vande Voort

Great Rebuilding Edition

Game Development: Loren Roznai and the Empire Builder Design Team
Rules: Alex Yeager and Loren Roznai
Cover Art: Mark Zug
Interior Art: Javier González Cava
Graphic Design: Klemens Franz | atelier198
Rulebook Layout: Andrea Kattnig | atelier198
Additional Material: Charles Rice, Alex Yeager

Playtesters: Lory Aitken, Randy Aitken, Mark Andresen, Lee Auston, Mark Bailey, Chuck Baltes, H.C. Baltes, Dave Bennett, Charlene Britton, Michael S. Buskus, Mary Chapman, Paul Chapman III, Paul Chapman Jr., Rob Conner, Randall S. Davis, David DeArruda, Debbie DeArruda, Mike DeArruda, Maura Edison, Richard Edison, Jay Fern, First Minnesota Historical Wargaming Society, Robert Flaminio, Al Gaines, Matt Godlewski, K. D. Haley, Ann Hamon, Peter Hamon, Ty & Carrie Hare, Bill Ingram, James Jewell, Michael & Jill Josey, Mark Kalina, Chuck Kallenbach II, Paul Karczag, Jen & Sean Lamb, Mark Lein, Michael Losee, Matt, Rob McCarter, Roger McCort, Ryan Moats, Kathleen Moats, Monique Moenssens, Bill Navolis, David Nicholas, Harry Ohrt, Barb Orvis, Al Orvis, Steve Pasklo, Diana Peske, Chris Porto (and the Central Connecticut Wargaming Association), Gaspar Porta, George Robbert, Mark Rosenberger, Erika Rosenberger, Barbara Roznai, Bridget Roznai, Joe Roznai, Larry Roznai, Loren Roznai, Nick Sauer, Felice Sauer, Chuck Savage, Joseph Shanley, Allen Stiles, Kathy Stroh, Daryl Toe, Lester Torpy, Jay Tummelson, Dallace Unger, Todd Vander Pluym, Eric Verheiden, Pamela Vlasak, Kurt Wasserman, Bill Wilkerson, Paul Woida, Donald Woods, Bill Wordelmann, and Elaine Wordelmann

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