

Raccoon Tycoon

Objective: Players compete to get the most victory points by purchasing railroads, towns, and buildings.

Setup

1. Unfold the Game board and place it in the middle of the table, so that it is within easy reach of all players.
2. Shuffle the *Price & Production* cards into a face-down deck and place it near the Game board.
3. Deal 3 cards from the *Price & Production* deck to each player.
4. Place one corresponding Commodity token (, , , , , & ) onto the lowest-value space on each of the six Market tracks on the Game board.
 - Place the remaining Commodity tokens near the Game board to form the Supply.
5. Give each player \$10 as their starting Money.
 - Place the remaining Money near the Game board to act as the Bank.
6. Based on the number of players, remove the following *Railroad* cards from the game:

2 Players: <i>Skunkworks</i> , <i>Sly Fox</i> , and <i>Tycoon</i>	3 Players: <i>Skunkworks</i> , and <i>Tycoon</i>
4 Players: <i>Skunkworks</i>	5 Players: None are removed
7. Shuffle the remaining *Railroad* cards into a face-down pile to make the *Railroad* deck, placing it on the *Railroad Deck* space of the Game board.
 - Draw the top 2 cards of the *Railroad* deck and place one face-up on each of the *Railroad* spaces on the Game board.
8. Create the Town deck by placing the *Town* cards face-down in descending Victory Point value (lowest on top), placing it onto the *Town Deck* space of the Game board.
 - *Town* cards of the same value are randomised *i.e.* all the 2 Victory Point *Town* cards are shuffled together.

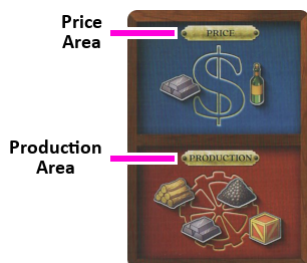
2-Player Games Only: Remove one *Town* card of each Victory Point value (2 VP, 3 VP, 4VP, and 5 VP) at random from the game.
9. Shuffle the 6 Basic Commodity Bonus Building tiles (*Wheat Field*, *Lumber Yard*, *Coal Deposit*, *Iron Deposit*, *Tool & Die*, and *Vineyard*) with the +1 side facing up and place four of them at random on the *Building* spaces on the Game board.
 - The remaining two Basic Commodity Bonus Building tiles are removed from the game.

10. Shuffle the Advanced (remaining) Buildings tiles into a face-down stack and place them on the *Building Stack* of the Game board.
11. Randomly select a start player and give them the Start Player token (); this player will take the first turn of the game.
12. The start player takes one free Commodity token ( ,  ,  ,  ,  , or ) of their choosing, the player to their left takes two free Commodity tokens of their choosing etc.
 - Each Commodity token a player takes must be of a different type; a player may not have two or more of the same type of Commodity at the start of the game.

Card and Tile Anatomies

Price & Production Cards

Price & Production cards are used during the Production action to determine what Commodities a player can produce and which Commodities will increase in value.



Railroad Cards

Railroad cards are used to score Victory Points.

- The more instances of a particular Railroad a player owns, the more Victory Points they will score.



Town Cards

Town cards are used to score Victory Points.

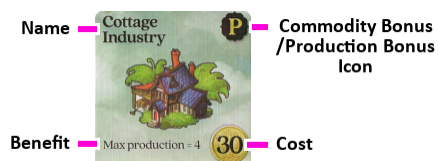
- Town cards can either be paid for with the Commodity shown on the left, or with a greater number of any Commodities, shown on the right.



Building Tiles

Building tiles provide their owner with benefits that help them produce Commodities, store Commodities, sell Commodities, hold more cards, or earn Victory Points.

- Each Building a player owns lets them store 1 additional Commodity; initially a player is limited to 10 Commodity tokens.
- Buildings with a Commodity Bonus icon () let a player produce additional Commodities when using the Produce action.
- Buildings with a Production Bonus icon () let a player produce more of the Commodities on a *Price & Production* card when using the Produce action; initially a player can only produce 3 Commodities.



End of Game

The end of the game is triggered when, the last *Town* card is purchased, or the last *Railroad* card is auctioned off.

- When the end of the game is triggered, finish out the current round to ensure each player gets an equal number of turns.

Each player adds up their Victory Points from the following sources:

Town Cards: The Victory Point values printed on any *Town* cards they own.

Railroad Cards: A player scores Victory Points for each Railroad based on the number of cards of that Railroad that they own *i.e. if a player owns 4 cards in Top Dog Railroad, they earn 23 Victory Points in total, not per card.*

Building Tiles: Each Building tile a player owns scores 1 Victory Point.

Town Card + Railroad Card Pairs: For every *Town* card a player can pair to one of their *Railroad* cards, scores the player an additional 2 Victory Points *i.e. if a play has 3 Town cards and 5 Railroad cards, they would score 6 additional points (2x3).*

The player with the most Victory Points is the winner.

Tie-breaker: In the event of a tie, the player with the most Money is the winner.

General Rules

Public and Hidden Information: All cards and Building tiles owned by players are considered public information and must be placed face-up so that they are visible to all other players.

- Each player's Money is considered private information and can be hidden.

Optional Rules

Sudden Death Victory: If at any point any player has \$1000, they can end the game and declare themselves the winner.

Easier game: To make the game easier for people that are new to these types of games, removed all of the 'Advanced Building' tiles from the game; this will make it easier to play.

- The only Building tiles that will be used are: *Wheat Field, Lumber Yard, Coal Deposit, Iron Deposit, Tool & Die, and Vineyard.*

Turn Order (Single player turns in clockwise order)

On their turn, a player may perform one action.

- a) **Production** (, , , , , & ): The player plays one of the *Price & Production* cards from their hand, taking 3 of the Commodity tokens shown in the Production area of the card and placing them in front of them.

- After producing, the player increases the Commodity Market prices of the Commodities shown in the Price area of the card by \$1 for each icon shown, discards the card face-up next to the *Price & Production* deck, and draws cards from the deck to refill their hand to their hand-size.
- The default hand-size is 3 *Price & Production* cards but can be increased to 4 with the *Smuggler* tile, or 5 with the *Black Market* tile.

Commodity Bonus Buildings (): Commodity Bonus Building tiles give production bonuses of +1 or +2 of the stated Commodity. When a player uses a Production action they get the extra Commodity token(s) shown in addition to the Commodity tokens they receive from the *Price & Production* card.

- A player may only gain the benefit of one Commodity Bonus tile in any given Production action; if they have more than one, they must choose which one they will use.
- The bonus production Commodity is in addition to the Commodities the player receives from a card and does not count towards limit of Commodities they can produce (3, or more with *Cottage Industry* or *Factory* tile).

Production Buildings (): If the player owns the *Cottage Industry* and/or *Factory* Building tiles, the number of Commodity tokens the player can produce (take) is increased to 4/5 respectively.

- A player may only gain the benefit of one Production tile in any given Production action.
- The player cannot use the bonus production of a Production Building to take more Commodities than are shown on the card *i.e. if a player can take 4 Commodities but the card only shows 3, they can only take 3*.

Storage Limit: Each player may only have up to 10 Commodity tokens at any one time, plus one Commodity token for each Building tile they own.

- If a player's Production action causes them to exceed their storage limit, they must immediately discard back down to their limit.
- The *Warehouse* Building tile increases a player's storage limit by 4 (+1 for it being a Building tile, and +3 for the *Warehouse's* benefit).

- b) **Sell a Commodity:** The player may sell any quantity of a single type of Commodity; the player returns the Commodity tokens to the Supply and takes Money from the Bank equal to the current value shown on the corresponding Market track on the Game board per token returned.

- After the player takes their Money, they lower the token on the corresponding track by one space for each token of that type returned to the Supply.

c) **Railroad Auction:** The player selects one of the two available *Railroad* cards on the Game board and begins an auction for that card. The player makes the opening bid, and then in clockwise order, the other players may choose to bid higher or pass.

Two-Player Variant: If playing with two players, the player that starts the auction may only make a single bid; the other player may choose to bid more or pass.

- The minimum bid allowed is shown on the card being auctioned.
- A player may not bid more Money than they have.
- Once a player passes, they may not bid again.
- Once all but one player has passed, the remaining player with the winning bid pays their bid to the Bank and takes the *Railroad* card, placing it face-up in front of them.
- The empty space left by the auctioned card is replenished with the top card of the *Railroad* deck; there must always be two *Railroad* cards on offer, unless the deck is depleted.
- If the player that started the auction does not win the auction, they may perform another action, including initiating another Railroad Auction; if the player won, their turn ends.

d) **Purchasing a Building:** The player selects one of the four Building tiles on offer, pays the cost shown on that tile to the Bank, and places the Building tile in front of them, face-up.

- Once purchased, the player gains the benefit from that Building tile for the remainder of the game.
- The empty space left behind by the purchased Building tile is replenished with the top tile of the Building Stack; there must always be four Building tiles on offer, unless the stack is depleted.
- The six basic Commodity Bonus Building tiles, the *Machine Shop* tile, and *Water Mill* tile (all marked with this icon - ) are double-sided; when they are purchased they are placed with the +1 side facing up, and can be upgraded.

Upgrading an Upgradable Building Tile: A player may later use the Purchase a Building action to instead upgrade a +1 tile to the +2 side by paying the cost shown on the +2 side, and then flipping it over to the +2 side.

e) **Purchase a Town:** The player purchases the available *Town* card by either paying the specified Commodity tokens or the number specified of 'Any Commodity' tokens to the Supply.

- Any mixture of Commodity tokens (, , , , , and ) can be used for an 'Any Commodity' payment, they do not need to be of the same type.
- The player places the purchased *Town* card face-up in front of them.
- The empty space left by the purchased card is replenished with the top card of the *Town* deck; there must always be one *Town* card on offer, unless the deck is depleted.