Raccoon Tycoon™

The Gilded Age in the Land of Astoria

Tycoon Official Handbook

A Game by Glenn Drover

©2018

Astoria is a land bustling with productivity and growth! New towns, factories, and railroads are springing up across the land. A few savvy business tycoons are determined to make their fortunes on the crest of this wave. These Tycoons start out as the producers of key commodities: wheat to feed the growing towns and factories, wood and iron to build them, coal to fuel the trains and factories, and manufactured goods and luxuries to fill the insatiable demand of the animals of Astoria. Cornering the market of the most valuable commodities can create small fortunes that can be reinvested in new businesses, turning them into huge fortunes. The sky is the limit during this Gilded Age!

GAMEPLAY

In *Raccoon Tycoon*, players try to produce the most valuable commodities in an ever-changing marketplace. They then use those commodities to build towns, or sell them at the best price to secure great profits. These profits can be used to win auctions for all-important railroads or to buy buildings that can give players power-ups or bonuses in production. Owning the best towns and railroads determines victory.

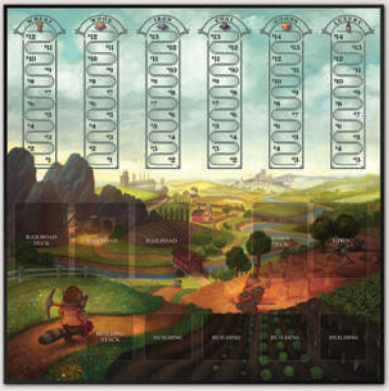
There can be only one 'top dog' in Astoria. Will it be you?

CONTENTS

Game Board

The top of the game board is The Commodity Market that shows the price of each of the six Commodities.

The bottom of the game board contains spaces for available Building Tiles, Railroad Cards, and the Town Deck.



6 sets of Commodity Tokens (30 of each type)

Wheat (Yellow Stalks)

Iron (Gray Anvil)

Wood (Brown Logs)

Manufactured Goods (Red Package)

Coal (Black Coal Car)

Luxuries (Green Bottle)

Start Player Token

Money (Denominations: 1, 5, 10, 20, 100)

Cards/ Tiles

- **A** 6 Commodity Bonus Building Tiles
- **B** 21 Advanced Building Tiles
- **C** 24 Railroad Cards
- **D** 16 Town Cards
- **E** 54 Price & Production Cards

SETUP

Price & Production Deck

A Shuffle the *Price & Production* cards and deal 3 cards to each player.
B Place the remaining cards near the board as a draw deck.

Starting Prices

C Place one of each Commodity Token on the lowest price of their corresponding Market: $1 for Wheat and Wood, $2 for Iron and Coal, and $3 for Goods and Luxuries.

Commodity Tokens

D Place the remaining Commodity Tokens near the board to act as the Supply.

Money

E Give each player $10 as their starting Money.

F Place the remaining money near the board to act as the Bank.

Create the Railroad Deck by removing certain Railroads based on the number of players:

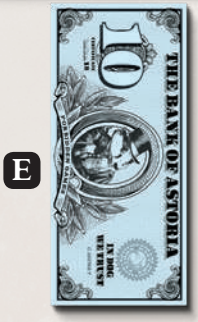
2 Players: Remove ***Skunkworks***, ***Sly Fox***, and ***Tycoon*** Railroads

3 Players: Remove ***Skunkworks*** and ***Tycoon*** Railroads

4 Players: ***Skunkworks*** Railroad

5 Players: None

G Shuffle the remaining ***Railroad*** Cards to make the Railroad Deck.
H Turn 2 cards face up and place them each on one of the 'Railroad' spots on the game board. These cards are available for selection to start an auction.



A

I Create the Town Deck by placing the cards in order based on their VP value: the four 2 VP cards on top (in any order), then the four 3 VP cards, and so on. Once the deck is in order, place it near the board and turn up the top card, and place it on the 'Town' spot on the game board.

2 Players: Remove one town from each Victory Point Value (one with 2 VP, one with 3 VP, one with 4 VP, and one with 5 VP).

Create the starting Building Tile Offering.

J Shuffle the 6 Basic Commodity Bonus Building Tiles ***(Double-Sided +1/+2 tiles with one of the six commodities)*** with the +1 side face up. Randomly draw and place four of them on the ***Building*** locations on the game board. These are available for purchase.

Place the remaining two Basic Commodity Bonus Building Tiles out of the game.

K Shuffle the remaining Building Tiles ***(The Advanced Building Tiles)*** and place them face down in a single stack. This stack will be used to fill in an empty location whenever a Building is purchased so that there are always 4 Buildings available for purchase.

Optional Rule: Draw and place Basic Commodity Building Tiles equal to the number of players (if there are 5 players, place 4 buildings), and remove any remaining. Fill in the open Building spots on the board with Advanced Buildings drawn from the stack.

Start Player

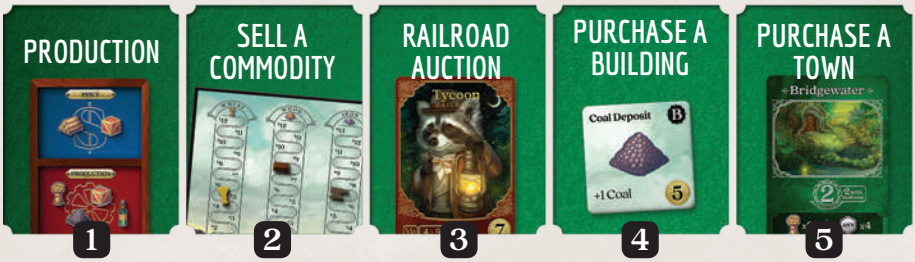
L Select a start player randomly and place the Start Player Token in front of them. The start player gains one free Commodity Token of their choice. The second player ***(the player to left of the start player)*** gains two free Commodity Tokens of their choice, and so on around the table. The free Commodity Tokens chosen at the beginning of the game must all be different (no player may have two of the same commodity).

GAME ROUNDS

The start player will take the first turn each round and may perform ONE action ***(see below)***, followed likewise by each player around the table clockwise to complete the Round.

Actions

On a player's turn, they may perform one of the following five Actions:



1 Production

Play one of your Price & Production cards from your hand. Take three (3) of the commodity tokens shown in the 'Production' area of the card from the supply and place them in front of you. This means that on some cards, you may not get all of the commodity tokens shown; you will have to choose the three that you want. This maximum may be increased if you own the ***Cottage Industry*** (4) or ***Factory*** (5) buildings.

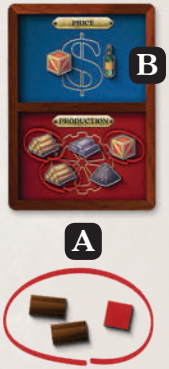
After producing, increase the Commodity Market prices of the commodities shown in the 'Price' area of the card by $1 for each icon shown.

After taking your commodity tokens and increasing the prices, place the played card in the discard pile face up next to the Price & Production draw deck, and draw a new Price & Production card from the deck to refill your hand to your maximum.

Players have a maximum hand of 3 Price & Production cards unless they own the ***Smuggler*** card ***(4 maximum)***, or the ***Black Market*** card ***(5 maximum)***. ***NOTE: The player may not use the Smuggler or Black Market buildings to take more commodities than are shown on the card.***

EXAMPLE

Jacoby plays a card that has wood, wood, coal, iron, goods commodities in the Production area, and luxury and goods commodities in the Price area. He doesn't own any buildings yet, so he has to choose 3 of the 5 commodities on the card to produce. **A** He chooses the 2 wood and the goods and takes those commodities from the supply. **B** He then raises the prices of luxury and goods by $1 each.



Commodity Bonus (B) and Production (P) Buildings

Commodity Bonus buildings give production bonuses (+1 or +2) and are marked with a (B) (Bonus Production). When a player uses the Production action, they get the extra commodity token(s) shown on the Bonus Building in addition to the commodity tokens that they would normally receive from the card. However, the player may gain the benefit from only one (B) Building in any given Production action.

NOTE: If a player owns more than one (B) Building, they must choose which one they will use.

EXAMPLE

Ethan owns the +1 Wheat (Wheat Field) and the +1 Coal (Coal Deposit) Buildings. He chooses the Production action and plays a Price/ Production Card that gives him 1 Wood, 1 Luxury, and 1 Coal. He may also take an additional Coal or a Wheat (but not both).

NOTE: The Bonus Production commodity is in addition to the player's usual 'Maximum Production'.

EXAMPLE

Ethan started the game with a Maximum Production of 3, but now owns the Cottage Industry Building, so his Maximum Production is 4 Commodities shown on the Price/ Production Card. He also owns the +1 Wheat (Wheat Field) and the +1 Coal (Coal Deposit) Building Tiles. He plays a Price/ Production Card that has 2 Wheat, 1 Goods, and 1 Iron. He takes all four of those Commodities as well as one Coal for his Bonus Building.

Production Building Tiles (Factory and Cottage Industry Buildings)(marked with a (P)) are similar to Bonus Building Tiles: A player may only gain the benefit of one Production Building Tile in any given Production action.

EXAMPLE

If Ethan owned both a factory AND the Cottage Industry Buildings, he would only benefit from one of them in any single Production action.

STORAGE LIMIT: Each player may only have up to 10 Commodity Tokens at any one time. If a player's Production action brings their Commodity total to more than 10 in front of them, they must immediately discard their choice of Tokens back into the supply to get back down to 10.

This limit is raised by '1' for each Building Tile that the player owns. The Warehouse Building increases the limit by 4 ***(3 for the special power of the Warehouse Building + 1 for its normal bonus)***.

EXAMPLE

Dan owns three Building Tiles, which allows him to have up to 13 Commodity Tokens. If one of Dan's Building Tiles was a Warehouse, then he could have up to 16 Commodity Tokens.

2 Sell a Commodity

Any quantity of a single type of Commodity owned by the player may be sold (from one to all). The Commodity Tokens being sold are returned to the supply and the player is paid the current value shown in The Market for each token of that Commodity sold. Then the price for that Commodity drops by the number of units sold.

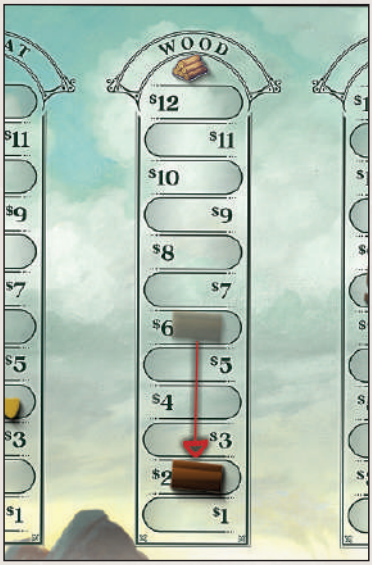
EXAMPLE

The player sells 4 Wood Commodity Tokens. The Value shown in the Wood Market is $6. The player is paid 4 x $6 = $24 from the Bank.

Sold Commodity Tokens are placed back into the Supply.

After the sale, the value of the sold commodity is reduced by the number of units sold.

Wood is valued at $6 and 4 units are sold. The new value of Wood in the Market is $2.



3 Start a Railroad Auction (Select a Railroad Card)

Select one of the Railroad Cards from the two on offer and begin an Auction for that Railroad Card. The minimum bid for the Railroad is shown on the Card. Starting with the player that started the auction, each player bids in turn ***(clockwise around the table)*** or passes. Once a player has passed, they may not bid again. The highest bid wins the Railroad Card and pays the bid. The Railroad Card is placed in front of them to show that they own it.

The empty spot in the offer is then filled with a new card from the deck. There must always be two cards on offer ***(unless the deck is exhausted)***.

If the player that started the auction does not win the auction, then they may perform any action, including another auction. If the player who started the auction wins the auction, then their turn ends.

NOTE: No player may bid more than the money that they have.

Two Player Variant: When playing in a two player game, the player that starts the auction may only bid once. The other player may either bid more, or pass.

4 Purchase a Building Tile

The player selects one of the four Building Tiles on Offer and pays the cost shown on the Tile. That Building Tile is then placed in front of the player to show that they own it. The owning player gains the benefit shown on the Building Tile for the rest of the game.

A new Building Tile is then taken from the top of the stack of face down tiles and placed in the offer so that there are always 4 Buildings available for purchase ***(unless the stack is exhausted)***.

The six Commodity Building Tiles as well as the ***Machine Shop/ Water Mill*** Advanced Building Tile are double-sided. When they are purchased, the +1 side is face-up and active. However, the player may use a Purchase Building Tile action later to upgrade the tile by paying the cost on the +2 side. The tile is then flipped over to show the new value.

5 Purchase a Town (with Commodity Tokens)

Purchase the available Town Card by paying either the number of the specified Commodity displayed on the bottom left of the card or the number of 'Any Commodity' displayed on the bottom right of the card. The Commodity tokens used for payment are placed back in the supply near the board. The purchased card is placed in front of the player who purchased it and a new card from the deck is turned up and placed in the offer so that there is always one Town available for purchase ***(unless the deck is exhausted)***.

NOTE: When using the 'Any Commodity' option to buy a Town Card, the commodities used to make the purchase do not have to be the same type. They can be a mixture of any Commodities.

GAME END

Play continues around the table until:

- Either the last Town Card is purchased
- Or the last Railroad is auctioned

When either of these occurs, finish the current Round until all players who have not yet taken their turn have done so. (Note: The last player in every game is the player to the right of the 'Starting Player' who went first at the beginning of the game.) Then the game ends.

INFORMATION
During the game, all cards and building tiles owned by the players must be placed so that all players may see them (public information). Each player's money, on the other hand, is secret, and does not have to be shared.

Scoring

Each player will get the VP (Victory Points) shown on:

- Their Town Cards
- Their Railroad Cards

NOTE: Having more than one of a particular Railroad gives that player more Victory Points as shown on the Railroad Card.
EXAMPLE: Owning one 'Top Dog' Railroad Card is worth 4 VP's, owning two 'Top Dog' Railroad Cards is worth 9 VP's. This is total for both cards, not for each.

- Each Building owned by a player is also worth 1 VP
- Every Town + Railroad pair owned by a player is worth 2 VP
  EXAMPLE: A player owns 3 Railroads and 6 Towns. They can make 3 pairs, and so they gain 6 VP,

The player with the most Victory Points at the end of the game is the winner. In the case of a tie, the tied player with the most money is the winner.

Optional Rules

Sudden Death Victory:

If, at any point during the game, any player has $1,000, they can end the game and declare themselves the winner.

Beginning Gamers and First-Time Players of Raccoon Tycoon:

If any of the players is young or new to these kinds of games, remove the 'Advanced Buildings' from play. This will make the game easier to learn and play.

CREDITS

Game Design: Glenn Drover

Graphic Design: Jacoby O'Connor

Game Artwork: Annie Stegg Gerard

Art Direction & Concept: Glenn Drover

Special Thanks to Dan Vujovic

Playtesters: Jack Provenzale, Dan Vujovic, Ethan Drover, Jacoby O'Connor, Chris Wood, Sean Brown, Simon Mounsey, Brian Cable, Paul Koenig, David Rutter, John Brust, Keith Blume, Don Beyer, Christine Drover, Sam Liebert, Dan Krapp, Nicholas Leeman, Mark Streed, Shelby Streed, The Liberty Gaming Group, Jeff DeBoer, Marguerite Cottrell, Richard Hamm.

APPENDIX: BUILDINGS LIST

Basic Commodity Bonus Building Tiles (x 6 double-sided Tiles)

Wheat Field (B): +1 Wheat **$4**
Grain Farm (B): +2 Wheat **$9**

Lumber Yard (B): +1 Wood **$4**
Saw Mill (B): +2 Wood **$9**

Coal Deposit (B): +1 Coal **$5**
Coal Mine (B): +2 Coal **$12**

Iron Deposit (B): +1 Iron **$5**
Iron Mine (B): +2 Iron **$12**

Tool & Die (B): +1 Goods **$6**
Loom (B): +2 Goods **$15**

Vineyard (B): +1 Luxury **$6**
Glass Works (B): +2 Luxury **$15**

APPENDIX: BUILDINGS LIST (continued)

Advanced Building Tiles (x21 Tiles)

Machine Shop (B): +1 Commodity of your choice **$30**

Water Mill (B): +2 Commodities of your choice **$60**

Lumber/ Wheat Trading Firm

You get $1/ unit of Wood or Wheat that is sold by any player. **$10**

Coal/ Iron Trading Firm

You get $1/ unit of Coal or Iron that is sold by any player. **$10**

Goods/ Luxury Trading Firm

You get $1/ unit of Goods or Luxury that is sold by any player. Cost: **$10**

Warehouse (x2)

You may store an extra 3 Commodity Tokens. **$10**

Construction Company

You may perform two Purchase Building actions in one turn. **$20**

Freight Company

You may sell 2 Commodities in one turn. **$25**

Governor's Mansion

Each Town Card you own is worth +1 VP at the end of the game. **$30**

Rail Baron

Each of your Railroad Cards is worth +1 VP at the end of the game. **$30**

Bank

Each $20 that you have at the end of the game is worth +1 VP. **$30**

Auction House

You get $5 commission for each auction that is held. This is paid from the bank, not the player. **$15**

Smuggler

Your hand limit of Price & Production cards is increased to 4. **$20**

Black Market

Your hand limit of Price & Production cards is increased to 5. **$30**

Brick Works

You may build Towns with one fewer Commodity. **$25**

Mayor's Office

Each Building you own is worth +1 VP at the end of the game. **$30**

Trading Floor

When using the 'Produce' action, you may also buy any number of one Commodity currently owned by one other player at the current market price (before the price is affected by the Price & Production card). They may not refuse. **$15**

Export Company

When selling a Commodity, you may increase the price of that Commodity by $3 before selling. Maximum Price is limited to the value shown on the board for that Commodity. **$30**

Cottage Industry (P)

You may produce up to four (4) of the Commodity Tokens shown in the Production area of a Price/ Production Card. **$30**

Factory (x2) (P)

You may produce up to five (5) of the Commodity Tokens shown in the Production area of a Price/ Production Card. **$40**

ACTIONS

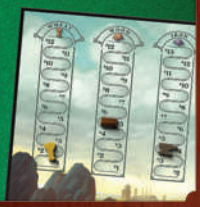
On a player's turn, they may perform one of the following five Actions:

1 PRODUCTION

- Play a Price & Production Card
- Take Commodities
- Increase the Prices Shown

2 SELL A COMMODITY

- Sell One Type of Commodity
- Gain Money = Price x Units
- Reduce the Price by the Number of Units Sold



3 RAILROAD AUCTION

- Bid for One of the Available Railroad Cards
- Winner Pays their Bid and Takes the Railroad Card
- If the Player Who Started the Auction didn't Win, They May Take Another Action

4 PURCHASE A BUILDING (with Money)

- Pay the Cost Shown on One of the Available Building Tiles
- Take the Building Tile (or upgrade a Commodity Bonus Building)

5 PURCHASE A TOWN (with Commodities)

- Pay either the number of the Commodity Shown on the Left, or the number of Any Commodities Shown on the Right
- Take the Town Card

FORBIDDEN GAMES

www.ForbiddenGames.net