

# RACCOON TYCOON™

## THE FAT CAT EXPANSION



A GAME BY GLENN DROVER

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# THE FAT CAT EXPANSION

The Fat Cat Expansion adds new content to Raccoon Tycoon that allows you to increase the number of players to 6, and adds new components and rules which provide the opportunity to explore exciting new strategies.

## FAT CAT STARTING PLAYER TOKENS

One of the most memorable components in the premium edition of Raccoon Tycoon was the giant, over-sized starting player marker. With this expansion, you have a choice between two colorful starting player tokens.



Fat Cat Token



Raccoon Tycoon Token

## SIXTH PLAYER CARDS

In order to play with six players, you will add four new Railroad Cards and four new Town Cards.

### Jack Rabbit Railroad

Four new Railroad Cards (2 male and 2 female).



### Towns

Four new Town Cards.



## NEW 'WILD' RAILROAD CARDS

**Badger Baron:** Two (2) Wild cards that may be used as any Railroad Card.  
A Player may not have more than 4 Railroad Cards of the same Railroad, including wilds. Starting bid: \$20



## NEW BUILDING TILES

There are 13 new Building Tiles that add new ways to score points and reinforce existing strategies. Players can combine them with Building Tiles from the base game to create an 'engine' that makes more money, scores more points, and increases production.

### Coffee Roaster Tile



#### Coffee Roaster

Receive a bonus Action after using a Sell Action [Cost: \$50]

(Note: selecting a Sell action as the second action does NOT allow a third action)

### 2 Town + Railroad Card Bonus Tiles



#### Trestle Bridge:

Town + Railroad Card Combo = +2 VP

[Cost: \$15]



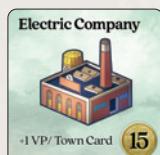
#### Tunnel:

Town + Railroad Card Combo = +2 VP

[Cost: \$15]

(Note: The +2 VP bonus is in addition to the regular +2 VP bonus awarded for pairing a Town Card with a Railroad Card.)

### 3 Town Bonus Tiles



#### Electric Company:

+1 VP/ Town Card

[Cost: \$15]



#### Gas Lamps:

+1 VP/ Town Card

[Cost: \$15]



#### Waterworks:

+1 VP/ Town

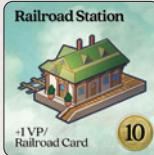
Card [Cost: \$15]

## 3 Railroad Bonus Tiles



### Water Tower:

+1 VP/ Railroad Card  
[Cost: \$10]



### Railroad Station:

+1 VP/ Railroad Card  
[Cost: \$10]



### Railroad Depot:

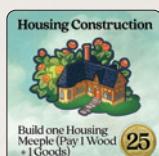
+1 VP/ Railroad Card  
[Cost: \$10]

## 2 New Meeple Production Tiles



### Locomotive Factory:

Build one Locomotive Meeple (Pay 1 Iron + 1 Coal)  
[Cost: \$25]



### Housing Construction :

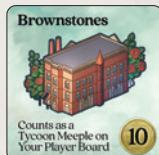
Build one Housing Meeple (Pay 1 Wood + 1 Goods)  
[Cost: \$25]

## 2 New Animal Home Tiles



### Tenements:

Counts as an Animal Meeple on Your Player Board  
[Cost: \$10]



### Brownstones:

Counts as a Tycoon Meeple on Your Player Board  
[Cost: \$10]

## NEW MEEPLES

The Fat Cat Expansion adds four different meeple types that give the player unique benefits. These meeples are placed near the game board as a 'supply' at the beginning of the game and any number may be built with the proper resource(s) during a player's Price/ Production Action.

### Locomotive Meeples (x8)



- 8 Locomotive Meeples are placed in the supply at the beginning of the game.
- May only be built by the owner of the Locomotive Factory Tile. (Cost is 1 Iron + 1 Coal)
- When built, Locomotive Meeples are placed on the player's railroad card (Limit 1 per Railroad Card)  
OR, Sold to Bank for \$20 and the Locomotive Meeple is then placed on one of the face up Railroad Cards on the Board that are available for auction.
- A Railroad Card may contain only one Locomotive Meeple. If there is no available railroad card, the player may not build a locomotive meeple at that time.
- At the end of the game, each Locomotive Meeple on a Railroad Card is worth 3 VP.

### Housing Meeples (x8)



- 8 Housing Meeples are placed in the supply at the beginning of the game.
- Housing Meeples may only be built by the owner of the Housing Construction Tile. (Cost is 1 Wood + 1 Goods)
- When built, Housing Meeples are placed on the player's town card (Limit 1 per Town Card)  
OR, Sold to Bank for \$20 and the Housing Meeple is then placed on the face up Town Card on the Board.
- A Town Card may contain only one Housing Meeple. If there is no available town card, the player may not build a housing meeple at that time.
- At the end of the game, each Housing Meeple on a Town Card is worth 3 VP

## **Animal Meeples (x8)**



A number of Animal Meeples equal to the number of players +2 are placed in the supply at the beginning of the game. Animal meeples may be purchased during the player's Price/ Production Action (Cost is 2 Wheat), and placed on the player board on the left-most empty Animal slot (the lowest value spot available). At the end of the game, the player will score the VP's shown on the highest value spot with a meeple occupying it.

## **Tycoon Meeples (x8)**



A number of Tycoon Meeples equal to the number of players +2 are placed in the supply at the beginning of the game. Tycoon meeples may be purchased during the player's Price/ Production Action (Cost is 3 Luxury Goods), and placed on the player board on the left-most empty Tycoon slot (the lowest value spot available). At the end of the game, the player will score the VP's shown on the highest value spot with a meeple occupying it.

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## **SLOTTED PLAYER BOARDS (x6)**

Each player will have a premium slotted Player Board in front of them to place their Building Tiles, Commodity Tokens (storage), and Animal and Tycoon Meeples.



## 'EMMA'S ART' RAILROAD AND TOWN CARDS (Complete Set)

Glenn Drover's daughter Emma created the artwork for the prototype when she was 12 years old. The Railroad and Town cards featuring her original artwork are included in the Fat Cat Expansion. Perfect for playing Raccoon Tycoon with children.



## PRIVACY SHIELDS WITH SPECIAL ANIMAL POWERS

The Special Power listed may be used ONCE per game on the owning player's turn (or at the beginning of the game in the case of the Jack Rabbit).

### **Jack Rabbit**

You are the First Player. Place the First Player marker in front of you and start with 4 unique commodities of your choice. All other players receive commodities per the base game rules.

### **Raccoon Tycoon**

Collect \$8 on your first turn.

### **Top Dog**

Buy a Building Tile for half price.

### **Skunk Works**

Immediately upgrade a 'B' building tile.

### **Fat Cat**

Tax all other players. Each player must pay you \$2/ building tile that they own.

## Sly Fox

Use the ability of another player's building tile as if it were your own.

## Big Bear

Move one commodity to the bottom value in the market. Collect \$5.

### Privacy Shield List Of Actions

The inside of the Privacy Shield lists each action that may be taken. As in the Raccoon Tycoon base game, the player may perform only one action on their turn. However, when using the Fat Cat Expansion and performing a Production action, the player may also build meeples. They may build as many meeples in one action as they want as long as they have enough commodities, and in the case of Locomotives and Housing, the required building tile to build them and an available card on which to place them.

**Locomotive Factory:** Build a Locomotive  
(1 Coal + 1 Iron); Place on Railroad Card

**Housing Construction:** Build a Housing  
(1 Wood + 1 Goods); Place on Town Card

**Animal Meeples:** Build an Animal (2 Wheat);  
Place on Player Board

**Tycoon Meeples:** Build a Tycoon (3 Luxury);  
Place on Player Board



Inside

Outside

Fat Cat When using Fat Cat Expansion

## UPDATED BUILDING TILES

When using the Fat Cat Expansion, remove the three original buildings from play and replace them with these three:



### Bank:

Each \$10 = +1 VP  
[Cost: \$50]



### Governor's Mansion:

+3 VP/ Town Card  
[Cost: \$50]



### Rail Baron:

+3 VP/ Railroad Card  
[Cost: \$40]

## SCORE PAD

When using the Fat Cat Expansion, scoring becomes more complex. Using the score pad will make scoring at the end of the game more clear.

Raccoon Tycoon Fat Cat Score Pad				
Player Name				
Railroad Cards				
Bank Cards (Bank or Governor's Mansion)				
Depot Station Cards				
Locomotive/Mechanic Cards (Bank or Governor's Mansion)				
Town Cards				
Rail Baron: +1 VP Card for每 \$10 spent on Rail Cards				
Depot Station: +1 VP Card for每 \$10 spent on Depot Station Cards				
Locomotive/Mechanic: +3 VP Housing (Max 12)				
Rail Baron + Town Cards				
Combine Bonus: +4 VP Cards for每 \$10 spent on Rail Cards + Town Cards				
Bank Cards (Bank or Governor's Mansion): +1 VP Card for每 \$10 spent on Bank Cards				
Building Site				
Player Reward (Higher Value after Town Cards and Tycoon)				
Animal/Mechanic				
Tycoon Mechanics				
Total				

## SETUP

When playing the 'Fat Cat' Edition of Raccoon Tycoon, you will do the following to set up the game for play.  
(Note: New setup directions related to the Fat Cat Expansion are presented in a green box).

## Boards

Place the game board in the middle of the table.

Give each player a Slotted Player Board.

## **Price & Production Deck**

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

## **Starting Prices**

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**

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

### **Meeples**

Place the number of Animal Meeples equal to the number of players +2 near the game board as a supply.

Place the number of Tycoon Meeples equal to the number of players +2 near the game board as a supply.

Place eight (8) Locomotive Meeples and eight (8) Housing Meeples near the game board as a supply.

## **Give each player \$10 as their starting Money.**

If bidding for the Special Powers on the Privacy Shield, give each player \$15 instead.

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 Skunk Works, Sly Fox, and Tycoon Railroads

3 Players: Remove Skunk Works and Tycoon Railroads

4 Players: Remove the Skunk Works Railroad

5 Players: None

6 Players: Add the four (4) Jack Rabbit Railroad Cards

Regardless of how many players, add the two (2) Badger Baron Cards.

Shuffle the remaining Railroad Cards to make the Railroad Deck. 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.

**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).

6 Players: Add the one card of each value (2, 3, 4, and 5 VP) so that there are 5 of each value.

### **Create the starting Building Tile Offering.**

Remove the Bank, Rail Baron, and Governor's Mansion Building Tiles, and replace them with the new Fat Cat versions of those same tiles.

Also add in the 13 new building tiles from this expansion.

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.

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.

### **Assign Special Animal Powers**

When using these, before play begins, each player selects a Privacy Shield with the animal power that they would like. This may be done blindly, or by randomly selecting a player to choose first and then taking turns selecting around the table clockwise.

It may also be done by bidding for order of selection. Give each player an extra \$5 (\$15 total). Each player makes a secret bid and then all players simultaneously reveal their bid and pay it to the bank. The order of selection goes from highest bid to lowest. If two or more players are tied, the order between them is decided by the first letter of their last name (earlier letter goes first).

### **Start Player**

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.

Note: When using the Special Animal Powers, if the Jack Rabbit power has been selected, that player goes first and receives 4 unique commodities.

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).

## END GAME AND SCORING

Play continues around the table until two of three of the following occur:

- The last Town Card is purchased
- The last Railroad is auctioned
- The last Building Tile is purchased

When this 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 and scoring occurs.

## SCORING

Each player will get the VP (Victory Points) for the Town Cards, Railroad Cards, Building Tiles, and Meeples that they own as follows:

- Railroad Cards: VP for each set

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.

- Railroad Building Tiles - Water Tower, Depot and Station: 1 VP/Railroad Card for each of these tiles; Rail Baron: 3 VP/Railroad Card.
- Locomotive Meeples: 3 VP
- Town Cards: VP shown on each Town Card
- Town Building Tiles - Electric Company, Gas Lamps and Water Works: 1 VP/Town Card for each of these tiles; Governor's Mansion: 3 VP/Town Card.
- Housing Meeples: 3 VP
- Every Town + Railroad pair ('Combo') 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.*

- Combo Building Tiles (Trestle Bridge, Tunnel): 2 VP/ Town + Railroad Card Pair
- Bank: +1 VP for each \$10 owned at the end of the game.
- Each Building Tile owned by a player is also worth 1 VP
- Animal and Tycoon Meeples: VP shown on the highest value covered on the player board

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.

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## CREDITS

**Game Design:** Glenn Drover

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**Art Direction & Concept:** Glenn Drover

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