

2025 Empire Builder System (EBS) Tournament Games

KEY RULES CHANGES FOR ALL EB GAMES IN 2025

There are two EBS tournament rules changes this year. The explanations below are from a near-final copy of the new Empire Builder rules, compliments of Darwin's Toys.

1. **4-Card Start.** Deal four demand cards to each player. Any event cards dealt are set aside. Once all players have four demand cards, those event cards are shuffled back into the draw deck. This is the only time you will have four cards; for the rest of the game you will always have three cards.

Starting Your Train. As you begin your first turn that includes an Operations phase, you discard down to three cards (if necessary). Then, you must place your train (pawn) in any city (including ports) on the map. Unless an event prevents you from doing so, you may pick up loads available in that city immediately.

2. **Sudden Death Tiebreaker.** In case of a tie for first, the tied players continue in a sudden-death format, continuing to play with the cards and loads they have. Events that are not lasting or permanent are discarded, and any Event cards drawn during tiebreaker play are discarded without effect. Otherwise, play continues as normal. Cash is counted at the end of every round during which at least one player has made a delivery, and the tiebreak winner is the player with the most cash at that point.

Ask a Conductor if you would like further clarification of these rules.