Railroad Baron Game

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Background information about trains:

- The first steam locomotive was built in 1801 by Richard Trevithick in England it was used to move six people up the street
- Two different types of locomotive were developed one to move people (built for speed) and one to move freight and cargo (built for power)
- The first railroad in Texas was built starting in 1850 when the Buffalo Bayou, Brazos, and Colorado Railway was incorporated. They made it to Stafford (from Harrisburg - what is now Houston) in 1853, and Richmond in 1855
- The Galveston, Colorado, and Santa Fe Railroad was started in 1873, and built the town of Rosenberg in 1880.
- In 1881, Italian Count Joseph Telferner started the New York, Texas, and Mexican Railroad out of Rosenberg, headed to Victoria
 - This rail line followed the current path of Highway 59/69 and is the reason that there are towns along that road named after members of the Telferner family (like Louise, Inez, and Telferner)
- The Dew family ranch had a railroad spur that connected to the line going to the Sugar Land Sugar Refinery.

Questions to get the conversation started:

- Have you ever seen a train? (Yes/no)
- What does a train engine do? (pull the train)
 - o Did you know that train engines are built for two things: speed or power
 - What travels on trains at high speed but is not super heavy? (people passenger trains are built for speed)
 - What does a train move that is really heavy but doesn't need to go fast? (cargo and freight are typically heavy things like rocks and fuel, and they don't need to be somewhere as fast as people)
- How is a train different than a car or a truck?
 - Trains can only travel along pre-set tracks
 - Cars and trucks can travel along any road in any direction
 - Trains can carry many more people or much more cargo than a car or truck

Railroad Baron Game Instructions

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- Give each child a map.
- Have the children name their train lines at the top of the page.
- Explain that when train lines are built, they are built to connect places together.
 - If you are a passenger train line, you connect cities together because people want to travel from city to city.
 - If you are a freight train line, you want to connect farms, ranches and mines to bigger cities and markets so that you can sell your goods.
 - o Most train lines move a combination of people and cargo.
- Everyone starts the game with \$1,000 to spend on "tracks"; each square of "track" is worth \$100.
 - Have them color 10 squares of "track" anywhere they want. Remind them that the goal is to connect places together!
 - Talk a bit about why connecting certain places is more profitable than connecting other places:
 - The least profitable move is connecting a similar town to similar town; you don't want to buy things you already have. Cows need to go to market, not to another ranch.
 - Fuel is worth more money than vegetables, so mining towns will bring in more money than farm towns.
 - Farms have more buildings than ranches, so they need more fuel and stone. It is more profitable to connect a farming town to a mining town rather than a ranching town to a mining town.
- Once the children have finished coloring their first 10 squares/track spaces, use the profit sheet to determine the profits they receive from connecting the different places.
- Using the profits that they made from round one, have each child add more train tracks to his/her map. Remember that each square is \$100 – and they can only add tracks if they have enough money!
- Continue the game for a total of five rounds.
- Have the children tell a story with their train maps of what goods they are bringing to which markets and why they connected the places that they did.

Railroad Bard	on Game Profit	Sheet	Railroad B	Baron Game Profit	Sheet	Rai	ilroad Baro	n Game Profit	Sheet
Start Location	End Location	Profit	Start Locatio	n End Location	Profit	Start	Location	End Location	Profit
Ranch Town	Port Town	\$ 700	Ranch Town	Port Town	\$ 700	Ranch	h Town	Port Town	\$ 700
Ranch Town	Farm Town	\$ 300	Ranch Town	Farm Town	\$ 300	Ranch	h Town	Farm Town	\$ 300
Ranch Town	Big City	\$ 500	Ranch Town	Big City	\$ 500	Ranch	h Town	Big City	\$ 500
Ranch Town	Ranch Town	\$ 300	Ranch Town	Ranch Town	\$ 300	Ranch	h Town	Ranch Town	\$ 300
Farm Town	Port Town	\$ 300	Farm Town	Port Town	\$ 300		Town	Port Town	\$ 300
Farm Town	Ranch Town	\$ 300	Farm Town	Ranch Town	\$ 300	Farm	Town	Ranch Town	\$ 300
Farm Town	Big City	\$ 500	Farm Town	Big City	\$ 500	Farm	Town	Big City	\$ 500
Farm Town	Farm Town	\$ 300	Farm Town	Farm Town	\$ 300	Farm	Town	Farm Town	\$ 300
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Mining Town	Big City	\$ 700	Mining Towr		\$ 700	Minin	ng Town	Big City	\$ 700
Mining Town	Farm Town	\$ 500	Mining Towr	n Farm Town	\$ 500	Minin	ng Town	Farm Town	\$ 500
Mining Town	Ranch Town	\$ 300	Mining Towr	n Ranch Town	\$ 300	Minin	ng Town	Ranch Town	\$ 300
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Port Town	Big City	\$ 500	Port Town	Big City	\$ 500	Port 1		Big City	\$ 500
Big City	Big City	\$ 300	Big City	Big City	\$ 300	Big Ci	ity	Big City	\$ 300
Round 1 Profit:		<u>-</u>	Round 1 Pro	fit:	_	Roun	d 1 Profit:		<u>-</u>
Round 2 Profit		-	Round 2 Pro	fit	_	Roun	d 2 Profit		-
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Round 3 Profit		<u>-</u>	Round 3 Pro	tit	_	Roun	d 3 Profit		<u>-</u>
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Round 4 Profit			Round 4 Pro	fit	_	Roun	d 4 Profit		-
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Round 5 Profit		-	Kouna 5 Pro	fit	_	Koun	u 5 Pront		-

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