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18XX — *1830 is part of the "18XX" series of railroad games, which use a common set of rules and concepts. However, each game has its own special features and exceptions to the general rules.*

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1830 RULES

Designed by Francis Tresham
Developed byBruce Shelley et al.

Welcome to *1830*, the game of railroads and robber barons. *1830* is a railroad game set in the northeastern United States and southeastern Canada. You and your fellow players take on the roles of railroad investors and corporate presidents, with the objective of making money. You can do that by protecting assets under your control or by plundering them, depending on your personal inclinations.

In *1830*, you accumulate wealth by buying, owning, and selling shares of stock in a number of railroad corporations. Your stock shares provide ready cash via dividend payments and longer-term gains through possible increases in stock prices. If you are the single largest stockholder in a corporation, you become its president and control the operations of that railroad—ideally, but not necessarily, for the benefit of all stockholders.

At the end of the day, you win only if you accumulate the most wealth in cash and stock. So, sharpen your daggers as well as your wits! If you don't stab your opponents in the back and grind them under your boot heels, they may be more than happy to do it to you.

Getting Started — If everyone is familiar with the rules, a game of *1830* should require 3 to 5 hours to play. If several players are playing for the first time, the game runs somewhat longer.

> Many experienced players use either the DOS 18xx moderator software 18xx/PC or the Java implementation Rails to shorten playing time significantly.

GAME OVERVIEW

1830 is a railroad investment and building game. You and the other players are the stockholders of railroad corporations. Each corporation is controlled by its leading stock holder—its president. You expand your railroads and generate revenue by building track on the map, buying trains, and operating those trains.

Investing and Controlling Railroads

1830 uses a stock market. You and the other players buy and sell shares in the railroad corporations. If you own the most shares in a corporation, you are its president and control its operations. You earn dividends if you own shares in flourishing corporations. If you sell shares in a corporation, the value of the shares in that corporation drops. Like the real stock market, you try to buy shares in corporations that are rising in value, earn dividends while you can, and sell first when your money could be better used elsewhere.

Building and Operating Railroads

A railroad corporation builds by placing tiles on the hexagonal grid that is superimposed on the map. Each tile depicts segments of track and the cities that lie along that track. Cities are represented by large or small circles or by black crossbars on the tiles. The value of each city is printed in a small circle next to the city.

A railroad also buys trains. Each train can run on the tracks to service the cities that the track connect. A series of tracks and cities that a train uses is called its route. A train can run a route if the route connects at least two cities—at least one of the cites must contain one of the railroad's stations. A corporation earns money based on the value of the cities on its trains' routes.

Each non-diesel train has a number (2, 3, 4, etc.)—the train's type. A train's route can only run to or through a number of cities less than or equal to the train's type, e.g., the starting 2-trains can only run between two cities. Diesels have unlimited range. All trains of one type must be purchased before the trains of the next type are available, except that Diesels become available after the purchase of the first 6-train.

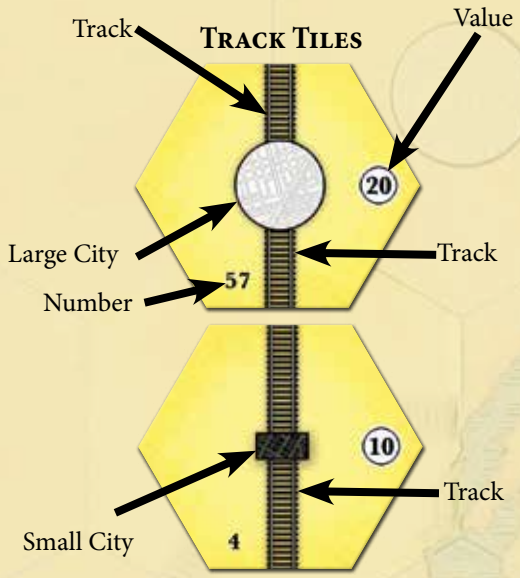
Each time the first train of a new type is purchased, the game enters a new phase. Each new phase changes one or more aspects of the game, including the tiles that can be played and the number of trains that can be owned by each corporation. Early trains become obsolete and are removed in later phases.

PLAY SEQUENCE

You play *1830* in a series of stock rounds and operating rounds. In a stock round, you may buy and sell shares in the railroad corporations. In an operating round, you "run" each of the railroads you control, which may be none, one, or more. That is you lay track, run trains from station to station, buy trains, etc.

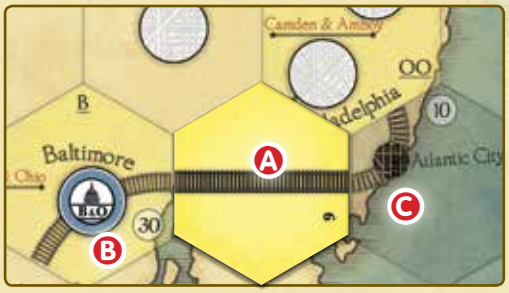
Stock rounds alternate with one or more operating rounds. The number of operating rounds between stock rounds increases as the game proceeds. The game ends when the bank runs out of money, and you win if you are the wealthiest player. Your wealth is the combined total of your cash and the value of your stock portfolio.

Note — In these rules, "railroad corporations" are also referred to as just "corporations" and as just "railroads," depending upon the context. All three terms are equivalent.





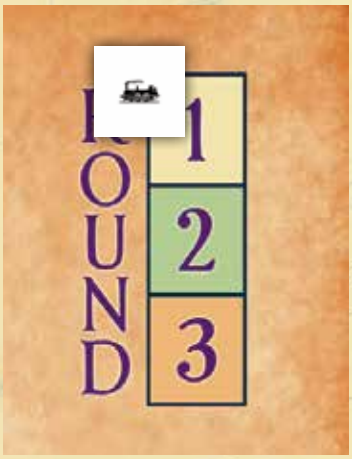
A – large City B – open, terrain cost $80
C – small city, revenue of $10
D – 2 large cities, private company
E – large city, private company, track to SW & E, revenue of 30, B&O starting city



The B&O railroad builds track A and connects Baltimore B and Atlantic City C. A 2-train can now run a route between the two cities for revenue of $40 (30 + 10).

Note — This sequence of play summay is a general overview of play. Details will be presented later in the rules.

Note — There are a number of restrictions on buying and selling shares *(see 5.0 on p. 14 for details)*. For example, you may not sell certificates in the first stock round, the president's share must be the first bought for each railroad, etc.



Note — When you operate a railroad, the only thing you must do is run its trains to generate revenue. You may also lay track, place a station, and buy trains. You may be forced to buy a train if you have none.

The game can also end if a player goes bankrupt. In that case, the game ends immediately.

SEQUENCE OF PLAY SUMMARY

After preparing to play, you should have money and one or two private companies. You are now ready to start the first stock round.

Play proceeds as described below.

- First Stock Round

The player with the priority deal card takes the first turn.

Then proceeding clockwise, each player takes a turn or passes.

The round ends when all players have passed consecutively.

The player to the left of the last player to buy or sell gets the priority deal card.

On each of your turns, you may do any or all of the following *(see 5.1 & 5.2, pp. 14-15, for sell & buy restrictions)*:

- *Sell* any of your stock certificates.
- *Buy* 1 stock certificate in a corporation: either a president's certificate (if available), or 1 other stock certificate.
- *Sell* any of your stock certificates.

- First Operating Round

There is at least 1 operating round.

- The private companies pay revenue.
- The railroad corporations operate.

  The railroad with the highest share value operates first, then the railroad with the next highest share value, and so on until all of the railroads have operated. For railroads with the same share value, see 6.0, p. 16.

  When a railroad operates, it:
  - May construct or upgrade track.
  - May place a token on a tile to create a new station.
  - Must run its trains on available routes.
  - Must collect revenue and adjust its share value.
  - May buy new trains.

- Next Stock and Operating Rounds

All other stock rounds use the same pattern as the first one. If, at the end of a stock round, only 2-trains are in play, it is followed by one operating round. If at least one 3-train has been bought during the game, it is followed by two operating rounds instead. If at least one 5-train has been bought during the game, it is followed by three operating rounds instead.

- End of the Game

The game ends when the bank runs out of money. Play until the next time a set of operating rounds ends (before the next stock round starts). Keep track of any further money paid out on paper.

Total your money and the value of your shares.

The wealthiest player wins.

PRIVATE COMPANIES

The private companies in *1830* represent early railroads that existed before the larger railroad corporations started up. Each private company provides its owner a fixed revenue each operating round. Its owner may be a player or a corporation. The location of each of these companies is marked on the board with its name. Unlike corporations, private companies do not build track on the board or purchase trains.

RAILROAD CORPORATIONS

There are eight railroad corporations represented in the game. The corporations are usually identified by their initial letters.

All the corporations specified for a game or scenario are used irrespective of the number of people in the game. This is achieved by allowing players to buy shares in any of the corporations.

Usually a player will have the chance to control (i.e., run) at least one corporation. There are advantages to be gained from running more than one corporation, but this should not be an objective in itself. A minority interest in several well-run corporations can be more profitable than a controlling block of shares in a relatively poorly-performing corporation.

Controlling a Railroad Corporation

There are ten shares in each corporation that may be bought and sold during the game. Therefore the proportions held by the various players are likely to change as the game proceeds.

Each corporation is controlled by a president who is the largest (or tied for largest) shareholder in the corporation. The sale and purchase of shares may lead to a change of president, but it is necessary for the current president's holding to be exceeded by a rival player before this will happen. A president who holds at least 50% of the shares in a corporation is safe from being unseated. For each corporation, one of the share certificates is the president's certificate and is worth 2 shares. This certificate is always held by the corporation's current president—so the president must hold at least 20% of the shares in the corporation.

GAME ETIQUETTE

Considerate players speed the play of the game and make the experience more fun for everyone. In a game of this length, players should plan their share purchases and company moves in advance of their turns—whenever possible.

The shares a player owns should be laid out in an orderly manner so that everyone can easily see them. All players are allowed to know how much money others have and what certificates they own. The trains, tokens, and private companies a corporation has should be displayed on the corporation charter for all to see. The corporation treasury should be stacked on the charter in clear sight, but the amount in the treasury must be revealed on request. Players wanting clarification of any of this information should try to time their requests so as to not interrupt another player's turn.

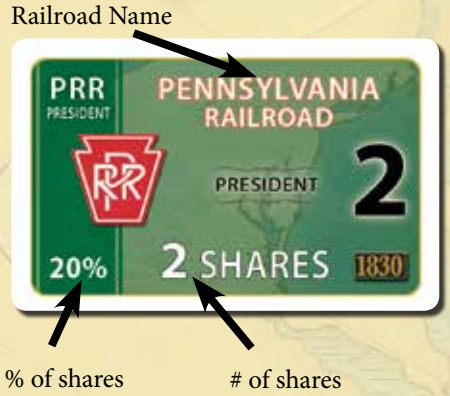
Private Company Certificates



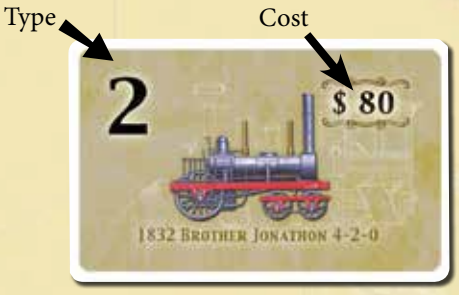
Railroad Corporation Logos



Railroad Corporation Certificates



Train Card



Questions, suggestions or criticism? Contact us at:
buero@lookout-games.de

If you have any damaged or missing parts, please contact us at:
parts.asmodeena.com

COMPONENTS

Private Company	*1830* Abbr.
Schuylkill Valley	SV
Champlain & St.Lawrence	CS
Delaware & Hudson	DH
Mohawk & Hudson	MH
Camden & Amboy	CA
Baltimore & Ohio	BO

Railroad Corporation	*1830* Abbr.
Pennsylvania	PRR
New York Central	NYC
Canadian Pacific	CPR
Baltimore & Ohio	B&O
Chesapeake & Ohio	C&O
Erie	Erie
New York, New Haven, & Hartford	NNH
Boston & Maine	B&M

BANK NOTES

15 @ $500 = $7500	18 @ $10 =$180
28 @ $100 = $2800	16 @ $5 = $80
20 @ $50 = $1000	40 @ $1 = $40
20 @ $20 = $400	
Total = $12000*	

* – For this total, remove:
5* $500, 12* $100, 2* $10 and 4* $5

TRAINS

Type	Price (w/Trade-in)	Quantity
2-trains	$80	6
3-trains	$180	5
4-trains	$300	4
5-trains	$450	3
6-trains	$630	2
Diesels	$1100/$800	6

Note — The number of Diesel trains should be (theoretically) unlimited. In the ultra rare case that a company needs to buy a train and there are no for sale, additional Diesel trains should be issued on paper.

1 double-sided game board

117 cards used as certificates and trains:
- 6 Turn Order cards
- 6 private company certificates
- 72 railroad corporation certificates
- 26 Train cards (2s, 3s, 4s, 5s, 6s and diesels)
- 1 priority deal card
- 6 reference cards

8 corporation charters

1 stack of money

85 tiles (hexagonal)

25 tokens (circular)

25 markers (square):
1 round marker,
16 share markers
8 optional revenue tracking markers (see p. 25)

The Game Board

The game board has the *1830* Classic map on one side and the *1830+* map on the other. Both sides show the northeastern United States and southeastern Canada. The map is overlaid with a hexagonal grid—you build your railroad tracks by placing hex tiles on this grid. The map also depicts important geographical features: cities, lakes, rivers, mountains, and the Atlantic Ocean. The starting hex for each railroad is marked with that railroad's logo.

Private Company and Share Certificates

There are 6 private company certificates—one for each company. There are ten shares in each of the 8 railroad corporations. However, the "President" certificates each represent two shares. So there are only 9 actual certificates for each corporation.

Corporation Charters

Each railroad corporation has a Charter of Incorporation. It is used to hold a corporation's money, tokens, and trains. It also shows information about that corporation.

Money

The bank holds $12,000 total in 7 denominations. The amount of money in the bank can be changed for shorter or longer games. The game comes with more money than needed. See the Bank Notes table on the left for more details.

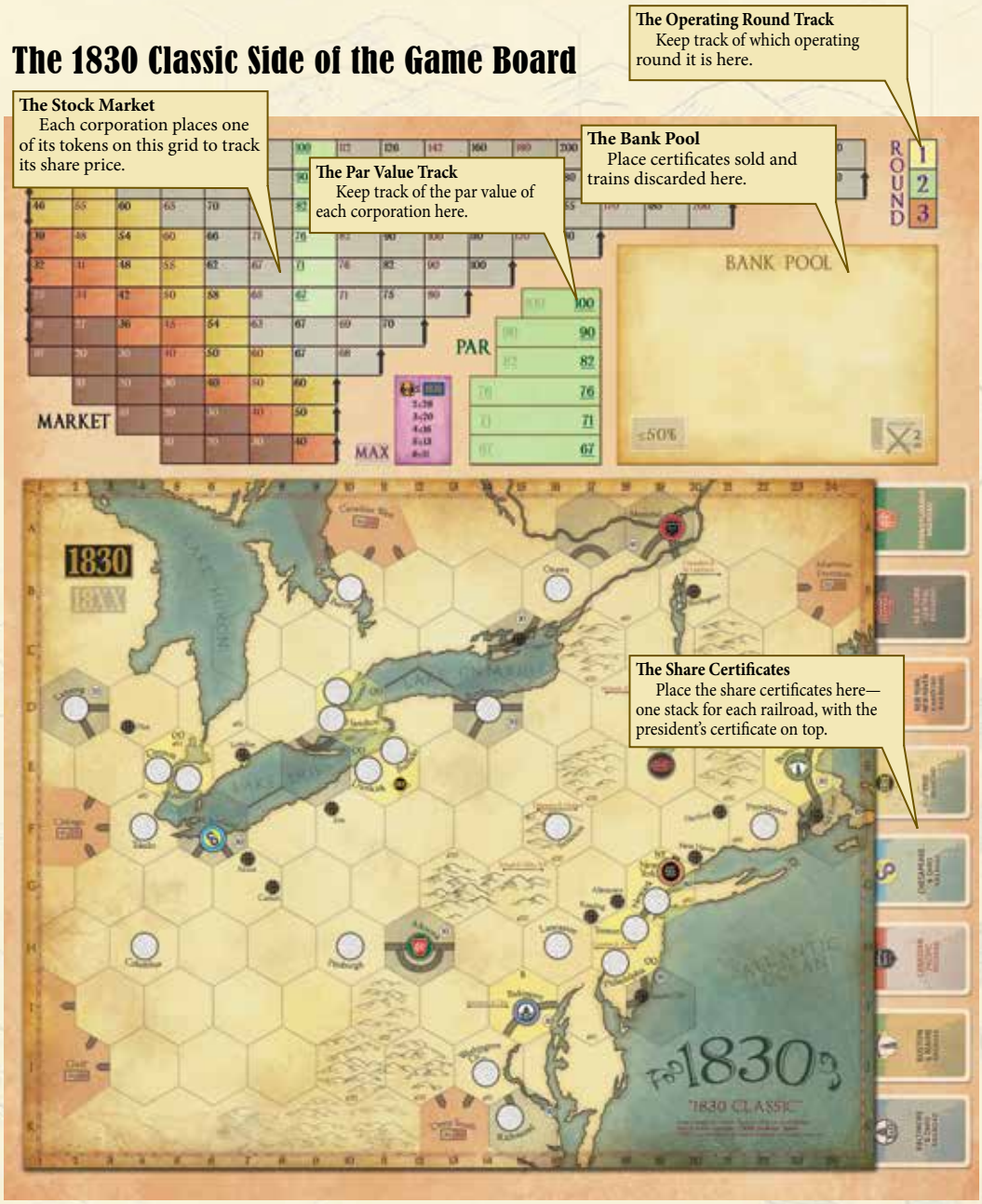
Railroad Corporation Tokens (circular)

Each railroad corporation has two, three, or four station tokens.

Markers (square)

There are a number of markers used in the game: an operating round marker, 8 par value markers, 8 share value markers, as well as spare markers that could be used for tracking revenue.

The 1830 Classic Side of the Game Board





Share Certificates



Money



Markers

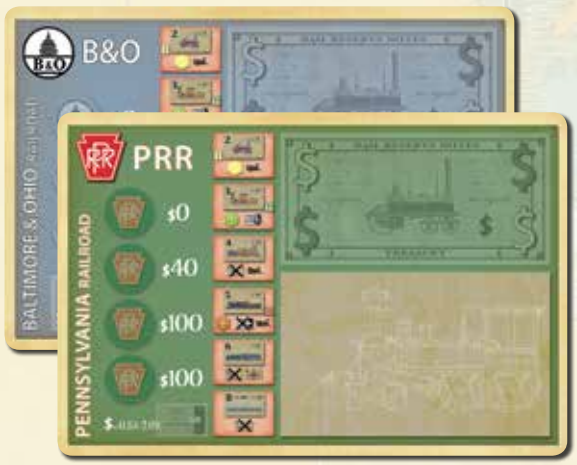
Priority Deal Card



Turn Order cards







Corporation Charters



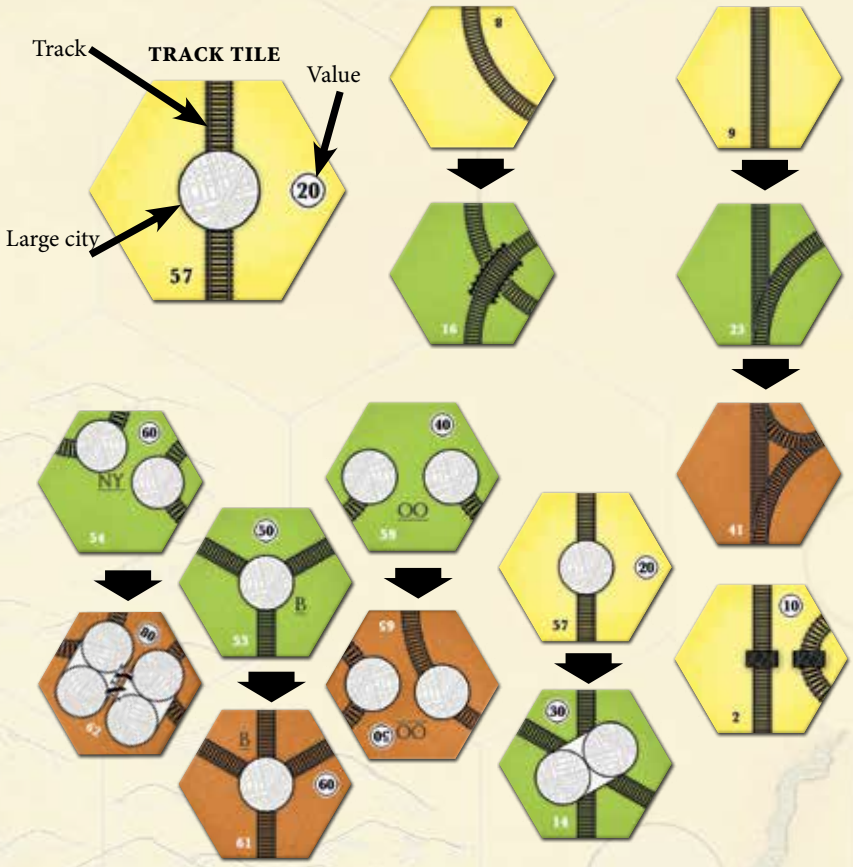
Round marker (front and back)

Note — Each track tile is labeled with a number. If a tile has one or two upper case letters, it can only be placed on a specific hex or set of hexes on the board (e.g., a "NY" tile may only be placed on the New York City hex, a "OO" tile may only be placed on a hex labeled "OO").

Track Tiles (hexagonal)

The game contains 85 track tiles in 3 colors: yellow, green, and brown.

Both sides of each of the track tiles are the same in terms of game effect.





The Trains

The game contains 26 trains. Each train card specifies that train's price and its type, which represents the number of different cities it may service.

CLASSIC GAME

STARTING MONEY	
Players	**Starting Money for Each Player**
2 players	$1200
3 players	$800
4 players	$600
5 players	$480
6 players	$400

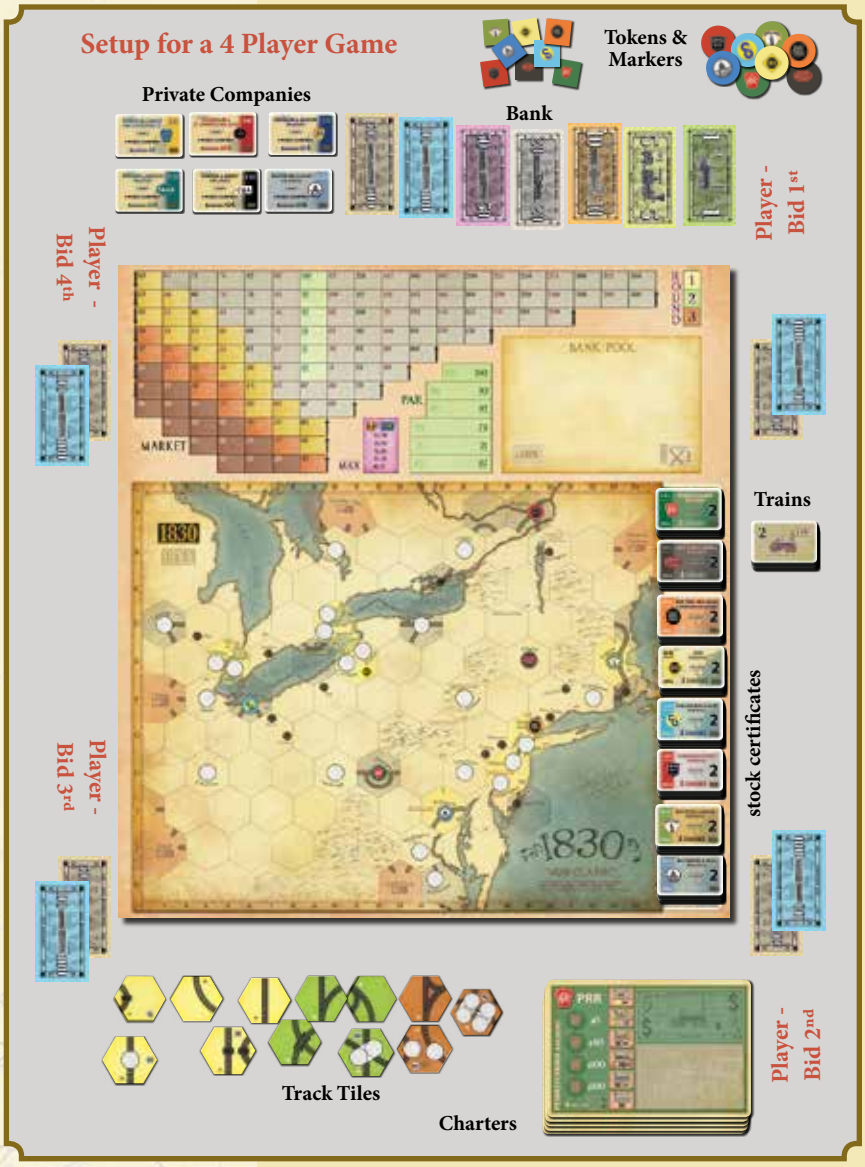
PREPARING FOR PLAY (1.0)

- Place the 6 private company certificates face up in an open area by the board.
- Place the share certificates in the spaces provided on the board, with the president's certificate on the top of each stack. These certificates are the "initial offering." It is essential that unsold shares in the initial offering and shares in the bank pool always be clearly distinguished. (Note there are no shares in the bank pool when the game begins.)
- Place the trains face up in a stack. Place the two 6-trains face up on top of the Diesel trains. Place the three 5-train cards face up on top of the 6-trains, and so on.
- Place the 8 corporation charters next to the board.

SELECT A BANKER (1.1)

Choose a player to be banker. If you cannot agree, the most experienced player is the banker. As banker, you need space for bank funds to be laid out in addition to your own money and possessions. You may also need space for a pencil and paper. A calculator is very useful. The banker deals out money to the players as set out in the Starting Money table on the previous page. You are now ready to start the first stock round.





PLAYER SEATING

After choosing a banker *(see 1.1)*, seating around the board is determined as follows. The banker chooses a seat and selects the numbered cards from 1 to the number of players. After shuffling the markers, the banker deals one to each player, including himself. Based on those numbers, the players then take their seats in clockwise order relative to the banker. The player with the "1" maker is the starting player, and takes the priority deal card.



INITIAL PURCHASE OF PRIVATE COMPANIES (1.2)

Beginning with the player with the priority deal card and proceeding clockwise, each player takes a buy-bid-turn. While any private companies remain unpurchased, you and each of the other players must do one of the following during your buy-bid-turn:

Note — All private companies must be bought from the bank before certificates in the railroads are put on sale.

THE PRIVATE COMPANIES		
Name	**Initials**	**Price / Revenue**
Schuylkill Valley	SV	$20 / $5
Champlain & St. Lawrence	CS	$40 / $10
Delaware & Hudson	DH	$70 / $15
Mohawk & Hudson	MH	$110 / $20
Camden & Amboy	CA	$160 / $25
Baltimore & Ohio	BO	$220 / $30

Example: *Gerald has the priority at the start of a 4 player game with Dave, Bruce, and Alex to his left in that order. He places a bid of $165 on the CA. Dave bids $225 for the BO, Bruce bids $75 for the DH, and Alex bids $170 for the CA.*

Coming back to Gerald, he bids $80 for the DH. Dave then buys the SV for $20 and the priority deal card goes to Bruce. Bruce passes. Alex buys the CL for $40 and the priority deal card goes to back to Gerald.

The bid-buying pauses so that Bruce and Gerald's bids on the DH can be resolved. Bruce's original bid of $75 is the lowest, so he bids first. He bids $85. Gerald bids $90. Bruce bids $95. Gerald decides that is too rich for him and passes. Bruce pays his $95 to the bank and takes the DH certificate.

Since Alex was the last player to bid-buy, Gerald is the next to bid-buy. He buys the MH for $110 and the priority deal card goes to Dave.

The bid-buying pauses so that Gerald and Alex's bids on the CA can be resolved. Gerald bids $175, and Alex jumps to $200 to speed things up. Gerald calculates and goes to $207. Alex bids $212. Gerald counts his money and passes. Alex pays his $212 and takes the CA and the free PRR certifiate that goes with it—a bargain.

There is only one bid on the BO, so Dave pays his $225 and takes the BO. The end results are:

Gerald: $490, MH

Dave: $355, BO, SV, Priority Deal card, B&O President's certificate

Bruce: $505, DH,

Alex: $348, CA, CL, 1 PRR share

Note — A player gains little benefit from bidding twice for the same company.

Note — If all of the players choose not to buy a private company, revenue payments to private companies already bought may continue for several Rounds—to the great delight of those who are making money out of it!

1. Pass (i.e., you neither buy nor bid).
2. Pay face value to buy the unsold private company that has the lowest face value. The player to your left gets the priority deal card.
3. Bid for an unsold private company other than the one with the lowest face value.

When all private companies are bought, a stock round begins.

Making a Bid (1.2.1)

A bid for a private company must exceed the face value of the company (or of any other bid already made for it) by at least $5 and a multiple of $1. The player must place the bid money in front of him on the table and not use it for any other purpose until ownership of the company is resolved. Any number of players may bid for the same company.

Buying a Company with a Bid (1.2.2)

If the private company with the lowest face value has at least one bid on it, the buy-bid-turn sequence is paused. If only one player has a bid on the private company, that player buys it for the amount of the bid. If multiple players have bid on the private company, an auction is held for it:

- Only players that already have a bid on the private company may participate in the auction.
- The starting price for the auction is the highest bid already made for that private company. The minimum raise is $5.
- The player with the lowest bid starts the bidding, then bidding proceeds clockwise.
- A player may pass and still bid later if the auction does not end.
- If all of the bidders pass consecutively, the auction ends and the high bidder buys the private company using the money he originally bid and additional money if necessary.
- The priority deal card does not change hands after an auction.

Unsuccessful bidders are now free to use the money they set aside for their bids. As soon as the auction is resolved, it is checked if the next private company also has bids on it. If there are, this will be resolved as described above. Only if the next company has no bid on it, the buy-bid-turn sequence then resumes with the player with the priority deal card.

Failure to Sell Private Companies (1.2.3)

If all of the players pass consecutively during the buy-bid-turn sequence and the SV is unsold, the price to buy the SV is reduced by $5 and the buy-bid-turn sequence resumes. If the SV's price reaches $0, the next player to take his buy-bid-turn must buy the SV and buys it for $0 (i.e., it is free but is treated as a purchase).

If all of the players pass during the buy-bid-turn sequence and the SV has been bought, each of the private companies already bought pays revenue to its owner. Then the buy-bid-turn sequence resumes with the player with the priority deal card.

THE PHASES (2.0)

The game progresses through seven phases. The start of each new phase is triggered by the purchase of a new train type: 2-train, 3-train, 4-train, 5-train, 6-train, diesel. Each phase has limitations and addtions as follows:

PHASE ONE (2.1)

Phase one starts at the beginning of the game and continues until all private companies have been purchased *(see 1.2, p8)*.

PHASE TWO (2.2)

Phase two starts after the purchase of the private companies and continues until the purchase of the first 3-train.

- You may only play yellow track tiles.
- Each corporation may own up to four trains.
- Railroads may not purchase private companies.
- There is 1 operating round between stock rounds.
- Use the lesser value when running to off-board locations.

PHASE THREE (2.3)

Phase three starts with the purchase of the first 3-train and continues until the purchase of the first 4-train.

- You may play yellow and green track tiles.
- Each corporation may own up to four trains.
- Railroads may now purchase private companies.
- There are 2 operating rounds between stock rounds—starting after the stock round following the purchase of a 3-train.
- Use the lesser value when running to off-board locations.

PHASE FOUR (2.4)

Phase four starts with the purchase of the first 4-train and continues until the purchase of the first 5-train.

- You may play yellow and green track tiles.
- Each corporation may own up to three trains.
- Railroads may purchase private companies.
- There are 2 operating rounds between stock rounds
- All 2-trains become obsolete and are removed from play.
- Use the lesser value when running to off-board locations.

PHASE FIVE (2.5)

Phase five starts with the purchase of the first 5-train and continues until the purchase of the first 6-train.

- You may play yellow, green, and brown track tiles.
- Each corporation may own up to two trains.
- All private companies are closed and are removed from play.
- There are 3 operating rounds between stock rounds—starting after the stock round following the purchase of a 5-train.
- Use the greater value when running to off-board locations.

Note — The 7 phases represent the technological changes in railroading that occurred over time.



Example – *Gerald buys the first available 4-train. All of the 2-trains are removed from play.*

Note — A phase change occurs immediately following the purchase of the first train of a new type. So, any new limit on how many trains a railroad can own goes into effect after that train is purchased. This may result in the forced discard of a train by the railroad that just purchased a train.

Example – *During phase 4, Bruce starts his turn in a 2nd operating round with a 3-train and $800. There is only one 4-train left to buy from the bank. Bruce buys the 4-train for $300. Because it is still phase 4, the train limit is 3. So, Bruce can and does buy the first 5-train for $450. At that point, phase 5 begins and the train limit drops to 2, and Bruce must get rid of a train. He places the 3-train in the bank pool.*
All of the private companies are closed and removed from the game.

PRIVATE COMPANY EFFECTS

Schuylkill Valley — No effect.

Champlain & St. Lawrence — A railroad owning the CL may lay a tile on the CL's hex (B-20). This hex need not be connected to one of the railroad's stations, and it need not be connected to any track at all. This tile placement may be performed in addition to the raillroad's normal tile placement—on that turn only it may play two tiles.

Delaware & Hudson — A railroad owning the DH may lay a track tile and a station token on the DH's hex (F-16). The mountain costs $120 as usual, but laying the token is free. This hex need not be connected to one of the railroad's stations, and it need not be connect to any track at all. The tile laid does count as the owning railroad's one tile placement for his turn. If the DH does not lay a station token on the turn it lays the tile on its starting hex, it must follow the normal rules when placing a station (i.e., it must have an unblocked train route to the hex, see 6.3.3 on p. 20). Other railroads may lay a tile on the DH starting hex subject to the ordinary rules, after which the DH special effects are no longer available.

Mohawk & Hudson — A player owning the MH may exchange it for a 10% share of NYC, provided he does not already hold 60% of the NYC shares and there is at least one NYC share available in the bank or the pool. The exchange may be made during the player's turn of a stock round or between the turns of other players or railroads in either stock or operating rounds. This action closes the MH.

Camden & Amboy — The initial purchaser of the CA immediately receives a 10% share of PRR without further payment. This action does not close the CA. The PRR railroad will not be running at this point, but the share may be retained or sold subject to the ordinary rules of the game.

Baltimore & Ohio – The owner of the BO private company immediately receives the president's certificate of the B&O railroad without further payment **and** immediately sets a par share value. The BO private company may **not** be sold to any corporation, and does **not** change hands if the owning player loses the presidency of the B&O. When the B&O railroad purchases its first train this private company is closed.

PHASE SIX (2.6)

Phase six starts with the purchase of the first 6-train and continues until the purchase of the first diesel train.

- You may play yellow, green, and brown track tiles.
- Each corporation may own up to two trains.
- All 3-trains become obsolete and are removed from play.
- You may purchase diesel trains.
- There are 3 operating rounds between stock rounds.
- Use the greater value when running to off-board locations.

PHASE SEVEN (2.7)

Phase seven starts with the purchase of the first diesel train and continues until the end of the game.

- You may play yellow, green, and brown track tiles.
- Each corporation may own up to two trains.
- All 4-trains become obsolete and are removed from play.
- There are 3 operating rounds between stock rounds.
- Use the greater value for running to red off-board locations.

PRIVATE COMPANIES (3.0)

During phases 3 and 4, a railroad may buy a private company at any time during its turn in an operating round. In addition, ownership of private companies may make possible activities otherwise not allowed *(left column or page 27)*.

SALE (3.1)

Private companies may be sold between players for any mutually agreed price at any time during the buyer's or the seller's turn of a stock round (other than the first).

Private companies may be bought by railroad corporations but not sold by them. **This may not be done until the first 3-train has been bought.** The price paid may not be less than half or more than twice the face value of the company and must be publicly declared. This action may be performed at any time during the buying corporation's turn in an operating round.

CLOSURE (3.2)

The BO private company is closed down immediately when the B&O railroad purchases its first train. The Mohawk & Hudson is closed if traded for a 10% share of the New York Central railroad as described on the left. All private companies are closed when the first 5-train is bought. A private company may not be closed voluntarily, nor may they be sold into the bank pool. Once closed, a private company ceases to exist and takes no further part in the game.



THE STOCK MARKET (4.0)

The stock market records and governs the value of the railroad corporations' shares. This stock market is represented by a large grid of colored sections and a share value token for each corporation. Each corporation's share value is equal to the number in the grid box occupied by that corporation's share value token.

SHARE OWNERSHIP (4.1)

A corporation's initial offering consists of its share certificates that have never been owned by a player (i.e., purchased or received due to a private company's special effects). Initial offering certificates are stacked on the appropriate spaces along the edge of the board. The value of a corporation's initial offering share is always the corresponding recorded value on the par value chart.

Shares sold back to the bank are placed in the bank pool. The value of a share in the bank pool is determined by the position of the corresponding share value token on the stock market.

Players may buy shares from the bank pool or the initial offering.

INITIAL SHARE VALUE (4.2)

When a player acquires a president's certificate from the initial offering, that player must choose an initial share value: $67, $71, $76, $82, $90, or $100.

- Place the corporation's share value token in a light green grid box on the stock market corresponding to the share value. If the token is placed into a grid box already containing one or more tokens, the newly arriving token is placed at the bottom of the stack of share value tokens that are already there.
- Place the corporation's par value marker on the corresponding space on the par value chart. It does not matter if other par value markers are already in that space. This par value is the cost of any further share purchases of shares that are in the initial offering (not in the bank pool).

SHARE AND CERTIFICATE LIMITS (4.3)

As with any stock exchange, certificates are used in *1830* to represent each player's ownership in the private companies and public railroad corporations. For a private company, a single certificate represents 100% ownership in the company. For a corporation, a single certificate represents 10% or 20% ownership. The president's certificate in a corporation is two shares (20%), but counts as a single certificate.

There are a number of limitations on certificate ownership:

- **Individual Corporation Limit**— Each player is normally limited to 5 certificates (50-60% of the shares) in a corporation. However, the position of the corporation's share value token on the stock market may allow a player to exceed this limit *(see 4.4, p. 13)*.
- **Overall Limit** — Each player is limited to a specific total number of certificates, including private company certificates. The certificate limit is determined by the number of players in the game *(see chart in sidebar and 4.4 on p.13)*
- **Bank Pool Limit** — There may never be more than 5 certificates of any single corporation in the bank pool. A player may not sell shares if the number of certificates to be sold plus the number of certificates in the bank pool for that corporation exceeds 5.

Example: *During the first stock round, 3 railroads were floated. The B&O started with a par value of $100. The PRR started with a par value of 67, while the C&O started at a par value of 82.*







# Players	Certificate Limit
2	28
3	20
4	16
5	13
6	11

Note — A number of boxes on the stock market have arrows on the edges. These arrows indicate the share value token's direction of movement if the token is required to move left or right and is unable to do so because of the edge of the market.

Note — If a corporation has 5 or more certificates still in the initial offering (i.e., it has not floated), it will not operate and therefore cannot generate revenue during an operating round. So, its share value token will not move during operating rounds unless one or more of its share are sold.

Example: *In a 6 player game, Pete ends his turn in a stock round with:*

❸ *B&O certificates*
(the president's certificate and 2 others)

❹ *PRR certificates*
(value token in a yellow grid box)

❽ *C&O certificates*
(the president's certificate and 7 others, value token in a orange grid box)

❺ *Erie certificates*
(the president's certificate and 4 others)

Pete has 20 certificates Ⓐ *and the overall limit in a six player game is only 11. However, the PRR and C&O certificates do not count for the overall limit since their tokens are in yellow and orange grid boxes. Also, Pete can exceed the individual corporation limit of 5 for the C&O because its token is in the orange.*

At the end of round, the players collectively own all of the shares of each of the 4 railroads. So, each of the 4 share value tokens goes up one. Then there are 2 operating rounds in which each of the 4 railroads issues dividends—each token moves two to the right. When the next stock round begins, the PRR is in a gray grid box and C&O is in a yellow Ⓑ*. Pete is over both the overall and the individual limit for the C&O. Pete must sell stock on his turn to satisfy the limits.*

Kurt has the priority deal card, so he buys & sells before Pete. Kurt has to sell 2 shares of the PRR Ⓒ*, which drops the share value back into yellow.*

On his turn, Pete sells 2 C&O certificates Ⓓ *and the share value token moves back into the orange. Pete is back under the limits.*

Note — Share value tokens that are in the same box before movement and after moving retain the same relative position within the resulting stack.



Conforming to Limits — A change of corporation presidency and movement of share value tokens between the different sections of the stock market may cause a player to be in violation of certificate limits. When this occurs, the player must sell sufficient certificates to conform to the limits during the player's next turn in a stock round (which may be after a series of operating rounds).

SPECIAL STOCK MARKET EFFECTS (4.4)

If a share value token is in a yellow, orange, or brown grid box, there are some special effects.

- Certificates of any corporation whose share value token is in a yellow, orange, or brown grid box do not count against a player's overall certificate limit.
- The shares of any corporation whose share value token is in an orange or brown grid box may be held in excess of the individual corporation certificate limit (60%).
- During your turn in a stock round, you may purchase any number of certificates from the bank pool of one corporation whose share value token is in a brown grid box. This purchase counts as your one certificate purchase for the turn.

SHARE VALUE TOKEN MOVEMENT (4.5)

Share value tokens move from grid box to grid box in a number of different ways.

- A corporation's share value token **moves down** when a player sells one or more of that corporation's shares. It moves down 1 grid box for each share sold. If it is already at the bottom of a column, the token does not move.
- A corporation's share value token **moves up** 1 grid box if all of its shares are owned by players the end of a stock round. If it is already at the top of a column, the token does not move. Tokens are moved in share value order, with the highest priced corporation's token being moved first.
- A corporation's share value token moves right 1 grid box when that corporation declares a dividend. If it is already at the right end of a row the token moves up one grid box if possible. A share value token does not move up if it is already at 350.
- A corporation's share value token **moves left** 1 grid box when it fails to declare a dividend during a given operating round. If it is already at the left end of a row the token moves down one grid box if possible. Otherwise, it does not move.

If a share value token is moved into a box where there are one or more tokens, the newly arriving token is placed at the bottom of the stack of share value tokens that are already there.

STOCK ROUNDS (5.0)

A stock round is a series of turns in which all players have the opportunity to buy and sell share certificates. On your turn, you may sell any number of certificates, but you may only buy one certificate.

A stock round only ends when all players have consecutively passed and thus declined the opportunity to buy or sell. So, a stock round keeps going as long as players continually participate. Any number of certificates may eventually be bought—one at a time.

You are not precluded from further buying and selling just because you have passed. As long as a player bought or sold after you passed, you are free to buy and sell on your subsequent turn.

When a stock round ends, the player to the left of the last player that bought or sold a certificate is given the priority deal card. That player takes the first turn in the next stock round. If no one buys or sells in a stock round, the priority deal card does not change hands.

Stock Round

The player with the priority deal card takes the first turn or passes—this is usually the player to the left of the player that last bought or sold in the previous stock round.

Then proceeding clockwise, each player takes a turn or passes. The stock round ends when all players have passed consecutively.

On each of your turns, you may do any or all of the following:

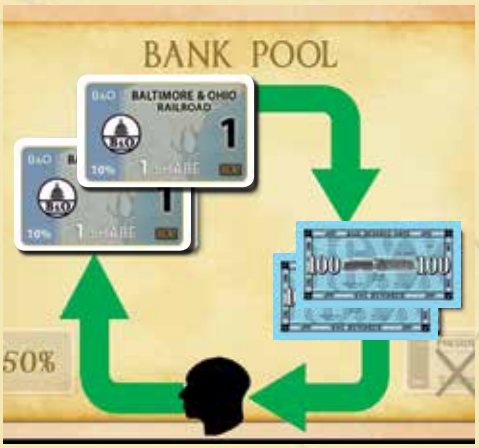
- *Sell* any of your certificates.
- *Buy* 1 certificate in a corporation of your choice: either a president's certificate (if available), or 1 other certificate if the president's certificate is unavailable.
- *Sell* any of your certificates.

STOCK SALES (5.1)

Any certificates you sell are placed in the bank pool and may be bought by other players in their respective turns.

- Certificates may not be sold in the first stock round.
- When you sell more than one certificate of the same type stock, the share value does not drop until after you have sold all of the certificates. Thus, you receive the same amount of money for each certificate.
- When you sell certificates of more than one corporation in the same turn, you choose the order in which they are sold.
- If you sell certificates in a corporation, you may not later buy certificates in that corporation in the same stock round.
- You may not sell shares if the number of certificates to be sold, plus the number of certificates in the bank pool for that corporation, exceeds five.
- You may not sell the president's certificate in a corporation. However, while selling your own shares, down to a point that another player's share holdings in that company exceed your holdings in the corporation, you must give that company's president's certificate to the appropriate player and will receive 2 single certificates from that player in return.

Note — Remember, "railroad corporations" are also referred to as just "corporations" and as just "railroads" depending upon the context.





Example: *Gerald is holding two 10% certificates of the B&O valued each at $100 and sells them both. He collects $200 from the bank and places the certificates in the bank pool. The B&O share value token on the stock market is moved downward two spaces to indicate the new value of $82 per share for B&O stock.*

The original *1830* rules were ambiguous as to the sequencing of buy and selling within a turn. Sell-Buy-Sell is specified here, as this was intended. Variants just allow Buy-Sell or Sell-Buy.

Note — There is no change of control just because another player's holding is equal to the president's. You can lose your majority of shares due to another player purchasing certificates or due to you selling stock.

Note — The initial capital is always equal to the fully subscribed par value of the corporation (even though the shares may not yet be fully taken up).

Note — For each corporation, the number of tokens available and the number and type of trains owned must be visible on the company charter. Its money may be kept in a stack and the amount held should be revealed upon request!

Example: *During the second stock round, Al has the priority deal card and buys the president's certificate (2 shares) of the PRR. He immediately sets a par value of $82.*

Kurt has the PRR share he received for the CA (private company), and was hoping to take control of the PRR. He buys a certificate of the PRR giving each players 2 shares. He complains that the new president has devalued his shares since the par value could have been $100. He asks that Al stop buying PRR stock and let him take his place as PRR president. Kurt threatens to dump his stock.

Al ignores him and buys a 3rd share of the PRR. Scowling, Kurt sells both of his certificates for a total of $164. The stock goes into the bank pool and the stock value drops to $71. (Note that the par value for the PRR does not change, AND the PRR's token goes under the C&O token already there.)

On his next turn, Al buys a PRR certificate for $82 from the bank and floats the PRR—his 4 shares (40%) and the 2 shares in the bank pool (20%) mean that 60% of the stock has been bought from the bank. Note that Al could have bought a PRR certificate from the bank pool for only $71, but that would not have floated the railroad.

At the end of the stock round, the PRR receives $820 for its treasury based upon its par value of $82, not its share value of $71.



- If your share holdings exceed the limits on certificate ownership, you must sell sufficient certificates to conform to the limits during your next turn in a stock round. See 4.3, pp. 12-13.
- Note that the owner of the CA private company receives a free share (10%) of the PRR. This share cannot be sold until the president's certificate has been purchased, thereby setting the value of the PRR share. This is also true if the owner of the MH private company swaps for a NYC share before the NYC president's certificate has been purchased.

STOCK PURCHASES (5.2)

During your turn in a stock round, you may buy an available certificate from **either** the initial offering **or** the bank pool.

- Certificates in a corporation cannot be bought by a player if that player has sold certificates of the corporation earlier in the same stock round.
- The first purchased certificate in a corporation must be the president's certificate. This certificate signifies that the owner is responsible for all decisions concerned with the railroad's operations such as construction of track, planning of routes, payment of dividends, etc.
- When you buy a president's certificate (20%) from the bank, you must choose an initial share value: $67, $71, $76, $82, $90, or $100. This is the corporation's par value. You must pay twice this value for the certificate. It is recorded on the stock market and the par value chart. See section 4.2 (p. 12) for more details.
- When the owner of the BO private company takes possession of the B&O president's certificate, he must follow the same process outlined for buying a president's certificate, except that it does not need to be paid for.
- There are special rules for buying brown-valued shares from the bank pool *(see rule 4.4 on page 13)*

FLOATING A CORPORATION (5.3)

Once 60% of the shares in a corporation have been bought from the initial offering, the corporation is "floated." It begins operating in the next operating round. Shares sold back to the bank pool still count towards the 60%. Shares obtained via ownership of private companies (BO, CA, and MH) count towards the 60%.

A corporation's president is the player owning that corporation's president's certificate. At the end of the stock round in which a corporation floats, its president receives:

- The corporation's charter.
- The corporation's tokens as specified on its charter.
- The corporation's starting money (initial capital), which is ten times its par value as recorded on the par value chart.

Place the tokens and money in the corporation's treasury in the appropriate positions on its charter. It is very important that a corporation's funds be kept strictly separate from the player's own reserve of cash. Consequently, a corporation's funds must always be kept on its charter.

CHANGE OF PRESIDENT (5.4)

As a corporation's president, you only remain president as long as your share total in that corporation is not exceeded by another player. When a player exceeds your share total in a corporation in which you are the president, take these steps immediately:

- You give him the corporation's president's certificate, charter, trains, tokens, and money.
- He gives you two of his certificates for that corporation.
- If this exchange results in you holding more certificates than allowed *(see 4.3, pp. 12-13)*, you must sell an appropriate number of certificates—immediately if it is your turn and if possible, or on your next turn if not.

If multiple players exceed your share total, and they each have the same number of shares, the new president is the player closest to you going in a clockwise direction.

A president's certificate can never end up in the bank pool. The shares represented by the certificate can be sold to the bank pool, but an exchange of the presidency must be made before the shares appear in the pool.

Note — By selling certificates, you can relinquish your position as president in any situation where the necessary amount of shares can be sold (i.e., no more than 50% of the total shares will appear in the bank pool), and provided there is another stockholder holding at least 20%. In effect he announces the sale of his stock, exchanges certificates with the new president, and then places the ordinary certificates in the bank pool. Note that a presidency cannot be transferred when there is no other stockholder holding 20% or more.

Example: *In a 5-player game, Pete starts the stock round holding 13 certificates (the max). He is the president of the B&O, with 3 certificates (4 shares: the president's certificate and 2 others for a total of 4 shares). Ron also has 4 shares/certificates in the B&O. Hoping to shake things up, Morgan sells a share of the B&O on his first turn. Next in turn order, Ron buys that share. Ron now has more shares than Pete and becomes the new president of the B&O. They exchange the president's certificate for 2 other certificates, and Ron gets control of the B&O charter, tokens, trains, and treasury.*

OPERATING ROUNDS (6.0)

At the beginning of an operating round, each private company (not yet closed) operates. This consists of paying its owner the revenue indicated on its certificate and in the Private Companies table *(p. 9 and p. 27)*.

Next, each railroad corporation (or just *railroad* in this section) that has floated takes a turn. The railroad with the highest share value takes the first turn and then the next highest valued railroad takes its turn, and so on until each floated railroad has had a turn.

- Sometimes the share value tokens of 2 or more floated railroads are in the same grid block of the stock market. In this case, the railroad whose token is on top takes a turn first, then the railroad with the next token down, and so on.
- If 2 or more floated railroads have the same share value but their share value tokens are in different columns, the railroad whose token is furthest to the right takes a turn first.
- If 2 or more floated railroads have the same share value and their share value tokens are in the same column, the railroad whose token is furthest up takes a turn first.

Each railroad is operated by the player that owns its president's certificate. Each railroad may lay track, earn revenue, and purchase trains. In addition, each railroad must decide each operating round whether to distribute its earnings as dividends among the stockholders (raising the railroad's share value) or to retain its earnings to finance further corporate activities (thus lowering its share value).

During the later stages of the game, the scope of railroad operations expands steadily due to several factors. The available trains can travel a greater distance and thus can earn more revenue per turn. The available track tiles are more complex, resulting in more elaborate routes and which also raise city revenue values.

Example: *At the start of an operating round, 4 railroads have the same share value of $82. The Erie will operate first because it is furthest to the right. Then, the C&O because it is next furthest to the right and is on top of the PRR. Then, the PRR operates and finally the B&O. This order might change if one of the railroad's share value changes due to share sales resulting from a forced purchase of a train (see 6.6.2, p. 23).*



Note — Each railroad has a number of round markers with its corporate logo on it *(see pp. 4-5)*.



Private Companies	Pays
Schuylkill Valley (SV)	$5
Champlain & St.Lawrence (CS)	$10
Delaware & Hudson (DH)	$15
Mohawk & Hudson (MH)	$20
Camden & Amboy (CA)	$25
Baltimore & Ohio (BO)	$30

Note — For the purposes of turn order, if a railroad's share value changes for a railroad that has not yet operated, the new share value is used.

Note — Purchases must be made with available money. Credit is not allowed. For example, the money required to place a token or lay a tile in a mountain hex must be available in the treasury. Revenue is not available until step #4 of the turn, and thus cannot be spent on track construction or tokens until next turn.

Note — Constructing track is optional. You are never required to place or upgrade track. This applies even to the Erie and NYC railroads where no tile has yet been laid in the hex containing their home station.



RAILROAD OPERATION SEQUENCE (6.1)

Each railroad's operating turn consists of the following activities performed in the order given:

Special – *At the start of a railroad's first turn of operation, it places one of its tokens in its starting city to create its home station (see 6.3.1, p. 20).*

1. **Construct Track** – You may place a new tile on the board or upgrade a tile already on the board. *(6.2, pp. 17-19)*
2. **Place a Station** – You may buy a new token and place it on the board as a new station if desired. *(6.3, p. 20)*
3. **Run Trains** – You run your trains on available routes. *(6.4, p. 21)*
4. **Collect Revenue** — You collect and distribute revenue earned by running your trains. You pay the revenue as dividends or reinvest it in the railroad (place the money in the treasury on the charter).
5. **Purchase Trains** — You may buy a new train or trains, or you may be forced to buy a new train. *(6.6, p. 23)*

Once phase 3 starts, a railroad may buy a private company at any time during its operating round turn. Ownership of certain private companies may make possible special activities *(see p. 27)*.

The number of operating rounds changes in the later stages of the game, when first two and then three operating rounds are performed between each stock round. All these changes are directly linked to the types of trains in use *(see 2.0, pp. 10-11)*.

CONSTRUCT TRACK (6.2)

The game board features a hexagonal grid on a map of the northeastern United States and southeastern Canada. You may lay hexagonal track tiles on this grid to construct railroad routes joining the various cities portrayed on the map.

Hexes on the Board — Each hex on the board has a color that indicates what type of track tile (if any) may be placed on that hex:

- *Gray* hexes contain track and cities at the beginning of the game. You may not place tiles on gray hexes. A
- *Red* hexes contain track representing connections to cities outside of the board. You may not place tiles on red hexes. B
- *Yellow* hexes each contain 1 or 2 cities, and some also contain track. You may only place green tiles on yellow hexes C
- *Tan* hexes can contain cities and/or track. You may only place yellow tiles on tan hexes. D

Yellow and tan hexes can also contain rivers, inlets, and mountains. Each of these features adds a cost to placing a tile (i.e., an additional $80 or $120 as printed on the board).

Track Tiles — The color of each track tile indicates in which phase *(see 2.0, pp. 10-11)* it can be used and where it may be placed.

- Yellow tiles are available from phase 2 on—can only be placed on tan hexes.
- Green tiles are available from phase 3 on—can only be placed on yellow hexes or upgrade yellow tiles.
- Brown tiles are available from phase 5 on—upgrade green tiles.

Each tile has other restrictions on placement *(see 6.2.1 & 6.2.2)*.

Cities

There are two types of cities on the game board and certain tiles—large cities and small cities. A large city is represented by one or more large white circles connected to each other, while a small city is represented by a small black dot on the board and a crossbar on the tiles. Some hexes and tiles have 2 separate cities, but never a large and a small city together on a hex or tile.

The red hexes represent off-board areas that also count as cities.

Stations

When a railroad places one of its tokens on a large city circle, that token becomes a station for that railroad *(see 6.3, p.20)*.

Laying Track Tiles

When it operates, a railroad may do one and only one of the following:

- Place one tile on a hex not already containing a tile.
- Upgrade (i.e., replace) a tile already on the board, and return that tile to the stacks of available tiles.

Placing Track Tiles (6.2.1)

These restrictions apply to tile placement:

❶ A railroad placing a tile must be able to trace an unblocked train route *(see 6.3.3, p. 20)* of any length from one of its stations to one of the track segments on the tile placed. If the tile placed has two separate track segments, only one need be part of a route.

Exceptions: Regardless of other connections—

- *A railroad owning the CS may place a tile on the CS hex (B-20).*
- *A railroad owning the DH may place a (57) yellow tile on the DH hex (F-16).*
- *The NYC may place an (57) yellow tile on the hex containing its home station (E-19).*
- *The Erie may place a (59) green tile on the hex containing its home station (assuming green tiles are available) (E-11).*

Using the normal rules, any railroad can place a tile on a hex listed as an exception.

❷ A railroad may not place a tile such that a track segment on the tile runs off the hex grid, terminates against the blank side of a grey hex, or terminates against a solid red hex side (i.e., a lake, inlet, or river).

❸ For most hexes, there is no cost to place a tile. But if a hex contains mountains and the notation "$120," a railroad placing a tile on that hex must pay $120 to the bank. If a hex contains water and the notation "$80," a railroad placing a tile on that hex must pay $80 to the bank. The home station hex for the Erie contains no cost notation, so it costs nothing to place a tile in that hex.

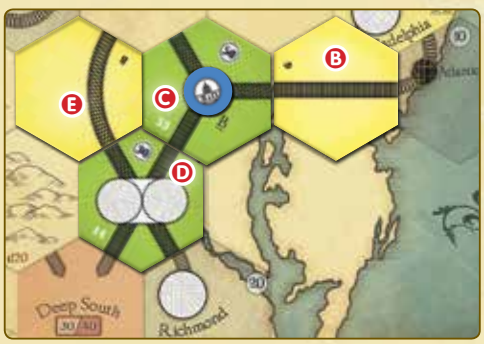


Note — ❶ The railroad need not use the new track segment or the tile when it operates.

Construct Track Example

Ⓐ – yellow tile placed on a hex without a tile
Ⓑ – yellow tile placed on a hex without a tile
Ⓐ and Ⓑ each have a terrain cost of $80 ❸
Ⓒ – green tile placed on a yellow hex without a tile—both labeled "B" ❼
Ⓓ – yellow tile upgraded to a green tile
Ⓔ – yellow tile placed on a hex without a tile





Tan Hex	Yellow Tile #s
0 cities	7, 8, 9
1 small city	3, 4, 58
2 small cities	1, 2, 55, 56, 69
1 large city	57

Yellow Hex	Green Tile #s
2 large cities (OO)	59
Baltimore, Boston (B)	53
New York (NY)	54

Yellow Tile (#)	Green Tile Upgrade
1 (1)	none
2 (1)	none
3 (2)	none
4 (2)	none
7 (4)	18, 26, 27, 28, 29
8 (8)	16, 19, 23, 24, 25, 28, 29
9 (7)	18, 19, 20, 23, 24, 26, 27
55 (1)	none
56 (1)	none
57 (4)	14, 15
58 (2)	none
69 (1)	none

Green Tile (#)	Brown Tile Upgrade
14 (3)	63
15 (2)	63
16 (1)	43, 70
18 (1)	43
19 (1)	45, 46
20 (1)	44, 47
23 (3)	41, 43, 45, 47
24 (3)	42, 43, 46, 47
25 (1)	40, 45, 46
26 (1)	42, 44, 45
27 (1)	41, 44, 46
28 (1)	39, 43, 46, 70
29 (1)	39, 43, 45, 70
53 (2)	61
54 (1)	62
59 (2)	64, 65, 66, 67, 68

Construct Track Example Continued

F – yellow tile upgraded to a green tile
G – green tile upgraded to a brown tile—both labeled "B" 4 5 6
H – yellow tile upgraded to a green tile, at no cost 5
I – yellow tile placed on a hex without a tile at a terrain cost of $120
J – may not be upgraded, the only upgrade has track running off of each edge and track may not run out to the east 1

4 A railroad may not place a tile on a hex containing a private company owned by a player. A railroad may place a tile on a hex containing a private company that is closed or owned by a railroad.

5 A railroad may only place a tile on a hex if the tile and hex have the same number and size of cities (e.g., in the example below, J is a single city even though it has two circles; you can tell by the outline that connects them).

6 Only yellow tiles may be placed on tan hexes.

7 Only green tiles may be placed on yellow hexes. If the hex has a label (OO, B, or NY), the tile must have a matching label.

Upgrading Track Tiles (6.2.2)

These restrictions apply to tile upgrades:

1 A railroad upgrading a tile must be able to trace an unblocked train route *(see 6.3.3, p. 21)* of any length from one of its stations to at least one of the track segments on the new tile. Note that this segment need not be one of those present on the new tile but not on the old.

2 A railroad may not upgrade a tile such that a track segment on the new tile runs off the hex grid, terminates against the blank side of a grey hex, or terminates against a solid red hex side (i.e., a lake, inlet, or river).

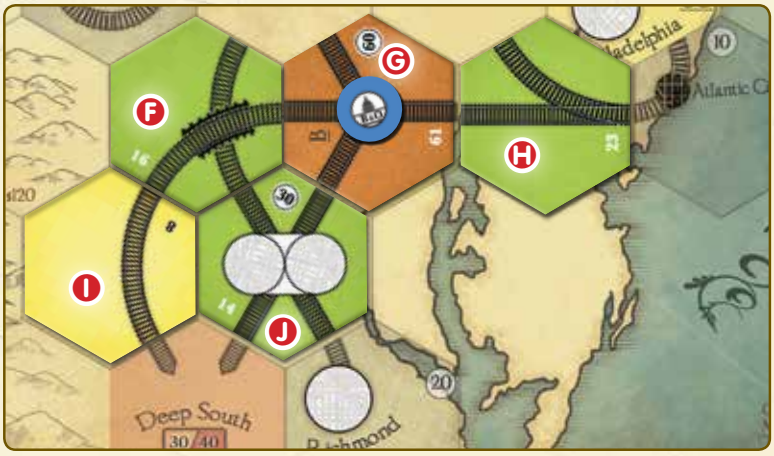
3 All track segments on the replaced tile must be maintained in the same orientations on the new tile.

4 When a tile is replaced, all stations on the replaced tile must be placed on the new tile with the same connections as before. This also means that the pre-printed exits on a (59) tile can never be connected in the tile upgrade.

5 A railroad may only use certain tiles to upgrade each specific tile. In addition, only green tiles may upgrade yellow tiles, only brown tiles may upgrade green tiles.

6 If a tile to be upgraded has a label (OO, B, or NY), the label on the new tile must match the label on the tile to be upgraded.

7 There is no cost to upgrade a tile, regardless of the terrain.



PLACE A STATION (6.3)

When a railroad places one of its tokens on a large city circle, that token becomes a station for that railroad. A station has two effects:

- Stations allow a city to be a base for its railroad's routes *(see 6.4.2, p.21)*
- Stations can block other railroads' routes *(see 6.3.3 below)*.

Placing a Home station (6.3.1)

At the beginning of a railroad's first turn of operation, it must place a token in its starting city circle to create its home station. There is no cost to perform this action.

Placing Additional Stations (6.3.2)

During its turn in an operating round, a railroad may place one token in a city circle to create a station. This may be in addition to the placement of a home station. The following restrictions apply:

- The railroad must be able to trace an unblocked train route *(see 6.3.3, below)* of any length from one of its other stations to the city in which the token is being placed. A railroad using the effects of the DH private company *(see p. 27)* is exempt from this restriction.
- The first additional station costs $40; later ones cost $100 each.
- The railroad may only place a token in an empty city circle.
- The railroad may not place a token on a hex or tile already containing one of its stations.
- A railroad's station placement is limited by the number of tokens it has.
- A railroad may not place a token in a city if it would block the creation of the home station of a railroad that has not yet operated.
- The Erie home station may be placed on either city in the yellow hex marked with the Erie logo. After a tile has been placed there, no other railroad may place a station there until the Erie has placed its home station.

Blocking Routes (6.3.3)

As long as a city has an empty circle, any railroad may run a route *(see 6.4.2, p. 21)* through that city.

Once all of the circles in a city have stations, only a railroad with one of those stations run a route through that city. However any railroad may use the city as a starting or ending city for a route as long as other normal route requirements are met *(see 6.4.2, p. 21)*.

Note — Wealth is the objective of the game, and railroad revenue is one of the principal methods of gaining wealth. It follows that the planning of stations and routes and the provision of trains to run them is of paramount significance to the strategy of this game.

Note — Starting cities are noted on the board by the presence of the railroad logos in the city's hex.

Note — The Erie does not have to place a tile in its starting hex. Similarly, the NYC does not have to place a tile in its starting hex.

Example: *The B&O can place a station at A. It cannot place at B because it does not connect to that city with track. It cannot place at C because the PRR station at F blocks the route. And, it may not place at E lbecause "a route may not reverse at a junction." Both Gs have junctions that block the route to E.*

The PRR can place a station at E or C. It cannot place a station at A or B —the B&O station at H blocks it. In addition, the PRR cannot place a station at D. A railroad may not have more than one station on the same hex and the PRR already has one at F.



Note — A railroad's route may not pass through a city that has other railroads' stations in all of its circles.

Note — Initially, the required station on a route is very likely to be the railroad's home station. But as the game progresses, railroads may operate from other stations which provide more lucrative routes.

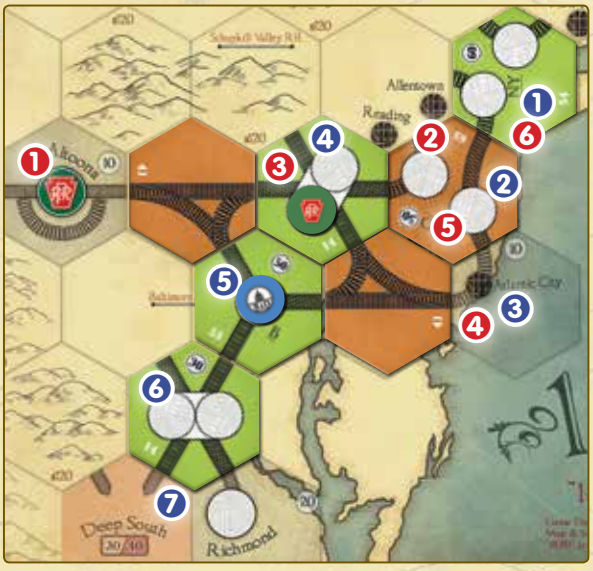
Note — Red (hex-like) areas represent off board cities and may be included as the starting city and/or ending city of a route. However, these red areas may not form part of the middle of a route (i.e., they cannot be run through).

Note —Trains are purchased at the end of a turn, so a train may not run on the turn it is purchased. Therefore, a railroad can never run a train on its first operating turn.

Note —Separate cities in the same hex are considered as different "cities" for route purposes. For example, a route may enter the top of the New York hex from the northeast, exit to the north-west, and then enter the bottom New York from the west to score both cities.

Note — Trains may not be combined or "double headed" to obtain a longer route.

Example: *The B&O's best run connects 7 cities: ❶❷❸❹❺❻❼. It cannot connect ❷ without backtracking and the Deep South adds more revenue than Richmond. The total revenue would be 270 = 60+50+10+30+50+30+40. But you would need a diesel to run it.*



Example: *The PRR's best run connects 5 cities: ❷❸❹❺❻. It cannot connect ❶ because it would have to back track or drop ❷ from the route. It cannot connect ❻❼ because the B&O blocks them. The total revenue would be 200 = 50+30+10+50+60.*

RUN TRAINS (6.4)

Each train owned by a railroad may run once during its operating turn. A train runs on a route *(see 6.4.2 below)*. That route must include of a series of two or more cities that are connected by track. The train generates revenue based upon the values of the cities on that route.

When declaring the routes for a railroad's trains, the combination of routes with the highest revenue should be chosen *(see also the note next to 6.5 at the top of p. 22)*.

For the purposes of running trains and choosing routes, "city" refers to a large city, a small city, or an off-board red hex.

Running a Train (6.4.1)

On each train there is a "D" or a large number ranging from 2 to 6. The number represents the maximum number of cities that the train may have on its route when it runs. A train with a "D" is a diesel and it has no limit on the maximum number of cities on its route when it runs.

A train may run a shorter route than the maximum allowed to reach the intended revenue or when a maximum route does not exist. However, when a train runs it must have at least two cities on its route.

Routes (6.4.2)

A route for a railroad is a continuous segment of track that includes at least one city containing one of the railroad's stations. The following factors apply:

- A route must be continuous. A route may not reverse at a junction. A route may not change track at a crossover. A route may not use the same section of track more than once.
- A route may begin or end at any city. However, a route may not pass through a red off-board area, or a large city if all of its circles contain stations belonging to other railroads.
- The number of cities on a route includes all of the cities that the route runs through or to. A route may not skip a city that it runs through.
- A route that enters a city on one track may exit the city on any other track.
- A route may include different sections of track on the same tile.
- A route may not include the same city more than once, but it may include different cities in the same hex.

When a railroad has two or more trains each runing a route, none of those routes may use the same track. However, the routes may meet or cross at cities, and/or use two separate tracks in the same hex.

COLLECT REVENUE (6.5)

Each city has a revenue value. When a train runs, it generates revenue equal to the sum of the revenue values of all of the cities (a minimum of 2) on its route. Each of the red off-board areas has two values. Initially, use the lesser values. After the first 5-train is purchased, use the greater values.

Once a railroad has run all of its trains, add the totals of all of the runs together to arrive at the revenue for this railroad for the turn. The president of that railroad then decides how this total revenue will be paid out. It can either be paid out to the stock holders (as dividends) or to the railroad itself (added to the corporate treasury).

Dividends

If a railroad pays dividends, its total revenue is paid out to the stockholders (10% for each 10% share held). Shares in the bank pool pay dividends to the corporate treasury. No payments are made for unsold initial offering shares.

Payments to the Railroad

If no dividend is paid, add the revenue to the railroad's treasury.

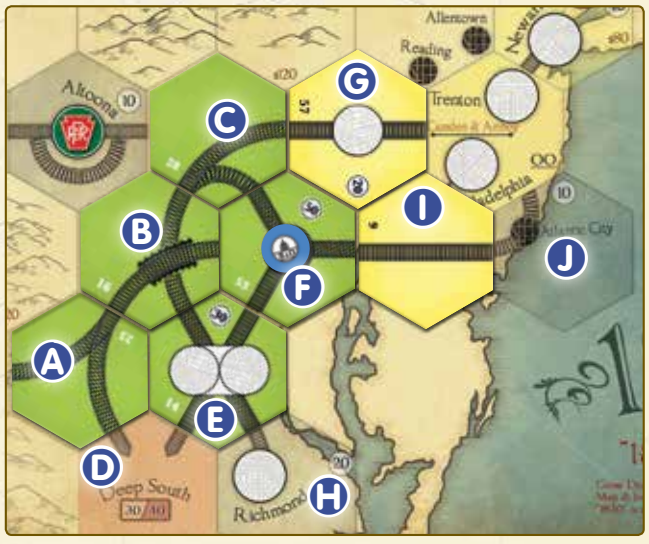
Share Value Adjustments

A railroad's share value increases when it pays dividends and decreases when it does not pay dividends *(see 4.5, p. 13)*.

If a company has no revenue (due to it having no train or no route, or both) it cannot claim to collect revenue and pay out dividends of $0 to have its share value increase.

Example: *In this example, the tracks tiles have been laid as shown below. In addition, the B&O home station is in hex F. A route is indicated by the letters of the hexes it passes through. Thus, FED starts in F and passes through E to end in D. In all cases a route is the same in either direction—FED is identical to DEF. (The revenue shown in parentheses.) [Illegal routes are shown in brackets.] Unless otherwise indicated, each train scores its maximum number of cities. Before reading #5 below, see if you can find 7 different legal 3 city routes for a 3-train.*

Note that the EDA route is illegal because red areas cannot be in the middle of a route. If B was a straight track connecting A and C, DABCFED would be illegal—the same red area cannot be both the beginning and end of a route.



Note — If after declaring a route for a train, another player can demonstrate another route that earns a higher revenue, the highest revenue route must be taken. However, players are never required to point out a higher possible revenue than claimed. It should be part of the code of conduct to help out in case arithmetic is at fault.

Example: *Consider a railroad where the president owns 50% of the shares, 30% remains unsold in the bank, and 20% is in the bank pool. If the railroad's revenue is $50 and a dividend is declared, the player holding 50% receives $25, $15 remains in the bank, and the other $10 goes into the railroad's treasury.*

Note — Revenue from a private company owned by a railroad is not available for dividends but is paid into the railroad's treasury.

For each train combination, the chart below lists one set of routes that yields the best revenue possible:

Trains: Revenue	Best Revenue Routes
One 2-train: $80	FE or FCBE
Two 2-trains: $160	FE, FCBE
Three 2-trains: $220	FE, FCBE, FIJ
Two 2-trains, one 3-train: $250	FCBE, FIJ, FED
One 2-train, two 3-trains $270	FIJ, FED, FCBEH
Two 3-trains: $210	FED, FCBEH
One 3-train, one 4-train: $220	FEH, DEBCFIJ

1) *Legal routes if operating one 2-train:* FE (80), FCBE (80), and FIJ (60).

2) *Illegal routes if operating one 2-train:* FCG [reversing direction at a junction], FCBAD [changing track at a crossover], and DE, EH, or EBCG [no station on route].

3) *Legal routes if operating two 2-trains:* any two of the routes in #1.

4) *Legal routes if operating three 2-trains:* all three of the routes in #1.

5) *Legal routes if operating one 3-train:* EFIJ (90), EBCFIJ (90), GCBEF (100), FED (110), FEH (100), FCBED (110), or FCBEH (100).

6) *Illegal routes if operating a 3-train, in addition to those demonstrated in #2:* FEBCF [scoring same city twice on same route], and EFE [using same track section twice plus scoring same city twice].

7) *Legal routes if operating two 3-trains:* EFIJ (90) and either of FCBED (110) or FCBEH (100); GCBEF (100) and FIJ (60)—the second 3-train can only operate as a 2-train; EBCFIJ (90) and either of DEF (110) or HEF (100); FCBED (110) and FEH (100); or FCBEH (100) and FED (110).

8) *Illegal routes if operating two 3-trains in addition to those already demonstrated:* FED and FEH [separately legal, but illegal in combination because they both use the same track—EF].

Note — Trains must be purchased one at a time because the purchase of a train may trigger a phase change. Thus, if a railroad wishes to purchase more than one train, it would purchase one, resolve any phase change, purchase another one, and so on. If the purchase of a train triggers a phase change and that change reduces the number of trains a corporation may own, the railroad may find itself in a position where it is not able to purchase another train.

Example: *A railroad owning a 3- and 4-train may buy the first 5-train offered because prior to this sale the corporation was allowed to hold three trains. Immediately after the purchase, however, the railroad must return one of its trains to the bank as it is now over the new train limit of two.*

Phase	Phase trigger	Maximum # of Trains
2	2-train	4
3	3-train	4
4	4-train	3
5+	5-train	2

Note — The purchase of the first diesel removes the remaining 4-trains from play.

Note — A railroad may not discard or scrap a train to make space for a new train.

Note — If a railroad does not have a legal train route to run, it need not own or buy a train.

If a railroad is forced to buy a train and its money plus the president's money together are not enough to make the purchase, the president is forced to sell shares to make up the difference. If there is still not enough money after the president sells all of his shares, he goes bankrupt and the game ends.

Note — Available trains include trains in the bank, trains in the Bank Pool, and trains offered for sale by other railroads.

Note — A cash-strapped corporation is not obliged to buy a train from another railroad even if that train is cheaper than one in the bank or pool. It is allowed to buy a train from another corporation even if it is more expensive than one in the pool.

Note — A train may be bought from a willing railroad to satisfy a forced train purchase. However, when using his own money, the president may not pay more than face value if buying a train from another railroad.

PURCHASE TRAINS (6.6)

At the end of its operating turn, a railroad has the option to purchase trains from the bank.

- Trains must be purchased one at a time.
- If the railroad already meets or exceeds the current phase's limit on the number of trains owned, it may not purchase a train.
- A train may be purchased from the bank, the bank pool, or another railroad.
- Trains must be purchased from the ***bank*** at face value (on the train card) in order of increasing size. The smallest, the 2-trains, are bought first. When all these have been sold the 3-trains become available, then the 4-trains, etc. (*Exception:* see diesels below.)
- The ***bank pool*** may hold trains discarded by railroads *(see 6.6.1 below)*. These trains may be purchased for face value (on the train card). The payment goes to the bank.
- A train may be purchased from ***another railroad*** for any price that is mutually agreed to by the president(s) of the two railroads involved. The entire transaction must be completed during the purchasing railroad's turn. A railroad is not required to buy a train from another railroad. A railroad may buy another railroad's last train. The minimum price for a train purchased from another railroad is $1.
- **Diesels** — Once the first 6-train is bought, the diesel ("D") trains may be purchased in addition to any 6-trains still in the bank. A diesel train costs $1100. But, the price is only $800 if the railroad trades-in a 4-, 5-, or 6- train. The exchanged train (if not obsoleted by the exchange) is placed in the bank pool. The trade-in is legal even if the railroad currently owns two trains.

Excess Trains (6.6.1)

Until a 4-train is purchased, a railroad may own a maximum of four trains. When the first 4-train is purchased, that maximum number of trains is reduced to three. When the first 5-train is purchased, that maximum number of trains is reduced to two.

If a railroad finds itself with an excess train, the president must choose a train to discard. A discarded train goes to the Bank Pool and its railroad receives no payment for it. If multiple railroads must discard at the same time, the trains are discarded in order of the companies' share values—with the highest valued railroad deciding first.

Forced Train Purchases (6.6.2)

If a railroad with a legal train route has no train at the end of its operating turn, it must immediately purchase a train.

- The railroad **may** purchase a train from the Bank Pool, the bank, or another railroad using the normal rules.
- Otherwise, if the railroad has enough money, the railroad **must** purchase the cheapest train available.
- Otherwise, if together the railroad **and** its president have enough money, they **must** purchase the cheapest train available. All of the railroad's money must be spent, and the president must then make up the difference using his own money. However, in this case, the price paid for a train from another railroad may not exceed the train's face value.

Forced Sales (6.6.3)

If together the railroad **and** its president do not have enough money to buy a train, both the railroad and its president put aside all of their money. Then the president must sell his shares and/or private companies until he raises enough additional money to be able to purchase a train. These rules apply to forced share sales.

- The share sales may not cause a change in the presidency of the railroad that is without a train.
- Any changes of president caused by share sales take place immediately. In this case, the new president may cancel the purchase of one of his new company's trains by the company without a train during this process. If that occurs, the position will be restored to that at the beginning of the train-buying step (and the beleaguered president must try a different plan).
- The president decides what to sell, in what order to sell it, and how to sell the shares and/or private companies.
- The president may only sell enough shares to be able to make the forced purchase of a train.
- The president may sell private companies he owns (if he can find a buyer), but he is not required to do so.
- If the president controls more than one railroad, his railroad without a train may purchase a train from one of his other railroads. The president is not required to do this.

Note — Any money left over after selling shares and buying the train go to the president.

Note — If the president cannot raise enough money to buy a train, that player is bankrupt and the game ends immediately.

Note — The bankrupt president's final score (i.e., wealth) is the value of all of the shares that he could not sell. It is possible, but unlikely, that a bankrupt player can win.

Note — Requiring a full sequence of railroad operations after each opportunity to play the stock market prevents a financial swindle that is too devastating even for 1830. As the rules now disarm this ploy, you need not worry about it. But if you haven't yet worked out what it is, you ought to, perhaps, be asking yourself whether you are a big enough crook to make the big time as a stock racketeer.

BANKRUPTCY (6.7)

If a railroad is forced to buy a train and its money and the president's money together are not enough to make the purchase, the president must sell shares to make up the difference *(see above)*. If there is not enough money after the president sells all of his shares that he is allowed to, he goes bankrupt and the game ends.

Example: *If the bank runs out of money during the first operating round of three, complete this operating round and the two remaining.*

THE END OF THE GAME (7.0)

When the bank runs out of money, the game ends the next time that a stock round would normally start.

- If the money runs out during an operating round, the current set of operating rounds is completed and then the game ends.
- If the money runs out during a stock round, the stock round is completed normally, a set of operating rounds is completed normally, and then the game ends.

During play, after the bank's money runs out, the bank continues to payout and receive money normally. You can record the payouts on paper. Alternatively, each player can return an equal sum of money to the bank to allow normal payouts to continue.

The winner is the wealthiest player at the end of the game. That is, the player with highest combined total of:

- Personal money.
- The total value of shares. For each corporation, multiply the number of shares by the share value.
- The face value of any owned private companies still in existence. (This is possible but unlikely—the game would have to end before a 5-train had been bought.) Private companies that are owned by corporations or have been closed have no value.

END OF THE GAME DUE TO BANKRUPTCY (7.1)

The game ends when the banks funds are exhausted *(see 7.0, p. 24)*. An 1830 Classic game also ends when a player goes bankrupt. No further actions may be taken by any player or railroad.

1830+

1830+ is the common name for 1830 variants that are played on a larger board, conveniently printed on the back side of the game board.

Differences between the 1830 board and the 1830+ board

There are three main differences between the classic board and the variants board:

- The 1830+ board is extendend to the South, adding two more rows of hexes and the cities of Lexington, Huntington, Richmond, and Norfolk.
- Some pre-printed hexes have been changed: E9 (Eastern Lake Erie) has one more exit to the West, A19 Montréal now has a double circle and another exit to the West plus higher income from Phase 5 on, A17 has an additional exit towards Montréal; Atlantic City (I19) has an additional exit to the South; Detroit (E5) has a pre-printed exit to the West and therefore can be reached in Phase 2 already. Altoona (H12) starts as a green 23 tile with the PRR home base anywhere on that hex, not blocking other railroads. Northeast of Boston (D24) is pre-printed as a non-upgradable 29 tile. Burlington (B20) is now a two-small-cities hex.
- Some of the extra landscape costs have been changed. A third tier of $40 costs have been introduced.

Playing with the 1830+ board

While the 1830+ board is included anticipating upcoming variants to be published as expansions, it can be used for standard play. Just be aware that most likely a shortage in yellow tiles will occur.

Most of the changes will help to level the playing field, especially by making the Canadian Pacific more interesting and taking some pressure off of New York, giving the B&O more options in the South.

Optional Revenue Marker

Upon request of the 1830 community, the punch sheets contain a set of square revenue tracking markers to be used with a standard revenue tracking board (not included)



E9



A19



A17



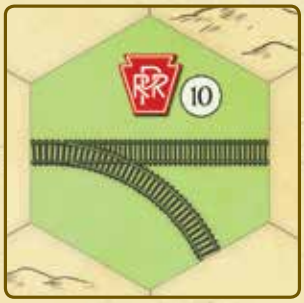
I19



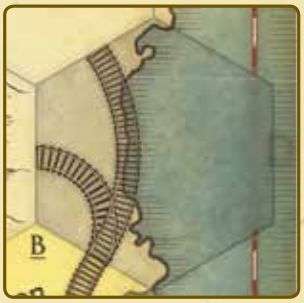
E5



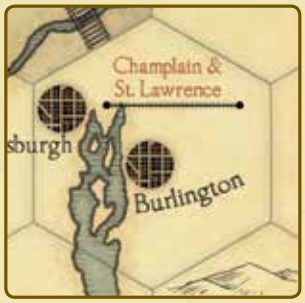
H12



D24



B20



APPENDIX

Glossary

Bank: This is the collective term for the money not held by players and railroads, plus all unsold private companies, stock certificates, and trains.

Bank Pool: The space on the board where railroad stock certificates sold by players are held and kept separate from the initial offerings.

Banker: The player responsible for handling all transactions involving the bank and bank pool.

Bankruptcy: In 1830, bankruptcy occurs when a railroad is forced to purchase a train, and the railroad money and its president's money (and sellable assets) is not enought to cover the train's cost.

Board (game board): The game board has the 1830 Classic map on one side and the 1830+ map on the other. Both sides show the northeastern United States and southeastern Canada. The map is overlaid with a hexagonal grid—you build your railroad tracks by placing hex tiles on this grid. The board also has the stock market and other game elements.

Certificate: Possession one of these cards signifies either the ownership of a private company or the ownership of shares in a corporation.

Corporation Charter: Each railroad corporation has a charter that is used to hold a corporation's money, tokens, and trains. It also shows information about that corporation.

Corporation (railroad corporation): Each railroad is controlled by the player with the most shares (i.e., its president) in the corporation. Control of these corporations, the competency of their operation, the size and frequency of their dividends, and the value of their shares are the main factors determining who wins.

Hexes: The six-sided spaces of the board on which the track tiles are laid.

Home City: A city circle or hex on the board showing the logo of one the game's eight railroads. At the beginning of a railroad's first turn of operation place a token at no cost in the city showing the logo. The Erie railroad is a special case *(see 6.3.2)*.

Initial offering: A corporation's initial offering consists of its share certificates that have never been owned by a player (i.e., purchased or received due to a private company's special effects). The value of a corporation's initial offering share is always the corresponding recorded value on the par value chart.

Operating Round: During this phase of the game, each operating railroad lays track, runs its train to generate revenue, buys trains, and performs various other activities. Depending on the type of trains in play, there are one to three operating rounds between stock rounds.

Par (par price): This is the initial price for the shares of a new railroad determined when a player first obtains a previously unowned president's certificate. This is the price of each share in the initial offering. The initial capital of a newly floated railroad is ten times its par price.

President: The player holding the 20% president's certificate in a corporation is its president. This player controls the railroad when it is operating, and holds its charter and treasury.

President's Certificate: This is the 20% share certificate of each railroad with the word "president" inscribed—its owner is the railroad's president.

Priority Deal Card: This card is given to the player to the left of the last player to buy or sell shares in a stock round. That player has the first option to buy or sell in the next stock round, with play continuing to his or her left.

Private Company: Each private company is represented by a single certificate showing its cost and revenue. Until closed and removed from play, each pays a fixed revenue to its owner each operating round. The special effect that each has on play is detailed on page 27.

Railroad: see Corporation.

Revenue: When a railroad operates, it may generate revenue based upon the the total value of the cities connected by the routes its trains run. Each turn a railroad's revenue is either paid out as dividends to shareholders or paid entirely into the railroad's treasury. Revenue is also the income paid to the owner of a private company each operating round.

Route: A length of connected track. A railroad may run a train over a route joining two or more cities that does not reverse direction at junctions, change track at cross-overs, or use the same track section twice. When a railroad is operating more than one train, they must use different routes, but they may meet or cross at cities or use different track on the same hex or tile.

Station Token: These round colored markers depict the logos of the railroads. Each railroad has either 2, 3, or 4 station tokens that are placed in cities on the board.

Stock market: The grid of prices on which railroad tokens are moved to keep track of each railroad's current share value.

Stock Round: During this phase of the game, the players have the opportunity to buy and sell shares. A stock round ends when each player has passed in succession.

Track Tiles: These yellow, green, and brown hexagonal tiles represent the track constructed by the railroad corporations.

Trains (train cards): Each train card show a large identifying number or letter, a corresponding locomotive silhouette, and the train's cost. The number on the card is the number of cities the train may connect on its route. Diesel (D) trains may connect as many cities as they can reach.

Upgrade (of a tile): This is the act of replacing a yellow tile by removing it and placing a green tile in its place (or replacing a green tile with a brown one). There are detailed rules for upgrading *(see p. 19 and p. 28)*.

PRIVATE COMPANIES

Schuylkill Valley (SV, 20/5)



1 Champlain & St. Lawrence (CS, 40/10) – A railroad owning the CL may lay a tile on the CL's hex (B-20). This hex need not be connected to one of the railroad's stations, and it need not be connected to any track at all. This tile placement may be performed in addition to the railroad's normal tile placement—on that turn only it may play two tiles.



2 Delaware & Hudson (DH, 70/15) – A railroad owning the DH may lay a track tile and a station token on the DH's hex (F-16). The mountain costs $120 as usual, but laying the token is free. This hex need not be connected to one of the railroad's stations, and it need not be connect to any track at all. The tile laid does count as the owning railroad's one tile placement for his turn. If the DH does not lay a station token on the turn it lays the tile on its starting hex, it must follow the normal rules when placing a station (i.e., it must have a unblocked train route to the hex). Other railroads may lay a tile on the DH starting hex subject to the ordinary rules, after which the DH special effects are no longer available.



THE PRIVATE COMPANIES

Use w/ Name (Scenario)	Abbr.	Price / Revenue	Hex	Special
Schuylkill Valley	SV	$20 / $5	G-15	–
Champlain & St. Lawrence	CS	$40 / $10	B-20	Extra track lay. [1]
Delaware & Hudson	DH	$70 / $15	F-16	Track + free station. [2]
Mohawk & Hudson	MH	$110 / $20	D-18	Free 10% share in NYC [3]
Camden & Amboy	CA	$160 / $25	H-18	Free 10% share in PRR [4]
Baltimore & Ohio	BO	$220 / $30	I-13/I-15	Free President's Certificate of the B&O [5]

3 Mohawk & Hudson (MH, 110/20) – A player owning the MH may exchange it for a 10% share of the NYC from the bank or the bank pool, provided he may hold another share of the NYC and there is a NYC share available in the bank or the pool. The exchange may be made during the player's turn of a stock round or between the turns of other players or railroads in either stock or operating rounds. This action closes the MH.



4 Camden & Amboy (CA, 165/25) – The initial purchaser of the CA immediately receives a 10% share of the PRR without further payment. This action does not close the CA. The PRR railroad will not be running at this point, the share may be retained or sold once the PRR president's certificate has been purchased and a par price set for the PRR, subject to the standard rules.



5 Baltimore & Ohio (BO, 220/30) – The owner of the BO private company immediately receives the president's certificate of the B&O railroad without further payment and immediately sets a par share value. The BO private company may not be sold to any corporation, and does not change hands if the owning player loses the presidency of the B&O. When the B&O railroad purchases its first train this private company is closed.



VARIABLES DUE TO # OF PLAYERS

	Number of players				
	2	3	4	5	6
Starting money	1200	800	600	480	400
Certificate limit	28	20	16	13	11

THE PHASES

	1	2	3	4	5	6	7
Introduced by	game start	privates sold	3-train bought	4-train bought	5-train bought	6-train bought	Diesel bought
New trains available		2-trains	3-trains	4-trains	5-trains	6-trains	Diesels
Trains made obsolete				2-trains		3-trains	4-trains
New tiles avaliable		yellow	green		brown		
Train limit		4	4	3	2	2	2
# ORs between SRs		1	2	2	3	3	3
May buy privates		n	y	y	-	-	-
Privates closed		-	-	-	y	-	-
Off-board revenue		lesser	lesser	lesser	greater	greater	greater

THE RAILROADS

Name	Initials	Station Tokens	Starting City	Hex
Pennsylvania	PRR	4	Altoona	H-12
New York Central	NYC	4	Albany	E-19
Canadian Pacific	CPR	4	Montreal	A-19
Baltimore & Ohio	B&O	3	Baltimore	I-15
Chesapeake & Ohio	C&O	3	Cleveland	F-6
Erie	Erie	3	Buffalo	E-11
New York, New Haven, & Hartford	NNH	2	New York	G-19
Boston & Maine	B&M	2	Boston	E-23

Original 1830 Credits

Design: Francis Tresham

Development Team: Francis Tresham, Maurice Roth, Richard Waring, Thomas Tresham, David Maxwell, Douglas May, Mick Uhl und Bruce Shelley

AH Editor: Bruce Shelley

Cover Painting: James Talbot

Additional Playtesting: Vince Frattali, Rex Martin, Cliff Willis, Steve Simmons, Gerald Lientz, Edward Fahrmeier and WARTHOG

of tiles in the game

Total:			
1830	34	25	26

TRACK TILE MANIFEST & UPGRADES

Tile	Tile #	# of tiles	Upgrades	Tile	Tile #	# of tiles	Upgrades	Tile	Tile #	# of tiles
	1	1			**19**	1	45, 46		**43**	2
	2	1			**20**	1	44, 47		**44**	1
	3	2			**23**	3	41, 43, 45, 47		**45**	2
	4	2			**24**	3	42, 43, 46, 47		**46**	2
	7	4	18, 26, 27, 28, 29		**25**	1	40, 45, 46		**47**	1
	8	8	16, 19, 23, 24, 25, 28, 29		**26**	1	42, 44, 45		**61**	2
	9	7	18, 19, 20, 23, 24, 26, 27		**27**	1	41, 44, 46		**62**	1
	55	1			**28**	1	39, 43, 46, 70		**63**	3
	56	1			**29**	1	39, 43, 45, 70		**64**	1
	57	4	14, 15		**53**	2	61		**65**	1
	58	2			**54**	1	62		**66**	1
	69	1			**59**	2	64, 65, 66, 67, 68		**67**	1
	14	3	63		**39**	1			**68**	1
	15	2	63		**40**	1			**70**	1
	16	1	43, 70		**41**	2				
	18	1	43		**42**	2				