

18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Contents

[Introduction](#)

[Games included in this list](#)

[Glossary](#)

[1 - First Share Dealing Round](#)

- [1.1 - How much cash do players start with?](#)
- [1.2 - Does the price of a private company drop by 5 for no sale in the first round?](#)
- [1.3 - Can you sell company shares in the first round?](#)
- [1.4 - Can you make advance bids?](#)

[2 - Subsequent Share Dealing Rounds](#)

- [2.1 - Is there a specific order to buying and selling on your turn?](#)
- [2.2 - Are you limited to buying one certificate on your turn?](#)
- [2.3 - When can you first sell shares in a company?](#)
- [2.4 - Does the bank pool have a per-company share limit?](#)
- [2.5 - What are the player certificate limits?](#)
- [2.6 - What are the player certificates limits for shares in one company?](#)
- [2.7 - Does the stock price drop when stock is sold?](#)
- [2.8 - Does the stock price go up at the end of the share dealing round for a fully-held corporation?](#)
- [2.9 - Can you buy a certificate and immediately sell a certificate in the same company?](#)
- [2.10 - Can companies buy shares?](#)
- [2.11 - What ends a share dealing round?](#)
- [2.12 - Can a player sell private companies to another player?](#)

[3 - Company Flotation](#)

- [3.1 - Do you lay the base station token immediately upon floating?](#)

- [3.2 - How many shares must be sold for a company to float?](#)
- [3.3 - Does a company get full capitalisation upon floating?](#)
- [3.4 - How is a share company's initial \(par\) price determined?](#)

[4 - Operations](#)

- [4.1 - In what order do companies operate?](#)
- [4.2 - If you sell shares so that their tokens end up in one stack, what order are they stacked in?](#)

[5 - Tile Lays](#)

- [5.1 - Where can you make an initial tile lay?](#)
- [5.2 - Can you lay two tiles in a turn?](#)
- [5.3 - Must a tile replacement extend existing track?](#)
- [5.4 - Do villages upgrade?](#)

[6 - Station Markers](#)

- [6.1 - Cost of station markers](#)
- [6.2 - Can you lay more than one station marker per turn?](#)
- [6.3 - Where can you lay a station marker?](#)
- [6.4 - When is a company's first station marker laid?](#)

[7 - Trains Run](#)

- [7.1 - Can you run into a city completely filled by rival station markers?](#)
- [7.2 - Can you do a run that passes through a city completely filled by rival station markers?](#)
- [7.3 - Unusual rules about running](#)
- [7.4 - Can one train run to two stations on the same tile?](#)
- [7.5 - Is double-heading allowed?](#)
- [7.6 - Rules about villages](#)
- [7.7 - Must the maximum possible revenue be claimed?](#)

[8 - Payment of Earnings](#)

- [8.1 - Does stock move right for payment of dividends?](#)
- [8.2 - What dividend payments go into the company's treasury?](#)
- [8.3 - Does stock move left for withheld earnings?](#)
- [8.4 - Can a company make a partial payout?](#)

[9 - Purchasing Trains](#)

- [9.1 - Can companies buy trains from one another?](#)
- [9.2 - Must a major share company buy a train if it does not have one?](#)
- [9.3 - Can trains be sold back to the bank?](#)

- [9.4 - When a company is forced to buy a train and cannot buy one with its own means, what train may it then buy?](#)
- [9.5 - Must a minor company buy a train if it does not have one?](#)
- [9.6 - Can trains of the final type be purchased as soon as one train of the next-to-last type is purchased?](#)
- [9.7 - Can a company buy more than one train from the bank per OR?](#)

[10 - Private Companies](#)

- [10.1 - Are private companies purchasable between players?](#)
- [10.2 - Are private companies purchasable by share companies?](#)
- [10.3 - Does a private company prevents builds in its home hex\(es\) while it is owned by a player?](#)
- [10.4 - Does using a private company's special property close it?](#)
- [10.5 - When do private companies close?](#)
- [10.6 - Can you buy and sell private companies in other ways?](#)

[11 - Directorship/Presidency of a Share Company](#)

- [11.1 - Can you sell the Director's certificate into the bank pool?](#)
- [11.2 - Can you exchange the Director's certificate for regular shares from another player when you sell shares to the bank pool?](#)
- [11.3 - After a sale of shares forces a change in Director, who gets it in case of a tie?](#)

[12 - Game Phases](#)

[13 - End of Game](#)

- [13.1 - Game ends immediately with a bankruptcy?](#)
- [13.2 - What happens if the bank runs out of money during an operating round?](#)
- [13.3 - What happens when stock first hits the top end of the market?](#)
- [13.4 - What happens if the bank runs out of money during a stock round?](#)

[14 - Secrecy](#)

- [14.1 - Is a player's cash secret, or open for inspection?](#)
- [14.2 - Is a company's cash secret, or open for inspection?](#)
- [14.3 - Is the cash involved in transactions secret, or must it be made public?](#)
- [14.4 - Is the cash in the bank secret, or must it be made public?](#)

[15 - Inventories](#)

- [15.1 - Total cash in game](#)
- [15.2 - Trains available](#)
- [15.3 - Tiles available](#)
- [15.4 - Other items in limited supply](#)

[16 - Miscellaneous](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson March 28th 2005



Keith Thomasson on the Web

Welcome to My World

Please read my
[e-mail policy](#)

You are in: [Home](#)

This site contains information primarily related to the postal games hobby and the games I run. The paper zine, [For Whom The Die Rolls](#), is published monthly. [For Whom The Web Rocks](#) is for playing games via e-mail. This page is the jumping off point for the various parts of the site. You can choose one of the main topics on the left or get straight into more specific areas using the options on the right. Dive in and enjoy - there is plenty to explore.

Visit the [Heron Games store](#) to buy games and kits for 18xx games and an expanding range of other games

[For Whom The Web Rocks](#)

[The Postal Games Hobby](#)

[For Whom The Die Rolls](#)

[18xx Games](#)

[The Game of Sopwith](#)

[The Fiction of Don Thomasson](#)

[Griffin](#)

My first magazine, 1978-1980

[TringCon](#)

TringCon is a one-day board games convention. Now booking for TringCon XIX and XX in 2009/2010

[Links](#)

Other sites that may be of interest

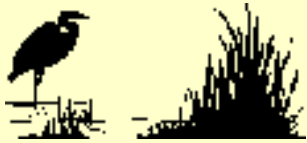
[Where in the World...](#)

A map that puts me in my place, which is about 30 miles north west of London, England



Click on the envelope to send me an e-mail

© Keith Thomasson August 31st 2009



18xx Games



You are in: [Home](#) > [18xx](#)

18xx Ludography

A list of published 18xx games, excluding some minor/private production runs.

The 18xx Rules Difference List **Version 3-331 - April 14th 2008**

More of an FAQ in some ways.

[Use this link to view the list as a single page](#)

18xx maps and tiles

There is also a [tile reference list](#) spreadsheet showing the tile types and quantities included in various games, and a [tiles database](#), where you can list tiles by number, colour, style and/or game.

1825 - Combining Units

Updated information from Tresham Games about combining one or more 1825 games.

18xx sales

Titles from the Tresham Games range and others can be purchased from me.

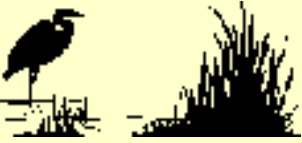
Chris Lawson's 18xx pages and John David Galt's mirror/update of the same.

My personal collection allows me to check the following games for the 18xx Rules Difference List. For other games I will have to rely on input from others.

- 1800 (version 3)
- 1824
- 1825 (all units and kits)
- 1826 (Lawson and Tamplin)
- 1829 (1974 and 1982 rulebooks)
- 1829 Mainline
- 1830
- 1830BC
- 1830Kaas
- 1830Lummerland
- 1830NL
- 1831
- 1832
- 1835
- 1837
- 1837SX
- 1838 Rheinland
- 1841
- 1841 v2 (Tamplin)
- 1842 (version 3.1)
- 1844
- 1846
- 1847
- 1848
- 1849 (version 4.16)
- 1850
- 1851
- 1851Moon
- 1853
- 1854 (Orgler and Tamplin)
- 1856
- 1860
- 1861
- 1862
- 1869 The Golden Spike
- 1870
- 1876
- 1889
- 1890
- 1895
- 1898
- 1899 (v1 and v2)
- 18AL
- 18C2C
- 18EC
- 18EZ
- 18EU
- 18FL
- 18GA
- 18GL
- 18GM The 18xx GameMaster
- 18HeXX
- 18Kids
- 18MEX
- 18MW (rules only)
- 18NE (draft)
- 18NL
- 18RhI Rhineland
- 18Scan
- 18TN
- 18US
- 18VA
- 18West
- 2038
- Steam Over Holland



© Keith Thomasson September 4th 2009



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Introduction



The 18xx Rules Difference List exists as a reference to the differences in the rules of 18xx railway games and associated games. It is useful to people who are already familiar with at least one such game, and are learning to play another. This is **version 3-332**. It was last modified on February 9th 2009. The list is maintained by Keith Thomasson. [Mail me](#) if you have any comments or concerns about the list.

Recent changes

February 9th 2009	Minor updates.
April 14th 2008	Minor updates.
January 31st 2008	1832, 1848, 18Rhl Rhineland, 18TN, 18US, 18West and Steam Over holland added.
November 4th 2007	1800 - RGS private company price change.
August 23rd 2007	Minor updates.
February 20th 2007	Minor updates.
January 9th 2007	2038 certificate limits updated
Janaury 1st 2007	1861 added.
April 11th 2006	1889 added, with thanks to Akiyoshi Nomura and the 1889 designer, Mr.Ikeda.
April 7th 2006	18FL added.
February 18th 2006	1850 added.
December 30th 2005	1829 Mainline added.
December 29th 2005	1824 added.
November 7th 2005	18Mex and 18Scan added.
November 6th 2005	1838 Rheinland, 18EC and 18NL added.
November 5th 2005	1837SX added.
September 24th 2005	1846 and 18GL added, 18VA checked for final release.

Navigating through the list

The list is divided up into sections, each containing a number of items. These are usually presented as questions such as **How much cash do players start with?** Each section has its own contents list, and each item has a page with the answers for the games covered by the list. A list of all the items in the list can be found on the [Contents](#) page.

On each page, the   links allow you to move to the previous or next page without having to go back to the contents list.

[Click here if you prefer to view the list as a single page.](#)

Rubric

In compiling this list, it has been necessary to decide what it is that is to be documented: what the rules say, or what their author intended them to say. As we have more access to the printed rules than to their authors' minds (which may anyway have changed since writing the rules), the former has been chosen. Where the author's current view is known, this is also provided.

Text in [square brackets] is the opinion of Nick Wedd, and may be disregarded (he said so). Text in {braces} is the opinion of Keith Thomasson, as may also be disregarded (quite rightly).

This document was originally created by Nick Sauer, and modified by Nick Wedd. It is now managed by Keith Thomasson. It includes contributions by David Allsopp, Werner Baer, Craig Bartell, Dave Berry, Elliott Bonnett, Michael Brünker, Arthur Bullock, Martin Butcher, John Davidson, Bill Dixon, Daniel W. Farrow IV, Jonathan Ferro, John David Galt, Mark Geary, Jeff Goldsmith, David Grabiner, Aaron Haag, David Hecht, Andy Holt, Mike Hutton, Peter Jacobi, Robert Jasiak, Hunter Johnson, Matthias Klose, Roger Krueger, Chris Lawson, Tony Leal, Noel Leaver, Ryan Moats, Frank Muzzolini, Akiyoshi Nomura, Dylan O'Donnell, Lonny Orgler, Bill Parker, Alex Rhomberg, Adam Romoth, Nick Sauer, Wayne Schmittberger, Ludwig Seitz, David Smith, Robert Stimets, Steve Thomas, Keith Thomasson, Erik Vos, Nick Wedd, Rick Westerman, Jeff Wilson, Paul Work, and Dafydd Wyn Evans.

These pages may be copied without restriction.

If you notice any errors or omissions, or have any suggestions or further information, please send them to Keith Thomasson at website@fwtwr.com.

Please do not send attachments with your messages - just plain text information.

There are some links to other 18xx sites from Nick Wedd's home page: <http://www.maproom.co.uk/nickhome.html>.

Nick Wedd's copy of the 18xx Rules Difference List (single document format) is available at http://www.fwtwr.com/18xx/rules_difference_list/index.htm

maproom.co.uk/18xxcomp.htm.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 9th 2009



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Games

The following games are covered by the rules difference list.

1800 Denver and Colorado

1824 Austria-Hungary

1825 Unit 1, South Eastern England, Unit 2, The Midlands and Unit 3, Scotland and Northumbria.

1826 France

1827Jr USA. Beta version.

1829 Southern England; Northern England/Scotland. (Two games with the same rules).

1829 Mainline England.

1830 Eastern USA.

1830BC Mesopotamia.

1830KAAS only listed where it differs from **1830**.

1830Lummerland Lummerland is an island from the novel for children 'Jim Knopf and Lukas the engine driver' by Michael Ende. Only listed where it differs from **1830**.

1830NL Netherlands. Only listed where it differs from **1830**.

1831 Eastern USA.

1832 The South (USA).

1835 Germany.

1837 Austria-Hungary.

1837SX Saxony.

1838 Rheinland.

1841 Northern Italy (originally issued as **1839**).

1842 Hamburg/Schleswig-Holstein.

1844 Switzerland.

1846 American Midwest.

1847 Pfalz area of Germany. Only listed where it differs from **1835**.

1848 Australia.

1849 Sicily (originally issued as **1850**). Releases 1, 3.0 and 4.16.

1850 The MidWest.

1851 Tennessee & Kentucky.

1853 India.

1854 Austrian Republic.

1856 Ontario.

1860 Isle of Wight.

1861 Russia.

1862 North America. Helmut Ohley's version.

1870 Mississippi Valley.

1876 Trinidad. Two miniatures, one using 1830 rules, one using 1835 rules. Only listed where it differs from either of those games.

1876v2 Trinidad. Unrelated to the above. Only listed where it differs from **1830**.

1889 Japan.

1895 Namibia.

1898 France.

1899 Northern China and Korea. Only listed where it differs from **1830**.

18AL Alabama. Only listed where it differs from **18GA**.

18C2C USA coast to coast.

18EC USA East Coast.

18EU Europe.

18FL Florida.

18GA Georgia.

18GL Great Lakes.

18Mex Mexico.

18MW The US Midwest.

18NL Netherlands.

18Rhi Rhineland.

18Scan Scandinavia.

18TN Tennessee.

18US USA

18VA Virginia.

18West Western USA.

2038 Asteroid Belt.

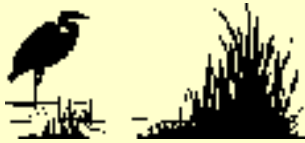
Crisis Abstract city underground (originally called **18DT**).

Steam Over Holland The Netherlands.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Glossary

block

A group or tranche of shares, sold simultaneously.

city

One of the blob-shaped, or multiple-blob-shaped, places on the map, where station-markers can be. Cf. 'village'.

clarification

Statement contradicting or obfuscating an earlier statement.

crow without a passport

moves as a crow flies, i.e. as straight as possible without regard to existing track, mountains, etc.; but not leaving the country, i.e. the set of hexes potentially available for track-laying.

destinate

To achieve one's destiny. See next.

destiny

An incentive assigned to a company, to encourage it to build in a specific direction, as in 1853, 1856, 1870 and 18AL.

double-heading

Operating a pair of trains of the same size as if they were a single longer train.

ledge

A feature of the stock market in 1870.

left

References to the 'next player to the left' assume that the game is being played clockwise.

NA

Abbreviation for 'Not Applicable'.

OBH

Abbreviation for 'Off-Board Hex'. These are areas near the edge of the board, usually red and rarely hexagonal, at which routes may start or finish.

OR

Abbreviation for 'Operating Round'.

rust

The process which causes small trains to disappear when certain larger ones are bought.

SR

Abbreviation for 'Share-dealing Round' or 'Stock Round'.

village

One of the blip-shaped places on the map, with no room for a station-marker. Cf. 'city'.

wounded

A 'wounded' train may operate once more, and then dies. It may not be transferred between companies.



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 1](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

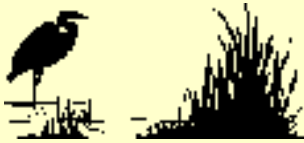
Section 1 - First Share Dealing Round

- [1.1 - Starting cash](#)
- [1.2 - Does the price of a private company drop by 5 for no sale in the first round?](#)
- [1.3 - Can you sell comany shares in the first round?](#)
- [1.4 - Can you make advance bids?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 1](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

1.1 - How much cash do players start with?

	2	3	4	5	6	7	8	9	10	Comments
1800	520									
1824		820	680	560	460					
1825	1200	830	630	504						Unit 1
	1200	800	600							Unit 2
	750									Unit 3
		840	630	504	420	360				Unit 1 and Unit 2
		840	630	504						Unit 2 and Unit 3
			630	504	420	360	315	280		Unit 1, Unit 2 and Unit 3
1826	900	600	450	360	300					
1827Jr		600	450	360						
1829		840	630	504	420	360	315	280		
1829 Mainline	535	700	615	530	450	370				
1830	1200	800	600	480	400					
1830BC		600	450	360	300					
1831		800	800	800	800	800	800	800	800	
1832	1050	700	525	420	350	300				
	1200	800	600	480	300	343				Additional capital is used when playing the The Southern Bank variant and private
1835		600	475	370	340	310				
1837		730	555	450	380	330				
1837SX			400	380	360	350				
1838 Rheinland		540	420	360						
1841		1120	840	672	560	480	420			
1842		600	460	370	320					

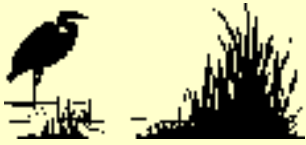
1844		800	620	510	440	400				
1846		400	400	400						
1847		470	350	300						
1848		840	630	510	430					
1849v1	840	560	420							
1849v3		600	450	360						5 players must use the 6-company scenario
1849v4		500	375	300						3 or 5 players must use the appropriate scenario
1850	1050	700	525	420	350					
1851		500	430	400						
1853		730	570	570	510					
1854		860	650	525	450					
1856		500	375	300	250					
1860	1000	670	500							
1861		420	315	252	210					
1862			600	500	440	400				
1870	1050	700	525	420	350					
1876		520	390	310	260	220				Both versions
1876v2		500	425	360	300					
1889	420	420	420	390	390					
1895		560								
1898		1680	1120	672	560					
18AL		600	500	400						
18C2C	3600	2400	1800	1440	1200	1029	900			Long game
	2400	1600	1200	960	800	686	600			Short game
18EC		800	600	480	400					
18EU	750	450	350	300	250					
18FL	300	300	300							
18GA		600	450	360						
18GL	1200	800	600	480	400					
18Mex		625	500	450						
18MW		650	550	450						
18NL		800	600	480	400					
18Rhl Rhineland		600	450	360	300					
18Scan	900	600	450							
18TN		600	450	360						
18US	200	200	200	200	200					

18VA	600	400	300	240			
18West	750	500	375	300	250		
2038		600	450	360	300		
Crisis	720	480	360	288	240	205	180 160
Steam Over Holland	600	400	300	240			

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 1](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

1.2 - Does the price of a private company drop by 5 for no sale in the first round?

1800, 1827Jr, 1829, 1830, 1830BC, 1832, 1844, 1849v4, 1850, 1854, 1856, 1862, 1870, 1895,

18EC, 18GA, 18Mex, 18Rhl Rhineland, 18TN Yes, first private only.

1824, 1835, 1837SX, 1838 Rhineland, 1848, 18Scan, 2038 No.

1825 No. One private per player dealt at random and sold compulsorily. With more than 4 players, the others get LNWR shares.

1826 No. First player must buy the first private if round passes out.

1829 Mainline Not applicable - initial share holdings are dealt, not sold.

1830NL Yes, but the second company, not the first which pays no dividend. [Seems daft to me.]

1831, 1841, 1849v1&3, 1853, 1898, 18EU, 18West, Crisis Not applicable.

1837 10 subtracted.

1842 Not stated.

1846 No. Players draw from a mixed deck of private companies and dummy cards, choosing which items to keep. The last drawn private company may be passed round the table, reducing in price by \$10 each time it is passed on, until it is either bought, or taken at no cost.

1851 No. One private per player is dealt at random and sold compulsorily.

1860 No. All auctions start at zero.

1861 Yes, for all private companies. Any private company price may drop to zero as a result of this.

1889 Yes, Takamatsu ER(A) only. Must buy if 0 Yen.

18C2C Yes, but after an operating round. May apply to the Great River Shipping Company and/or the Schuykill Valley Railroad.

18FL, 18US No. Privates are bought at face value, following a bidding process to determine the order in which players make their purchases. 18US has Concessions instead of Privates.

18GL No. If all players pass without buying the first private, the player with the priority must buy it for its face value.

18MW No. There are in effect seven simultaneous auctions for the privates.

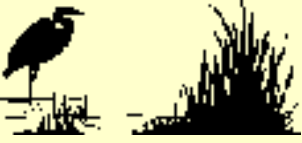
18NL Yes, for the first two privates only.

18VA No. A series of auction is undertaken. Any private that has not been bid on at the end of each auction is reduced in price by \$10.

Steam Over Holland No. A number of privates equal to the number of players are selected at random and auctioned in sequence. If nobody bids the private is removed from the game.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 1](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

1.3 - Can you sell company shares in the first round?

1824, 1826, 1837SX, 1841, 1849, 1851, 1898, 18FL, 18GL, 18VA, Steam Over Holland No: a company's shares may only be sold once it has operated.

1830BC, 1831, 1846, Crisis Yes.

1853 No; except for the shares you received with your initial bid, which may be sold for £5 less than you paid for them.

1860 Yes, for half the current market price.

18EU Not applicable.

18West Only for the UP.

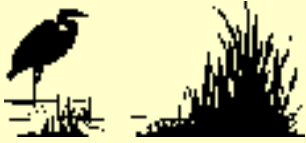
2038 Only its President may do so.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 1](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

1.4 - Can you make advance bids?

1800, 1827Jr, 1830, 1830BC, 1832, 1849v4, 1850, 1854, 1856, 1862, 1870, 1889, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18Rhl Rhineland, 18TN Yes, at 5 or more over par and over any other bid.

1824, 1825, 1829, 1835, 1837, 1837SX, 1838 Rheinland, 1844, 1842, 1848, 1851, 1860, 1861, 1895, 18EU, Steam Over Holland No.

1826, 18GL, 18VA Yes, at a multiple of 5 over par and over any other bid.

1829 Mainline, 1831, 1846, 1853, 18US, 18West, Crisis Not applicable.

1841, 1898 Initial sale is by tender.

1849v1&3 Yes, at 5 over any other bid, for the initial concessions.

18FL No. Privates are bought at face value, following a bidding process to determine the order in which players make their purchases.

18MW Yes, the first on a private must be at par, others must be at least 5 over any other bid.

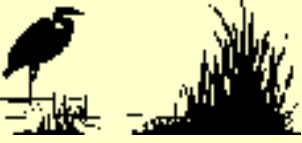
18Scan No, but bids are made in multiples of 5 for the right to make the next purchase.

2038 Yes, at or over par and 5 or more over any other bid.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

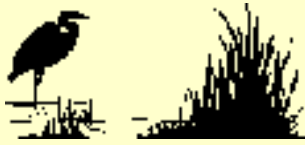
Section 2 - Subsequent Share Dealing Rounds

- [2.1 - Is there a specific order to buying and selling on your turn?](#)
- [2.2 - Are you limited to buying one certificate on your turn?](#)
- [2.3 - When can you first sell shares in a company?](#)
- [2.4 - Does the bank pool have a per-company share limit?](#)
- [2.5 - Player certificate limits](#)
- [2.6 - Player certificates limits for shares in one company](#)
- [2.7 - Does the stock price drop when stock is sold?](#)
- [2.8 - Does the stock price go up at the end of the share dealing round for a fully-held corporation?](#)
- [2.9 - Can you buy a certificate and immediately sell a certificate in the same company?](#)
- [2.10 - Can companies buy shares?](#)
- [2.11 - What ends a share dealing round?](#)
- [2.12 - Can a player sell private companies to another player?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.1 - Is there a specific order to buying and selling on your turn?

1800 No.

1824, 1826, 1827 Jr., 1831, 1841, 1842, 1844, 1846, 1849, 1851, 1854, 1860, 1861, 1862, 1895, 1898, 18EU, 18FL, 18GL, 18Rhl Rhineland, 18Scan, 18US, 18VA, 18West, 2038, Steam Over Holland Sell then buy.

1825, 1829, 1830BC, 1835, 1838 Rheinland, 1853, 18GA, 18MW No (*i.e.* sell-buy-sell).

1829 Mainline Shares can be sold at the beginning of a stock ROUND (not each turn). Shares may then be purchased from a number of sources.

1830 Sell then buy, *or* buy then sell. But the author's intention was to allow sell-buy-sell, and many people, also the computer version, allow this.

1832, 1837SX, 1850, 1856, 1870, 1889, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18TN Sell then buy, *or* buy then sell.

1837 Paul Work's translation of the German rules reads '*.. a player may buy one certificate and may sell as many shares as desired. Either or both actions may be carried out in any order.*' Interpretations of this differ. Stuart Dagger's translation reads '*.. They may buy or sell during their turn in whichever order they please.*'

1876v2 Sell then buy, *or* buy then sell but no "panic selling".

Crisis No (*i.e.* sell-buy-sell). Moreover, a company may not both buy and sell shares in the same company in the same round.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.2 - Are you limited to buying one certificate on your turn?

1827Jr, 1841, 1849, 1898 Yes; except that when launching a company you may buy up to 40% at once.

1829 Mainline No.

1830, 1832, 1850, 1870, 18C2C, 18MW Yes, unless in brown zone of market.

1831 Yes, with Government Intervention. Without GI, yes until 4 trains are bought, then 2 certificates until 7 trains, then 4 certificates.

Crisis Yes, unless the grey zone of market applies. This restriction does not apply to forced purchases. 'Fast floating' is an alternative.

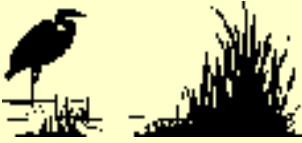
Steam Over Holland Yes, unless starting a company, when you must buy a number of shares equal to the current phase number as one purchase.

Rest Yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.3 - When can you first sell shares in a company?

1800, 1825, 1829, 1829 Mainline, 1830, 1830BC, 1831, 1832, 1848, 1850, 1856, 1862, 1870, 1889, 18C2C, 18EC, 18GA, 18Mex, 18MW, 18NL, 18TN, Crisis From the second stock round onwards.

1824, 1826, 1827 Jr., 1837, 1837SX, 1838 Rheinland, 1841, 1849, 1851, 1853, 1861, 1895, 1898, 18EU, 18FL, 18GL, 18Rhl Rhineland, 18Scan, 18US, 18VA, Steam Over Holland After it has operated.

1841, 1849 You may not voluntarily sell them until it has operated. You may be forced to sell them earlier in an emergency money-raising step.

1835 After it has operated; except that you may sell Prussian shares once they have floated.

1844 In the second SR. But if it has not yet operated, you receive the price it is at *after* moving down.

1846, 2038 For the President, as soon as you like. For other shareholders, after it has operated.

1854 As soon as the Director's certificate has been bought (but not in the first SR).

1856 As soon as you like; but you may not sell a **share** in the same share **turn** in which you bought it, though you may sell other identical ones. (The rules say '**certificate**', but author Bill Dixon explains that '**share**' is meant.)

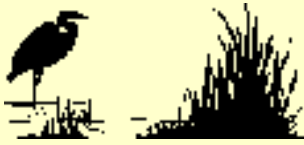
1860 As soon as you like, but shares in companies with no trains are sold at half the current market price.

18West After it has operated, but the UP is considered to have operated prior to the start of the game and may be sold in the first stock round.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.4 - Does the bank pool have a per-company share limit?

1800, 1825, 1829, 1829 Mainline, 1830BC, 1853, 1854, 1860 No.

1824 50%, but note that there is no separate bank pool. After shares are sold to the bank they are treated the same as new shares.

1826, 1827 Jr., 1830, 1832, 1837, 1844, 1842, 1848, 1850, 1851, 1856, 1861, 1870, 1889, 1895, 18C2C, 18EC, 18EU, 18FL, 18GA, 18Mex, 18MW, 18NL, 18Rhl Rhineland, 18TN, 2038, Steam Over Holland 50%.

1831 5 certificates.

1835, 1838 Rhineland 50% - but bear in mind that the rules indicate this is checked before selling shares, after which you may sell as many shares as you wish in one block. This can result in more than 50% of the shares in the pool.

1837SX 60%.

1841, 1849, 1898, 18Scan 50%. But more can get there as the result of an emergency money-raising step.

1846 50%, or more due to a bankruptcy. A President that owns just the President's certificate can sell 'half' of this to the bank, exchanging certificates with the incoming President.

1862 5 certificates (so 50% or 25%), or more due to a bankruptcy.

1876v2 5 certificates, or more by 'panic selling'.

18GL 50%, or more due to bankruptcy or the formation of CONRAIL.

18US No, but the President's certificate may never enter the bank pool.

18VA 50%, can be exceeded when companies convert to ten-share companies.

18West No, but the Presidents's certificate may never go back into the bank pool once purchased.

Crisis 50% for type I companies, 60% for type II companies. Applies to bank sales only.

[The bankruptcy rules for 1826, 1835, 1837 and 18EU (and probably 1842 and 1847, though it's less clear there) allow more than 50% of a company to end up in the pool if someone goes bankrupt. In 1835, 1837, 1842 and 1847 it is essentially impossible to go bankrupt without a deliberate effort.]

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 9th 2009



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.5 - What are the player certificate limits?

Comments key:

§§ - Shares in the yellow and other colored zones do not count towards the limit.

- Shares in the yellow and darker zones do not count towards this; shares in the cream zone count half (rounded down) towards the limit.

Players	2	3	4	5	6	7	8	9	10	Comments
1800	7									§§
1824		21	16	13	11					
1825										It depends which set your rules come from - shares worth less than 50 do not count towards the limit
1826	28	20	16	13	11					§§
1827Jr		14	11	9						
1829		18	18	17	14	12	10	9		Shares worth less than 30 do not count towards the limit When using the optional Furness Railway on the Northern Board, increase the share limit by one
1829 Mainline		24	18	15	12	10				When playing with nine companies
	28	19	14							When playing with seven companies
1830	28	20	16	13	11					§§
1830BC		30	30	30	30					Excludes privates, includes last-seller shares in bank pool
1830NL	29	21	17	15	13					§§
1831		20	20	18	18	16	16	14	14	
1832	28	20	16	13	11	9				At the start
	24	17	14	11	9	7				9 companies available/in play
	21	15	12	9	8	6				8 companies available/in play
	17	12	10	8	6	5				7 companies available/in play
	14	10	8	6	5	4				6 or fewer companies available/in play

1835		19	15	12	11	9				Add 1 for each company 80%+ held.
1837		28	21	17	14	12				
1837SX										Varies according to the number of players, the numbers of small corporations absorbed into the KStEB and the number of large corporations in play.
1838 Rheinland		14	11	9						Add 1 for each company 80%+ held.
1841		21	16	13	11	10	9			
1842		13	11	10	9					§§ Add 1 if you have 2+ shares each in 3+ different companies
1844		24	18	15	13	11				Only certificates in companies having more than one share count towards the limit
1846				11						7 companies available/in play
			12	10						6 companies available/in play
		14	10	8						5 companies available/in play
		11	8	6						4 or fewer companies available/in play
1847		11	9							
1848										In 3- or 4-player games, the limit for a director of a company that goes into receivership is reduced by an additional 2 certificates
										In 5- or 6-player games, the limit for a director of a company that goes into receivership is reduced by an additional 1 certificate
		20	17	14	12					No companies in receivership
		18	15	13	11					1 company in receivership
		16	13	12	10					2 companies in receivership
		14	11	10	9					3 companies in receivership
		12	10	9	8					4 companies in receivership
		10	9	8	7					5 or more companies in receivership
1849		18	12	9						First release
1849v3&4		12	9							5-company scenario
1849v3		14	11	9						6-company scenario
1849v4			11	9						6-company scenario
1850		24	17	14	11	9				At the start
		21	15	12	9	8				When fewer than 9 companies remain in the game
1851		15	12	10						
1853		21	16	13	11					Shares worth 40 or less do not count towards the limit
1854		(32 + 5 * (number of majors that have split)) / (number of players), rounded down								

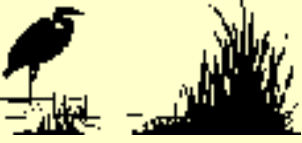
1856		20	16	13	11				§§ After sale of first 6 train, depends on the number of companies closed. 5% CGR shares count half
1860	32	21	16						After the sale of the first '8' train, players may hold any number of certificates
1861		21	16	13	11				
1862			22	18	15	13			Depends on the number of companies closed, and on the number of players remaining active
1870	28	20	16	13	11				At the start
	24	17	14	11	9				When fewer than 10 companies remain in the game
1876v2		13	10	8	7				##
1889	25	19	14	12	11				§§
1895		13							
1898		31	21	16	13	11			
1899		20	16	13	11				§§
18AL		15	12	10					
18C2C	96	64	48	38	32	27	24		§§ 32 companies in play
	93	62	47	37	31	27	23		§§ 31 companies in play
	90	60	45	36	30	26	23		§§ 30 companies in play
	87	58	44	35	29	25	22		§§ 29 companies in play
	84	56	42	34	28	24	21		§§ 28 companies in play
	81	54	41	32	27	23	20		§§ 27 companies in play
	78	52	39	31	26	22	20		§§ 26 companies in play
	75	50	38	30	25	21	19		§§ 25 companies in play
	72	48	36	29	24	21	18		§§ 24 companies in play
	69	46	35	28	23	20	17		§§ 23 companies in play
	66	44	33	26	22	19	17		§§ 22 companies in play
	63	42	32	25	21	18	16		§§ 21 companies in play
	60	40	30	24	20	17	15		§§ 20 companies in play
	57	38	29	23	19	16	14		§§ 19 companies in play
	54	36	27	22	18	15	14		§§ 18 companies in play
	51	34	26	20	17	15	13		§§ 17 companies in play
	48	32	24	19	16	14	12		§§ 16 companies in play
18EC		21	17	14	12				§§
18EU	28	20	16	13					
18FL	21	15	12						
18GA		15	12	10					
18GL	28	20	16	13	11				§§

18Mex	19	14	11				§§
18MW	20	16	13				
18NL	22	18	14	12			§§
18Rhl Rhineland	20	15	12	10			
18Scan	18	12	9				
18TN	16	12	10				
18US	19	13	10	8	7		
18VA	27	18	13	10			
18West	28	20	16	13	11		
2038	22	16	13	11			Full game
	17	13	10	9			Short game
Crisis	None						
Steam Over Holland	12	12	12	12			

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson May 13th 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.6 - What are the player certificate limits for shares in one company?

1800 70%.

1824 Normally 60%. This can be exceeded, up to 100%, due to exchanges with Mountain Railways or Coal Railways.

1825, 1829, 1829 Mainline, 1830BC, 1835, 1838 Rheinland, 1860, 1895, 18C2C, 18Rhl

Rhineland None.

1826, 1827 Jr., 1837SX, 1846, 1849, 1851, 1861, 18EC, 18FL, 18GA, 18GL, 18Mex, 18NL, 18Scan, 18TN, 18VA, 2038, Steam Over Holland 60%.

1830 5 certificates. Shares in the orange and brown zones do not count towards this. Note that if you play the Reading variant you may hold 70% of the Reading.

1831 None, unless Government intervention is in play, then 70%.

1832, 1850, 1870, 18MW 60%; may be exceeded by 'price protection'. Shares in orange and brown zones do not count towards this.

1837, 18EU 60%. This may be exceeded by minor company exchange but the excess must then be sold at the next opportunity.

1841, 1898 60%. This applies to the total number of shares under each player's control. It may be exceeded by transfers of control but the excess must then be sold at the next opportunity.

1842 60%. Shares in the marked zone of the stock market do not count towards this.

1844 None. But once the player has more than 50% of a company, he may not buy its shares from the initial offering.

1848 In a 3-player game, 70%. In a 4-, 5- or 6-player game, 60%.

1853 3 or 4 players, 60%; 5 players, 50%; 6 players, 40%. Shares worth 40 or less do not count towards this.

1854 5 certificates.

1856, 1889 60%. Shares in the brown zones do not count towards this.

1862 70% if there are 3 or 4 solvent players, and 60% if there are 5 or more solvent players. Thus if a company redeems half its shares one player may be able to own all that is left of it.

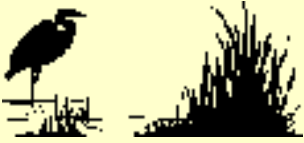
18US For 4-share and 5-share companies, up to 3 shares, for 10-share companies, up to 5 shares, for systems, all 10 shares.

18West 60%; may be exceeded by 'acquisition'.

Crisis 50% for type I companies, 60% for type II companies. Shares in the blue and grey zones do not count towards this.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.7 - Does the stock price drop when stock is sold?

1800, 1824, 1835, 1838 Rheinland, 1844, 1848, 1862, 1895, 18Rhl Rhineland, 2038 Yes, 1 row per block.

1825, 1829, 1829 Mainline, 1853 No.

1826, 1830, 1837SX, 1841, 1849, 1851, 1889, 1898, 18EC, 18EU, 18GA, 18GL, 18Mex, 18MW, 18NL, 18Scan, 18TN, 18VA, Crisis Yes, 1 row per share.

1827 Jr. Complex. See table in rule 3.3.2, or http://www.fwtwr.com/18xx/rules_difference_list/1827_junior.htm.

1830BC Yes, 1 place per share, maximum 3 per block (1 in red zone).

1831 No for preferred stock, complex for common stock.

1832, 1850, 1870 Yes, 1 row per share, but if this means it would end up one row below the ledge, then it stops above the ledge. Share prices do not change until *after* a player's stock turn and any ensuing 'price protection'.

1837 Yes, 1 row (down and to the left) per block.

1842 Yes, 1 row for a sale of 10% or 20%; 2 rows for a sale of 30% or more.

1846, 18US, 18West Yes, 1 column per block of shares sold, but only when sold by the company President.

1854 Yes, 1 row (down and to the left) per certificate.

1856 Yes, 1 row per complete 10% sold; e.g. selling 25% drops the price two rows. The CGR's price cannot change for any reason until it owns a permanent train.

1860 Yes, if the company has operated. The price moves down once for each share sold, zig-zagging between the top and bottom levels. However, when shares are worth less than 40 or more than 150, the first share sold has no effect on the share price, i.e. the price moves down one less space than normal. Once the 8+4 train is bought, sales do not reduce share prices.

1861 Yes, 1 row per block of shares sold, but only if they are sold by their company President.

18C2C Yes, 1 row per share; but if this would take it to just below ledge, then 1 less.

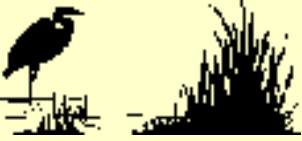
18FL Yes, 1 column to the left per block.

Steam Over Holland Yes, 1 row per share, but if sold by someone other than the president, can not drop below a ledge. If sold by a company during an OR, it drops 1 row less than the number of shares sold.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.8 - Does the stock price go up at the end of the share dealing round for a fully-held corporation?

1800, 1824, 1830, 1831, 1835, 1837SX, 1838 Rheinland, 1842, 1846, 1848, 1851, 1854, 1856, 1862, 1889, 1895, 18EC, 18EU, 18GA, 18GL, 18Mex, 18NL, 18Rhl Rhineland, 18Scan, 18TN, 18VA, 2038 Yes.

1825, 1829, 1829 Mainline, 1830BC, 1853, 1860, 18FL, 18US, 18West, Steam Over Holland No.
1826 Yes, for 10-share companies only.

1827 Jr. No. But see table in rule 3.3.2, or http://www.fwtwr.com/18xx/rules_difference_list/1827_junior.htm.

1832, 1850, 1861, 1870, 18MW Yes; and if already at top, goes diagonally down and right.

1837 Yes: up and (left if someone holds 50% or more, else right).

1841, 1849, 1898 Yes. And if stock in bank pool, goes down.

1844 Yes. And if stock in bank pool, goes to the left.

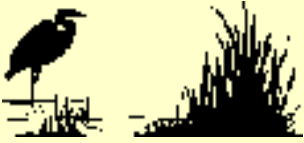
18C2C Yes; and if already at top, goes diagonally down and right. If in the \$500 space it is moved to the \$250 space on the top row and is worth double the market value at the end of the game.

Crisis Yes, when certain other conditions apply.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.9 - Can you buy a certificate and immediately sell a certificate in the same company?

Note that in games in which selling must precede buying, buy-then-sell must be impossible.

1800, 1829, 1830, 1830BC, 1832, 1837, 1837SX, 1850, 1870, 1889, 18C2C, 18EC, 18GA, 18Mex, 18MW, 18NL, 18TN Yes.

1824, 1826, 1827 Jr., 1829 Mainline, 1831, 1841, 1842, 1844, 1846, 1848, 1849, 1851, 1854, 1860, 1861, 1862, 1895, 1898, 18EU, 18FL, 18GL, 18Rhl Rhineland, 18Scan, 18US, 18VA, 18West, 2038, Steam Over Holland No. All selling precedes all buying.

1825, 1835, 1838 Rheinland, 1853 No.

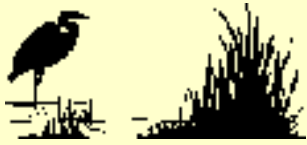
1856 Yes, but you can't sell the particular share that you just bought. (The rules say that you can't sell the particular certificate that you just bought, but designer Bill Dixon has stated that they don't mean it.)

Crisis Players may, companies may not.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.10 - Can companies buy shares?

1800, 18GL Their own, in ORs. They can also sell, but cannot buy and sell in the same turn.

1824, 1825, 1827 Jr., 1829, 1829 Mainline, 1835, 1837, 1853, 1854, 1860, 1895, 18EC, 18FL, 18NL, 18RhI Rhineland, 18Scan, 18VA No.

1826, 18EU Their own, in ORs.

1830, 1830BC, 1838 Rheinland, 1844, 1848, 1856, 1889, 18GA, 18Mex Privates, in ORs, once a 3 train has been sold.

1831 Yes, in SR, limit of 25% of own common stock. May buy up to limit immediately after any share is sold into bank pool.

1832 Their own, by 'redemption', in SRs. Also privates, in ORs, once a 3 train has been sold. The West Virginia Coal Fields can be bought in phase two for half to full face value. The London Investment Company, the Central Rail Road and Canal Company and the Southern Bank (if in play) may not be bought by companies.

1837SX Yes, one of their own from the bank pool, which is then placed in the initial offering. They may alternatively sell one of their own shares from the initial offering to the bank pool.

1841 Yes, up to five certificates, but not their own; in ORs.

1842 Only in the HAV.

1846 Their own; in ORs. Privates, in ORs, in Phases I and II.

1849 Their own; in ORs.

1850 Their own, by 'redemption', in SRs. Also privates, in ORs, once a 3 train has been sold. The Mississippi River Bridge Company and the Mesabi Mining Company can be bought in phase two for half to full face value.

1851 Their own, in ORs. But they may not own more than 50% of themselves.

1861 Privates, in ORs, once a 3 train has been sold, and their own from the bank pool, by 'redemption', in ORs.

1862 Their own, by 'redemption', in ORs.

1870 Their own, by 'redemption', in SRs. Also privates, in ORs, once a 3 train has been sold. The Mississippi River Bridge Company can be bought by the MP or the SSW in phase one for half to full face value.

1898 Yes, up to five certificates, but not their own; in ORs; or they may buy back per turn one of their own from the bank pool to their initial offering.

18C2C Their own, by 'redemption', in SRs. Also privates, in ORs, once a 3 train has been sold.

18MW Their own, in SRs.

18TN Privates, in ORs, once a 3 train has been sold. May also buy one private at face value in the first OR of the game.

18US Western Concessions once the Western Railroad Convention has taken place, except for the Denver and Rio Grande and the Pacific Railway Act.

18West Yes, Granger Road companies in a Merger and Acquisition round.

2038 Privates, in ORs, once phase II has started.

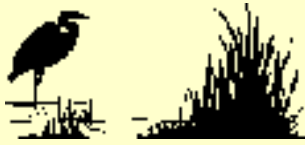
Crisis Yes, but not their own.

Steam Over Holland Yes, their own from the bank pool during ORs. Also privates, in ORs, once a 3 train has been sold.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.11 - What ends a share dealing round?

1800, 1824, 1826, 1830, 1831, 1832, 1835, 1837SX, 1838 Rheinland, 1841, 1846, 1848, 1849, 1850, 1851, 1854, 1856, 1860, 1861, 1862, 1870, 1889, 1895, 1898, 18C2C, 18EC, 18EU, 18FL, 18GA, 18GL, 18Mex, 18MW, 18NL, 18Rhl Rhineland, 18Scan, 18TN, 18US, 18VA, 18West, 2038, Steam Over Holland Each player consecutively not making a purchase or a sale. The priority then goes to the player after the one who last made a purchase or a sale.

1825, 1829, 1853 Each player consecutively not making a purchase. The priority then goes to the player after the one who last made a purchase. In 1853 he may sell the elephant that confers priority to another player.

1825, 1829, 1853 Each player consecutively not making a purchase. The priority then goes to the player after the one who last made a purchase. In 1853 he may sell the elephant that confers priority to another player.

1827 Jr., 1842 *Unknown. Your input is welcome.*

1829 Mainline Each player consecutively not making a purchase. The round ends immediately if all share certificates are sold.

1830BC Each player consecutively not making a purchase or a sale. The priority then goes to the player who has bid highest for it, or remains with the same player if no bids.

1835 Round ends as in 1830, priority assigned as in 1829.

1837 Round ends as in 1830, priority assigned as in 1829. The designer's intention was as in 1830.

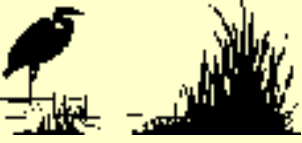
1844 Each player consecutively not making a purchase. The priority, and subsequent places, are then assigned according to cash held.

Crisis Not applicable.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 2](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

2.12 - Can a player sell private companies to another player?

This is covered under [section 10.1](#), which is essentially the same question put a different way.

For other questions about private companies, see [section 10](#).

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson September 24th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 3](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

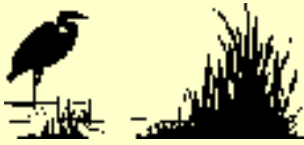
Section 3 - Company Flotation

- [3.1 - Do you lay the base station token immediately upon floating?](#)
- [3.2 - How many shares must be sold for a company to float?](#)
- [3.3 - Does a company get full capitalisation upon floating?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 3](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

3.1 - Do you lay the base station token immediately upon floating?

This item has more than a few similarities to item 6.4 ([When is a company's first station marker laid](#)). A review may lead to the consolidation of the answers..

1800, 1824, 1827 Jr., 1829, 1830, 1831, 1832, 1837SX, 1844, 1848, 1850, 1854, 1856, 1862, 1870, 1889, 1895, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18Rhi Rhineland, 18TN, Crisis, Steam Over Holland No.

1825, 1826, 1829 Mainline, 1835, 1837, 1838 Rheinland, 1841, 1842, 1846, 1849, 1851, 1853, 1860, 1861, 1898, 18EU, 18GL, 18MW, 18Scan, 18VA Yes.

1830BC Not applicable.

18FL, 18US, 18West All base station tokens start the game on the map.

2038 Yes (relevant only for the Asteroid League).

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 3](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

3.2 - How many shares must be sold for a company to float?

1800, 1824, 1826, 1835, 1837, 1838 Rheinland, 1842, 1844, 1851, 1854, 1860, 1889, 18EU, 18GL, 18Mex, 18Rhi Rhineland 50%.

1825, 1827 Jr., 1829, 1830, 1832, 1837SX, 1848, 1850, 1862, 1895, 18C2C, 18EC, 18GA, 18MW, 18NL 60%.

1829 Mainline The Director's certificate, or three ordinary certificates.

1831 50% (all preferred stock).

1830BC 6 (variable percentage).

1841, 1898 20% (40% of a minor).

1846, 1849, 1861 20%.

1853 3 or 4 players, 60%; 5 players, 50%; 6 players, 40%.

1856 Depends on the size of the train currently for sale.

1870 60%; but 20% for Frisco.

18FL 60% for five-share companies, 50% for ten-share companies.

18Scan Depends on the current phase number.

18TN 60%, but only 20% for the L&N.

18US For an Eastern (4-share) company, the President's certificate. For a Land Grant (5-share) company, the President's certificate and one other certificate.

18VA 20% for ten-share companies, 40% for five-share companies (one certificate in each case).

18West The President's certificate.

2038 50%; but 20% for growth companies.

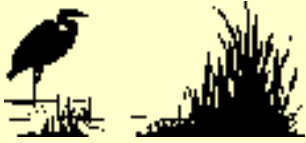
Crisis 50% for type I companies, 60% for type II companies.

Steam Over Holland A number of shares equal to the current phase number, which have to be bought as one purchase.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 3](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

3.3 - Does a company get full capitalisation upon floating?

1800, 1829 Mainline, 1830BC, 1835, 1837SX, 1838 Rheinland, 1841, 1849, 1851, 1861, 1895, 1898, 18GL, Crisis, Steam Over Holland Only for shares sold.

1824, 1827 Jr., 1829, 1830, 1832, 1837, 1842, 1848, 1850, 1853, 1860, 1862, 1870, 1889, 18C2C, 18EC, 18GA, 18Mex, 18MW, 18NL, 18TN Yes.

1825 Nine-certificate companies do, four-certificate companies don't.

1826 Only for shares sold until phase 10H, then fully capitalised when floated.

1831 Only for shares sold. (Par increases upon floating.)

1837 You get full capitalisation for the shares that have been and will be sold, but not for the coal and minor companies that will fold in.

1844 Regional companies get full capitalisation on floating. Other companies get 50% on floating, the rest when they reach their destination. Companies that float after the sale of a 6/6H train are fully capitalised.

1846 Only as shares are issued from the company treasury to the stock market (bank pool).

1854 100% capitalisation on floating, more on splitting.

1856 Depends on the size of train currently for sale; and on reaching destination.

18EU, 18Rhl Rheinland Only for shares sold until phase 5, then fully capitalised when floated.

18FL A five-share company gets five times its starting value, while a ten-share company gets ten times its starting value.

18Scan Only for shares sold in phases 2 to 4, full capitalisation from phase 5 on.

18US Yes, when initially floated. 4-share and 5-share companies gain additional capital later on.

18VA No, it gets its share by share until the sixth share of a ten-share company is sold, when it gets all the rest.

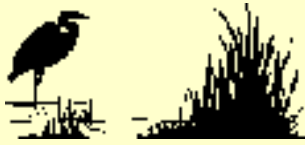
18West Granger Road companies are fully capitalised. Land Grant and public companies started prior to phase 6 are funded as shares are sold, and fully capitalised once phase 6 has begun.

2038 Yes, except for growth companies, which get capitalised for shares *sold*, *i.e.* excluding the President's double; and for the Asteroid League, which gets capitalisation for the President's double share, and for other shares as sold, but not for independents traded in.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 3](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

3.4 - How is a share company's initial (par) price determined?

1825 Major companies have fixed par prices. For minor companies the price is set by the player who purchases the President's certificate, using any value on the stock market no lower than one tenth the price of the company's built-in train.

1829, 1829 Mainline, 1835, 1842, 1853 Companies have fixed par prices.

1826, 1846, 1849, 1851, 1895, 1898, 18EU, 18GL, 18VA There are no par prices. The initial price is set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices. All further share dealing is done at the current market price.

1827 Jr, 1831, 2038, Crisis Unknown.

1830BC Not applicable.

1837 The three National Railways have fixed par prices. For the seven major companies the initial price is set by the player who purchases the Director's certificate, choosing a value selected from a range of predefined prices.

1841 There are no par prices. The initial price is set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices. All further share dealing is done at the current market price. The exception to this is companies created by a merger or promotion (or the Ferdinandea Succession). These have their initial price calculated from the prices of the predecessor companies.

1848 The CAR always has an initial price of 100. for all other companies the price is set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices.

1856 For most companies, the price is set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices. For the CGR, the price is calculated from the prices of the companies that form the CGR.

2038 The par values of "growth corporations" (minor companies that have been promoted to major companies) and the TSI and Asteroid League are fixed. For "growth companies" the par value is 67 but the starting market value is only 10. Those of other "public companies" are set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices.

Rest The price is set by the player who purchases the President's certificate, choosing a value selected from a range of predefined prices.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 4](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

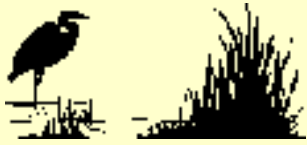
Section 4 - Operations

- [4.1 - In what order to companies operate?](#)
- [4.2 - If you sell shares so that their tokens end up in one stack, what order are they stacked in?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson March 28th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 4](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

4.1 - In what order do companies operate?

1824 Mountain Railways, Coal Railways, pre-Staatsbahnen, then major companies in dynamic share price order (See 'Rest' for details of this).

1825 Set order of initial value; ties broken by flotation order.

1829, 1829 Mainline, 1853 Set order.

1830 As for 'rest' below. However, note the special case of the three value '67' spaces one above the other in the same column. The rules resolve issues where more than one company is on the same priced space by giving preference to companies further to the right, which does not resolve this situation. It seems to be generally agreed that companies further up the chart run first.

1830BC Order of fewest shares in player hands; ties broken in set order.

1846 Current 'dynamic' share price. By 'dynamic', this means that each time a company finishes operating, you look at the current stock price chart to see who is next. The highest value company that has not operated operates next. If two companies occupy the same space, the company with a token on top operates next. If two companies have the same value but are in different spaces, the company with a token furthest to the right operates next. For the first operating round only, this is reversed, with the companies operating from lowest to highest price.

1850 The rules simply state (4.1.2) that companies 'operate in share price order'. I have confirmed with John Tamplin that this works as current 'dynamic' share price, as stated under 'rest' below.

1861 Private companies, the Minor companies in descending order of share price, then Public companies in descending order of share price, then the Russian State Railway. If two companies occupy the same space, the company with a token on top operates next. If two companies have the same value but are in different spaces, the company with a token furthest to the right operates next.

1862 Current static price, *i.e.* in order of stock price as at the start of the operating round.

18FL, 18US, 18West The highest value company that has not operated operates next. If more than one company occupies the same space, the company with a token on top operates first.

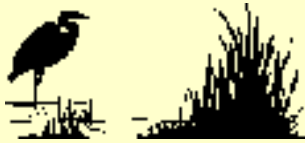
Steam Over Holland In descending price order, with ties being resolved from left to right.

Rest Current 'dynamic' share price. By 'dynamic', this means that each time a company finishes operating, you look at the current stock price chart to see who is next. The highest value company that has not operated operates next. If two companies occupy the same space, the company with a token on top operates next. If two companies have the same value but are in different spaces, the company with a token furthest to the right operates next.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 4](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

4.2 - If you sell shares so that their tokens end up in one stack, what order are they stacked in?

1800, 1830, 1832, 1835, 1838 Rheinland, 1846, 1848, 1856, 1862, 1870, 1889, 1895, 18C2C, 18MW Unspecified.

1824, 1837SX, 1850, 1860, 1861, 18EC, 18FL, 18GL, 18Mex, 18NL, 18Rhl Rhineland, 18Scan, 18TN, 18US, 18VA, 18West, 2038 New arrivals are placed below existing tokens.

1825, 1829, 1829 Mainline, 1830BC, 1853 Not applicable.

1841 Unspecified in the original rules. A clarification means that the final order is the reverse of the original operating order.

Steam Over Holland Unspecified for stock sales; to the right of existing tokens for adjustments due to payment or otherwise of company dividends.

Rest Unknown, but will be grateful for information.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 5](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 5 - Tile Lays

- [5.1 - Where can you make an initial tile lay?](#)
- [5.2 - Can you lay two tiles in a turn?](#)
- [5.3 - Must a tile replacement extend existing track?](#)
- [5.4 - Do villages upgrade?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 5](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

5.1 - Where can you make an initial tile lay?

i.e. what are the conditions for laying a tile (not necessarily a yellow one) onto a previously untiled hex? (References are included.)

1800, 1824, 1829 Mainline, 1838 Rheinland, 1844, 1850, 1851, 1853, 1854, 1860, 1861, 1862, 1895, 18C2C, 18GA, 18MW As for 1830.

1825 As for 1830; but a hex reserved for another company may not be laid on. (rule 4.2.8)

1825 with survey parties As for 1829. (rule 6.6)

1826 As for 1830; but a hex reserved for another company may not be laid on except with the permission of that other company. (page 15)

1827 Jr. As for 1830. (rule 4.1.1)

1829 Only on the hex just vacated by the upgrading company's Survey Party, and then only if it is not occupied by a rival survey party. (rule 42.2)

[Some players ignore the survey parties in 1829, and play it by the same rule as for 1830.]

1830 After being laid, the tile must be reachable from one of the laying company's station markers by an arbitrarily large train. (rule 18.0)

1830BC New canals can be extended from any existing waterway.

1831 As for 1830 except that if it is a station tile, company must build a station.

1832 As for 1830. (rule 6)

1835 As for 1830. (rule 3.1.4)

1837 As for 1830. (rule V.3)

1837SX As for 1830. (rule 4.2.1)

1841, 1898 As for 1830. (rules 4.1.1, 4.1.2)

1842 As for 1830, but not in Hamburg or Harburg. (rules 6.2, 1)

1846 As for 1830. (page 6)

1847 As for 1830; but initial tiles may not be laid on other companies' home bases until the green phase. (rule 6)

1848 As for 1830. (page 12)

1849 As for 1830. (rule 4.1)

1856 As for 1830. (pages 15, 16)

1870 As for 1830. (pages 19, 20)

1889 As for 1830.

18EC As for 1830. (rule 7)

18EU As for 1830; but a hex reserved for another company may not be laid on except with the permission of that other company. (page 12)

18FL As for 1830. (rule 7.2.1)

18GL As for 1830. (page 9)

18Mex As for 1830. (rule 4.4.1(i))

18NL As for 1830. (rule 7)

18Rhl Rhineland As for 1830. (rule 7.1)

18Scan As for 1830. (rule 7.1.1)

18TN As for 1830. (rule 4.2.1)

18US As for 1830. (rule 6.2.1)

18VA As for 1830. (page 8)

18West As for 1830. (rule 8.1.1) Granger Road companies may only lay or upgrade tiles in the Eastern Settled Zone.

2038 On hexes you 'explore' by moving a spaceship there and spending an extra movement point. (rule 7.11)

Crisis On an empty square.

Steam Over Holland As for 1830. (page 7)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 5](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

5.2 - Can you lay two tiles in a turn?

1800, 1824, 1829, 1837, 1844, 1849, 1854, 18NL, 18Scan, 18VA No.

1825 Yes, if neither is an upgrade and they are not adjacent.

1826 Yes, if neither is a upgrade and it is the company's first turn.

1827 Jr. For mid-west companies if both tiles are west of starting hex.

1829 Mainline You may lay any number of yellow tiles as long as the track laid is continuous. This continuous route can be traced through pre-printed track in a brown board hex. Track laying must finish if a connection is made to an existing large station. It must also finish if a tile of types 3, 6, 7 or 115 is laid. If the Midland, NER or NBR need to lay a tile on their home hex when they first operate, this lay is in addition to any other tile laying activities for that round.

1830, 1856, 1889, 18EC, 18GA, 18Rh Rhineland Only by using the special property of a private.

1830BC Yes, and more, depending on quality of digging team.

1831 Yes. Four-fold by a company, seven-fold by a system.

1832 Yes, if both are yellow. Systems may lay three yellow tiles or lay one yellow tile and upgrade another.

1835, 1838 Rheinland Only by major companies before first 3 train sold.

1837SX Yes, if there are sufficient building points and the build does not include the initial lay of a viaduct tile.

1841 Majors may do one tile lay or upgrade from each station-marker until a 3 train, then one from each up to a limit of 2 until a 5 train. But never more than one tile change on same hex.

1842 Yes, but only on a share company's first OR, and not both of the same hex.

1846 Yes, each round a company may lay two yellow tiles or lay one yellow tile and upgrade one tile.

1848, 1851, 1862 Yes, once a 3 train has been sold. Two yellow tiles only.

1850 Yes, if both are yellow and it is the company's first turn.

1853 First four companies only. Each lay must be connected to a different station marker and the connecting routes must not use the same piece of track at any point.

1860 Yes, if both are yellow and neither contains a large station.

1861 Yes, on payment of a fee a second perform a second tile operation, but only one of the two tile operations may be an upgrade. You may not lay a tile and upgrade it in the same turn.

1870 Yes, if both are yellow. Purchase of the MRBC by the MP or SSW can allow a third tile to be laid.

18FL, 18MW Yes, if both are yellow.

1895 Yes, once an 8H train has been sold. Two yellow tiles only.

1898 Majors may do one tile lay or upgrade from each station marker until a 3 train, then one from each up to a limit of 2 until end of turn. But never more than one tile change on same hex. Minors may do one tile lay or upgrade until a 4 train, then one from each station marker until end of game.

18C2C Yes. Tiles are laid on a points basis. It is possible to lay up to four yellow tiles in one turn.

18EU Yes, for a minor company in its first OR.

18GL Yes, for any company other than CONRAIL in its first OR.

18Mex Yes, for major companies only.

18TN Yes, if both are yellow. Ownership of private companies can allow additional tiles to be laid.

18US Yes, for Systems. Land Grant companies can lay up to three yellow tiles or lay two yellow tiles and upgrade one yellow tile to green if it can pay any required costs from its treasury.

18West Yes, for public companies. Land Grant companies can lay or upgrade up to three tiles.

2038 Yes, multiple exploration allowed.

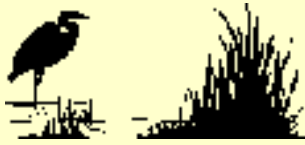
Crisis No, except that a green tile must be laid alongside a yellow one if available.

Steam Over Holland Yes, each round a company may lay two yellow tiles or lay one yellow tile and upgrade one tile, which can be the tile just laid.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 5](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

5.3 - Must a tile replacement extend existing track?

This is a much-argued point, so references are included. A general principle of all 18xx games is that an upgrade may never destroy existing track. This is to be assumed in everything written below.

There are three common forms of the rule on this:

permissive

Some of the track on the newly-laid tile must be reachable from one of the laying company's station markers by an arbitrarily large train.

restrictive

Some of the newly-created track must be reachable from one of the laying company's station markers by an arbitrarily large train.

semi-restrictive

*Some of the newly-created track must be reachable from one of the laying company's station markers by an arbitrarily large train **or** the value of a city which can be reached by that train changes.*

1800 Semi-restrictive.

1824 Permissive.

1825 Restrictive. In addition, a city may only be upgraded if reachable from one of the laying company's station-markers by 'one of the Company's existing Trains' which presumably excludes double-heading (rule 4.3.2).

1825 with survey parties As for 1825 without them (rule 6.6).

1826 Semi-restrictive.

1827 Jr. Permissive (personal communication to Nick Wedd from Vellani).

1829 The upgrading company must have moved a Survey Party, and the upgraded hex must be free of Survey Parties (rule 43).

1829 Mainline Restrictive. In addition, a city may only be upgraded if reachable from one of the laying company's station-markers by one of the company's existing trains.

1830 Rule 18.1 says permissive. However it is possible to read the restrictions of rule 18.0 as applying to rule 18.1, making the result restrictive. A clarification from Avalon Hill says that the 1830 rule is semi-restrictive. Their own computer version is permissive.

1830BC, 2038 Not applicable.

1831 Permissive (rule 5.2.6.5).

1832 Semi-restrictive.

1835 Restrictive (German rule VII.1). But the author's intention was permissive, and another German ruleset exists. An English translation says permissive (rules 3.1.12-3.1.20).

1837 According to the printed rules, restrictive (rule VI.1). This means that certain tiles can never be laid, and is a mistake. The designer Leonhard Orgler has stated (personal communication to Steve Thomas) that it should be semi-restrictive.

1837SX Semi-restrictive, but there is no requirement for a city value to change.

1838 Rheinland Semi-restrictive.

1841 The original rules were restrictive (rules 4.1.1, 4.1.2). As for 1837, a subsequent clarification from the author states that it should be semi-restrictive.

1842 Restrictive (rule 6.2.3). (Note also rule 6.2.2 restricting upgrades to both coastal and inland cities.)

1844 Permissive (rule XV, bullet-point 7).

1846 Semi-restrictive.

1848 Permissive.

1849v1&3 Restrictive (rule 4.1).

1849v4 Semi-restrictive (rule 4.1).

1850 Semi-restrictive, except that the value of a town or city need not change.

1853 Permissive; but upgrades only allowed on the company's 'patch'.

1851, 1856 Semi-restrictive (page 16).

1854 Semi-restrictive (rule 5.4).

1860 Semi-restrictive.

1861 Restrictive for track tiles, for city upgrades, some track (old or new) must be part of a route for the company.

1862 Permissive.

1870 Semi-restrictive (page 20).

1876v2 Permissive ('.. use the 1830 rulebook').

1889 Permissive.

1895 Permissive.

1898 Permissive (final sentence of section 'Lay or Upgrade Track').

18C2C Semi-restrictive (last but one paragraph of section 4.7.1).

18EC Semi-restrictive.

18EU Permissive.

18FL Semi-restrictive.

18GA A clarification dated 25th June 1998 said restrictive; a later one said semi-restrictive. John David Galt confirmed (28th January 2003) '18AL/GA are actually semi-restrictive'.

18GL Semi-restrictive.

18Mex Semi-restrictive, but there is no requirement for a city value to change.

18MW Permissive.

18NL Permissive.

18Rhi Rhineland Semi-restrictive.

18Scan Semi-restrictive.

18TN Semi-restrictive.

18US Semi-restrictive.

18VA Semi-restrictive.

18West Semi-restrictive.

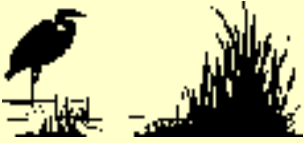
Crisis Permissive.

Steam Over Holland Permissive.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 12th 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 5](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

5.4 - Do villages upgrade?

1800, 1826, 1835, 1838 Rheinland, 1842, 1844, 1861, 18FL, 18GA, 18Mex, 18NL, 18West, Steam Over Holland Yes, they stay as villages but acquire more connections.

1824 Single villages upgrade, staying as villages but acquiring more connections. Double villages do not upgrade.

1825, 1829 Yes, to cities.

1827 Jr., 1830, 1848, 1889, 18EC No.

1829 Mainline Single villages do, either to villages with more connections or to cities. Double villages do not.

1830BC, 1831, 1837SX, 1846, 1851, 18C2C, 18US, 2038, Crisis Not applicable.

1832, 1850, 1870, 18GL Single villages do, acquiring more connections and eventually scoring more. Double villages do not.

1837 Yes, single villages acquire bypasses, double villages coalesce.

1841 Single villages do, acquiring more connections; double villages don't.

1849, 1895, 18EU, 18Rhl Rhineland, 18TN Yes. They stay as villages, acquiring more connections, and eventually score more.

1853 Single villages do, sometimes becoming cities; double villages don't.

1854 Double villages do. And from the brown phase, 'large villages' can be turned into cities by a yellow-to-yellow upgrade.

1856 Yes. Once a 6-train is sold, all villages (except the 'bow-and-arrow' double) upgrade to cities, and single villages also downgrade to plain track.

1860, 18Scan Yes, they stay as villages but acquire more connections and/or higher revenue.

1862 Yes, acquiring more connections and scoring more.

1898 Villages may be upgraded to cities (green, brown, grey); single villages may be downgraded (green-brown, grey).

18MW Yes. Once an 8 train is sold, all villages upgrade to yellow cities, and downgrade to yellow plain track.

18US Villages arrive due to upgrades to plain yellow track tiles. They then stay as villages, acquiring more connections and scoring more.

18VA Coal mines upgrade, acquiring more track, but do not increase in value.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 6](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

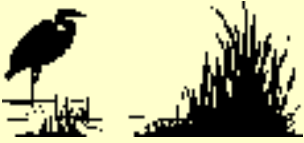
Section 6 - Station Markers

- [6.1 - Cost of station markers](#)
- [6.2 - Can you lay more than one station marker per turn?](#)
- [6.3 - Where can you lay a station marker?](#)
- [6.4 - When is a company's first station marker laid?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 6](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

6.1 - Cost of station markers

1826, 18FL, 18US 0, then 20*hex distance measured along route from nearest existing marker.

1827 Jr. 0, then whichever is greater of (20*rail distance to nearest existing station marker) or (value of city).

1830BC Waterworks cost 30/80/100/150/200 depending on phase.

1831 40 for passenger station, 70 for freight yard until 5 train sold, then 70/110 until 9 train sold, then 110/210.

1835 0, then 20*hex distance from the original marker. Distance is measured by 'a crow without a passport'.

1837, 1861 0, then 20*hex distance, then 40*hex distance. Distance measured by 'a crow without a passport'.

1837SX, 18Rhl Rhineland 0, 60, 80 or 100 as indicated on the company charter. The cost varies between companies.

1838 Rheinland Double the town's value plus 20.

1841, 1898 All 0. They were paid for at flotation time: 50 each for historic, 25/50/100/200 depending on remoteness for non-historic.

1842 0, 3 * revenue of hex on which they are placed.

1846 0, then 80.

1848 0 for the home base, then 40, then 100 for any other tokens for most companies; Commonwealth Railways has two free home bases and three further tokens that cost 100 each.

1849v1&3 All 0. They were paid for at flotation time: first round start-ups pay 0, others pay 100 (total), for 3 tokens.

1849v4 All 0. They were paid for at flotation time, according to the table in rule 3.3.

1851 0; they were paid for (\$100 for 4) at flotation time.

1853 0 (for both home hexes, in some companies), 40, 100.

1854 0 for home hex, then 50, 100, 150.

1862 0, 40, 100; but 0, 60, 150 across the Canadian border.

1889 0, 40, 40.

1895, 18West 0, then 100.

18EU All 0. 100 was paid for them at flotation time.

18GL 0 (except for CONRAIL), then 20*rail distance to nearest existing station marker.

18Mex 0, 40, 60, 80.

18MW 0, then 40+10*crow distance from the original marker.

2038 Complex, but written on each company's card.

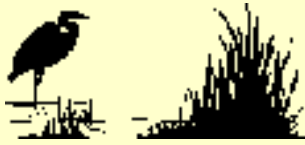
Crisis 0, then 100 then 200.

Rest 0 for home base(s), 40, 100.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 6](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

6.2 - Can you lay more than one station marker per turn?

This does not include the token in the company's starting hex: you may usually lay one in addition to this.

1800, 1824, 1825, 1826, 1829, 1829 Mainline, 1830, 1832, 1837, 1837SX, 1846, 1848, 1850, 1851, 1854, 1856, 1860, 1861, 1862, 1870, 1889, 1895, 18C2C, 18EC, 18EU, 18FL, 18GA, 18GL, 18Mex, 18NL, 18RhI Rhineland, 18Scan, 18TN, 18VA, 18West, Steam Over Holland No. 1827 Jr., 1841, 1849v1&3, 1898 No; except by the 'token acquiring' process.

1830BC, 1853 Yes.

1831 Yes, 3 by company, 6 by system.

1835, 1844, 18MW, 2038 No, except by using the special powers of particular privates.

1838 Rheinland No - and in the first round of operations, the home station is the only token that can be laid.

1842 No; except by acquisition of a private company.

1849v4 No; except by the 'token acquiring' process from phase 6 on if playing the Advanced Game.

18US No, except for a Land Grant company that may be required to place two tokens if it creates a Junction Town and then connects to a qualifying city, which requires conversion to a 10-share company, which in turn requires it to place its doubling token.

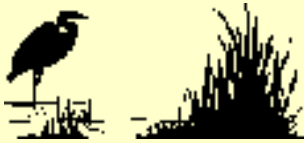
2038 You cannot lay two bases or refuels except by using the special powers of privates; you can lay two claims (at a higher cost) and the Asteroid League can lay three.

Crisis You are restricted to one normal placement and one 'speculation' placement on every turn, even the first.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 6](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

6.3 - Where can you lay a station marker?

1829 It is laid by moving a survey party in the normal way to a city, and then changing its role.

1830BC Waterworks may be built on any land other than that owned by player-owned privates; permission of the owner is required if land in player hands.

1831 The newly-laid station marker must be reachable from one of the laying company's existing station markers by an arbitrarily large train. (Exception for C&O's second home base.)

1837, and in the first edition of **1835**, the newly-laid station marker must be connected by track to one belonging to that company; but this track may include one (arguably, more than one) sharp angle that would prevent a train from running over it: "*Ein Fahrtrichtungswechsel ist hierbei erlaubt*". For 1837 the [designer's intention](#) was to allow no more than one backtrack.

1841 As well as the default rule below, the route must be from one of the laying company's existing *non-mountain* station markers, and must not *cross* an active border (not even twice).

2038 The newly-laid base, refuel, or claim must be reachable from one of the company's bases by a spaceship that it owns.

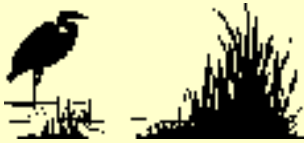
Crisis On a newly laid yellow station tile if this may be laid somewhere.

Rest The newly-laid station marker must be reachable from one of the laying company's existing station markers by an arbitrarily large train.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson September 24th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 6](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

6.4 - When is a company's first station marker laid?

1800, 1824, 1825, 1829, 1830, 1831, 1832, 1837SX, 1844, 1848, 1850, 1853, 1854, 1856, 1862, 1870, 1889, 1895, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18Rhl Rhineland, 18TN, Steam Over Holland When it first operates.

1826, 1829 Mainline, 1837, 1838 Rheinland, 1841, 1849v4, 1851, 1860, 1861, 1898, 18GL, 18Scan When it is floated.

1830BC Not applicable.

1835 When it is floated, except for the Badische, which places its home station when it first operates.

1841, 1846, 1849v4, 1898, 18EU, 18VA When its president's certificate is bought.

18FL, 18US, 18West At the start of the game.

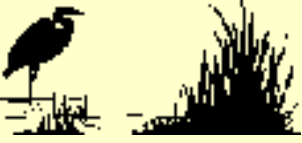
2038 From the start of the game.

Rest I have not checked, and will be grateful for information.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

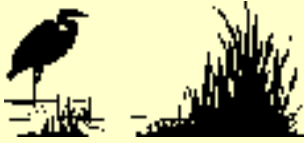
Section 7 - Train Runs

- [7.1 - Can you run into a city completely filled by rival station markers?](#)
- [7.2 - Can you do a run that passes through a city completely filled by rival station markers?](#)
- [7.3 - Unusual rules about running](#)
- [7.4 - Can one train run to two stations on the same tile?](#)
- [7.5 - Is double-heading allowed?](#)
- [7.6 - Rules about villages](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.1 - Can you run into a city completely filled by rival station markers?

1827 Jr. Yes; but the company must then pay out half (rounded down) of the city value to the owner of one of the station-markers.

1829 No.

1830BC Not applicable.

1831 Yes; but the company must pay current construction cost of those station-markers to owning company once per set of ORs.

1899 Yes, except for the station marker in Inner Mongolia, and the one in Port Arthur if approached across the sea.

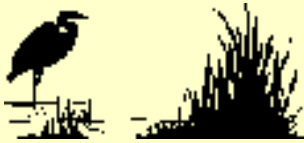
18Rhl Rhineland Yes; except for the station markers in Minden, Münster and Roermond, which block the associated off-board hexes.

Rest Yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.2 - Can you do a run that passes through a city completely filled by rival station markers?

1830BC Not applicable.

1831 Yes; but the company must pay current construction cost of those station-markers to owning company once per set of ORs.

1860 One train may pass through a city completely filled by rival station markers.

1870 A destination marker can be placed in a hex completely filled by rival station markers, and then allows runs through that hex.

18US Only if the company's or System's doubling token is in the city.

18West Only if it has a Bypass token in the city.

2038 Yes.

Crisis Only if it has a speculation token on the same tile.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.3 - Unusual rules about running

1824 Only G (goods) trains can visit coal mines, which act as a terminus. The number on these train cards is the number of cities that the train may use (including any terminating coal mines). These trains may include any number of villages in their route. Income from coal mines is paid to the company treasury.

1826 Some trains have run limits determined by counting hexes, not stations. Some trains ignore villages. Some trains count double revenue.

1827 Jr. Run limits are determined by counting hexes, not stations. Winding mountain track counts double.

1829 Mainline Visit and get paid for villages without restriction, excluding Express trains. Some stations have a variable value that depends on other stations on the same route. The value of these stations is the highest value station elsewhere on the route, adjusted by the modifier for the variable station. If more than one variable station is included on a route, the lower value variable station is calculated first. If this then becomes the highest value station on the route, the next variable station is calculated from that value, and so on.

1830BC The single 'train' for all players is three separate floods of water coming down the rivers. Waterworks allow the owning player to divert the path of the water.

1831 Has passenger and freight trains (and mixed trains up to 5). Also, train purchase comes before running, so trains bought from the bank may be used on their turn of purchase. (Trains bought from other companies may not.)

1832 A route can only include the West Virginia Coal Fields if the operating company has a West Virginia Cola Fields token. The first time Miami is used in a run prior to the first '5' train being sold, it counts as zero.

1837 Coal trains visit and get paid for villages without restriction. Express trains ignore villages.

1837SX A train's number indicates the total track capacity for its route. One hex of single track has a capacity of two, one hex of double track has a capacity of one, off-board locations have various capacities. The total capacity of the track used on the route may not exceed the train's number. 6N trains may not enter grey hexes/tiles or red off-board locations. 16H trains may use only one track of a violet hexes, but may use several violet hexes.

1838 Rheinland Bonuses may be available for including a coal mine and/or a steel mill on a route. Bonuses are given for a route that runs from the off-board hexes in the north west to the south east, or from the north east to the south west.

1841, 1898 Visit and get paid for villages without restriction. Each route must include at least two places other than ports and passes. Each route must visit one of the company's own city-based tokens; those in mountain passes don't count for this.

1842 At least one of a set of routes must include the company's starting place. Some tiles bear two values for the stations. The higher values are used if the company has a station marker on the tile.

1847 At least one of a set of routes must include the company's starting place.

1844 The H trains count hexes not stations. Unlike H trains in other games, they include the hex where

they start.

1846 A route cannot run from one east off-board region to any other east off-board region. N/M trains can visit M cities and choose N of them to count as revenue, provided at least one of these contains one of the company's tokens.

1848 Gauge change markers are placed on hex edges where the gauge of track changes. These markers count towards the length of a route as if they were value 0 cities. Plus-trains (e.g. 4+) can include one gauge change marker in addition to the usual length of its route. Visit and get paid for villages and small harbours without restriction. "e trains (The Ghan) do not count towards a company's train limit, nor does owning one satisfy the requirement for a company to own a train. A company may only own one 2E train. 2E trains cannot be traded between companies. A bonus is paid when the route of one train includes more than one K-city, the value of which increases with the number of K-cities in the run.

1849, 1895 Routes are determined by counting hexes, not stations.

1850 A route can only include the Mesabi Mining Range if the operating company has a Mesabi Range token. If an eligible company has a token placed in an edge area (a red off-board area with an appropriate token space), that area counts double for that company.

1851 Red-to-red routes pay an extra \$10 per stop (including \$10 each for the two red OBHs).

1853, 18EU, 18GA, 18Mex, Steam Over Holland Visit and get paid for villages without restriction.

1854 '+' trains visit and get paid for villages without restriction.

1860 All runs must intersect with each other, forming a coherent network, with at least one train visiting the company's home base. Halts may be bypassed or included as desired.

1861 Villages can be skipped.

1862 Some trains can skip cities. Some routes have destination bonuses.

1870 Companies can make connection runs and place destination markers that double the value of the city if at the end of a route.

1889 Off-board area has a higher value for D-trains only.

1895 Routes are determined by counting hexes, not stations. Mines pay directly to the company treasury and do not count to the revenue total.

18AL Destination bonus when token placed on destination city. 4D trains count OBHs double.

18C2C Companies can make connection runs and place destination markers that double the value of the city if at the end of a route. Companies can also gain a one-time transcontinental bonus that moves their stock marker one space to the right on the stock market. They do this by running a train from any city on the west coast to any city east of the Mississippi river.

18EC A company in possession of a mail contract may run a Mail Train in addition to its other trains.

18FL Trains other than the '3E' visit and get paid for villages without restriction. Hotels on oe of these routes pay a bonus. '3E' trains ignore villages and hotels completely.

18GL Routes are determined by counting hexes, not stations. One of the three ferry lines may be active. An active ferry line can be used freely by the company with the ferry token, or by paying that company \$50.

18Rhl Rhineland Bonuses may be available for including a coal mine and/or a steel mill on a route. Bonuses are given for a route that runs from the off-board hexes in the north west to the south east, or from the north east to the west.

18Scan Express and high-speed trains ignore villages. You can only run to off-board hexes with a token space if the company occupies that space with one of its station markers.

18TN None.

18US A train may run through a city fully occupied by blocking tokens if the company's or System's doubling token is in the city. An Express train that runs a coast-to-coast route applies a doubling bonus to any single city on its route. If the chosen city is already doubled by a x2 token, it is quadrupled. Freight trains earn the value of cities and junction towns that contain the company's or system's tokens. Freight bonuses that vary according to the phase are paid to companies that own classic trains (2, 3 or 4) or freight trains (2G, 3G or 4G).

18VA The three different kinds of off-board area add various bonuses.

18West A train may run through a city fully occupied by blocking tokens if the company has a Bypass token in the city. Visit and get paid for villages without restriction (except 4D trains). Land Grant companies add grants to the revenue total for yellow tiles placed on certain hexes on the map. A train that runs a coast-to-coast route applies a doubling bonus to any single city on its route. If the chosen

city is already doubled by a x2 token, it is quadrupled.

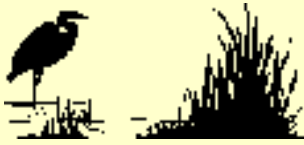
2038 The 'train' is a spaceship. Each mine may only be worked once per OR.

Crisis Routes are affected by signals, speculation tokens, etc.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.4 - Can one train run to two stations on the same tile?

1800, 1830, 1832, 1841, 1844, 1848, 1850, 1851, 1853, 1856, 1862, 1870, 1889, 1895, 1898, 18C2C, 18EC, 18Mex, 18NL, 18Rhl Rhineland, Steam Over Holland Yes.

1824 You may not run to two large stations on the same tile. Small stations are not restricted.

1825, 1829 No, but if using Tank engines (3T, 4T) available in extension kits, these can call at two villages on the same hex or tile.

1826, 1827 Jr., 1829 Mainline, 1837SX, 1842, 1846, 18EU, 18FL, 18Scan, 18TN, 18West No.
1830BC, 1849, 18MW, 18VA, Crisis NA

1831 Yes, for mixed train to both a passenger and freight station in same city. Two commuter runs allow train to repeat same passenger station up to 4 times.

1835 Yes, except Berlin.

1837 Yes, but not two stations in Vienna. In the case of Buda and Pest, the entire run may be on one hex.

1838 Rheinland Yes, but not Duisburg, Düsseldorf or Köln when running a bonus route connecting opposite corners of the map.

1854 Yes. But not Wien, Zürich, or Sankt Pölten.

1860 Yes, but you may not revisit the same hex twice.

1861 Not covered by the rules, but a clarification from JKLM Games states that you cannot visit the same station hex, station tile or off-board area twice with the same train. Off-board areas means, for example, that all the red hexes that form the off-board area of Poland are counted as one area.

1898 Only YY-tiles (which start as two villages).

18GA Yes; even three.

18GL, 18VA Not applicable.

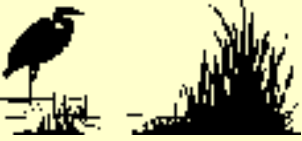
18US Yes, but only when the two cities are separate from each other.

2038 Two mines, yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.5 - Is double-heading allowed?

1825 Yes. Two 2 trains may be used as a 3 train.

1827 Jr. Yes. Two n trains may be used as a $2n$ train.

1829 Yes. An n train and an m train may be used as an $n+1$ train.

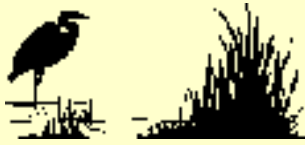
1830BC Not applicable.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson September 24th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.6 - Rules about villages

[By 'villages' I mean the places which are shown on maps as small black rectangles or filled circles. I use the word 'city' only for places with one or more circles for the placement of station markers. This avoids the ambiguities found in some rulesets.]

In 1830 and some other games, villages are a nuisance. They count towards the station count of a train, but add little to revenue. In such games it is almost always better to build a line through an empty field than through a village, if other things are equal and diesels are not in operation. While this is not a problem for gameplay, some people feel that it makes an unsatisfactory simulation. This may be why various authors have found various ways of changing it.

1800, 1824, 1830, 1832, 1842, 1850, 1862, 1870, 1889, 18EC, 18NL, 18TN No special rule.

1825, 1829 A run may not start nor end in a village. Double-heading ([see item 7.5](#)) reduces the severity of this restriction. Some trains included in extension kits allow runs to start or end in a village.

1826 H trains count hexes not stations. E and TGV trains must ignore villages.

1827Jr, 1849, 1895 Trains count hexes not stations.

1829 Mainline Most trains may not start or end their routes at a village. The 4T trains may start or end their route at any station.

1830BC, 1831, 1837SX, 1846, 1851, 18C2C, 2038, Crisis There are no villages.

1835, 1838 Rheinland, 1847 As well as N trains that visit up to N stations, there are N+n trains that visit up to n villages as well as up to N stations.

1837 As for 1835 and 1847, but N+m trains are rarer. Also, for coal trains villages contribute to the run, but do not count towards the station count; and express trains ignore villages.

1841, 1848, 1898, 18EU, 18AL, 18GA, 18Mex, 18West Villages contribute to the run, but do not count towards the station count. In 1841 this rule is in §4.3.1.

1853 Villages contribute to the run, but do not count towards the station count. They can also be upgraded to cities.

1854 Villages on the local map contribute to the run, but do not count towards the station count. Double villages on the main map can be upgraded to cities, and so can 'large' villages from the brown phase.

1856, 18MW Villages may eventually be upgraded to cities or 'downgraded' to empty fields.

1860 Trains have a separate small station (village) allowance that can be used to visit villages or halts. Villages initially have halts, which provide a company subsidy but no revenue, and may be upgraded later to small stations.

1861 Villages can be skipped on all routes.

18FL For trains other than the '3E', villages contribute to the run for trains other than the '3E', but do not count towards the station count. Hotels may be placed on villages.

18Rhl Rhineland For most trains, villages contribute to the run, but do not count towards the station count. For 8 trains (Rheingold-Express) villages do not contribute to the run or count towards the station

count.

18Scan Express and high-speed trains ignore villages.

18US When plain yellow track tiles are upgraded to villages (junction towns) the company must place a token on the hex. If it cannot place the token it cannot do the upgrade.

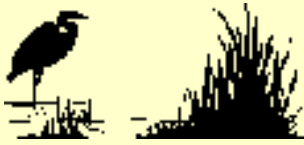
18VA Not villages, but coal mines. Only goods trains, aka freight trains, may score them. Other trains may pass through them and ignore them.

Steam Over Holland A run may not start nor end in a village.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 7](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

7.7 - Must the maximum possible revenue be claimed?

The answers in this section are based on statements in the rules about whether the maximum possible revenue must be declared, which in some rules is referred to as making the 'best possible use' of a company's trains. Unless otherwise stated, any player may demonstrate a better revenue total than that proposed by the Director/President, which must then be taken. As only those people playing the game should be bound by the rules, it is up to individual groups of players to decide whether non-playing observers should be entitled to do the same.

1824, 1829 Mainline, 1835, 1837, 1838 Rheinland, 1842, 1847, 1853, 1854, 1860, 1862, 18EC, 18NL, 2038 No.

1825, 1826, 1829, 1830BC, 1846, 18EU, 18FL, 18GL, 18Scan, 18US, 18VA, 18West, Steam Over Holland Yes.

1827Jr, 1831, 1848, 1898, 18MW, 18Rh Rhineland, Crisis Unknown/not stated.

1830, 1841, 1849, 1851, 1861 Yes. Players are not required to point out a higher revenue total than that claimed.

1832, 1837SX, 1850, 1856, 1870, 18AL, 18C2C, 18GA, 18Mex, 18TN Possibly. Stockholders of the operating company may point out a higher revenue total than that claimed, which must then be taken.

1844 Yes. {The rules make no comment, but the designer's FAQ states that the highest paying route must always be used, and that it is not permitted to claim lower paying routes in order to activate mountain railways and tunnel companies}

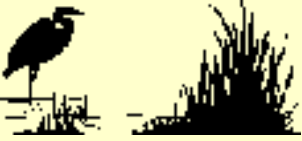
1895 Yes, but a lower revenue may be claimed if the president chooses to run via a mine. In this case the run must be the maximum possible including the mine.

1899 Yes, but a lower revenue may be claimed if a better Mail run can thereby be claimed.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 8](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

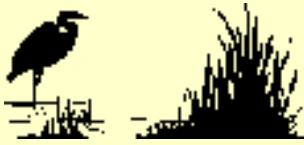
Section 8 - Payment of Earnings

- [8.1 - Does stock move right for payment of dividends?](#)
- [8.2 - What dividend payments go into the company's treasury?](#)
- [8.3 - Does stock move left for withheld earnings?](#)
- [8.4 - Can a company make a partial payout?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson April 3rd 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 8](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

8.1 - Does stock move right for payment of dividends?

1800, 1826, 1851, 18EU, 18Rhl Rhineland, 18VA, 18West Only if the dividend paid out equals or exceeds the current share price.

1824, 1829, 1830, 1835, 1837SX, 1838 Rheinland, 1842, 1848, 1853, 1854, 1856, 1860, 1862, 1889, 1895, 18EC, 18GA, 18Mex, 18NL, 18TN, Crisis Yes.

1825, 1829 Mainline One place if individual share earnings exceed 5% of share price; two places if 20%, three places if 30%, four places if 40%.

1827 Jr. Complex. See table in rule 3.3.2.

1830BC One place per region of that terrain irrigated.

1831 One place if all stakeholders paid; two places if all paid +200%.

1832, 1850, 1870 Yes; and stays put for half payout.

1837 Right for 100% payout, right and down for 50% payout.

1841, 1849, 1898 Only if earnings exceed the current price of a 10% share (20% for minors).

1844 Yes; but regional companies may not move past the thin red line on the stock market.

1846 One column if earnings are at least equal to the current share price, two columns if double, three columns if triple and the current share price is over \$150.

1861 Yes; for Minor companies, upwards instead if moving right of the yellow-shaded sixth column; for Public companies, only if the dividend paid out equals or exceeds the current share price.

18C2C Yes; and stays put for half payout. If in the \$500 space it is moved to the \$250 space on the top row and is worth double the market value at the end of the game.

18FL One place if a dividend greater than or equal to the current share price, two places if greater than or equal to twice the current share price.

18GL Only if the dividend paid out equals or exceeds the current share price. Starting in phase 10H, if the dividend equals or exceeds the current share price, the price moves right two columns.

18MW Yes; except in blue zone, where 10% payout is needed to move one place, 30% two places.

18Scan One column if earnings are at least equal to the current share price, two columns if double.

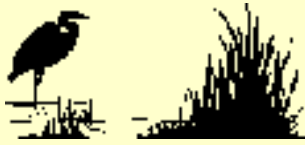
18US Only if the dividend paid out equals or exceeds the current share price. From phase 5E/4G, if a 10-share company declares a dividend that equals or exceeds twice the current market value, it moves two spaces to the right.

2038 One place for half payout, two places for full payout.

Steam Over Holland Prices move up rather than to the right. Only if the dividend paid out exceeds the current share price. If the dividend exceeds twice the current market value, it moves two spaces.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 8](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

8.2 - What dividend payments go into the company's treasury?

1800, 1846, 1861, 18GL, 18Scan, Steam Over Holland Those for shares in the company treasury.

1824, 1825, 1829, 1829 Mainline, 1830BC, 1848, 1853, 1854, 1860, 1862, Crisis None.

1826, 18EU Those for unissued shares. But note that if a company floats after a certain phase it receives 100% capitalisation and unsold shares are issued into the bank pool.

1830, 1835, 1837, 1838 Rheinland, 1844, 1856, 1889, 18EC, 18FL, 18GA, 18Mex, 18NL, 18TN, 18US, 18VA Those for shares in the bank pool.

1831 Those for shares in the company treasury. They can only get there through the 'redemption' process.

1832, 1850, 1870, 18C2C Those for unissued shares and redeemed shares.

1837SX, 1841, 1849, 1851, 1895, 1898, 18MW, 18Rhl Rheinland Those for unissued shares.

1842 Those for unissued shares; except for the HAV, which receives none.

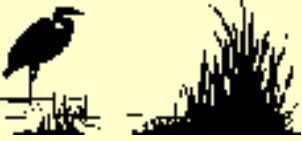
18West Those for shares in the company treasury. Granger Road companies pay 50% to the treasury.

2038 Those for shares in the bank pool, *and* those for unissued shares in the Asteroid League and in growth companies.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 8](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

8.3 - Does stock move left for withheld earnings?

1827 Jr. Yes. See table in rule 3.3.2.

1830BC No; a waterwork of the lowest value is removed instead.

1831 Left one place for withheld or paid preferred stock only, left two places for did not run a train.

1846 Yes, if there is no payout or payout is less than half its current share price.

1853 Yes, if shares of the company are in the bank pool.

1870 Yes, but for a withheld connection run the price does not change.

18TN Yes, except for companies that own one train when the effects of Civil War are applied, in which case the stock price remains the same.

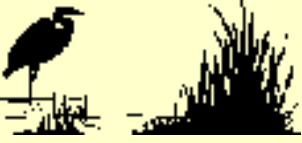
Steam Over Holland Prices move down rather than to the left. Yes.

Rest Yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 8](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

8.4 - Can a company make a partial payout?

1800, 1826, 1846, 1851, 18EU, 18GL It may make a 50% payout. Odd units are rounded in favour of the shareholder. The amount paid out to the shareholders determines whether its share price moves to the right.

1824 Pre-Staatsbahnen companies pay half their income to their owners and half to their treasury.

1825, 1829, 1829 Mainline, 1830, 1830BC, 1835, 1837SX, 1838 Rheinland, 1841, 1842, 1844, 1847, 1848, 1849v4, 1853, 1854, 1856, 1860, 1862, 1889, 1895, 18EC, 18FL, 18GA, 18Mex, 18NL, 18Rhl Rheinland, 18Scan, 18TN, 18US, 18VA, 18West, Steam Over Holland No.

1831 It may pay preferred 50%, common 25%, withhold 25%, stock price does not move.

1832, 1850, 1861 It may make a 50% payout. Odd units are rounded in favour of the shareholders.

1837 It may make a 50% payout. Amounts are calculated exactly, then odd half-crowns rounded in favour of the bank.

1870 It may make a 50% payout. Odd units are rounded in favour of the corporation.

18C2C It may make a 50% payout. Odd units are rounded in favour of the shareholders.

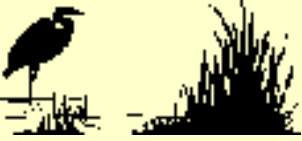
2038 It may make a 50% payout. Odd units are rounded in favour of the shareholder. If a company does this its share price only moves one step to the right, not two.

Rest *Not checked yet. I will be grateful for input.*

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 9 - Purchasing Trains

- [9.1 - Can companies buy trains from one another?](#)
- [9.2 - Must a major share company buy a train if it does not have one?](#)
- [9.3 - Can trains be sold back to the bank?](#)
- [9.4 - When a company is forced to buy a train and cannot buy one with its own means, what train may it then buy?](#)
- [9.5 - Must a minor company buy a train if it does not have one?](#)
- [9.6 - Can trains of the final type be purchased as soon as one train of the next-to-last type is purchased?](#)
- [9.7 - Can a company buy more than one train from the bank per OR?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.1 - Can companies buy trains from one another?

1800, 1830BC No.

1824, 1848 Yes, once a '3' train has been purchased, minimum price 1 if both companies have the same Director, face value otherwise.

1825, 1829, 1829 Mainline, 1853 Yes, minimum price 10.

1826 Yes, minimum price 1, once a 6H train has been bought. The Etat and SNCF can only trade at face value. Companies with loans can only buy at face value or less, or sell for face value or more.

1827 Jr., 1832, 1837SX, 1841, 1849, 1850, 1861, 1862, 1870, 1889, 18C2C, 18EU, 18FL, 18GA, 18TN, 18US, 18VA, Steam Over Holland Yes, minimum price 1.

1830 Yes. Minimum price 1 if they have the same President, unrestricted otherwise. (Most people play minimum price 1 always.)

1831 Yes, minimum price 1, maximum face value.

1835, 1837, 1838 Rheinland, 1842, 1851, 1854, 1898, 18EC, 18NL, 18Rhl Rhineland, 18West Once a 3 train has been bought, minimum price 1.

1844 Yes. But if they have different Presidents, or if one of them is the SBB, then only at face value.

1846 Yes, minimum price 1, but phased-out trains may not be purchased.

1856 Yes. CGR only buys and sells at face value, and cannot buy non-permanent trains. Other trades, minimum price 1.

1860 Yes, minimum price 10. Note, however, that this is not allowed if the buying company already has a train and the selling company has only one train.

1895, 18MW Yes, minimum price 1, but only if the two companies have the same President.

18GL Yes, minimum price 1, once a 6H has been bought. CONRAIL may only buy and sell at face value. Companies with loans can only buy at face value or less, or sell for face value or more.

18Mex Yes, minimum price 1, except for the NdM, which may only buy or sell trains at face value.

18Scan Yes, minimum price 1. If the company has no credit the President may use his cash on hand to make the purchase, but may not sell stock to raise more cash.

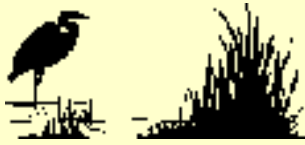
2038 Yes, once a 6/2,4/3 spaceship has been sold. The Asteroid League's last spaceship cannot be bought from it. Minimum price 1.

Crisis Only by means of 'structure purchases'.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 9th 2009



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.2 - Must a major share company buy a train if it does not have one?

1800, 1825, 1829, 1829 Mainline No.

1824, 1826, 1830BC, 1835, 1837, 1838 Rheinland, 1846, 1895, 18EU, 18FL, 18GL, 18MW, 18Scan, 18TN, 18VA, 2038 Yes.

1827 Jr., 1830, 1832, 1841, 1849, 1850, 1851, 1854, 1856, 1862, 1870, 1889, 1898, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18Rhl Rhineland, Steam Over Holland If it has a route.

1831 Yes. And systems must have two or three trains, depending on number of companies that merged.

1837SX If it has a route, and there is at least one train in the initial offering or bank pool.

1842 Yes. And if a private company has no train and does not buy one, it will have to be auctioned off at the start of the next OR.

1844 Major companies and regional companies must if they have a route, pre-SBB companies need not.

1848 Yes, if it has a route, even if the company owns a 2E train.

1853 No; but if it has no train, its Director may choose to help it buy one. (Some people say that she may do so in any case.)

1860 Yes, if it is able to do so. If it cannot buy a train and has a route it is declared **insolvent** and must lease a train from the bank, retaining dividends, until it is able to buy a train.

1861 Yes, if it is able to do so. If it cannot buy a train it is nationalised and becomes part of the Russian State Railway.

1876v2 Yes, by a 'forced assisted train purchase'.

18US A 4-share Eastern company, 10-share company or System must own a train if it has operated in the current round. 5-share Land Grant companies and the DRG are not required to own a train.

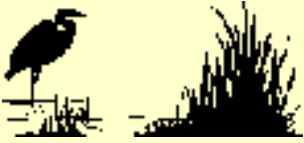
18West Yes, if it is a public company. Granger Road and Land Grant companies do not need to own a train.

Crisis If it could run a train (type I companies can run trains as 1 trains).

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.3 - Can trains be sold back to the bank?

1824 No, but one train per company per round can be traded in at 50% of face value for the next most powerful type. Traded in trains are removed from the game.

1826 No, but Pullmans may be returned to the bank at any time for no recompense.

1829 Mainline Yes, £180 is paid by the bank for any train, which is then available from the bank at full price.

1837 No, but *if* at the train limit, it can *pay* half a train's cost to put it back in the bank, so long as it then buys a train.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson December 30th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.4 - When a company is forced to buy a train and cannot buy one with its own means, what train may it then buy?

1800, 1829 Mainline A company does not have to own a train.

1824 Any available train from the bank or offered by other companies. A clarification from Lonny Orgler states that the company can choose any of these trains - if the company has insufficient money for the chosen train, the Director can add the necessary funds.

1825, 1829 A company does not have to own a train. However, a company in receivership must buy a train as soon as funds permit unless there is no route on which it can run. While not stated, this is assumed to be from the bank.

1826 Any available train from the bank or bank pool, or starting in phase 6H, from another company at an agreed price not exceeding its face value. You may be compelled to take out a loan to assist with the purchase of a train from the bank.

1830 Avalon Hill rules: The cheapest train available in the bank, or a train from another company at an agreed price not exceeding its face value.

1830 Avalon Hill clarification: The cheapest train available in the bank.

1830 Francis Tresham: The cheapest train available in the bank, **or** a train from another company at an agreed price not exceeding its face value. The President of the selling company makes the deal *simultaneously* with any necessary share sales (this has been interpreted as meaning that the old and new President must both agree to the deal; and in other ways).

1830 Avalon Hill PC program: As in 1898.

[I am sorry if you find this tedious. I assure you, so do I.]

1830BC, 18VA The cheapest train available in the bank.

1831, 1854, 1862, 18EC, 18NL Any available train from the bank or bank pool, or from another company, at an agreed price not exceeding its face value.

1835 Any second-hand train (from the bank pool or another company) or the cheapest new train (only one type can be available at a time). This is what the German rules say. (One English translation says the cheapest train from the bank or bank pool.)

1837 You can buy any available train: you may pay any agreed amount for a train from another company; you may buy any train in the bank pool; you may buy any available new train (there is typically a choice of two).

1838 Rheinland Any second-hand train (from the bank pool or another company) or the cheapest new train (only one type can be available at a time).

1844, 18FL Any train from the bank; or any train from another company wishing to sell, at not more than face value.

1846 A currently available train from the bank. If it can afford one of current types but not the other, or can afford a second hand train, after issuing shares, the President may not add more cash to buy a more expensive train.

1848 The next new train from the bank.

1851 The cheapest train from the bank or bank pool. The President of the selling company makes the deal *after* any necessary share sales.

1860 Not applicable. The company leases the smallest train from the new trains or the bank pool.

1861 Its choice of train from the bank or bank pool that it can afford with company credit plus any loans it is able to take out. This is a clarification from Markus Welborune/Mike Hutton.

1895 Any available train from the bank or bank pool, or from another company with the same president for at least 1.

1898 The cheapest train available in the bank, **or** a train from another company at an agreed price not exceeding its face value. The President of the selling company makes the deal *before* any necessary share sales.

18MW The cheapest train available in the bank, or a train from another company with the same President at a price not exceeding face value.

18Rhl Rhineland The cheapest new train from the bank, or any train from the bank pool.

18Scan Any available train from the bank or bank pool, or from another company, at an agreed price not exceeding its face value. However, stock may not be sold to raise additional cash if buying a train from another company.

18US, 18West The next train available from the bank. If more than one type is available, the President may choose which one to buy, even if this then requires him to provide additional funds that would not be required for another available train.

2038 The cheapest spaceship *type* must be bought from the bank or bank pool. If the President is helping she can freely choose between a Scout and a Tug of the same *type*.

Crisis The company goes into 'receivership', a complex process.

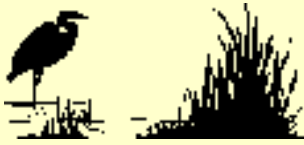
Steam Over Holland The cheapest available train. The president does not have to accept an offer from another president to buy a train from that company.

Rest The cheapest train available in the bank or bank pool. Thus a company may be compelled to buy a used train.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.5 - Must a minor company buy a train if it does not have one?

1824 Yes. Minor companies in 1824 are the Coal Railways and the pre-Staatsbahnen companies.

1835, 1837, 1844, 1854, 18EU, 18Scan No.

1841, 1861, 1898 Yes.

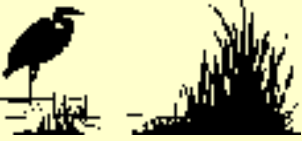
2038 No, but after the Asteroid League is formed, if it does not have one or buy one, it must merge into the Asteroid League. The President may not contribute money.

Rest Not applicable.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson December 31st 2006



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.6 - Can trains of the final type be purchased as soon as one train of the next-to-last type is purchased?

1824 Only by trading in an '8' train.

1829 Mainline Yes, 4Ts and 2+2s are available once the first 4+4E has been bought.

1830, 1837SX, 1838 Rheinland, 1849, 1856, 1862, 1889, 18EC, 18VA, 18West, 2038 Yes.

1854 The Orient Express trains are available as soon as the 6 trains run out.

1861 5+5E trains become available once the first 8 train has been bought. 2+2 trains are also available if in play.

18Rhl Rhineland 6 trains become available when the first 5 train has been bought. The Rheingold-Express (8 trains) become available when the first 6 train has been bought.

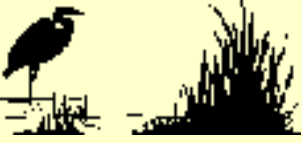
18Scan Yes, 5Es are available when the first 5 is bought, and 4Ds are available when the first 5E is bought.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 9](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

9.7 - Can a company buy more than one train from the bank per OR?

1800, 1830Lummerland, 1850, 1876 No.

18AL, 18GA, 18Mex, 18TN Not until a 4 train has been bought.

18FL Only if the second one is of a new (more expensive) type. This restriction is lifted once the first '6'/'3E' train has been purchased.

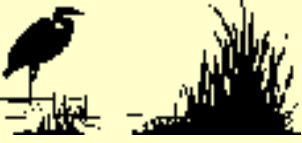
18Scan, 18VA Only if the second one is of a new (more expensive) type.

Rest Yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson April 14th 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

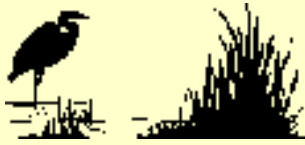
Section 10 - Private Companies

- [10.1 - Are private companies purchasable between players?](#)
- [10.2 - Are private companies purchasable by share companies?](#)
- [10.3 - Does a private company prevents builds in its home hex\(es\) while it is owned by a player?](#)
- [10.4 - Does using a private company's special property close it?](#)
- [10.5 - When do private companies close?](#)
- [10.6 - Can you buy and sell private companies in other ways?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

10.1 - Are private companies purchasable between players?

1824 No (referring to Mountain Railways).

1829 Yes, in a public "sale by tender", at any time.

1830 Yes, at any agreed price, in the buyer's or seller's turn in a stock round, or during emergency money-raising. (The 1830 computer game does not allow this action, but that appears to be an oversight.)

1832 Yes, at any agreed price, as the buyer's purchase in a stock round. The London Investment Company can not be sold between players once it has been used to purchase a share.

1837SX Yes, at any agreed price, in the buyer's or seller's turn in a stock round.

1841 No private companies, but concessions may be bought at any agreed price during the buyer's stock turn.

1850, 1856, 1870 Yes, at any agreed price, as the buyer's purchase in a stock round.

1853, 18EU, 18West Not applicable (no private companies).

18C2C, 18Mex Yes, at any agreed price, in the buyer's or seller's turn in a stock round.


18EC Yes, at any agreed price, in the buyer's or seller's turn in a stock, round, but not in the first stock round, and not the Illinois Central private.

18GA, 18TN Yes, at any agreed price, in the buyer's or seller's turn in a stock round - if in the seller's turn, does not count as the buyer's purchase for that turn.

18NL Yes, at any agreed price, in the buyer's or seller's turn in a stock, round, but not in the first stock round, and not the HSM or SZB privates.

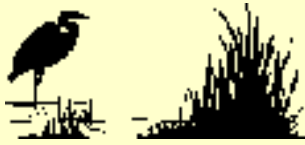
18US No (referring to Concessions).

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

10.2 - Are private companies purchasable by share companies?

1800, 1830, 1830BC, 1856, 18C2C, 18EC, 18NL Once a 3 train has been sold; at from half to twice face value.

1824 No (referring to Mountain Railways).

1825, 1826, 1829, 1829 Mainline, 1835, 1837, 1851, 1854, 1860, 1862, 1895, 18FL, 18GL, 18MW, 18Rhl Rhineland, 18Scan No.

1827 Jr. Some. One can be bought *only* by share companies.

1832 Once a 3 train has been sold; at from half to twice face value; the West Virginia Coal Fields may be purchased earlier at from half to face value; the London Investment Company, Central Rail Road and Canal Company and Southern Bank (if in play) may not be purchased by companies.

1837SX Yes, once a 6H train has been sold, at from half to one and a half times face value.

1838 Rheinland, 18Mex Yes, once a 3 train has been sold, most at from half to one and a half times face value.

1842 Yes, in an auction. The private company ceases to exist, and its assets are transferred.

1844 Yes, once a 3 (or 3H) train has been sold, at from 1 franc to twice face value.

1846 Yes, during phases I or II, at from \$1 to face value.

1847 The stone mine companies only, and not by major(s) in the west.

1848 Yes, once a 3/3+ train has been sold, in the price crange shown on the private company certificate.

1849v4 From phase 6 to phase 10.

1850 Once a 3 train has been sold; at from half to twice face value; the Mississippi Bridge Company and the Mesabi Mining Company may be purchased earlier at from half to face value; if the Union Pacific purchases the Credit Mobilier private it can pay up to three times face value.

1861, Steam Over Holland Once a 3 train has been sold; at from 1 to face value.

1870 Once a 3 train has been sold; at from half to twice face value; the Mississippi Bridge Company may be purchased earlier by majors on the Mississippi at from half to face value.

1889 Once a 3 train has been sold; at from half to twice face value, except Ube and Takamatsu Ferry after 5 train.

18AL, 18GA, 18VA Once a 3 train has been sold; at from half to one and a half times face value.

18TN Once a 3 train has been sold. May also be bought at face value in the first OR of the game.

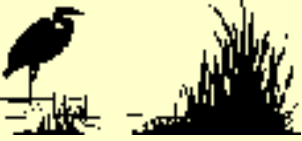
18US There are no private companies, but Western Concessions may be bought once in play.

2038 Once a phase II spaceship has been sold; at from \$1 to face value.

Rest Not applicable.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 11](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

11.2 - Can you exchange the Director's certificate for regular shares from another player when you sell shares to the bank pool?

1824 No. Note that there is no bank pool as such, so this refers to the bank in general.

1830BC Not applicable.

1832 Yes. If the new president of a System has any vice-president's certificates, they must be included in the exchange.

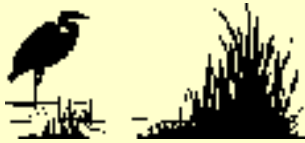
1841, 1898 For a historic company, only after a 4-train has been bought (presidencies are protected by ownership of concessions).

Rest Yes.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

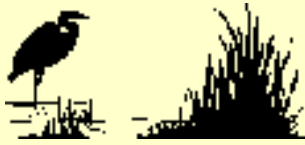
10.3 - Does a private company prevent builds in its home hex(es) while it is owned by a player?

1800, 1825, 1827 Jr., 1830Lummerland, 1835, 1837SX, 1838 Rheinland, 1842, 1844, 1848, 1854, 18FL, 18MW, 18TN, Steam Over Holland No.
1824 No (referring to Mountain Railways).
1826, 1829 Mainline, 1831, 1841, 1847, 1851, 1853, 1860, 1870, 1895, 1898, 18AL, 18Mex, 18Scan, 18VA, 18West, 2038, Crisis Not applicable.
1829, 1830, 1830BC, 1832, 1846, 1850, 1856, 1889, 18C2C, 18EC, 18GA, 18NL Yes.
1837 No. But it allows a company owned by the same director to build there free. Others have to pay.
1849v1&3 No (for the S.C.E., the only one that has a home hex).
1849v4 Yes (for the S.C.E., the only one that has a home hex).
1861 Yes, but only in Phase 2.
18GL Yes, unless the owner grants permission.
18Rhl Rheinland Yes, for the PWB only, until the first 5 train is bought.
18US No (referring to Concessions).

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

10.4 - Does using a private company's special property close it?

1800 No, except D&SL.

1824 Yes (referring to ability to exchange Mountain Railways for a share in one of the Regional Railways).

1825, 1827 Jr., 1829, 1829 Mainline, 1831, 1841, 1842, 1849v1&3, 1851, 1853, 1861, 1895, 1898, 18US, 18West, Crisis Not applicable.

1826, 1862, 18VA Yes.

1830 Only the M&H, and the B&O when it buys its first train.

1830BC Barahshum, Calah, and Der; and the First Akkadians when Akkad buys its first digging team.

1832 Only the Central Rail Road and Canal Company, when the CoG buys its first train.

1835 Yes, except that OB can do one of its two track-lays without closing.

1837, 1846, 1854, 18GA, 18Rhl Rhineland, 18TN, 2038 No.

1837SX Only the AZE, CAAE, CKE, RHSM, and the VG if used to build a free viaduct.

1838 Rheinland Only the Trajektanstalt when used by a player, or the Duisburger when used by a company.

1844 Only the P4, and it then pays 80 to its owner.

1848 Only the NAR when it buys its first train.

1849v4 Only the CNM and the SMS.

1856 Only W&S and GLSC are closed.

1860 Yes, apart from the Fishbourne Ferry Company, which never closes.

1870 No, except for making a closed port.

1889 No, except Mitsubishi Steamship and Dogo Railway.

18AL No, except for New Decatur Yards.

18C2C No, except M&H, and B&O/SP when they buys their first trains.

18EC Only the C&A, and the IC when it buys its first train.

18FL Yes. The FECCTC closes when the FEC buys its first train.

18GL, 18MW Some, as stated on the private certificate.

18Mex Only the MNR when the NdM buys its first train.

18NL Only the DV, and the HSM and SZB when they buy their first trains.

18Scan The Mine when the bonus token is bought, and the SJ when the DSB buys its first train.

Steam Over Holland Only the SWA, KKvI and RW.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |





18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

10.5 - When do private companies close?

1800, 1830, 1832, 1835, 1837, 1838 Rheinland, 1848, 1851, 1862, 18EC, 18FL, 18MW, 18NL, 18Rhl Rhineland, 18Scan, 18TN, Steam Over Holland First 5 train.

1824 When exchanged for a share in one of the Regional Railways (referring to Mountain Railways).

1825, 1829 Mainline, 18VA Never.

1826 First 10H train, but the mail +1 and train limit +1 tokens last until an E train is sold.

1827 Jr. Various: see appendix 5.

1829 At the start of phase four. In the standard game this is when the first 7 train is bought. When playing with the additional trains from kit MSK2 this is when the first 6 train is bought.. If using the optional PC rule, private companies in the bank pool close when a tile is laid on their home hex (or either hex for the L&M).

1830BC, 1841, 1898 First 4 train.

1831, 1849v1&3, 1853, 18US, 18West, Crisis Not applicable.

1837SX, 1895, 18GL First 10H train.

1842 Auctioned off at start of next OR after sale of first 5 train.

1844 First 5 train or 5H train.

1846 Phase III.

1847 First 6 train.

1849v4 First 12 train.

1850 Some or all close when the first 5 train is bought, some may survive until the first 6 train is bought.

1854 Mountain railways close on first 5 train. Local railways may close, merge, or continue.

1856 First 5 train, but the bridge and tunnel tokens are permanent, and the port token lasts until the first 6 train.

1860 When exchanged for 10% shares in their associated companies, or when the Fishbourne Ferry Company is purchased.

1861 Never - they are nationalised when the first 6 train is bought and become part of the Russian State Railway.

1862 At any time when their owners choose to close them.

1870 First 5 train, but the port and cattle tokens last to the first 6 train.

1889 First 5 train, except player's Ube and Takamatsu Ferry. Its revenue becomes 50, but may not be sold thereafter.

18C2C First 5 train, but the cattle, coal, fish, gold, labor, lumber and port tokens last until the first 6 train. Engineer tokens stay active until the end of the game.

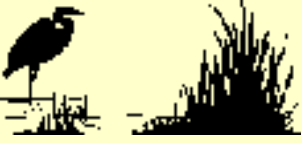
18GA First 5 train; their artefacts persist longer.

18Mex First 5 train, except for the SR, which closes when the fifth 3 train is bought.

2038 Phase V.



© Keith Thomasson February 14th 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 10](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

10.6 - Can you buy and sell private companies in other ways?

1825, 1829 Mainline, 1860 You can sell them to the bank in a stock round for 30 less than face value. Once they are in the bank pool, they can be bought in a stock round for face value.

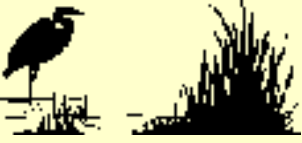
1829 If using the optional PC rule, you can sell them to the bank in a stock round for 30 less than face value. Once they are in the bank pool, they can be bought in a stock round for face value.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 18th 2006



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 11](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

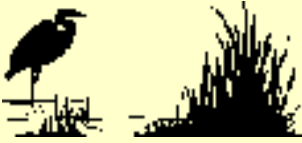
Section 11 - Directorship/Presidency of a Share Company

- [11.1 - Can you sell the Director's certificate into the bank pool?](#)
- [11.2 - Can you exchange the Director's certificate for regular shares from another player when you sell shares to the bank pool?](#)
- [11.3 - After a sale of shares forces a change in Director, who gets it in case of a tie?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 11](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

11.1 - Can you sell the Director's certificate into the bank pool?

1824 No. Note that there is no bank pool as such, so this refers to the bank in general.

1825, 1829, 1853, 1860 Yes, and is then operated by official receiver.

1826, 18EU Yes, after a bankruptcy; but it must then be immediately transferred to a player using the normal change of presidency rules, or the company is permanently closed.

1835, 1837, 1838 Rheinland, 1842?, 1847? Yes, after a bankruptcy.

1841 No, but one can end up there after a bankruptcy, a merger, or the Ferdinandean secession, and is then "frozen".

18Scan, 18US, 18West No, but it can end up there after a bankruptcy.

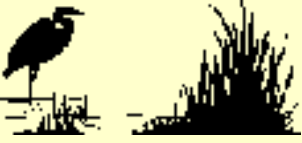
Crisis No, but it can get there in receivership.

Rest No.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 11](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

11.3 - After a sale of shares forces a change in Director, who gets it in case of a tie?

1829 Whoever has held the most stock for longest.

1829 Mainline, Steam Over Holland Not stated. For convenience of play, treat as stated under 'Rest'.

1841 Next qualifying human shareholder on seller's left, then companies in order of share value, highest first.

1842 It is *offered* to the tying players in turn, starting on the seller's left. If the others all refuse, the last one round must accept.

1844 Next qualifying player in SR order.

1853 Whoever has held at least **one** share in that company for longest.

1898 If a player sells shares: as 1841. If a corporation sells shares: players in seating order, starting with the priority deal, then companies in order of share value, highest first.

Crisis The last qualifying player (not in receivership) in round order.

Rest Next qualifying player on seller's left.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 12](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 12 - Game Phases

1800

<i>Train Phase</i>	Effects
-	1 Yellow tiles
2	2 Train limit two, lowest OBH
3	3 Green tiles, 2 ORs, privates may be bought by companies
4	4 2 trains rust, middle OBH
5	5 Brown tiles, 3 ORs, all E trains available, privates close
E	6 3 train rusts, grey tiles, train limit three

1824

<i>Train Phase</i>	Effects
-	1 Yellow tiles
2	2 1g trains available, lower mine values, at the end of each set of operating rounds, a 'normal' (non-goods) train is sold abroad
3	3 Green tiles, 2 ORs, 2g trains available, Mountain Railways and Coal Railways may be exchanged, companies can buy trains from each other
4	4 2 trains rust, 3g trains available (1g trains rust when the first 3g or later is bought), Mountain Railways must be exchanged, train limit three for Regional Railways, four for the Staatsbahnen, the Suedbahn is founded at the end of the current operating round
5	5 Brown tiles, Coal Railways must be exchanged, higher mine values, the Ungarische Staatsbahn is founded at the end of the current operating round
6	6 3 trains rust, 4g trains available (2g trains rust when the first 4g or later is bought), 3 ORs, train limit two for Regional Railways and three for the Staatsbahnen, the k&k Staatsbahn is founded at the end of the current operating round
8	7 Grey tiles, 4 trains rust, 5g trains available (3g trains rust when the first 5g is bought)
10	8 5 trains rust

1825

<i>Train Phase</i>	Effects
--------------------	---------

- 2 **One** Train limit four, 1 OR
 3 **Two** Green tiles, 2 ORs
 4 - -
 5 **Three** Brown tiles, 2 trains rust, train limit three, 3 ORs
 6 **Four** Grey tiles, no train limit
 7 - 3 trains rust

1826**Train Phase** Effects

- 2H **2H** Train limit four, 1 OR, top OBH
 4H **4H** Green tiles, 2 ORs, top OBH
 6H **6H** 2H trains rust, train limit three, trains can be bought across, top OBH
 10H **10H** Brown tiles, 4H trains rust, train limit two, 3 ORs, second OBH
 E **E** 6H trains rust, third OBH
 TGV **TGV** Grey tiles, bottom OBH

1827Jr**Train Phase** Effects

- 1H **1H** Train limit four, 1 OR
 2H **2H** Green tiles, 2 ORs, privates may be bought by share companies, more share companies available, more privates available
 3H **3H** 1H trains rust, train limit three, bonds available, another private available
 4H **4H** 2H trains rust, prestige items available, another private available
 5H **5H** Brown tiles, 3 ORs, high value for OBHs, another private available
 P8H **P8H** 3H trains rust
 F7H **F7H** 4H trains rust, 5H trains require maintenance

1829**Train Phase** Effects

- 2 **One** Train limit four, 1 OR
 3 **Two** Green tiles, 2 ORs
 4 - -
 5 **Three** Brown tiles, 2 trains rust, train limit three, 3 ORs
 7 **Four** Grey tiles, 3 trains rust, train limit two, 4 ORs

1829 Mainline

There are no phases as such.

Tiles must be promoted in the standard sequence yellow-green-russet-grey, and trains purchased in the order stated.

Trains do not become obsolete.

There are always three operating rounds between stock rounds.

1830**Train Phase** Effects

- 2 **Yellow** Train limit four, 1 OR, lower values for OBHs
- 3 **Green** Green tiles, privates may be bought by companies, 2 ORs
- 4 - 2 trains rust, train limit three
- 5 **Brown** Brown tiles, train limit two, 3 ORs, higher values for OBHs, private close
- 6 - 3 trains rust, D trains available immediately
- D - 4 trains rust

1830BC

Train	Phase	Effects
1+1	1	Harvest 20, 6 water per river
2	2	Harvest 20, 6 water per river
3	3	Harvest 25, 6 water per river, 1+1s rust, indies may be bought by companies
4	4	Harvest 25, 7 water per river, 2s rust, indies close
M	5	Harvest 30, 8 water per river, 3s rust

1831

Train	Phase	Effects
2	One	Yellow tiles, Train limit Five, 1 OR
3	Two	Green tiles, corporations may have station and rail yard in same city
4	Three	Blue tiles, train limit four, 2 ORs, 2 certificate block buys allowed
5	Four	2 trains rust, train limit three, station token cost and payout increase
6	Five	3 trains rust
7	Six	Red tiles, 4 trains rust, 4 ORs, 4 certificate block buys allowed
9	Seven	5 trains rust, train limit two, station token cost and payout increase
12	Eight	Mergers cease
15	Nine	6 trains rust

1832

Train	Phase	Effects
2	Two	Yellow tiles, train limit 4, 1 OR, West Virginia Coal Fields may be bought by companies for from half to face value, first value for OBHs and the West Virginia Coal Fields
3	Three	Green tiles, 2 ORs, other privates may be bought by companies, Key West token may be placed
4	Four	Train limit 3, 2 trains rust, eligible companies may merge
5	Five	Brown tiles, privates other than the Southern Bank (if in play) close, train limit 2, 3 ORs, second value for OBHs and the West Virginia Coal Fields
6	Six	Train limit 2, 3 trains rust, port and cotton tokens removed, last chance for mergers
8	Eight	4 trains rust, third value for OBHs and the West Virginia Coal Fields, Key West token removed
10	Ten	-
12	Twelve	5 trains rust

1835

Train	Phase	Effects
-------	-------	---------

2	1	Train limit four for majors, two for minors, two tile lays by majors
2+2	-	-
3	2	Green tiles, transfer of trains, 2 ORs, one tile lay per company, mid value for OBHs, trains may be bought from other companies
3+3	-	-
4	-	2 trains rust, train limit three for major, one for minors, Prussian may start
4+4	-	2+2 trains rust, Prussian must start
5	3	Brown tiles, train limit two for majors, three for the Prussian, high value for OBHs, 3 ORs, all minors must fold into Prussian, all privates close
5+5	-	-
6	-	3 trains rust
6+6	-	3+3 trains rust

1837**Train Phase Effects**

2	1	Train limit four for majors, two for minors
3	2	Green tiles, transfer of trains, 2 ORs, Bosnia-Herzegovina open, passes may be built without help of mountain railways, 2G trains available, train limit three for majors, trains may be bought from other companies
3+1	-	Train limit one for non-Hungarian minors and for coal companies
4	-	2 trains rust, 3G trains available (once 2Gs have sold out), Italy secedes, Bozen upgraded to green, Sudbahn launched, K+K may be launched, train limit for Sudbahn and K+K is four
3G	-	1G trains rust
4E	-	Hungarian may launch - its train limit is four
4+1	-	K+K must launch
5	3	Brown tiles, train limit two (three for fused companies), 3 ORs, 4G trains available (once 3Gs have sold out), Hungarian must launch, private companies close, coal companies fused into majors
4G	-	2G trains rust
5+2	-	3+1 trains rust

1837SX**Train Phase Effects**

-	1	Train limit four, yellow tiles, new corporations start as 'small' corporations
4H	2	Lowest value for OBHs
6H	3	Green tiles, 2 ORs, privates may be bought by companies
8H	4	4H trains rust, train limit three
10H	5	Brown tiles, 'small' corporations may be exchanged for shares in the KSStBE, train limit three for KSStBE and two for other corporations, new coporations start as 'large' corporations, 3 ORs, privates closed, middle value for OBHs
12H	6	6H trains rust, private company tokens removed, train limit one for 'small' corporations
16H	7	Grey tiles, 8H trains rust, 6N trains available, highest value for OBHs
6N	8	Secondary Railway tokens owned by commpanies are removed from the game

1838 Rheinland

<i>Train</i>	Phase	Effects
2	1	Train limit four, two tile lays
2+2	-	-
3	2	Green tiles, transfer of trains, 2 ORs, mid value for OBHs, trains may be bought from other companies
3+3	-	-
4	-	2 trains rust, train limit three
4+4	-	2+2 trains rust
5	3	Brown tiles, train limit two, high value for OBHs, 3 ORs, privates close
5+5	-	-
6	-	3 trains rust
6+6	-	3+3 trains rust, Specialisation trains available
<i>Specialisation</i>	-	4 trains rust

1841

<i>Train</i>	Phase	Effects
2	2	Train limit four for majors, two for minors
3	3	Green tiles, 2 ORs, two track-lays per major, track-lays across borders, non-historic companies may start
4	4	2 trains rust, borders change, IRSSF split, Tuscan merge, mid values for OBHs, train limit three for majors, two for minors
5	5	3 trains rust, borders change again, brown tiles, 3 ORs, one track-lay per major
6	6	High values for OBHs, train limit two for majors, one for minors
7	7	4 trains rust
8	8	5 trains rust

[Note the wonderfully simple naming of the phases in 1841. I hope other designers will adopt this system.]

1842

<i>Train</i>	Phase	Effects
1	Yellow	Train limit four, 1 OR
2	-	-
3	Green	1 trains rust, train limit three, green tiles, 2 ORs, privates may be bought by companies, trains may be bought from other companies
4	-	2 trains rust
5	Brown	Brown tiles, train limit two, 3ORs, higher values for OBHs
6	-	3 trains rust
7	-	4 trains rust

1844

<i>Train</i>	Phase	Effects
2/2H	Yellow	Train limit four, 1 OR
3/3H	Green	2 trains become 2Hs, green tiles, 2 ORs, privates may be bought by companies, trains may be bought from other companies, special properties of privates may be used

- 4/4H - 2H trains rust, 3 trains become 3Hs, train limit 3
- 5/5H **Brown** Brown tiles, train limit two, 3ORs, SBB forms at end of current OR
- 6 - 3H trains rust, 4 trains become 4Hs, companies that have not floated will be fully capitalised without need to destinate
- 7 - 4H trains rust, 5 trains become 5Hs, grey tiles available

1846

Train	Phase	Effects
2	I	Train limit four, 2 ORs, privates may be bought by companies
3/5 or 4	II	Green tiles
4/6 or 5	III	2 trains phased out, brown tiles, train limit three, higher values for OBHs, privates close
7/8 or 6	IV	2 train removed, 3/5 and 4 trains phased out, grey tiles, train limit two, private company marker removed (but not the Mail Contract)

1847 [This needs checking]

Train	Phase	Effects
3	Yellow	Train limit four (two), two tile lays, no development of others' home bases
3+3	-	-
4	Green	Green tiles, transfer of trains, 2 ORs, one tile-lay per company, mid value for OBHs, stone mines may be bought, others' home bases may be developed
4+4	-	3 trains rust
4	-	Train limit three (one)
5	-	Brown tiles, 3 ORs, high value for OBHs (in alternative version, 3+3 trains rust)
5+5	Brown	3+3 trains rust (in normal version), train limit 2, stone mines except Rammelsbach close
6	-	-
6+6	-	(In alternative version, 4 trains rust)

1848

Train	Phase	Effects
2/2+	2	Yellow tiles, lay one tile, train limit four, 1 OR
3/3+	3	Green tiles, lay two yellow tiles, 2 ORs, privates may be bought by companies, companies may buy trains from each other, loans may be taken out, Bank of England minimum dividend of 10
4/4+	4	2 trains rust, train limit three
5/5+	5	Brown tiles, train limit two, 3 ORs, private companies close, 2E (The Ghan) trains available, Bank of England minimum dividend of 20
6/6+	6	3 trains rust, COM can operate without needing a link from Adelaide to Sydney
8/D	8	Grey tiles, 4 trains rust, Bank of England minimum dividend of 30

1849

Train	Phase	Effects
4	4	Train limit four, companies may start at 68 or 100

6	6	Green tiles, 2 ORs, companies may also start at 144, (v4 only, privates may be bought by companies)
8	8	4 trains rust, mid value for OBHs, train limit three
10	10	6 trains rust, red tiles, train limit two, 3 ORs, companies may also start at 216
12	12	Earthquake, high value for OBHs (v4 only, privates eliminated, and if playing the electric variant, electric tokens and trains are available)
16	16	8 trains rust, R6 trains available immediately, share prices may enter the final section of the stock market
R6	-	-

1850**Train Phase** Effects

2	Two	Train limit 4, 1 OR, Mississippi Bridge Company and Mesabi Mining Company may be bought by companies for from half to face value, first value for OBHs and the Mesabi Mining Company
3	Three	Green tiles, 2 ORs, all privates may be bought by companies
4	Four	Train limit 3, 2 trains rust
5	Five	Brown tiles, privates close unless special tile lays have not been used, surviving privates may not be bought by companies, train limit 2, 3 ORs, second value for OBHs and the Mesabi Mining Company
6	Six	Train limit 2, 3 trains rust, all remaining privates close
8	Eight	Grey tiles, 4 trains rust, third value for OBHs and the Mesabi Mining Company
10	Ten	-
12	Twelve	5 trains rust

1851**Train Phase** Effects

2	Two	Train limit 4, 1 OR, reds and specials use small values, one yellow
3	Three	Two yellows/one green, 2 ORs
4	Four	Train limit 3, reds and specials use middle value, 2 trains rust
5	Five	Brown tiles, privates close, train limit 2, 3 ORs
6	Six	3 trains rust, reds and specials use high values
8	Eight	4 trains rust, grey tile

1853**Train Phase** Effects

2	1	Train limit four, 1 OR*
3	2	Green tiles, 2 ORs*, 2M trains available
4	3	Brown tiles, 3 ORs*, train limit three, 2 trains rust, 3M trains available
5	4	Grey tiles, train limit two 4, 3 trains and 2M trains rust, 4M trains available
6	-	-

* or one extra if the holder of the elephant so decides

1854

Train	Phase	Effects
2	2	Train limit four for majors, two for locals, 1+ trains available
3	3	Green tiles, 2 ORs, 2+ trains then 3+ trains available, green values for OBJs
4	4	1+ trains and 2 trains rust, train limit three for majors, one for locals
5	5	Brown tiles, 2+ trains rust, train limit two for majors and major locals, brown tiles, 3 ORs, brown values for OBHs, mountains close, locals may close, merge or continue
6	6	3 trains and 3+ trains rust
8	8	Grey tiles, 4 trains rust, grey values for OBHs
<i>rusted 4</i>	-	Rusted 2 trains rust again

1856

Train	Phase	Effects
2	One	Train limit four
3	Two	Green tiles, privates may be bought by companies, 2 ORs
4	Three	2 trains rust, train limit three
5	Four	Brown tiles, private companies close, 3 ORs, use '5' value for OBHs, train limit two
6	Five	3 trains rust, repay loans, CGR starts, villages can go, port token dies, diesels available, grey tiles
<i>D</i>	Six	4 trains rust, use bottom value for OBHs

1860

Train	Phase	Effects
2+1	2	Train limit four, use yellow off-board value
3+2	3	Green tiles, companies can redeem shares, 2 ORs, use green off-board value
4+2	4	2+1 trains rust, train limit three
5+3	5	Brown tiles, 3 ORs, use brown off-board value
6+3	6	3+2 trains rust, train limit two, Fishbourne Shipping Company available
7+4	7	4+2 trains rust
8+4	8	5+3 trains rust, sales do not affect share prices, certificate limit abolished
9+5	9	Southern Railway forms, no more track or base building after next stock round
Game End British Rail is formed, end-game starts, 4 ORs between which companies are closed		

The **Game End** phase begins when all player controlled companies have at least one train.

1861

Train	Phase	Effects
2	2	Train limit four/two, first ten minor companies available, use yellow off-board value, 2 ORs
3	3	Green tiles, all minor companies available, track may be built on private company hexes, companies may buy privates, minor companies may merge or convert, use green off-board value
4	4	2 trains rust, train limit three/one, public companies may be started, Russian State Railway starts operating
5	5	Brown tiles, minor companies can no longer be started, use brown off-board value

- 6 **6** Grey tiles, 3 trains rust, train limit two/one, private companies nationalised, use grey off-board value
- 7 **7** -
- 8 **8** 4 trains rust, 5+5E trains become available, all remaining minor companies nationalised

1862

Train	Phase	Effects
2	One	Train limit four
3	Two	Green tiles, companies can redeem shares, 2 ORs
4	Three	2 trains rust, train limit three
5	Four	Brown tiles, privates close, 3 ORs, use right value for OBHs, bonus values rise, debt interest drops, train limit two
6	Five	3 trains rust, diesels available, debt interest drops, grey tiles
8	Six	4 trains rust
10	Seven	-

1870

Train	Phase	Effects
2	One	Train limit four
3	Two	Green tiles, privates may be bought by companies, 2 ORs
4	Three	2 trains rust, train limit three
5	Four	Brown tiles, privates close, 3 ORs, use mid value for OBHs, train limit two
6	Five	3 trains rust, port and cattle tokens go, grey tiles
8	Six	4 trains rust, use bottom value for OBHs
10	Seven	-
12	Eight	5 trains rust

1876v2

Train	Phase	Effects
1½	Yellow	Train limit four
2½	Yellow	-
3½	Green	Green tiles, 1½ trains rust, privates may be bought by companies, 2 ORs
4½	Green	2½ trains rust, train limit three
5½	Brown	Brown tiles, privates close, train limit two, 3 ORs
6½	Brown	3½ trains rust, diesels available
D	Grey	Grey tiles, 4½ trains rust

1889

Train	Phase	Effects
2	2	Yellow tiles, train limit four, 1 OR, left off-board value
3	3	Green tiles, 2 ORs, privates may be sold
4	4	2 trains rust, train limit three
5	5	Brown tiles, train limit two, 3 ORs, middle off-board value, privates (except player's Ube and Takamatsu Ferry) are closed

- 6 **6** 3 trains rust, D-trains available immediately
D **7** 4 trains rust, right off-board value for D-trains, middle off-board value for 5/6 trains

1895**Train Phase** Effects

- 2H **Yellow** Train limit three, 1 OR, use yellow off-board value
3H - 2 ORs
4H **Green** Green tiles, 2H trains rust, use green off-board value
5H - -
6H - 3H trains rust
8H - 4H trains rust, two yellow tiles may be laid one one turn
10H **Brown** Brown tiles, 5H trains rust, train limit two, 3 ORs, private company closes, use brown off-board value
12H - 6H trains rust
16H - 8H trains rust

1898**Train Phase** Effects

- 1 - Start of the game, concessions phase
2 **2** Train limit four for majors, two for minors
3 **3** Green tiles, 2 ORs, two track-lays per major, non-historic companies may start
4 **4** 2 trains rust, TDF split, Rhône Valley merge, second values for OBHs, train limit three for majors, two for minors, two track-lays per minor
5 **5** 3 trains rust, brown tiles, 3 ORs
6 **6** Third values for OBHs, train limit two for majors, one for minors
7 **7** 4 trains rust, grey tiles, 4 ORs
8 **8** Highest values for OBHs, 5trains rust

18AL**Train Phase** Effects

- 2 **2** Train limit four, 1 OR
3 **3** Green tiles, privates may be bought by companies, 2 ORs
4 **4** 2 trains rust, train limit three, companies may buy multiple trains per turn
5 **5** Brown tiles, train limit two, 3ORs, higher values for OBHs, privates close
6 **6** 3 trains rust
7 **7** 4 trains wounded
4D **4D** Grey tiles

18C2C**Train Phase** Effects

- 2 **2** Train limit four, 1 OR
3 **3** Green tiles, privates may be bought by companies, 2 ORs

4	4	2 trains rust, merger companies may now be formed, train limit three (three per train shell where relevant), engineer and labor tokens available for purchase if the Colorado Engineers and Central Pacific privates not yet sold to a company
5	5	Brown tiles, train limit two (two per train shell where relevant), 3 ORs, use '5' value for OBHs, privates close
6	6	3 trains rust, grey tiles, the Amtrak company forms, remove cattle, coal, fish, gold, labor, lumber and port tokens
8	8	4 trains rust, the Conrail company forms, use '8' value for OBHs (use '5' value if '8' value not present)
10	10	Use '10' value for OBHs
12	12	5 trains rust

18EC**Train Phase Effects**

2	Yellow	Train limit four, 1 OR, lower value for OBHs, Mail Contracts and Knoxville
3	Green	Green tiles, privates may be bought by companies, trains may be bought from other companies, 2 ORs
4	-	2 trains rust, train limit three
5	Brown	Brown tiles, train limit two, 3 ORs, higher values for OBHs, Mail Contracts and Knoxville, privates close
6	-	3 trains rust, D trains available immediately
D	-	4 trains rust

18EU**Train Phase Effects**

2	2	Train limit four for majors, two for minors
3	3	Green tiles, Pullmans available
4	4	2 trains rust, train limit three for majors, one for minors
5	5	Brown tiles, train limit two for majors, one for minors, minors will close by next SR, higher values for OBHs
6	6	3 trains rust
8	8	Grey tiles, 4 trains rust

18FL**Train Phase Effects**

2	2	Train limit two for five-shares companies, top value for OBHs
3	3	Green tiles, train limit two for five-shares companies, four for ten-shares companies, five-share companies may become ten-share companies
4	4	2 trains rust, train limit one for five-shares companies, three for ten-shares companies
5	5	Brown tiles, train limit two for ten-shares companies, remaining five-share companies become ten-share companies, privates close, port token removed, bottom value for OBHs

6/3E **6/3E** Grey tiles, 3 trains rust, Key West Extension is destroyed (but may be rebuilt)

18GA**Train Phase Effects**

2	2	Train limit four, 1 OR
3	3	Green tiles, privates may be bought by companies, 2 ORs
4	4	2 trains rust, train limit three, companies may buy multiple trains per turn
5	5	Brown tiles, train limit two, 3 ORs, higher values for OBHs, privates close
6	6	3 trains rust
8	8	4 trains rust

18GL

<i>Train</i>	Phase	Effects
<i>2H</i>	2H	Train limit four, 1 OR, top par value \$100
<i>4H</i>	4H	Green tiles, 2 ORs, top par value \$140
<i>6H</i>	6H	2H trains rust, train limit three, second values for OBHs, trains may be purchased from other companies
<i>10H</i>	10H	4H trains rust, brown tiles, train limit two, 3 ORs, third values for OBHs, top par value \$200, privates close, CONRAIL may form, double jumps are possible
<i>E</i>	E	6H trains rust, tokens removed, CONRAIL may form
<i>D</i>	D	Grey tiles

18Mex

<i>Train</i>	Phase	Effects
-	1	Yellow tiles, train limit three, 1 OR, NdM shares may not be bought, only one train may be bought from the bank, lower values for OBHs
2	2	-
3	3	Green tiles for major companies, 2 ORs, privates (except for the MNR) may be bought by companies
<i>5th 3</i>	3½	Minor companies close and shares are traded in, NdM shares may be bought, NdM train limit four
4	4	2 trains rust, train limit 2 (NdM three), more than one train may be bought from the bank
5	5	Brown tiles, 3 ORs, private companies close, NdM merger may occur, higher values for OBHs
6	6	3 trains rust
<i>2nd 6</i>	6½	4 trains rust
<i>4D</i>	4D	Grey tiles

18MW

<i>Train</i>	Phase	Effects
2	2	Train limit four, 1 OR
3	3	Green tiles, privates may be bought by companies, 2 ORs
4	4	2 trains rust, train limit three, higher values for OBHs
5	5	Brown tiles, 3 trains rust, privates close, companies may merge
6	6	4 trains rust, train limit two, villages may be upgraded or abolished, properties of privates cease
8	8	Grey tiles, higher values for OBHs
10	10	5 trains rust

D **D** 6 trains rust

18NL



Train	Phase	Effects
2	Yellow	Train limit four, 1 OR, lower value for OBHs
3	Green	Green tiles, privates may be bought by companies, trains may be bought from other companies, 2 ORs
4	-	2 trains rust, train limit three
5	Brown	Brown tiles, train limit two, 3 ORs, higher values for OBHs, privates close
6	-	3 trains rust, D trains available immediately
D	-	4 trains rust

18Rhl Rhineland



Train	Phase	Effects
2	Yellow	Yellow tiles, train limit four, 1 OR, lower value for OBHs, Montan bonus of 20
3	Green	Green tiles, 2 ORs, trains may be bought from other companies
4	-	2 trains rust, train limit 3
5	Brown	Brown tiles, train limit two, higher value for OBHs, 3 ORs, privates close, 6 trains available, Montan bonus of 40
6	-	3 trains rust, Rheingold-Express (8 trains) available
8	Grey	Grey tiles, 4 trains rust

18Scan



Train	Phase	Effects
-	2	Yellow tiles, train limit -/4/2 (for SJ/companies/minors), two shares needed to open a company, incremental company funding, lowest values for OBHs
3/2+2	3	Green tiles, three shares needed to open a company, middle values for OBHs
4/3+3	4	2/1+1 trains rust, train limit -/3/1, four shares needed to open a company
5/4+4	5	Brown tiles, 3/2+2 trains rust, private and minor companies close, SJ eligible to form, train limit 3/2/-, five shares needed to open a company, full company funding, highest values for OBHs
5E	5E	4D trains available immediately
4D	4D	4/3+3 trains rust

18TN



Train	Phase	Effects
-	1	Yellow tiles, train limit four, lowest values for OBHs
2	2	-
3	3	Green tiles, privates may be bought by companies, 2 ORs
-	3½	Occurs when four of the five 3 trains have been purchased - the American Civil War is triggered
4	4	Brown tiles, train limit three, 2 trains rust, companies can buy more than one train from the bank per round
5	5	Brown tiles, train limit two, private companies close, highest values for OBHs, 3 ORs
6	6	3 trains rust

- **6½** Occurs when both 6 trains have been purchased - 4 trains become obsolete and run once more before rusting
- 8 8** Grey tiles

18US

Train	Phase	Effects
2	2	Yellow and green tiles, train limit two, 2 ORs
3	3	-
4	4	2 trains rust, conduct the Western Railroad Convention after the pair of operating rounds during which the first 4 train is purchased or discarded
3E/2G 3E/2G		Brown tiles, in the first operating round after the Western Railroad Convention, companies may exchange a single 4 train for a 2G train for \$250
4E/3G 4E/3G		3 trains rust, 1H/2H trains available, Systems may be formed with a train limit of four
1H/2H 1H/2H		-
5E/4G 5E/4G		4 trains rust, grey tiles

18VA

Train	Phase	Effects
2/1G 2		Yellow tiles, train limit four/two, lowest values for OBHs, 1 OR
3/2G 3		Green tiles, privates may be bought by companies, 2 ORs, five-share companies may convert
4/3G 4		2/1G trains rust, train limit three/one
5/4G 5		Brown tiles, train limit two/one, 3 ORs, highest values for OBHs, 3/2G trains rust, five-share companies must convert
6/5G 6		4D trains available
4D 4D		Grey tiles, 4/3G trains rust

18West

Train	Phase	Effects
2	2	Yellow tiles, train limit four/two, lowest values for OBHs, 2 ORs
3	3	Green tiles, privates may be bought by companies, companies may buy trains from other companies
4	4	2 trains rust, train limit three/two, may perform Mergers and Acquisitions and issue stock
5	5	Brown tiles, may abandon Land Grants, new Land Grant companies start as public companies, middle values for OBHs
6	6	3 trains rust, 4D trains available, new companies start fully funded, no restrictions on treasury stock buying
4D 4D		Grey tiles, 4 trains rust, highest values for OBHs

2038

Train	Phase	Effects
5/1, 3/2 I		Spaceship limit four for corporations, two for independents, companies may only buy new ships and their own claims

6/2, 4/3	II	Probe rusts, growth corporations may start, corporations may buy each others' assets, corporations may build bases and fuel stations, and may buy privates from players and claims from independents, corporations and independents may buy ships from other companies
7/3, 5/4	III	Phase I ships rust, Asteroid League may form, spaceship limit three for corporation (four for the Asteroid League), one for independents, once the Asteroid League forms, growth corporations may no longer start
8/4, 6/5	IV	Asteroid League must form, transshipment hexes count higher value
9/5, 7/6	V	Phase II ships rust, independents must join Asteroid League, privates and pilots go, phase VI ships available
9/7	VI	Phase III spaceships rust, spaceship limit two for corporations (three for the Asteroid League)

Crisis

<i>Train</i>	Phase	Effects
2	2	Train limit four
3	3	Orange tiles available
4	4	2 trains rust, train limit three, brown tiles available, no forced tile actions any longer
5	5	3 trains rust, blue tiles available, signals may be replaced, no anti-syndicate laws any longer
E4	E4	Train limit two, grey tiles available
E5	E5	4 trains rust
E6	E6	5 trains rust, red tiles available

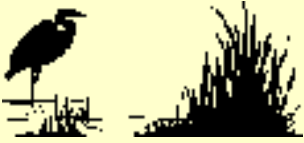
Steam Over Holland

<i>Train</i>	Phase	Effects
2	2	Yellow tiles, train limit four, 2 ORs, lower value for OBHs
3	3	Green tiles, privates may be bought by companies
4	4	2 trains rust, train limit three
5	5	Brown tiles, train limit two, higher values for OBHs, privates close
6	6	3 trains rust

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 13](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 13 - End of Game

- [13.1 - Game ends immediately with a bankruptcy?](#)
- [13.2 - What happens if the bank runs out of money during an operating round?](#)
- [13.3 - What happens when stock first hits the top end of the market?](#)
- [13.4 - What happens if the bank runs out of money during a stock round?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 13](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

13.1 - Game ends immediately with a bankruptcy?

1800, 1825, 1829, 1829 Mainline, 1853 No. A company does not have to own a train, so the player is never at risk of bankruptcy.

1824 No. The player goes into debt instead.

1826, 1835, 1837, 1838 Rheinland, 1842, 1846, 1862, 1876v2, 18EU, 18FL, 18GL, 18MW, 18Rhl Rhineland, 18Scan, 18US, 18VA, 18West Not usually. The bankrupt player's wealth is reduced to zero and they take no further part in the game. If all players but one have gone bankrupt, the game ends with the remaining player as the winner.

1827 Jr., 1831 No. Companies go into receivership rather than gain financial aid from their president.

1830, 1831, 1837SX, 1850, 1851, 1854, 1856, 1870, 1889, 1895, 1898, 18C2C, 18EC, 18GA, 18Mex, 18NL, 18TN, 2038 Yes.

1830BC Not immediately, but at the end of the next rainy season.

1841 No. Bankrupt is loaned 500 lire to start again. All assets are taken away from him and may be frozen.

1844 No. Bankruptcy is not possible. A player needing to raise cash may borrow it from the bank.

1848 No. Companies take loans or go into receivership rather than gain financial aid from their director.

1849v1&3 No.

1849v4 No. The company goes bankrupt rather than the player. If the player has zero wealth at this point, they can take a loan of L500 or leave the game. If they take the loan, L750 is subtracted from their total at the end of the game.

1860 No. A company that ends its turn with a route but without a train is insolvent, and remains so until it can buy a train.

1861 No. If a player cannot provide sufficient funds to buy a train, loans are taken out to achieve this. If this is still not enough, the company is immediately nationalised.

Crisis Immediately after execution of all supports.

Steam Over Holland No. The company goes bankrupt rather than the player.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson February 9th 2009



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 13](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

13.2 - What happens if the bank runs out of money during an operating round?

1800, 1825, 1829, 1829 Mainline, 1831, 1835, 1837, 1837SX, 1838 Rheinland, 1841, 1842, 1853, 1860, 1898, 18GA, 18Mex, 18TN Game ends when the current OR is completed.

1830BC, Crisis The bank has unlimited money.

1861 If this happens before the first 8 train has been bought, the game ends when the current OR is completed. If the first 8 train has been bought, the game ends after a set of three operating rounds. If the 8 train is bought in the first operating round of a set, complete the round and play two more operating rounds. Otherwise, complete the round, play a stock round and then play three more operating rounds.

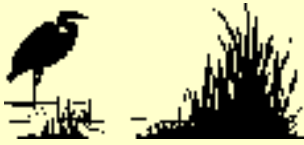
Steam Over Holland The game ends after 15 rounds (5 SRs and 10 ORs). The bank is presumably not expected to run out.

Rest Game ends when the current set of ORs is completed.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 13](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

13.3 - What happens when stock first hits the top end of the market?

1800, 1824, 1826, 1827 Jr., 1829, 1830, 1830BC, 1832, 1835, 1837, 1844, 1846, 1850, 1851, 1856, 1861, 1889, 1895, 18EC, 18EU, 18FL, 18MW, 18NL, 18Rhl Rhineland, 18Scan, 18US, 18VA, 18West, 2038 Nothing special.

1825, 1829 Mainline, 1842, 1848, 1849, 1853, Steam Over Holland Game ends immediately.

1831, 18C2C Stock splits, price drops but each share is worth double market value until sold.

1837SX, 1838 Rheinland, 1860, 1898, 18GA, 18Mex, 18TN, Crisis Game ends at the end of the current OR.

1841 Game ends immediately. There is an established variant in which the game ends at the end of the current OR.

1862 Nothing special, but game ends after the set of ORs in which the price exceeds \$379.

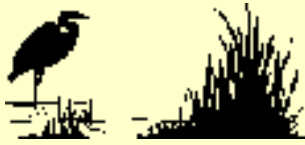
1870 Nothing. But see variation described on p.26 of rulebook.

18GL Game ends when the current set of ORs in completed.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 13](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

13.4 - What happens if the bank runs out of money during a stock round?

1800, 1825, 1829, 1829 Mainline, 1837, 1842 Not covered by the rules. Opinions vary.

1824, 1826, 1827 Jr., 1830, 1832, 1844, 1846, 1848, 1849, 1850, 1854, 1856, 1862, 1870, 1889, 1895, 18EC, 18EU, 18FL, 18GL, 18MW, 18NL, 18Rhl Rhineland, 18Scan, 18US, 18VA, 18West, 2038 Complete the next set of operating rounds.

1830BC, Crisis The bank has unlimited money.

1831, 1835, 1837SX, 1838 Rheinland, 1841, 1851, 1853, 1860, 1898, 18C2C, 18GA, 18Mex, 18TN Complete one more operating round.

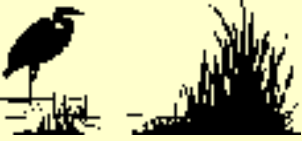
1861 Not covered by the rules, but a clarification from JKLM Games states that you complete the stock round and then play three operating rounds.

Steam Over Holland The game ends after 15 rounds (5 SRs and 10 ORs). The bank is presumably not expected to run out.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 14](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 14 - Secrecy

This is an issue on which rules are often unclear. Even when clear, they are often ignored, or deliberately contravened for the sake of improving the game.

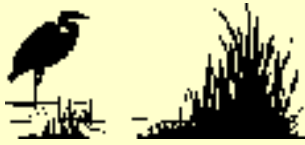
[In Nick Wedd's circle, they play with all money open for inspection, because of a mythical player called "Clive". Clive always knows exactly how much money each player and company has, because he mentally notes the effect of every transaction. However, he takes time to do this, and makes the game unbearably slow when secrecy is in force. Note that secret transactions foil even Clive.]

- [14.1 - Is a player's cash secret, or open for inspection?](#)
- [14.2 - Is a company's cash secret, or open for inspection?](#)
- [14.3 - Is the cash involved in transactions secret, or must it be made public?](#)
- [14.4 - Is the cash in the bank secret, or must it be made public?](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 14](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

14.1 - Is a player's cash secret, or open for inspection?

1800, 1829 Mainline, 1830, 1835, 1837, 1838 Rheinland, 1862, 1895, 18EC, 18NL, 18Rh
Rhineland, Steam Over Holland Not stated.

1824, 1826, 1827, 1830BC, 1832, 1837SX, 1841, 1844, 1846, 1848, 1849, 1850, 1851, 1854,
1856, 1860, 1861, 1870, 1889, 18C2C, 18EU, 18FL, 18GA, 18GL, 18Mex, 18MW, 18Scan, 18TN,
18US, 18VA, 18West, 2038, Crisis Open.

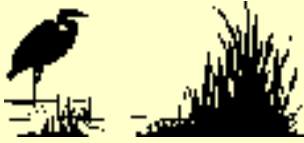
1825, 1842, 1898 Secret.

Rest I don't know, and will be grateful for information.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 14](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

14.2 - Is a company's cash secret, or open for inspection?

1800, 1829 Mainline, 1835, 1837, 1838 Rheinland, 1862, 1895, 18EC, 18NL, 18RhI Rhineland, Steam Over Holland Not stated.

1824, 1826, 1827, 1830BC, 1832, 1837SX, 1841, 1844, 1846, 1848, 1849, 1851, 1861, 1898, 18EU, 18FL, 18GA, 18GL, 18Mex, 18MW, 18Scan, 18TN, 18US, 18VA, 18West, 2038, Crisis Open.

1825, 1830, 1842, 1850, 1854, 1856, 1870, 18C2C Secret.

1860 Open to shareholders in the company.

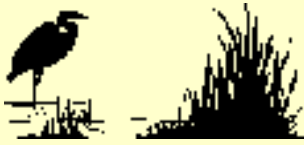
1889 Unspecified. Usually assumed to be public.

Rest I don't know, and will be grateful for information.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 14](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

14.3 - Is the cash involved in transactions secret, or must it be made public?

1800, 1829 Mainline, 1835, 1837, 1838 Rheinland, 1846, 1848, 1862, 1889, Steam Over Holland Not stated.

1824, 1825, 1826, 1827, 1830BC, 1837SX, 1841, 1844, 1849, 1851, 1854, 1860, 1861, 1895, 1898, 18EC, 18EU, 18FL, 18GA, 18GL, 18Mex, 18MW, 18NL, 18Rhl Rhineland, 18Scan, 18TN, 18US, 18VA, 18West, 2038, Crisis Public.

1830 "Most are public".

1832, 1850, 18C2C Between-company train purchase prices need not be revealed, private company deals not stated.

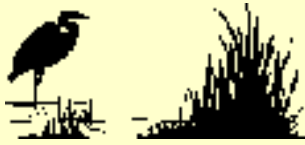
1856, 1870 Between-company train purchases secret, other transactions open.

Rest I don't know, and will be grateful for information.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 14](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

14.4 - Is the cash in the bank secret, or must it be made public?

1824, 1826, 1832, 1850, 1861, 18MW, 2038 Public.

1825 Secret.

1830BC, Crisis The bank has unlimited money.

Rest Unspecified. Usually assumed to be public.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 15](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 15 - Inventories

- [15.1 - Total cash in game](#)
- [15.2 - Trains available](#)
- [15.3 - Tiles available](#)
- [15.4 - Other items in limited supply](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 11th 2004



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 15](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

15.1 - Total cash in game

1800	3,720
1824	12,000
1825	Originally intended to be 4,000 for Unit 1, but initial sets were erroneously issued with 2,600; later increased to 5,000; Lawson sets include 6,000 5,000 for Unit 2 4,000 for Unit 3
1826	12,000
1827Jr	11,640
1829	20,000
1829 Mainline	20,000 (approx.)
1830	12,000
1830BC	Unlimited
1830Lummerland	2,000
1831	10,000 plus 2,000 times number of players for standard bank - add 10,000 for extended game
1832	12,000
1835	12,000
1837	14,268
1837SX	11,000
1838 Rheinland	9,000
1841	14,640
1842	11,810
1844	12,000
1846	6,500 for three players 7,500 for four players 9,000 for five players
1847	8,000
1848	10,000 plus 2,000 for the Bank of England
1849	7,760 used for game (8,040 supplied in set)
1850	12,000
1851	8,040
1853	12,500 (approx.)

1854	9,672
1856	12,000
1860	10,000
1861	15,000
1862	22,000
1870	12,000
1876	4,500
1876v2	9,000
1889	7,000
1895	6,528
1898	15,520
1899	17,000
18AL	8,000
18C2C	48,000 for the standard game, 36,000 for the short game
18EC	12,000
18EU	12,000
18FL	8,000
18GA	8,000
18GL	12,000
18Mex	9,000
18MW	12,000
18NL	12,000
18Rhl Rhineland	9,000
18Scan	6,000
18TN	8,000
18US	12,000
18VA	8,000
18West	12,000
2038	10,000
Crisis	Unlimited
Steam Over Holland	5,640 (not stated in the rules, counted from my set)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 15](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

15.2 - Trains available

1800 2 2s, 1 3, 1 4, 1 5, 2 2E, 1 3E, 1 2x2E

1824 9 2s, 7 3s, 4 4s, 3 5s, 3 6s, 2 8s, unlimited 10s, also 6 1Gs, 5 2Gs, 4 3Gs, 3 4Gs, 2 5Gs.

1825	2	3	4	5	6	3T	U3	7
Unit 1	6	4	3	4	-	-	-	-
Unit 2	5	3	2	3	2	-	-	-
Unit 3	5	3	1	2	-	2	2	2
Unit 1 + Unit 2	7	5	4	5	2	-	-	-
Unit 2 + Unit 3	5	5	4	5	2	2	2	2
Unit 1, Unit 2 + Unit 3	7	6	5	5	2	2	2	2

Extension kit K2 added 3 U3s, 5 3Ts, 2 4Ts, 3 2+2s and 2 4+4Es. Extension kit K3 added 3 6s and 2 7s. When using both of these kits, follow the instructions in K2 concerning the number of trains in play.

1826 8 2Hs, 7 4Hs, 6 6Hs, 2-5 10Hs (depends on number of closed companies), 4 Es, unlimited TGVs.

1827Jr 4 1Hs, 5 2Hs, 4 3Hs, 3 4Hs, 2 5Hs, 3 P8Hs, 7 F7Hs ?

1829	2	3	4	5	7
Railway Game	2	3	4	5	7
2 players	3	1	1	3	2
3 players	4	2	2	4	3
4 players	6	3	2	5	4
5 players	7	3	4	5	4

Business Game	2	3	4	5	7
3 players	7	6	3	3	4
4 players	7	6	4	4	4
5-9 players	7	6	5	5	4

Extension kit MSK1 added 3 3Ts, 2 6s, 2 2+2s and 2 4+4Es. When using this kit, play with one less type '3' and one less type '4' train than usual. Use only three type '5' trains irrespective of the number of players.

1829 Mainline 6 2s, 4 3s, 4 4Es, 4 4+4Es, 2 4Ts, 4 2+2s.

1830 6 2s, 5 3s, 4 4s, 3 5s, 2 6s, 6 Ds (or according to Francis Tresham, unlimited Ds).

1830BC 10 1+1s, 8 2s, 7 3s, 5 4s, unlimited Ms (minus waterworks built).

1830Lummerland 2 2s, 1 3, 1 4, 1 5, 1 6, 1 D.

1830NL 6 2s, 5 3s, 5 4s, 3 5s, 3 6s, 6 Ds (or according to Francis Tresham, unlimited Ds).

1831		2S	2M	2Y	3S	3M	3Y	4S	4M	4Y	5S	5M	5Y	6S	6Y	7S	7Y	9S	9Y	12S	12Y	15S	15Y	
	3 players	4	2	1	3	1	1	2	2	1	1	1	1	1	2	2	2	2	2	2	2	2	2	5
	4 players	4	2	2	3	2	1	3	2	1	1	1	2	2	2	2	2	2	2	2	2	3	3	5
	5 players	4	3	1	3	3	1	2	2	2	2	1	2	2	3	2	2	2	2	2	2	3	4	6
	6 players	4	3	2	3	3	2	2	3	2	2	1	2	2	3	2	2	2	3	2	2	3	4	7
	7 players	5	3	2	4	2	2	3	2	2	2	1	3	2	3	2	3	2	3	2	2	4	4	8
	8 players	5	3	2	4	3	2	3	3	2	2	1	3	2	4	2	4	2	4	2	4	4	4	8 [10?]
	9 players	5	4	2	5	3	2	4	3	2	2	2	4	2	4	2	4	2	4	2	4	5	5	11
	10 players	6	4	2	5	4	2	4	3	3	3	2	4	2	5	2	5	2	5	2	5	6	6	12
1832	7 2s, 6 3s, 4 4s, 3 5s, 3 6s, 3 8s, 2 10s, unlimited 12s																							
1835	9 2s, 4 2+2s, 4 3s, 3 3+3s, 3 4s, 1 4+4, 2 5s, 1 5+5, 2 6s, 4 6+6s.																							
1837	14 2s, 5 3s, 2 3+1s, 4 4s, 1 4E, 1 4+1, 1 4+2, 2 5s, 1 5E, 1 5+2, 1 5+3, 1 5+4, also 10 1Gs, 6 2Gs, 2 3Gs, 3 4Gs.																							
1837SX	9 4Hs, 5 6Hs, 4 8Hs, 3 10Hs, 2 12Hs, 5 16Hs, 4 6Ns																							
1838 Rheinland	3 2s, 2 2+2s, 2 3s, 2 3+3s, 2 4s, 1 4+4, 1 5, 1 5+5, 1 6, 4 6+6s, 2 Specialisations																							
1841	8 2s, 6 3s, 4 4s, 3 5s, 2 6s, 2 7s, 7 8s.																							
1842	2 1s, 10 2s, 4 3s, 3 4s, 2 5s, 3 6s, 8 7s ?																							
1844	13 2/2Hs, 9 3/3Hs, 6 4/4Hs, 4 5/5Hs (and two special 5Hs), 4 6/6Hs, unlimited 8E/8Hs.																							
1846		2	3/5 or 4		4/6 or 5		7/8 or 6																	
	3 players	5	4		3		Unlimited																	
	4 players	6	5		4		Unlimited																	
	5 players	7	6		5		Unlimited																	
1847	Normal version	4 3s, 2 3+3s, 2 4s, 1 4+4, 1 5, 1 5+5, 1 6, 3 6+6s ?																						
	Alternative version	4 3s, 2 3+3s, 1 4s, 1 4+4, 2 5s, 1 5+5, 2 6, 4 6+6s ?																						
1848	6 2/2+s, 5 3/3+s, 4 4/4+s, 3 5/5+s, 5 2Es, 2 6/6+s, 5 8/Ds																							
1849	Scenario 5	4 4Hs, 3 6Hs, 2 8Hs, 2 10hs, 1 12H, 4 16Hs, (6 Es,) 2 R6Hs.																						
	Scenario 6	4 4Hs, 4 6Hs, 3 8Hs, 2 10hs, 1 12H, 5 16Hs, (6 Es,) 2 R6Hs.																						
1850	6 2s, 6 3s, 4 4s, 3 5s, 3 6s, 3 8s, 2 10s, unlimited 12s.																							
1851	5 2s, 4 3s, 3 4s, 2 5s, 2 6s, unlimited 8s.																							
1853	6 2s, 5 3s, 2 2Ms, 4 4s, 3 3Ms, 3 5s, 2 4Ms, 2 6s.																							
1854	6 2s, 5 3s, 4 4s, 3 5s, 2 6s, 5 8s, 5 OEs; 6 1+, 4 2+s, 3 3+s.																							
1856	6 2s, 5 3s, 4 4s, 3 5s, 2 6s, unlimited Ds (alternatively, unlimited 8s).																							
1860	5 2+1s, 4 3+2s, 3 4+2s, 2 5+3s, 2 6+3s, 1 7+4, 1 8+4, unlimited 9+5s.																							
1861	10 2s, 7 3s, 4 4s, 4 5s, 2 6s, 2 7s, unlimited 8s, 2 5+5Es (not optional, despite being marked as such on the cards), 2 2+2s (optional)																							
1862	7 2s, 6 3s, 5 4s, 4 5s, 1 5E, 3 6s, 1 6E, 2 8s, 1 8E, 1 10, unlimited 10Es.																							
1870	7 2s, 6 3s, 5 4s, 4 5s, 3 6s, 3 8s, 2 10s, unlimited 12s.																							
1876	1830-like	3 2s, 2 3s, 1 4, 1 5, 1 6, 4 Ds.																						
	1835-like	2 2s, 1 2+2, 1 3, 1 3+3, 1 4, 1 4+4, 1 5, 1 6, 2 6+6s.																						
1876v2	3 1½s, 4 2½s, 3 3½s, 3 4½s, 1 5½s, 2 6½s, unlimited Ds.																							
1889	6 2s, 5 3s, 4 4s, 3 5s, 2 6s, 4 Ds																							
1895	4 2Hs, 3 3Hs, 2 4Hs, 2 5Hs, 2 6Hs, 2 8Hs, 2 10Hs, 2 12Hs, 5 16Hs																							
1898	8 2s, 7 3s, 6 4s, 3 5s, 2-3 6s, 2 7s, 8-9 8s.																							
1899	6 2s, 5 3s, 4 4s, 3 5s, 2 6s, 5 Ds.																							
18AL	5 2s, 4 3s, 3 4s, 2 5s, 1 6, 1 7, unlimited 4Ds.																							

18C2C	Standard game 21 2s, 18 3s, 15 4s, 12 5s, 9 6s, 9 8s, 6 10s, unlimited 12s. Short game 14 2s, 12 3s, 10 4s, 8 5s, 6 6s, 6 8s, 4 10s, unlimited 12s.
18EC	7 2s, 5 3s, 5 4s, 4 5s, 3 6s, 6 Ds
18EU	15 2s, 5 3s, 5 Ps, 4 4s, 3 5s, 2 6s, unlimited 8s.
18FL	5 2s, 4 3s, 3 4s, 2 5s, unlimited 6/3Es
18GA	5+1 2s, 4 3s, 3 4s, 2 5s, 2 6s, unlimited 8s.
18GL	8 2Hs, 7 4Hs, 6 6Hs, 2-4 10Hs (depends on number of closed companies), 4 Es, 9 Diesels.
18Mex	6 2s, 6 3s, 3 4s, 2 5s, 2 6s, 7 4Ds
18MW	7 2s, 6 3s, 5 4s, 4 5s, 3 6s, 3 8s, 3 10s, unlimited Ds.
18NL	6 2s, 5 3s, 5 4s, 3 5s, 3 6s, 8 Ds.
18RhI Rhineland	6 2s, 5 3s, 3 4s, 3 5s, 6 6s, 3 8s (Rheingold-Express) - there is 1 additional (optional) 2 train
18Scan	6 2/1+1s, 4 3/2+2s, 3 4/3+3s, 2 5/4+4s, 2 5Es, 6 4Ds
18TN	5 2s, 5 3s, 3 4s, 2 5s, 2 6s, 7 8s
18US	6 2s, 5 3s, 5 4s, 6 3E/2Gs, 5 4E/3Gs, 6 1H/2Hs, unlimited 5E/4Gs
18VA	6 2/1Gs, 5 3/2Gs, 4 4/3Gs, 3 5/4Gs, 2 6/5Gs, 10 4Ds.
18West	15 2s, 7 3s, 5 4s, 3 5s, unlimited 6s, unlimited 4Ds
2038	1 4/0, 10 3/2s or 5/1s, 10 4/3s or 6/2s, 6 5/4s or 7/3s, 5 6/5s or 8/4s, 2 7/6s or 9/5s, unlimited 9/7s.
Crisis	6 2s, 4 3s, 4 4s, 2 5s, 2 E4s, 2 E5s, unlimited E6s.
Steam Over Holland	5 2s, 4 3s, 3 4s, 3 5s, 6 6s, 6 3Es

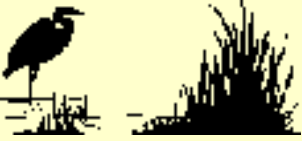
[Where the above lines end with a "?", I do not know if the largest trains are meant to be unlimited in number. I will be grateful for any information.]

When the largest trains are specified as "unlimited", only a finite number is issued with the set. If they run out you manufacture some more.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 15](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

15.3 - Tiles available

Chris Lawson's [Blackwater Station](#) (www.18xx.net) has this information for a number of games. A more up to date version of this information may be found at www.diogenes.sacramento.ca.us/18xx_net/. Other references include my own [tiles database](#) and [tile reference list](#) spreadsheet.

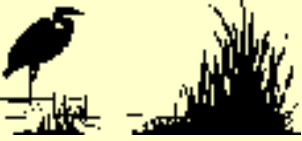
In **1826**, **1846**, **1851**, **1861**, **18GL**, **18US** and **18West** the yellow tiles with plain track on them (tiles numbers 7, 8 and 9) are to be treated as unlimited.

1830BC does not use tiles.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 15](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |


15.4 - Other items in limited supply

1830BC Waterworks markers - 3 1s, 6 2s, 3 3s, 5 4s, 3 6s, 3 8s, 4 Ms.

1837SX Secondary Railway tokens - 4 sets of 3

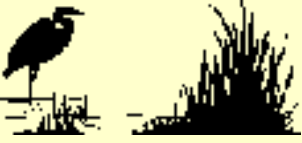
1844 5 tunnel companies, 5 mountain companies, 6 mountain-revenue markers.

1854 Mail contracts: 6 small and 6 large.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson November 5th 2005



18xx Games

18xx Rules Difference List



You are in: [Home](#) > [18xx](#) > [18xx Rules Difference List](#) > [Section 16](#)

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |

Section 16 - Miscellaneous Points

1800

There are two bonds, one for each company. Only the Director may buy the bond for their company. The bond pays \$50 each operating round, after the privates but in operating order. The money can be split between the player and the company in any amounts. Bonds are exempt from the certificate limit.

The price for the RGS private company as published in Rail Gamer magazine is \$160. Tony Leal (the designer) has advised that this should be reduced to \$150, with a buy-in price of between \$75 and \$300.

1824

Coal Railways can be exchanged for the Director's certificate in one of the Regional Railways. Mountain Railways can be exchanged for a 10% shares in one of the Regional Railways.

After the first 2 train has been bought, at the end of that operating round and at the end of each subsequent SET of operating rounds, the bank sells one of its currently available 'norma' (non-goods) trains abroad. This train is removed from the game. This sale can trigger a phase change. No new money comes into the game as a result of these sales.

1825

Players can sell private companies back into the bank pool for 30 less than their purchase price.

Share price rises on payment of dividend as a proportion of the dividend to the share price, rising up to four spaces if the dividend is four or more times the share price.

1826

Nationalisation, or forced merging of trainless companies, is a focus of strategy.

When companies fuse to form the État, it may find itself in an unfloated state unless enough shares in it have been distributed.

Bank loans are used to make up shortfalls during emergency money raising.

1827Jr



Adds many new and interesting features. The rules should be read with care.

For tables to explain the share price movements, see http://www.fwtwr.com/18xx/rules_difference_list/1827_junior.htm.

1829



Players may choose to close their private companies by turning them face down. They then cease to pay, and do not count towards the certificate limit, but they still count their face value at the end of the game.

Players may sell their private companies to other players.

1829 Mainline



At the start of the game, shares are shuffled and a number dealt out to players. Further shares are purchased from the draw pile, the discard pile or the bank pool.

A company can operate if the Director's certificate has been purchased, even if it is the only share of the company in the player hands. It may also operate if three ordinary shares have been purchased.

There are no phases as such,

Bonus payments are made to the company treasury for connecting to a station for the first time.

Some stations have variable values that depend on the highest value station elsewhere on the route.

Shares may only be sold to the bank pool at the start of a stock round, not during each stock turn.

The game can end if no share certificates are bought in a complete stock round. One sequence of three operating rounds takes place and the game ends at that point.

1830BC



A share's value depends on its terrain, not the nation (company) it belongs to. The canal network is drawn onto the board rather than laying tiles. The cards that time phases are used for both digging team (trains) and waterworks (~ = station markers). There is a single rainy season (operating round) for all players, company income being determined by owner of last waterwork in an irrigation chain. Game ends when all water entering system is used (or at prior bankruptcy).

1830Lummerland



When the 5 train is bought a gugelhupf appears in hex B5, making this village worth 10 extra for the following OR.

1831



A large game. Dual (or more, in some special cases) track is possible, so two trains of the same company can have identical routes. All hexes cost to build on and upgrades cost half of original construction cost.

Companies can merge into a system. If both companies have the same president, it is a friendly merger, otherwise a hostile takeover. A second hostile takeover can be done for bonds. Bonds pay 10% of face value regardless of what is done with stock dividends.

Stock is divided into preferred and common shares. Preferred stock comprises 50% of the company. Stock price rises immediately when 80% is bought, and again at 90%. Par price increases after all preferred stock is bought (which floats the company) so common stock costs more to buy from the Initial offering than preferred did.

Trains come in 3 flavours, Passenger (=Station), Freight (=Yard), and Mixed.

Government intervention, caused by a random card draw, introduces a random element.

1832



At the end of a stock round, if a company's stock is fully sold, and its price token cannot move up because it is already at the top of the market, it moves down and to the right instead.

Has 'share protection' in which the President has the option to buy shares that are sold, ostensibly to protect the price. The President gets this option whether the price is in danger of dropping or not. Also 'share redemption' in which a company buys one of its own shares, and 'share reissue' in which the shares bought back in this way are offered for sale again.

A route can only include the West Virginia Coal Fields if the operating company has a West Virginia Coal Fields token. The company that buys the West Virginia Coal Fields gets a token at no cost. Other companies can buy a token, which counts as a yellow tile lay.

There is a 'ledge' on the stock market. Tokens trying to move downwards through this do so normally except if this would cause them to stop immediately below it, when they instead stop immediately above it. Tokens trying to move upwards through the ledge do so normally. Tokens trying to move rightwards through the ledge get diverted upwards by arrows. Tokens trying to move leftwards through the ledge do so normally.

The West Virginia Coal Fields private can be bought in phase two for from half to face value. The London Investment Company, Central Rail Road and Canal Company and Southern Bank (if in play) may not be purchased by companies.

After each stock round during phases 4 and 5 there will be a merger phase. Two 10-share companies may merge together to form a System, or one company may absorb another's assets through a takeover

of the other company.

1835



Nationalisation of shares is possible.

1837



Stock market is based on a hexagonal grid rather than the more common square grid.

1837SX



Has concessions which are redeemed for the 40% certificate of a 'small' corporation.

Track building is done by building points. The number of building points required to lay a tile is a combination of the terrain type and tile type.

Viaduct tiles can only be placed in mountains or over rivers.

Tiles come with single track or double track, which determine how far a train can travel.

Corporations that connect to certain towns on the map gain Secondary Railway tokens, which provide additional income.

'Small' corporations convert to 'large' corporations when they can trace a route to a set destination.

1838 Rheinland



Nationalisation of shares is possible.

Routes that include coal mines and/or steel mills may gain a bonus. Long distance connections between the off-board hexes in the north west and the south east, and between the north east and the south west, gain a bonus.

The last trains out are Specialisation trains, that may be attached to existing trains. If attached to a 5 or 6 train, villages are no longer counted for this train. Alternatively, the bonus for a route that contains a coal mine and a steel mill is doubled.

1841



The 8 trains do not have to count mountain passes as stops.

It costs 50 to *upgrade* mountain track.

Allows trading of station markers.



1842



The hexes of Hamburg and Harburg may be upgraded only by the HAV.

There are special bonuses (see rule 6.2.4) for connecting hexes F18, and O13.

Rule 6.2.2 'Restrictions for Coastal Towns' describes restrictions on upgrades of *all* towns, not just coastal ones.

If a player holds at least two shares in each of at least three companies, their certificate limit is increased by one. This increase may be anticipated in buying the second share in a company.

There are hexes on the board which are yellow but have no track. These may not be developed until the green phase, and the first tiles laid on them must be yellow.

At least one of a set of routes must include the company's starting place. Some tiles bear two values for the stations. The higher values are used if the company has a station marker on the tile.

1844



At the end of each set of ORs, a train from the bank is 'sold abroad'. This transaction does not involve money, but does get rid of trains, including 'poisoned' ones.

The number of station markers a major company gets depends on its flotation price.

1846



For the first operating round of the game companies run in reverse price order.

All track builds/upgrades cost \$20+.

Each round, a company may lay two yellow tiles, or lay one yellow tile and upgrade one tile - which may be the tile just laid.

Tile lays and token placement can be done in any order. A token can be placed after the first tile lay, followed by a second tile lay not legal prior to the token placement.

Trains phase out rather than just dying off.

1848



The Bank of England is a company that issues loans and administers companies in receivership.

The game end can be triggered when the fifth company goes into receivership or when the Bank of England has issued 16 or more loans.

1849



Has narrow-gauge track, which is cheaper to lay on mountains and counts differently when determining the length of runs.

It costs the full price to *upgrade* mountain track.

Allows trading of station markers

1850



At the end of a stock round, if a company's stock is fully sold, and its price token cannot move up because it is already at the top of the market, it moves down and to the right instead.

Has 'share protection' in which the President has the option to buy shares that are sold, ostensibly to protect the price. The President gets this option whether the price is in danger of dropping or not. Also 'share redemption' in which a company buys one of its own shares, and 'share reissue' in which the shares bought back in this way are offered for sale again.

A route can only include the Mesabi Mining Range if the operating company has a Mesabi Range token. The company that buys the Mesabi Mining Range gets a token at no cost. Other companies can buy a token, which counts as a yellow tile lay. If an eligible company has a token placed in an edge area (a red off-board area with an appropriate token space), that area counts double for that company.

There is a 'ledge' on the stock market. Tokens trying to move downwards through this do so normally except if this would cause them to stop immediately below it, when they instead stop immediately above it. Tokens trying to move upwards through the ledge do so normally. Tokens trying to move rightwards through the ledge get diverted upwards by arrows. Tokens trying to move leftwards through the ledge do so normally.

The Mississippi River Bridge Company and Mesabi Mining Company privates can be bought in phase two for from half to face value. If the Union Pacific purchases the Credit Mobilier private it can pay up to three times face value.

1853



At the start of the game players make contract bids by putting up a bond. This bond is redeemed once all of the player's cities are joined by track. Building into certain hexes is worth company credits.

At the end of a stock round the holder of the Elephant may sell it to another player. At the end of a set of operating rounds the holder of the Elephant may call for one additional operating round.

There are two gauges of track/trains.

There are mail runs.

Each company has a designated territory. It may lay yellow tiles outside this territory but may not promote tiles or place tokens.

Some hexes contain a bracketed value for a frontier post. This is paid as a subsidy to the company that lays a tile in that hex, after it has paid any required construction costs.

Where the hex grid runs to the edge of the physical board, track may be placed so that it runs off the board.

A brown tile that is adjacent to a grey tile may not be promoted.

1854



Tunnels, which are transparent and can overlies normal tiles.

Two hexes of the main map correspond to a 16-hex 'local map' on which 'local railways' operate.

1856



Has government loans.

After the sale of a 6 train, villages may be removed, either by promoting them to cities, or by downgrading them to plain track. Double villages may be promoted but not removed.

A company can fall off the bottom of the stock market. It then ceases to exist.

The initial state of Toronto is two value 30 cities, as on the map - the tile manifest says 40 and is wrong (*Bill Dixon, rgb, May '97*).

1860



Players can sell private companies back into the bank pool for 30 less than their purchase price.

Share price rises on payment of dividend as a proportion of the dividend to the share price, rising up to four spaces if the dividend is four or more times the share price.

Halts can be ignored or included in routes as the director sees fits. Halts pay the company treasury rather than adding to the dividend.

A company may not upgrade track unless the company owns a train. {Mike Hutton has confirmed that this should refer to track tiles rather than track.}

If a company price falls to zero, the company becomes bankrupt. All shares are returned to the initial offering without compensation, and are available for sale once more at the start of the following stock round, starting with the director's certificate. The company's bases remain on the board but are turned over to indicate that they restrict other companies' track development but do not prevent other companies running trains through those cities. The bankrupt company's treasury, trains and unused base tokens are kept with the company charter, available for use by the next director if it is refloated.

1861



Public companies have no fixed base stations. They are formed either by merge or conversion from Minor companies, or start in any unreserved and unconnected city space on the map.

Companies may take out loans to pay for track building, train purchases and loan interest. Minor companies may have up to two loans, Public companies may have up to five loans. If a company is unable to pay for commitments and cannot take out enough loans to do so, it is nationalised and becomes part of the Russian State Railway.

Companies may buy their own shares from the bank pool, but may not take out loans to do this.

The Russian State Railway runs from the start of phase 4 to the end of phase 7, and runs after all other companies have operated. It always retains its revenue and will always buy the cheapest new train from the bank if possible, if it has no outstanding loans and has sufficient money in its treasury.

There are always two operating rounds between stock rounds, with a merger round after each operating round. During the merger round each eligible Minor company may convert or merge to form a Public company.

The end of the game is signalled by the purchase of the first 8 train. If this occurs in the first operating round of a set, complete the round and play two more operating rounds. Otherwise, complete the round, play a stock round and then play three more operating rounds.

At the end of the game share prices are adjusted left (or down) one space for each outstanding loan.

1870



At the end of a stock round, if a company's stock is fully sold, and its price token cannot move up because it is already at the top of the market, it moves down and to the right instead.

Has 'share redemption' in which a company buys one of its own shares. This share must come from the bank pool if possible, or from any player, provided that at least six shares remain in player hands and the bank pool after the redemption. A share can only be redeemed from a player with their consent.

Has 'share reissue' in which the redeemed shares are offered for sale again.

Has 'share protection' in which the President has the option to buy shares that are sold, ostensibly to protect the price. The President gets this option whether the price is in danger of dropping or not. Also 'share redemption' in which a company buys one of its own shares, and 'share reissue' in which the shares bought back in this way are offered for sale again.

A company that connects to its 'destination' does a special bonus run.

There is a 'ledge' on the stock market. Tokens trying to move downwards through this do so normally except if this would cause them to stop immediately below it, when they instead stop immediately above it. Tokens trying to move upwards through the ledge do so normally. Tokens trying to move rightwards through the ledge get diverted upwards by arrows. Tokens trying to move leftwards through the ledge do so normally. { This is not as stated in the published rules, which contradict the directional arrows on the stock market. Clarification has been provided that the rules are incorrect. }

The MP or SSW may buy the Mississippi River Bridge Company private before a 3 train has been sold.

1876v2



The game starts with an STR share in the bank pool.

You can only upgrade a city tile if you have a station marker there **or** you are about to put a station marker there **or** there is no station marker there.

You can put a station marker in a place reserved for another company's station marker. When the station marker with the reserved place turns up, yours is killed.

Diesels do not count against the train limit.

1895



The game contains **obligations**, which can be purchased and come with a non-active 10% share of one of the public companies. The holder of an obligation has the option to purchase the president's certificate of the corresponding public company if someone else declares they wish to buy it. When the two cities of the obligation are connected the non-active share becomes a normal share.

When a player wins 60% of a company, buying more shares requires that an additional 20% of the price be paid to the bank.

18AL



Each railroad has a historical objective. After placing and paying for a token in that city, the company receives \$100.

18C2C



At the end of an SR, if a company's stock is fully sold, and its price token cannot move north because it is already at the top of the market, it moves south-east instead.

Has 'share redemption' in which a company buys one of its own shares. This share must come from the bank pool if possible, or from any player, provided that at least six shares remain in player hands and the bank pool after the redemption. A share can only be redeemed from a player with their consent.

Has 'share reissue' in which the redeemed shares are offered for sale again.

A company that connects to its 'destination' does a special bonus run. A company that makes a transcontinental run gains a one-time boost on the stock market.

There is a 'ledge' on the stock market. Tokens trying to move downwards through this do so normally except if this would cause them to stop immediately below it, when they instead stop immediately above it. Tokens trying to move upwards through the ledge do so normally. Tokens trying to move rightwards through the ledge get diverted upwards by arrows. Tokens trying to move leftwards through the ledge do so normally.

Four of the companies may buy the Mississippi River Bridge Company private before a 3 train has been sold.

Privatisation of shares is possible.

Two single companies with a physical connection on the map can join to become merger companies.

The Amtrak and Conrail companies form on the purchase of the first '6' and '8' train respectively, and absorb companies that are left with no trains once the 3 trains and 4 trains have been discarded.

18EC



Knoxville is a grey town in the middle of the map that pays fixed amounts to the treasury of a company running to, from or through it.

Mail Contracts can be bought that allow a company with a train to run an additional Mail Train. The Mail Contract can be voluntary returned to the bank, but must be given up the instant that the company does not own a train. The Mail Contract does not count towards the train limit.

18FL



A company's tokens can be used as standard station markers (on cities) or as Hotels (on villages). The Key West Extension (hexes M24 and M26) is destroyed at the beginning of phase 6/3E, but may be rebuilt.

18GA



There is an exception to the definitions of 'city' and 'village' in the glossary. It has cities which have no room for a station marker, but are cities because they count towards a train's route, unlike villages which are free.

18GL



CONRAIL may form at the beginning of phases 10H or E, and may absorb companies left with no trains.

Bank loans are used to make up shortfalls during emergency money raising.

18MW



After a 10 train has been sold, a player may merge a trainless and underfunded company with another company of which he is also President.

18Rhi Rhineland



Routes that include coal mines and/or steel mills may gain a bonus. Long distance connections between the off-board hexes in the north west and the south east, and between the north east and the west, gain a bonus.

18Scan



Minor companies have destinations and perform bonus runs and may place destination tokens when connected.

18TN



Companies may buy one private company from one player at face value in the game's first operating round.

When the fourth (of five) 3 train is purchased, the American Civil War is triggered. In the next operating round, each company loses the income from one of its trains. If a company only owns one train, the company price does not fall due to its failure to pay dividends in this round.

When the second (last) 6 train is purchased, 4 trains in the bank pool are removed from play while 4 trains in company hands are designated as obsolete. Each obsolete train remains in play until after the next time the company runs its trains, when it is removed from play.

Three optional rules are included:

- a) Allow each company the option to lay three yellow tiles on its first operating turn.
- b) Allow a company to purchase a private company from a player any time during phase 2, from \$1 to face value.
- c) When 3 trains are removed from play, the owning company immediately received a salvage value of \$30 per 3 train.

18US



The game starts with the sale of the Eastern Concessions and 4-share Eastern companies. The 4-share companies convert to 5-share companies when they connect to a Gateway city, and may optionally convert to 10-share companies after the Western Railroad Convention.

Western Concessions are sold during the Western Railroad Convention. Once the Pacific Railway Act concession has been bought, 5-share Land Grant companies come into play, converting to 10-share companies when they complete their Land Grants. When this conversion takes place the shareholders receive a special Golden Spike bonus.

Once the first 4E or 3G train has been bought, pairs of connected 10-share companies can be combined to form 20-share Systems. A System may never sell its last permanent train.

Plain yellow track tiles upgrade to villages (junction towns). This can only be done if the company has a spare token to place on the upgraded tile.

18VA



The private companies only die when their power is exercised. If their power is not exercised, they last for ever.

18West



The Union Pacific starts the game as an operating public company with two 2 trains. Until a player becomes President of the UP it runs on autopilot following the rules in section 6.3.3.



A public company started during a stock round may buy a train from the bank at the end of that stock round if it has the required funds in its treasury. Initially this will be the DRG and the GN. Later on it may be Land Grant companies started after phase 5 has begun.

If it is phase 4 or later and a company has completed at least one complete operating round, the company may issue one or more treasury shares to the bank pool and receive the current market value from the bank. The stock market token moves one space to the left when this is done.

Crisis



No distinction between 'operating rounds' and 'share dealing rounds'. Companies trade in and can be forced to purchase shares. Shareholders can be forced to support companies in receivership. The tiles are square. Too many others to list.

| [Introduction](#) | [Contents](#) | [Games](#) | [Glossary](#) |   |



© Keith Thomasson January 31st 2008