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

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RULES

Designed by
Francis Tresham
Developed by
Bruce Shelley et al.






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

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

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

Using These Rules

1830 includes rules for a number of different versions of the game:

-  **1830 Starter Game** (separate booklet) — In this shorter game you do not buy and sell stock. You just operate the railroads: laying track, building stations, and generating revenue.
-  **1830 Base Game** (or “*1830*♦,” pp. 7-24) — This is the full game, but it does not use some of the more complex special rules. Use this if you are a new player or for a shorter game.
-  **1830 Classic** (or “*1830*★,” pp. 25-27) — *1830 Classic* uses the *1830 Base Game* rules with only a few special rules and variants. These are noted in the sidebars for the *Base Game*. These are the original *1830* game rules.
-  **1830 Variants** (pages 28-33) — These rules detail various elements of the game. They can be used in any combination agreed on by the players before a game begins.
-  **1830+ Scenarios** (pages 34-43) — Each scenario details a set of variant rules that can be used with the *base game* to play a specific version of *1830+*.



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

If you are unfamiliar with the *18XX* game system and aren’t prepared to jump into the deep end, you should play the starter game. This will allow you to become familiar with the concepts of laying track and running trains without the added complexity of a stock market. A starter game requires about 60-90 minutes.



OVERVIEW



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

Investing and Controlling Railroads

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

Building and Operating Railroads

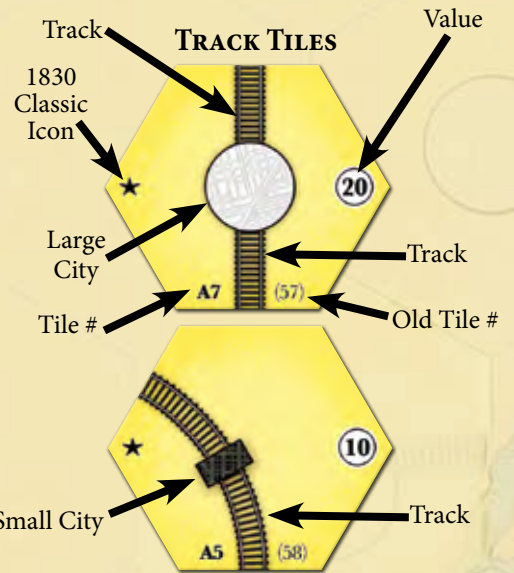
A railroad corporation (or just railroad) builds by placing tiles on the hexagonal grid that is superimposed on the map. Each tile depicts segments of *track* and the *cities* that lie along that track. Cities are represented by large or small circles or by black crossbars on the tiles. The *value* of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

A railroad also buys trains. Each train can run on the tracks to service the cities that the track connect. A series of tracks and cities that a train uses is called its *route*. A train can *run a route* if the route connects at least 2 cities—at least one of the cities must contain one of the railroad's stations. A corporation earns money based on the value of the cities on its trains' routes.

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

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

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



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



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

PLAY SEQUENCE

You play 1830 in a series of stock rounds and operating rounds. In a stock round, you may buy and sell shares in the railroad corporations. In an operating round, you “run” each of the railroads you control (0, 1, or multiple). That is you lay track, run trains from station to station, buy trains, etc.

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

PRIVATE COMPANY CERTIFICATES



PRIVATE COMPANIES

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

RAILROAD CORPORATION LOGOS



RAILROAD CORPORATIONS

There are 12 railroad corporations represented in the game. The corporations are usually identified by their initial letters.

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

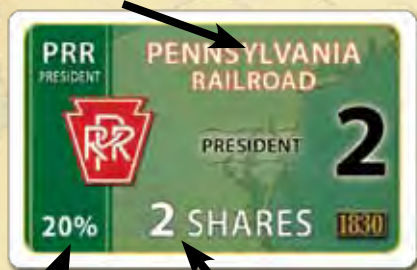
Usually a player will have the chance to control (i.e., run) at least one corporation. There are advantages to be gained from running several corporations, but this should not be an objective in itself. A minority interest in several well-run corporations can be more profitable than a controlling block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

Controlling a Railroad Corporation

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

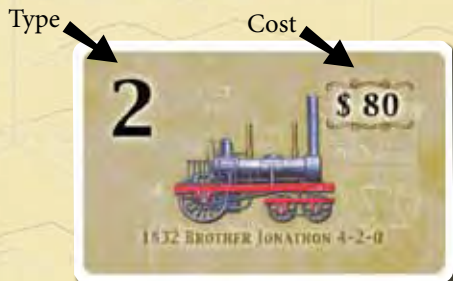
Each corporation is controlled by a president who is the largest (or tied for largest) shareholder in the corporation. The sale and purchase of shares may lead to a change of president, but it is necessary for the current president's holding to be exceeded by a rival player before this will happen. A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

RAILROAD CORPORATION CERTIFICATES



% of shares # of shares

TRAIN CARD



GAME ETIQUETTE

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

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

You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at:
custserv@mayfairgames.com



COMPONENTS



COMPONENTS

This section describes the components used in *1830*:

1 double-sided game board

144 cards used as certificates and trains:

(17 cards serve two purposes depending upon the side used)

- 10 private company certificates (on some train backs)
- 108 railroad corporation certificates (in 12 railroads)
- 37 train cards (in 7 types: 2s, 3s, 4s, 5s, 6s, 7s, and diesels)
- 5 variant train cards (2⁺², 3⁺³, 4⁺⁴, 5⁺⁵, and 6⁺⁶)
- 1 priority deal card

12 corporation charters

180 bills (money: 1s, 5s, 10s, 20s, 50s, 100s, and 500s)

155 tiles (hex-shaped): 139 track tiles 16 board tiles

35 tokens (circle-shaped):

34 station tokens and 1 misc. tokens

40 markers (square-shaped): 24 share markers, 2 round markers, 3 license markers, 5 uncertainty markers, 6 number markers

The Game Board

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

1830+ Board Tiles (hex-shaped)

There are 16 board tiles that are used to modify the map for various scenarios (see Table T-02, pp. 45).

Private Company and Share Certificates

There are 10 private company certificates—one for each company. There are ten shares in each of the 12 railroad corporations. However, the president certificates and several other special certificates each represents two shares. So there are only 8 or 9 actual certificates for each corporation.

Corporation Charters

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

Money

The bank holds \$12,000 total in 7 denominations. The amount of money in the bank can be changed for shorter or longer games.

Railroad Corporation Tokens (circle-shaped)

Each railroad corporation has 2-4 station tokens.

Markers (square-shaped)

There are a number of markers used in the game: an operating round marker, 12 par value markers, 12 share value markers, etc.

Base Game — The *1830 Base Game* and *1830 Classic* use the same components.

Railroad Corporation	1830 Abbr. (AAR Abbr.)
Pennsylvania	PRR (PRR)
New York Central	NYC (NYC)
Canadian Pacific	CPR (CP)
Baltimore & Ohio	B&O (B&O)
Chesapeake & Ohio	C&O (C&O)
Erie	Erie (ERIE)
New York, New Haven, & Hartford	NNH (NH)
Boston & Maine	B&M (BM)
Norfolk & Western	N&W (NW)
Pere Marquette	PMQ (PM)
Nickel Plate	NKP (NKP)
Reading	RDR (RDG)

Private Company	1830 Abbr. (AAR Abbr.)
Schuylkill Valley	SV
Pittsburgh & Louisville	PL (P&L)
Champlain & St. Lawrence CS (C&StL)	
C&O Canal	CC
Potomac & Piedmont	PP (P&P)
Delaware & Hudson	DH (D&H)
Mohawk & Hudson	MH (M&H)
James River & Kanawha	JK
Camden & Amboy	CA (C&A)
Baltimore & Ohio	BO (B&O)

Note — The private company certificates are on the backs of the diesel trains and some of the 6-trains and 7-trains. The purchase of a 5-train retires the privates—then those trains can be used.

★ *1830 Classic* — The JK, CC, PP, and PL private companies are not used. The PMQ, N&W, NKP, and RDR railroads are not used.

★ *1830 Classic* — There are 25 station tokens and 16 share markers. The PMQ, N&W, NKP, and RDR tokens and markers are not used. The token that used to mark a railroad's share value is replaced by a marker in this version of *1830*.

The 1830 Classic Side of the Game Board

The Operating Round Track
Keep track of which operating round it is here.

The Stock Market
Each corporation places one of its tokens on this grid to track its share price.

The Par Value Track
Keep track of the par value of each corporation here.

The Bank Pool
Place certificates sold and trains discarded here.

The Phases
The top card on the train stack at the right corresponds to the next phase of the game.

The Train Stack
Stack the available train cards; 2-trains on top, 3-trains next, etc.

The Share Certificates
Place the share certificates here—one stack for each railroad, with the president's share on top.



Share Certificates



Money



Tokens



Markers



Priority Deal Card



Board Tiles



Corporation Charters



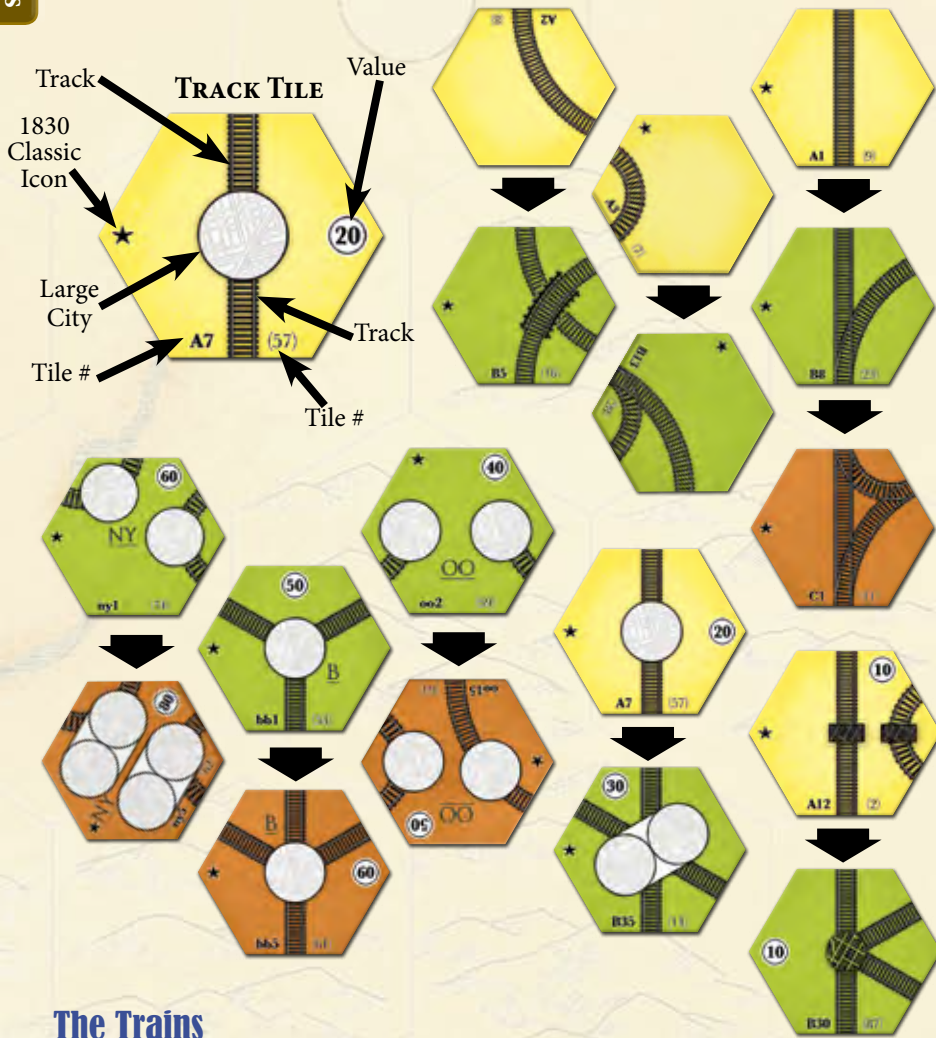
COMPONENTS

Track Tiles (hex-shaped)

The game contains 139 track tiles in 4 colors: yellow, green, brown, and gray.

The *1830 Classic* tile set consists of 85 of those tiles. Both sides of each of the *1830 Classic* track tiles are the same in terms of game effect. These are easily identified by the * on the front side of the tile, and by the classic graphic style of track on the back.

The other 54 track tiles are expanded track tile set used for the variants, special rules, and some of the 1830+ scenarios. The front side of these tiles has the terrain, track, tile number, and stations; while the back side has information detailing scenarios that use the tile, upgrade information, the tile number, etc..



★ *1830 Classic* — There are 85 tiles. Use either side of the tiles, and ignore the tiles without tracks/cities on both sides.

Note — Each track tile is labeled with 1 or 2 letters and a number. If a tile has only one upper case letter, the letter corresponds to the base color of the tile: A = yellow, B =green, C = brown, D = gray. If a tile has two lower case letters, it can only be placed on a specific hex or set of hexes on the board (e.g., a “ny#” tile may only be placed on the New York City hex, a “oo” tile may only be place on a hex labeled “OO.”)

★ *1830 Classic* — Only 26 trains are used: 6x 2-trains, 5x 3-trains, 4x 4-trains, 3x 5-trains, 2x 6-trains, and 6x diesels.

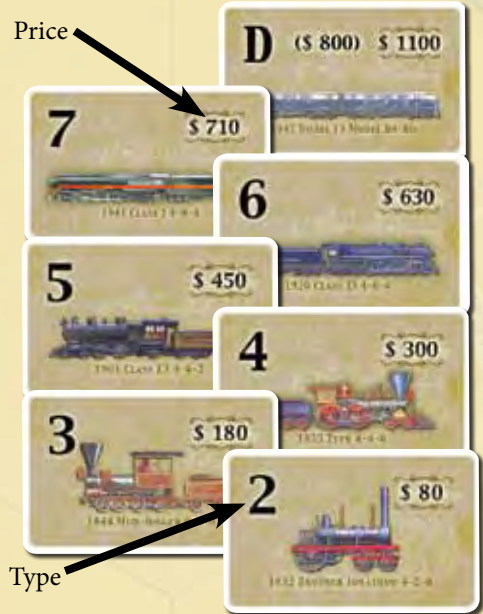
Front (#)	Back (#)
diesels (7)	... private companies (7)
7-trains (2)	... private companies (2)
6-trains (1)	... private companies (1)
6-trains (3) 2-trains (3)
5-trains (4) 2-trains (4)
4-trains (7) standard back
3-trains (6) standard back
<i>Variant Trains (see V-7.10, p. 33):</i>	
2 ⁺² -train (1) standard back
3 ⁺³ -train (1) standard back
4 ⁺⁴ -train (1) standard back
5 ⁺⁵ -train (1) standard back
6 ⁺⁶ -train (1) standard back

The Trains

The game contains 42 trains on 35 cards. These include 7 different standard types (see Table T-03, p. 45) and 5 variant trains. Each train card specifies that train’s price and its type, which represents the number of different cities it may service.

All of the 5-trains and three of the 6-trains have the 2-trains on their backs. When the first 4-train is bought, all of the 2-trains are removed from play. These 2-trains are flipped over to serve as available 5- and 6-trains.

Similarly, the private companies are backed by diesels (D), 7-trains, and a 6-train. So when the privates are retired with the purchase of the first 5-train, those trains can be used later in the proper phase.





BASE GAME



Base Game — The JK, CC, PP, and PL private companies are not used. The PMQ, N&W, NKP, and RDR railroads are not used.

Base Game — 26 trains are used: 6x 2-trains, 5x 3-trains, 4x 4-trains, 3x 5-trains, 2x 6-trains, 6x diesels.

Base Game — All information on the holdings of players and railroads is available to everyone.

★ **1830 Classic** — Randomly assign seating positions. A railroad's money need not be revealed (see V-0.1 and V-1.0. p. 28).

The rules in this section describe the **1830 Base Game**. We recommend that new players use these rules to ease into play.

PREPARING FOR PLAY (1.0)

First lay out the components. The *1830 Base Game* components are the same as those used in *1830 Classic*—they are marked with “★”s.

- Place the board in the center of the table with the “1830 Classic” side face up (see diagram below).
- Place the 6 private company certificates that are marked with a “★” face up in an open area by the board.
- Place the share certificates that are marked with a “★” in the spaces provided on the board, with the president’s certificate on the top of each stack. These certificates are the “initial offering.” It is essential that unsold share in the initial offering and shares in the bank pool always be clearly distinguished. (Note there are no shares in the bank pool when the game begins.)

BASE GAME

Setup for a 4 Player Game



- Place the four 4-trains marked with “★”s face up in a stack. Place the five 3-trains marked with “★”s face up on top of the 4-trains. Place the six 2-train cards marked with “★”s face up on top of the 3-trains.
- Use only the track tiles that are marked with “★”s—each of these tiles has track, and cities on both sides. Place these tiles in stacks so that the number of each can be determined when necessary. Only the yellow tiles are needed at first, but the others are relevant to planning for the later stages of the game.
- Place the 8 corporation charters that are marked with “★”s next to the board.

SELECT A BANKER (1.1)

Choose a player to be banker. If you cannot agree, the oldest player is the banker. As banker, you need space for bank funds to be laid out in addition to your own money and possessions. You may also need space for a pencil and paper. A calculator is very useful.

STARTING MONEY (1.2)

Distribute \$2400 equally among the players. The chart in the side bar details the amounts. Place the remaining money in the Bank.

BUYING THE PRIVATE COMPANIES (1.3)

Divide the 6 private company certificates into groups as specified in the chart below—one group for each player. The players then bid to determine the order in which they select and purchase the groups. *Each player must purchase one of these groups for the amount(s) specified in the chart.*

Starting with the banker and proceeding clockwise, each player must make a bid or pass. The minimum starting bid is \$5 and each subsequent bid must be at least \$5 more than the preceding bid. If you pass, you may no longer bid. When the last bidder passes, the high bidder chooses a group of private companies to purchase. The next highest bidder chooses next and so on until all of the groups have been purchased. If two or more players passed without bidding, they choose starting with the banker and proceeding clockwise.

In addition to first choice of private companies, the highest bidder also gets the priority deal card and thus takes the first turn in the first stock round.

Example: Bob, Carol, Ted, and Alice are starting a game of 1830. Bob is the banker and starts the bidding for the private companies with a bid of \$5. Carol who is sitting to his left passes, stating that she doesn't care what she gets. Ted bids \$10 and Alice bumps the bid to \$20. Bob passes and Ted bids \$25—Carol could not bid because she has already passed.

Alice bids \$30 and tells Ted that the B&O is a great railroad. Ted says he wants the CA; and if Alice wants the BO private company, he could have passed on his last bid and saved some money. So, thinking Alice wants the BO private, he passes and Alice wins the bid. Alice smiles, takes the CA and pays the bank \$190—her bid of \$30 plus \$160 for the CA. Stunned and shaking his head, Ted thinks for a moment, then takes the CS and the DH, paying \$135. Bob happily pays his \$5 bid, grabs the BO and shells out a further \$220. Carol pays \$130 for the SV and the MH. Bob must set a par value for the B&O, but he only has \$375 left. He sets a par value of \$100 and plans to collect his \$30 in revenue from the BO and wait a round to operate if no other player invests in the B&O.

# Players	Starting Money for Each Player
2 players.....	\$1200
3 players.....	\$800
4 players.....	\$600
5 players.....	\$480
6 players.....	\$400
7 players.....	\$350*

* – Split \$2450 for 7 players.

★ 1830 Classic — The process for buying the private companies is fairly involved and is described full detail in C-2.2 on p. 26.

Note — For full descriptions of the private companies, see pp. 46-47.



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

PRIVATE COMPANY GROUPS

	NUMBER OF PLAYERS				
	2	3	4	5	6 / 7
Group 1 (Cost)	SV+DH+CA (\$250)	SV+BO (\$260)	SV+MH (\$130)	SV+CS (\$60)	SV (\$20)
Group 2 (Cost)	CS+MH+BO (\$370)	CS+CA (\$200)	CS+DH (\$110)	DH (\$70)	CS (\$60)
Group 3 (Cost)	–	DH+MH (\$180)	CA (\$160)	MH (\$110)	DH (\$70)
Group 4 (Cost)	–	–	BO (\$220)	CA (\$160)	MH (\$110)
Group 5 (Cost)	–	–	–	BO (\$220)	CA (\$160)
Group 6 (Cost)	–	–	–	–	BO (\$220)
Group 7 (Cost)	–	–	–	–	–

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

Note — There are a number of restrictions on buying and selling shares (see 5.0 for details). For example, you may not sell certificates in the 1st stock round, the president's share must be the first bought for each railroad, etc.

★ *1830 Classic* — The original 1830 rules were ambiguous as to the sequencing of buy and selling within a turn. Sell-Buy-Sell is specified here, but Buy-Sell and Sell-Buy are both *1830 Classic* special rules (see V-6.1, p. 31).



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

★ *1830 Classic* — The game can also end if a player goes bankrupt (see C-2.4, p. 28).

SEQUENCE OF PLAY SUMMARY (2.0)

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


First Stock Round:

The player with the priority deal card takes the first turn. Then proceeding clockwise, each player takes a turn or passes. The round ends when all players have passed consecutively. The player to the left of the last player to buy or sell gets the priority deal card.

On each of your turns, you may do any or all of the following (see 6.1 & 6.2, pp. 14-15, for sell & buy restrictions):

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

First Operating Round:

 **1st Operating Round:** There is at least 1 operating round.

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

The railroad with the highest share value operates first, then the railroad with the next highest share value, and so on until all of the railroads have operated. For railroads with the same share value, see 7.0, p. 16.


When a railroad operates, it:


- 1 May construct or upgrade track.
- 2 May place a token on a tile to create a new station.
- 3 Must run its trains on available routes.
- 4 Must collect revenue and adjust its share value.
- 5 May buy new trains.


Next Stock Round:

Same as 1st stock round.




Next Operating Round(s):

 **1st Operating Round:** Same as described above

 **2nd Operating Round:** Only if 3-trains were in play or retired at the end of the last stock round. Proceed as in 1st round.

 **3rd Operating Round:** Only if 5-trains were in play at the end of the last stock round. Proceed as in 1st round.

• • • and so on until the game ends.

-  The game ends when the bank runs out of money. Play until the next time a set of operation rounds ends. Keep track of any further money paid out on paper.
-  Total your money and the value of your shares.
-  The wealthiest player wins.

THE PHASES (3.0)






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

PHASE ONE (3.1)

Phase one starts at the beginning of the game and continues until all private companies have been purchased (see 1.3, p8).






PHASE TWO (3.2)

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

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







PHASE THREE (3.3)

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

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






PHASE FOUR (3.4)

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

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

PHASE FIVE (3.5)

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

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

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

Note — The 2-trains are on the backs of the 5-trains and three 6-trains. When the first 4-train is bought, all 2-trains are removed from play. They are flipped over and serve as 5- and 6-trains.



Example: Gerald buys the first available 4-train. All of the 2-trains are removed from play. Gerald flips five of the 2-trains and they become the three 5-trains and the two 6-trains used in the base game.

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

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

All of the private companies are retired and removed from the game. This frees up the six diesels used in the base game.

THE PRIVATE COMPANIES

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

PRIVATE COMPANY EFFECTS

Schuylkill Valley — No effect.

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

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

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







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

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

PHASE SIX

(3.6)






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

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

PHASE SEVEN

(3.7)

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

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

PRIVATE COMPANIES

(4.0)

During phases 3 and 4, a railroad may *buy a private company* at any time during its turn in an operating round. In addition, ownership of private companies may make possible activities otherwise not allowed. (See pp. 46-47).

SALE

(4.1)

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

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

CLOSURE

(4.2)

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



THE STOCK MARKET (5.0)

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

SHARE OWNERSHIP (5.1)

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

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

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

INITIAL SHARE VALUE (5.2)

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

Place the corporation's *share value token* in a light green grid box on the stock market corresponding to the share value. If the token is placed into a grid box already containing one or more tokens, the newly arriving token is placed at the bottom of the stack of share value tokens that are already there.

Place the corporation's *par value marker* on the corresponding space on the par value chart. It does not matter if other par value markers are already in that space. This par value is the cost of any further share purchases of shares that are in the initial offering (not in the bank pool).

SHARE AND CERTIFICATE LIMITS (5.3)

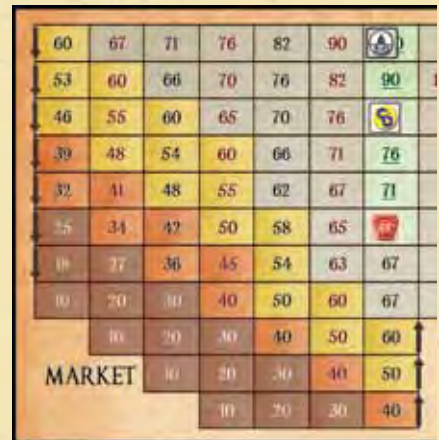
As with any stock exchange, certificates are used in 1830 to represent each player's ownership in the private companies and public railroad corporations. For a private company, a single certificate represents 100% ownership in the company. For a corporation, a single certificate represents 10% or 20%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

There are a number of limitations on certificate ownership:

Individual Corporation Limit— Each player is normally limited to 5 certificates (50-60% of the shares) in a corporation. However, the position of the corporation's share value token on the stock market may allow a player to exceed this limit (see 5.4, p. 13).

Overall Limit — Each player is limited to a specific total number of certificates, including private company certificates. The certificate limit is determined by the number of players in the game (see chart in sidebar).

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



# Players	Certificate Limit
2	28
3	20
4	16
5	13
6-7	11

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

Note — If a corporation has 5 or more certificates still in the initial offering (i.e., it has not floated), it can't generate revenue during an operating round. So, its share value token will not move during operating rounds for any reason.

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

- ③ B&O certificates
(the president's certificate and 2 others)
- ④ PRR certificates
(value token in a yellow grid box)
- ⑧ C&O certificates
(value token in an orange grid box)
- ⑤ Erie certificates
(the president's certificate and 4 others)

Pete has 20 certificates **A** and the overall limit in a 6 player game is only 11. However, the PRR and C&O certificates do not count for the overall limit since their tokens are in yellow and orange grid boxes. And, Pete can exceed the individual corp limit of 5 for the C&O because its token is in the orange.

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

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

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

60	67	71	B 76	82
53	A 60	66		A 76
46		B 60	65	
39	48		C	A 66
A	41	48	55	
25	34		D 50	58
18	27	36	45	54

Bank Pool Limit — There may never be more than 5 certificates of any single corporation in the bank pool. A player may not sell shares if the number of certificates to be sold plus the number of certificates in the bank pool for that corporation exceeds 5.

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

SPECIAL STOCK MARKET EFFECTS (5.4)

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

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

SHARE VALUE TOKEN MOVEMENT (5.5)

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

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

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

STOCK ROUNDS

(6.0)

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

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

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

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

Stock Round:

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

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

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

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

STOCK SALES

(6.1)

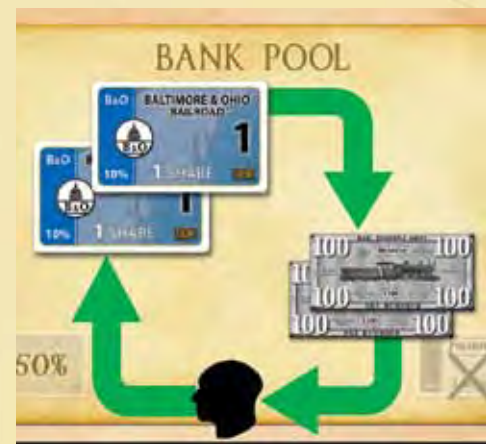
Any certificates you sell are placed in the bank pool and may be bought by other players in their respective turns.

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

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



2	90		112
6	82	90	100
0	76		90
6	71	76	82



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

★ *1830 Classic* — The original 1830 rules were ambiguous as to the sequencing of buy and selling within a turn. Sell-Buy-Sell is specified here, but Buy-Sell and Sell-Buy are both *1830 Classic* special rules (see C-1.2, p. 25).

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

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

Note — For each corporation, the number of tokens available and the number and type of trains owned must be visible on the company charter. Its money may be kept in a stack and the amount held need not be divulged!

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

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

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

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

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

- ☒ If your share holdings exceed the limits on certificate ownership, you must sell sufficient certificates to conform to the limits during your next turn in a stock round. See 5.3, pp. 12-13.
- ☒ Note that the owner of the CA private company receives a free share (10%) of the PRR. This share cannot be sold until the president's certificate has been purchased, thereby setting the value of the PRR share.

STOCK PURCHASES

(6.2)

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

- ☒ Shares in a corporation cannot be bought by a player if that player has sold share(s) of the corporation earlier in the same stock round.
- ☒ The first purchased share certificate in a corporation must be the president's certificate. This certificate signifies that the owner is responsible for all decisions concerned with the railroad's operations such as construction of track, planning of routes, payment of dividends, etc.
- ☒ When you buy a president's certificate (20%) from the bank, you must choose an initial share value: \$67, \$71, \$76, \$82, \$90, or \$100. You must pay twice this value for the certificate. This is the corporation's par value. It is recorded on the stock market and the par value chart. See section 5.1 (p12) for more details.

When the owner of the BO private company takes possession of the B&O president's certificate, he must follow the same process outlined for buying a president's certificate, except that it does not need to be paid for.

FLOATING A CORPORATION

(6.3)

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

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

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

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

	100	112	126	142	160	180	200
82	90	100	112	126	142	160	180
76		90	100	111	125	140	155
71	76	82	90	100	110	120	130
67		76	82	90	100		
65	67	71	75	80			100
63	67	69	70				90
60	67	68					82
50	60						76
40	50						71
30	40						67

PAR

MAX

2=28
3=20
4=16
5=13
6=11

CHANGE OF PRESIDENT

(6.4)

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

- 🏠 You give him the corporation's president's certificate, charter, trains, tokens, and money.
- 🏠 He gives you two of his certificates for that corporation.
- 🏠 If this exchange results in you holding more certificates than allowed (see 5.3, p. 12), you must sell an appropriate number of shares—immediately if it is your turn, or on your next turn if not.

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

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

OPERATING ROUNDS

(7.0)

At the beginning of an operating round, each private company (not yet retired) operates. This consists of paying its owner the revenue indicated on its certificate and in Table T-05.

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

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

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

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

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

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

Example: At the start of an operating round, 4 railroads have the same share value of \$82. The Erie will operate first because it is furthest to the right. Then, the C&O because it is next furthest to the right and is on top of the PRR. Then, the PRR operates and finally the B&O. This order might change if one of the railroad's share value changes due to share sales resulting from a forced purchase of a train (see 7.6.2, p. 23).

90	100	112	126	142
	90	100	112	126
76		90	100	111
71	76	82	90	100
67	71	76		90
65	67	71	75	80
63	67	69	70	

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



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

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

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

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



1830+ — Some of the 1830+ scenarios require that the 1830+ board be modified by placing “board tiles” on certain hexes at the start of the game. Treat these tiles as if they are part of the board.

RAILROAD OPERATION SEQUENCE (7.1)

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

Special – At the start of a railroad’s first turn of operation, it places one of its tokens in its starting city to create its home station (see 7.3.1, p. 20).

- 1 **Construct Track** – You may place a new tile on the board or upgrade a tile already on the board. (7.2, pp. 17-19)
- 2 **Place a Station** – You may buy a new token and place it on the board as a new station if desired. (7.3, p. 20)
- 3 **Run Trains** – You run your trains on available routes. (7.4, p. 21)
- 4 **Collect Revenue** — You collect and distribute revenue earned by running your trains. You pay the revenue as dividends or reinvest it in the railroad (place the money in the treasury on the charter).
- 5 **Purchase Trains** — You may buy a new train or trains, or you may be forced to by a new train. (7.6, p. 23)

Once phase 3 starts, a railroad may *buy a private company* at any time during its operating round turn. Ownership of certain private companies may make possible special activities (see pp. 46-47).

The number of operation rounds changes in the later stages of the game, when first two and then three operating rounds are performed between each stock round. All these changes are directly linked to the types of trains in use (see 3.0, pp. 10-11).

CONSTRUCT TRACK (7.2)

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

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

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

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

Track Tiles — The color of each track tile indicates in which phase (see 3.0, p. 10-11) it can be used **and** where it may be placed.

- **Yellow** tiles are available from phase 2 on—can only be placed on tan hexes.
- **Green** tiles are available from phase 3 on—can only be placed on yellow hexes and can only upgrade yellow tiles.
- **Brown** tiles are available from phase 5 on—upgrade green tiles.
- **Gray** tiles are available from phase 6 on—upgrade brown tiles.

Each tile has other restrictions on placement (see 7.2.1 & 7.2.2).

Cities

There are two types of cities on the game board and certain tiles—large cities and small cities. A large city is represented by one or more large white circles connected to each other, while a small city is represented by a small black dot on the board and a crossbar on the tiles. Some hexes and tiles have 2 separate cities: for example, the “oo” & “ny” (New York City) hexes and tiles.

The red hexes represent off-board cities and areas.

Stations

When a railroad places one of its tokens on a large city circle, that token becomes a station for that railroad (see 7.3).

Laying Track Tiles

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

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

Placing Track Tiles

(7.2.1)

These restrictions apply to tile placement:

- 1 A railroad placing a tile must be able to trace a legal train route (see 7.4.2, p. 21) of any length from one of its stations to one of the track segments on the tile placed.

Exceptions: Regardless of other connections—

- 🚂 A railroad owning the CS may place a tile on the CS hex (B-20).
- 🚂 A railroad owning the DH may place a tile on the DH hex (F-16).
- 🚂 The NYC may place an #A7 (57) yellow tile on the hex containing its home station D (E-19).
- 🚂 The Erie may place a #oo2 (59) green tile on the hex containing its home station (assuming green tiles are available) (E-11).

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

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

1830+ — Some 18xx games and 1830+ scenarios use sets of tiles that expand the 1830 *Classic* tile set. The additional tiles needed for the scenarios are detailed on p. 48.

1830+ — Gray tiles are used in some of the 1830+ scenarios and other 18xx games. Gray tiles upgrade brown tiles.

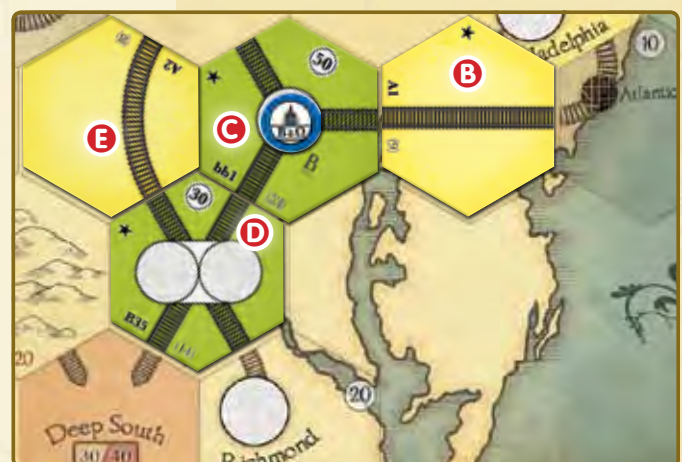
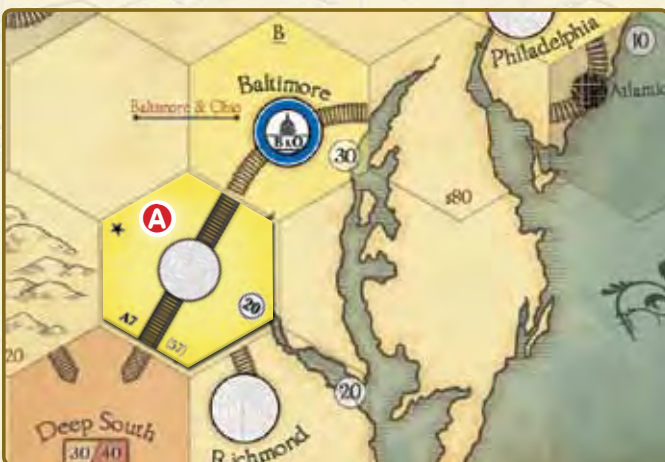


★ **1830 Classic** — 1 The original 1830 rules were ambiguous as to exactly how “an extension of a route” was defined. More restrictive interpretations are detailed in V-7.7, p. 33.

Note — 1 The railroad need not use the new track segment or the tile when it operates.

CONSTRUCT TRACK EXAMPLE

- A – yellow tile placed on a hex without a tile
- B – yellow tile placed on a hex without a tile
- A and B each has a terrain cost of \$80
- C – green tile placed on a yellow hex without a tile—both labeled “B”
- D – yellow tile upgraded to a green tile
- E – yellow tile placed on a hex without a tile



Tan Hex	Yellow Tile #s
0 cities	A1, A2, A3
1 small city	A4, A5, A6
2 small cities	A10-A14
1 large city	A7

Yellow Hex	Green Tile #s
2 small cities (oo)	oo2
Baltimore	bb1
Boston	bb1
New York	ny1

Yellow Tile (#)	Green Tile Upgrade
A1 (7)	B1-B3, B8-B11
A2 (8)	B2, B5, B8, B9, B12-B14
A3 (4)	B3, B10, B11, B13, B14
A4 (2)	none
A5 (2)	none
A6 (2)	none
A7 (4)	B35, B37
A10 (1)	none
A11 (1)	none
A12 (1)	none
A13 (1)	none
A14 (1)	none

Green Tile(#)	Brown Tile Upgrade
B1 (1)	C5, C6
B2 (1)	C7, C8
B3 (1)	C9
B5 (1)	C9, C10
B8 (3)	C1, C5, C7, C9
B9 (3)	C2, C5, C8, C9
B10 (1)	C2, C6, C7
B11 (1)	C1, C6, C8
B12 (1)	C3, C7, C8
B13 (1)	C4, C8, C9, C10
B14 (1)	C4, C7, C9, C10
B35 (3)	C15
B37 (2)	C15
oo2 (2)	oo10-oo12, oo15, oo16
bb1 (2)	bb5
ny1 (1)	ny5

**CONSTRUCT TRACK
EXAMPLE CONTINUED**

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

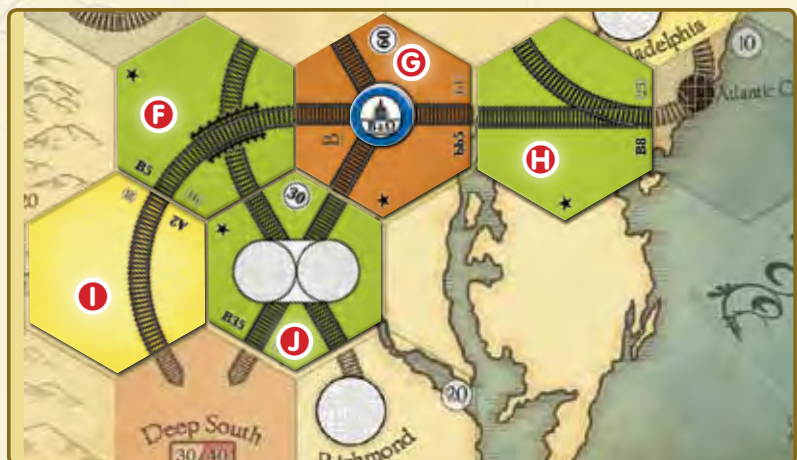
- 3** For most hexes, there is no cost to place a tile. But if a hex contains mountains and the notation “\$120,” a railroad placing a tile on that hex must pay \$120 to the bank. If a hex contains water and the notation “\$80,” a railroad placing a tile on that hex must pay \$80 to the bank. The home station hex for the Erie contains no cost notation, so it costs nothing to place a tile in that hex.
- 4** A railroad may **not** place a tile on a hex containing a private company owned by a player. A railroad may place a tile on a hex containing a private company that is closed or owned by a railroad (see pp. 46-47).
- 5** A railroad may only place a tile on a hex if the tile and hex have the same number and size of cities (e.g., in the example below, **J** is a single city even though it has two circles; you can tell by the outline that connects them).
- 6** Only yellow tiles may be placed on tan hexes.
- 7** Only green tiles may be placed on yellow hexes. If the hex has a label (OO, B, or NY), the tile must have a matching label.

Upgrading Track Tiles

(7.2.2)

These restrictions apply to tile upgrades:

- 1** A railroad upgrading a tile must be able to trace a legal train route (see 7.4.2, p. 21) of any length from one of its stations to one of the track segments on the tile upgraded.
- 2** A railroad may **not** upgrade a tile such that a track segment on the new tile runs off the hex grid, terminates against the blank side of a grey hexagon, or terminates against a solid red hex side (i.e., a lake, inlet, or river).
- 3** All track segments on the replaced tile must be maintained in the same orientations on the new tile.
- 4** When a tile is replaced, all stations on the replaced tile must be placed on the new tile with the same connections as before.
- 5** A railroad may only use certain tiles to upgrade each specific tile. In addition, only green tiles may upgrade yellow tiles, only brown tiles may upgrade green tiles, and only gray tiles may upgrade brown tiles.
- 6** If a tile to be upgraded has a label (OO, B, or NY), the label on the new tile must match the label on the tile to be upgraded.
- 7** There is no cost to upgrade a tile, regardless of the terrain.



PLACE A STATION (7.3)

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

- Stations allow a city to be a base for its railroad's routes (see 7.4.2)
- Stations can block other railroads' routes (see 7.3.3).

Placing a Home station (7.3.1)

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

Placing Additional Stations (7.3.2)

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

- The railroad must be able to trace a legal train route (see 7.4.2, p. 21) of any length from one of its other stations to the city in which the token is being placed. **Exception:** A railroad using the effects of the DH private company (see pp. 46-47).
- The first additional station costs \$40; later ones cost \$100 each.
- The railroad may only place a token in an empty city circle.
- The railroad may not create a station on a hex already containing one of its stations.
- A railroad's station placement is limited by the number of tokens it has.
- A railroad may not place a token in a city if it would block the creation of the home station of a railroad that has not yet operated.
- The Erie home station may be placed on either city in the yellow hex marked with the Erie logo. After a tile has been placed there, no other railroad may place a station there until the Erie has placed its home station.

Blocking Routes (7.3.3)

As long as a city has an empty circle, any railroad may run a route (see 7.4.2, p. 21) through that city.

Once all of the circles in a city have stations, only a railroad with one of those stations run a route through that city. However any railroad may use the city as a starting or ending city for a route as long as other normal route requirements are met (see 7.4.2, p. 21).

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

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

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

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

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

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



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

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

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

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

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

Example: *The B&O’s best run connects 7 cities: 1 2 3 4 5 6 7. It cannot connect 2 without backtracking and the Deep South adds more revenue than Richmond. The total revenue would be $270 = 60+50+10+30+50+30+40$. But you would need a diesel to run it.*

RUN TRAINS

(7.4)

Each train owned by a railroad may *run* once during its operating turn. A train runs on a *route* (see 7.4.2 below). That route must include of a series of two or more cities that are connected by track. The train generates revenue based upon the values of the cities on that route.

When declaring the routes for a railroad’s trains, the combination of routes with the highest revenue must be chosen.

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

Running a Train

(7.4.1)


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


A train may run a shorter route than the maximum allowed if the “highest total revenue” requirement is met or when a maximum route does not exist. However, when a train runs it must have at least two cities on its route.


Routes


(7.4.2)


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


 A route must be continuous. A route may not reverse at a junction. A route may not change track at a crossover. A route may not use the same section of track more than once.

 A route may begin or end at any city. However, a route may not pass through a red off board area or a large city if all of its circles contain stations belonging to other railroads.

 The number of cities on a route includes all of the cities that the route runs through or to. A route may not skip a city that it connects.

 A route that enters a city on one track may exit the city on any other track.

 A route may include different sections of track on the same tile.

 A route may not include the same city more than once, but it may include different cities in the same hex.

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

Example: *The PRR’s best run connects 5 cities: 2 3 4 5 6. It cannot connect 1 because it would have to back track or drop 2 from the route. It cannot connect 6 7 because the B&O blocks them. The total revenue would be $200 = 50+30+10+50+60$.*



COLLECT REVENUE

(7.5)

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

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

Dividends

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

Payments to the Railroad

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

Share Value Adjustments

A railroad's share value increases when it pays dividends and decreases when it does not pay dividends (see 5.5, p. 13).

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

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



Note — If after declaring a route for a train, another player can demonstrate another route that earns a higher revenue, the highest revenue route **must** be taken. However, players are never required to point out a higher possible revenue than claimed.

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

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

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

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

- 1) *Legal routes if operating one 2-train:* FE (80), FCBE (80), and FIJ (60).
- 2) *Illegal routes if operating one 2-train:* FCG [reversing direction at a junction], FCBAD [changing track at a crossover], and DE, EH, or EBCG [no station on route].
- 3) *Legal routes if operating two 2-trains:* any two of the routes in #1.
- 4) *Legal routes if operating three 2-trains:* all three of the routes in #1.
- 5) *Legal routes if operating one 3-train:* EFIJ (90), EBCFIJ (90), GCBEF (100), FED (110), FEH (100), FCBED (110), or FCBEH (100).
- 6) *Illegal routes if operating a 3-train, in addition to those demonstrated in #2:* FEBCF [scoring same city twice on same route], and EFE [using same track section twice plus scoring same city twice].
- 7) *Legal routes if operating two 3-trains:* EFIJ (90) and either of FCBED (110) or FCBEH (100); GCBEF (100) and FIJ (60)—the second 3-train can only operate as a 2-train; EBCFIJ (90) and either of DEF (110) or HEF (100); FCBED (110) and FEH (100); or FCBEH (100) and FED (110).
- 8) *Illegal routes if operating two 3-trains in addition to those already demonstrated:* FED and FEH [separately legal, but illegal in combination because they both use the same track—EF].

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

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

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

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

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

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








★ **1830 Classic** — If a railroad is forced to buy a train and its money plus the president's money together are not enough to make the purchase, the president is forced to sell shares to make up the difference. If there is still not enough money after the president sells all of his shares, he goes bankrupt and the game ends.

Note — See the next page a full example of a forced train purchase.

PURCHASE TRAINS

(7.6)

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

-  Trains must be purchased one at a time.
-  If the railroad already meets or exceeds the current phase's limit on the number of trains owned, it may not purchase a train.
-  A train may be purchased from the bank, the open market, or another railroad.
-  Trains must be purchased from the **bank** at face value (on the train card) in order of increasing size. The smallest, the 2-trains, are bought first. When all these have been sold the 3-trains become available, then the 4-trains, etc. (*Exception:* see diesels below.)
-  The **open market** consists of trains discarded by railroads (see 7.6.1 below). These trains may be purchased for face value (on the train card). The payment goes to the bank.
-  A train may be purchased from **another railroad** for any price that is mutually agreed to by the president(s) of the two railroads involved. The entire transaction must be completed during the purchasing railroad's turn. A railroad is not required to buy a train from another railroad. A railroad may buy another railroad's last train. The minimum price for a train purchased from another railroad is \$1.
-  **Diesels** — Once the first 6-train is bought, the diesel ("D") trains may be purchased in addition to any 6 trains still in the bank. A diesel train costs \$1100. But, the price is only \$800 if the railroad "trades-in" a 4-, 5-, or 6- train. The exchanged train (if not obsoleted by the exchange) is placed in the open market.

Excess Trains

(7.6.1)



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


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

Forced Train Purchases

(7.6.2)

If a railroad with a legal train route connecting at least 2 cities has no train at the end of its operating turn, it must immediately purchase a train.


-  If the railroad has enough money, it must buy a train using the normal rules—including buying a train from a another railroad.
-  If a railroad cannot buy a train with the monies in its treasury, and the combined monies of it and its president are enough to purchase the least expensive train between the bank and the open market, it must do so.


 If together the railroad **and** its president do not have enough money to buy a train, both the railroad and its president spend all of their money and the bank pays the rest. The railroad goes into receivership until this “loan” is repaid (see next section).


RECEIVERSHIP


(7.7)


When a railroad is forced to take out a loan to buy a train, that railroad goes into receivership until the loan is repaid.


 The president becomes the railroad’s *manager* and operates the railroad. Rotate the president’s certificate so that it faces away from its owner. In receivership, a railroad’s manager does not change.


 Place money under the presidents’ certificate equal to the amount of the loan.

 The railroad may not issue dividends and it must use the revenue generated to pay down the loan. Excess revenue on the turn the loan is fully repaid goes into the railroad’s treasury.

 The railroad’s manager must use any money he acquires to pay down (pay to reduce) the loan until it is fully repaid.

 Each time the loan is paid down, remove an equal amount from the money under the president’s certificate. When that money reaches zero, the loan is fully repaid.


 The manager’s player may not sell any trains nor shares in the railroad while in receivership, but other players may do so.


 When the loan is paid off, the manager becomes the president and the railroad operates normally. If, during the receivership, another player has acquired the most shares in the railroad, that player immediately becomes the new president.

THE END OF THE GAME

(8.0)


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


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


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

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

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

 Personal money.

 The total value of shares. For each corporation, multiply the number of shares by the share price.

 The face value of any owned private companies still in existence. (This is possible but unlikely—the game would have to end before a 5-train had been bought.) Private companies that are owned by corporations or have been closed have no value.

Example: During the last operating round of a cycle, Gerald buys the first 6-train and the 3-trains are retired. Alex buys the other 6-train. Bob is the B&M president and only had 3-trains, and he is not the president of another railroad. He tries to buy a train from another player’s railroad, but he gets no offers (just a come-on from the wolves ...). So he needs at least \$1100 to buy a diesel.

The B&M has \$310 in its treasury and Bob has \$673 of his own money. He has \$983 and is still short of the \$1100 he needs. He goes into receivership and takes a loan of \$117 from the bank. He buys a diesel for the B&M and his turn ends. The operating round ends, and a stock round follows.

Bob holds 3 B&M certificates (40%), Gerald holds 3 certificates (30%), and 3 certificates are in the bank pool. Gerald buys 2 shares of the B&M. Normally Gerald would become the B&M’s president, but, since it is in receivership, Bob remains the B&M manager. Bob would like to sell a share of B&M to pay off the loan, but cannot since the B&M is in receivership.

When the B&M runs during the next operating round, it keeps the revenue and uses part of it to pay off the loan and end the receivership. Gerald has 50% of the B&M shares and Bob only has 40%, so Gerald immediately becomes its president. Bob is not happy.

Note — If a player has more than one railroad in receivership, he may choose the order in which he pays off the loans.

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

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

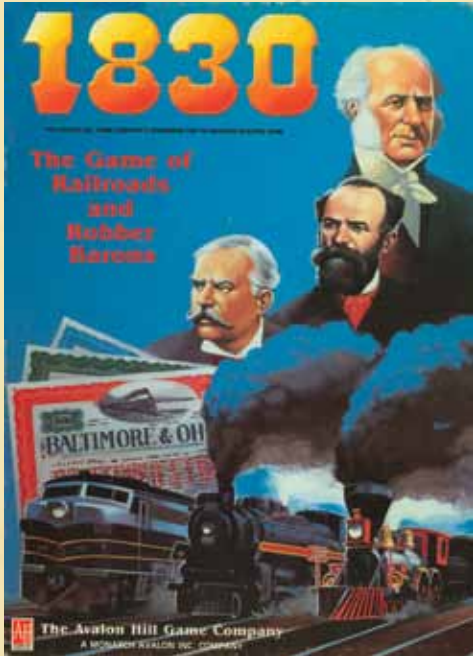


★ 1830 CLASSIC ★



Note — These are the complete rules for Francis Tresham’s original *1830* game.

1830 Classic uses the *1830 Base Game* rules with only a few rules changes and additions. However, due to ambiguities in the original rules, a number of clarifications are required.



CLARIFICATIONS (C-1.0)

For each ambiguous rule in the original *1830* game, these *1830 Classic* rules use one of the alternatives. The major clarifications are detailed here. The minor clarifications and other alternatives are detailed in the Variants section (pages 28-33).

ACCESS TO INFORMATION (C-1.1)

All of information on the holdings of the players and railroads is available to all players, except that the amount of money held by a railroad need not be divulged. See V-0.1, p. 28 for variants.

SELLING AND BUYING IN THE SAME TURN (C-1.2)

During one of your turns during the Stock Round, you may sell shares, then buy your share for that turn, and then sell shares again (i.e., Sell-Buy-Sell). See V-6.1, p. 31 for variants (i.e., Buy-Sell and Sell-Buy).

BUYING BROWN-VALUED SHARES (C-1.3)

During your turn in a stock round, you may purchase any number of shares from the bank pool of one corporation whose share value token is in a brown grid box. See V-6.3, p. 31 for variants.

LAYING TILES (C-1.4)

A railroad placing a tile must be able to trace a legal route (see 7.4.2, p. 21) of any length from one of its stations to one of the track segments on the tile place. This is the “open” variant—more restrictive variants are detailed in V-7.7, p. 33.

RULES CHANGES AND ADDITIONS (C-2.0)

This section details the rules differences between the *base game* and *1830 Classic*.

PLAYER SEATING ★ (C-2.1)

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

INITIAL PURCHASE OF PRIVATE COMPANIES ★ (C-2.2)

This procedure for purchasing private companies replaces the *base game* procedure detailed in section 1.3.

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

- 1 Pass (i.e., you neither buy nor bid).
- 2 Pay face value to buy the unbought private company that:
 - A has no bid, and B has the lowest face value. The player to your left gets the priority deal card.
- 3 Bid for another as yet unsold private company.

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

Making a Bid (C-2.2.1)

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

Buying a Company with a Bid (C-2.2.2)

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

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

Unsuccessful bidders are now free to use the money they set aside for their bids. The buy-bid-turn sequence then resumes with the player with the priority deal card.

Failure to Sell Private Companies (C-2.2.3)

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

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

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

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

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

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

The bid-buying pauses so that Gerald and Keywood's bids on the CA can be resolved. Gerald bids \$175, and Keywood jumps to \$200 to speed things up. Gerald is in no hurry and goes to \$205. Keywood bids \$210. Gerald counts his money and passes. Keywood pays his \$210 and takes the CA and the free PRR certificate that goes with it—a bargain.

There is only one bid on the BO, so Dave pays his \$225 and takes the BO.

The end results are:

Gerald: \$490, MH

Dave: \$355, BO, SV, Priority Deal card

Bruce: \$505, DH,

Keywood: \$350, CA, CS

Note — A player gains no benefit from bidding twice for the same company.

Clarification — The auction in the original 1830 rules was not specifically defined. There are other variant types of auctions that can be used (see V-1.8, p. 29).

Note — If all of the players refuse to buy a private company, revenue payments to private companies already bought may continue for several Rounds—to the great delight of those who are making money out of it!

THE PRIVATE COMPANIES

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

Note — Available trains include trains in the bank, trains in the open market, and trains you are willing to sell from other railroads you control.

Note — A forced sale of shares may cause changes of presidency in companies other than the company without a train.

Note — It is not possible for a railroad without a train (A) to both buy a train from another controlled railroad (B) and also sell stock in that railroad (B) so that a change of presidency occurs.

Case 1 – If railroad A purchases a train from railroad B, then railroad A has a train. So, its controlling player may no longer sell stock and keeps the presidency of railroad B.

Case 2 – If the stock in railroad B is sold first, the Presidency of railroad B transfers immediately. So, the player controlling railroad A may no longer choose who buys railroad B's trains.

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




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

FORCED TRAIN PURCHASES ★ (C-2.3)

This procedure for forced train purchases private companies replaces the *base game* procedure detailed in section 7.6.2.







Forced Train Purchases (C-2.3.1)

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

-  The railroad **may** purchase a train from the open market, the bank, or another railroad using the normal rules (see 7.6, p. 23).
-  Otherwise, if the railroad has enough money, the railroad **must** purchase the cheapest train available (see note in sidebar).
-  Otherwise, if together the railroad **and** its president have enough money, they **must** purchase the cheapest train available (see note in sidebar). All of the railroad's money must be spent, and the president must then make up the difference using his own money. However, in this case, the price paid for a train from another railroad may not exceed the train's face value.

Forced Sales (C-2.3.2)

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

-  The share sales may not cause a change in the presidency of the railroad that is without a train.
-  Any changes of president caused by share sales take place immediately.
-  The president decides what to sell, in what order to sell it, and how to sell the shares and/or private companies.
-  The president may only sell enough shares to be able to make the forced purchase of a train.
-  The president may sell private companies he owns (if he can find a buyer), but he is not required to do so.
-  If the president controls more than one railroad, his railroad without a train may purchase a train from one of his other railroads. The president is not required to do this.

BANKRUPTCY ★ (C-2.4)

If a railroad is forced to buy a train and its money and the president's money together are not enough to make the purchase, the president must sell shares to make up the difference (see C-2.3 above). If there is not enough money after the president sells all of his shares that he is allowed to, he goes bankrupt and the game ends.

END OF THE GAME DUE TO BANKRUPTCY (C-2.5)

The game ends when the banks funds are exhausted (see 8.0, p. 24). An *1830 Classic* game also ends when a player goes bankrupt. No further actions may be taken by any player or railroad.



VARIANTS



There are a number of different methods for resolving elements of play in *1830*. These *variant rules* arose due to ambiguities in the older rules, differences in the various *18XX* games, and personal preference. This section presents a number of these variant rules and suggestions for handling these rules. The variants used in *1830 Classic* are marked with a “★” The variants used in the *1830 Base Game* and not in *1830 Classic* are marked with a “◆”

These rules can be used in any combination agreed to by the players before a game begins.

Access to Information (V-0.1)

There are a number of ways to handle available information.

Open Knowledge (◆)— All information on the holdings of players and railroads is available to all players.

Partial Knowledge — All information except the amount of a railroad’s money need not be revealed.

Closed Knowledge — A player’s money and a railroad’s money need not be revealed.

PREPARING FOR PLAY (V-1.0)

There are a number of variants based upon the set up and components used in the game. In general, you can use any of these components in any combination to create your own scenarios.

Seating Order (V-1.1)

Sit as You Will — Choose a banker. No designated seating order.

Random Seat Positions (★) — Choose a banker. Determine seating order as detailed in C-2.1.

Board & Board Tiles (V-1.2)

1830 Classic (★) — Use the 1830 Classic board as is.

1830+ Scenarios — Use the 1830+ board with the special “board tiles” specified for each scenario.

Available Money Variants (V-1.3)

The Full 12K (★) — Use all \$12,000.

1830+ Scenarios — Use the money specified for each scenario.

Short Game — This variant removes \$7,500 from the bank.

Extended Game — This variant adds \$8,000 to the bank. You can use pennies or the like to represent 16 additional \$500 bills.

Track Tiles Variants (V-1.4)

1830+ Scenarios — Use the track tiles specified for each scenario.

Expanded Track Mix A — Use the *1830 Classic* tiles and the other tiles that are not city specific. See sidebar chart in the sidebar (this chart also includes the city specific tiles: bb#, to#, ny#).

Expanded Track Mix B — Use the *1830 Classic* tiles and the A8, A9, & B36 tiles.

EXPANDED TRACK MIX

Use 1830 Classic Tiles plus:

Yellow Tile (#)	Green Tile Upgrade
A1 (+5)	B1-B3, B8-B11
A2 (+5)	B2, B4, B5, B8, B9, B12-B14
A3 (+3)	B3, B10, B11, B13, B14
A7 (+2)	B35-B37
A8 (2)	B35-37
A9 (2)	B35-B37
A15 (+1)	B29
A16 (+1)	B29
A17 (+1)	B30
A18 (+1)	B28

Green Tile(#)	Brown Tile Upgrade
B4 (1)	C5
B24 (1)	C11-C13
B25 (1)	C11-C13
B26 (1)	C12, C13
B27 (1)	C12
B28 (1)	C11
B29 (1)	C12
B30 (1)	C13
B35 (+1)	C15
B36 (1)	C15
B37 (+2)	C15
oo1 (1)	oo10-oo17
oo2 (+1)	oo10-oo17
bb2 (2)	bb5-bb7
to1 (1)	to5

Gray or Brown Tile(#)	Gray Tile Upgrade
C11 (1)	
C12 (1)	
C13 (1)	
C15 (+1)	D4
oo13 (1)	oo20
oo14 (1)	oo20
oo17 (1)	oo20
bb6 (1)	
bb7 (1)	
to5 (1)	
ny6 (1)	
oo20 (1)	
D4 (1)	

1830+ PRIVATE COMPANIES

Private Company	Abbr.
Schuylkill Valley	SV
Pittsburgh & Louisville.....	PL
Champlain & St. Lawrence	CS
C&O Canal.....	CC
Potomac & Piedmont	PP
Delaware & Hudson.....	DH
Mohawk & Hudson.....	MH
James River & Kanawha	JK
Camden & Amboy	CA
Baltimore & Ohio.....	BO

1830+ RAILROADS

Railroad Corporation	Abbr.
Pennsylvania	PRR
New York Central.....	NYC
Canadian Pacific.....	CPR
Baltimore & Ohio.....	B&O
Chesapeake & Ohio	C&O
Erie	Erie
New York, New Haven, & Hartford	NNH
Boston & Maine.....	B&M
Norfolk & Western.....	N&W
Pere Marquette	PMQ
Nickel Plate	NKP
Reading.....	RDR

1830+ TRAINS

Train Type	Total Available
2-trains	7
3-trains	6
4-trains	7
5-trains	4
6-trains	4
7-trains	2
diesels.....	7
<i>Variant Trains (see V-7.10, p. 33):</i>	
2 ⁺² -train	1
3 ⁺³ -train	1
4 ⁺⁴ -train	1
5 ⁺⁵ -train	1
6 ⁺⁶ -train	1

Private Companies (V-1.5)

1830 Classic (★) — Use the 6 original private companies.

1830+ Scenarios — Use the 6 original private companies plus the 1830+ private companies specified for each scenario.

Railroad Corporations (V-1.6)

1830 Classic (★) — Use the 8 original railroad corporations.

1830+ Scenarios — Use the 1830+ board with the railroads specified for each scenario.

Extra Railroads — You may use any combination of the additional railroads with the classic board based on their positions on the 1830+ board.

Train Mix Variants (V-1.7)

1830 Classic (★) — Use the original train mix: 6x 2-trains, 5x 3-trains, 4x 4-trains, 3x 5-trains, 2x 6-trains, 6x diesels.

1830 Classic (★) — An extra 6-train was available as an option in the original *1830*.

1830+ Scenarios — Use the train mix specified for each scenario.

“Plus” Trains — This variant uses five “plus” trains (see V-3.0, p. 30; and V-7.10, p. 33).

No Diesels — This variant removes diesels from the game. So the 4-trains are never retired.

Unlimited Diesels — There are an unlimited number of diesels available. Use token or markers to keep track of additional trains.

Buying the Private Companies (V-1.8)

Bid & Choose — Buy the privates as detailed in section 1.3.

Buy-Bid & Auction (★) — Buy the privates as detailed in C-2.2.

Auction Variants

Formal Bidding (★) — Bidding starts with the player holding the priority deal card and proceeds clockwise (see C-2.2, p. 26)

Free for All — Any participating player can make a bid at anytime. Bidding stops when all participating players agrees to.

Pass and Still In (★) — A player that passes may bid again.

Pass and Out — A player that passes may not bid again.

\$5 Minimum Raise (★) — Bids must be raised by at least \$5.

\$5 Incremental Bids — Bids may only be raised in multiples of \$5.

\$5 Raises — Bids may only be raised by exactly \$5.

SEQUENCE OF PLAY (2.0)

Variable Turn Order (★) — The turn order in which railroads operate can change during a operating round if the share values of railroad change.

Fixed Turn Order — The turn order in which railroads operate is determined at the beginning of the operating round and does not change during the round.

THE PHASES

(3.0)

Delayed Obsolescence — This variant delays the removal of trains due to obsolescence—each train is allowed to run and earn revenue one more time after it would normally be removed. For example, as soon as the first 4-train is purchased, all 2-trains are normally removed immediately—with this variant in play, each 2-train is allowed to run and earn revenue its railroad once more before it is removed from play.

Delayed Private Company Sales — This variant delays the sale of private companies until after the stock round following the purchase of the first 3-Train.

Permanent 4-Trains — This variant removes diesels from the game, so the 4-trains are never retired.

Delayed Obsolescence for the “Plus” trains — There is one “plus” train for each of the train types between 2 and 6: 2^{+2} , 3^{+3} , 4^{+4} , 5^{+5} , and 6^{+6} . Each replaces one of the normal train with the corresponding number. A plus train is always the last bought of its type. In addition, the 2^{+2} is not retired until the 4^{+4} train is bought, the 3^{+3} train is not retired until the 6^{+6} is bought, and the 4^{+4} train is not retired until the last diesel is bought.



Note — For more on Plus trains see V7.10 on page 33.

PRIVATE COMPANIES

(4.0)

DH Station Tight (★) — If the railroad that bought the DH does not lay a token on the turn it lays the tile on hex F-16, it must follow the normal rules when placing a station (e.g., it must have a route to the hex). Other railroads may lay a tile on hex F-16 subject to the ordinary rules, after which, the DH special effects are no longer available.

DH Station Flexible — The owner of the DH may place a station on hex F-16 on a turn after placing a tile on its starting hex—even if it does not have a route to the hex.

Schuylkill Valley — If this variant is used, the cost to lay a tile in G-15 is halved for the owner of the SV. The SV is retired if this effect is used.



THE STOCK MARKET

(5.0)

Share Price: Selling Shares

(V-5.1)

A corporation's share value token moves down when a player sells one or more of that corporation's shares. However, there are several ways to handle this effect.

Standard (★) — The token moves down 1 grid box for each share sold. If already at the bottom of a column, the token doesn't move.

Once Per Block — The token moves down 1 grid box per block of shares sold.

Once Per Block by non-President — The token moves down 1 grid box per block of shares sold by a player who is not the president, and 1 box per share for the president.

1830+ CERTIFICATE LIMITS

# Players	Certificate Limit
2 players.....	32
3 players.....	22
4 players.....	18
5 players.....	15
6 players.....	13
7 players.....	12

Stock Market Reforms — Starting with the stock round following the purchase of the last 5-train, and continuing until the end of the game, all sales result in the share value dropping by one row per **block** of shares sold, rather than one row for each share sold. All other rules for share sales remain as standard.

Share Price Increase Linked to Dividend (V-5.2)

Share value only increases due to issuance of dividends if dividends are greater than or equal to share price.

Increased Certificate Limits (V-5.3)

When using additional railroads, it is often appropriate to increase the certificate limits. The sidebar chart provides some suggested values, and another set of suggested limits is on the game board.

STOCK ROUNDS (6.0)

Selling and Buying in the Same Turn (V-6.1)

There a number of ways to handle the order of buying and selling during your turn.

Sell-Buy-Sell (★) — During one of your turns during the stock round, you may sell shares, then buy your one share for that turn, and then sell shares again.

Sell-Buy — During one of your turns during the stock round, you may sell shares, then buy your share for that turn.

Buy-Sell — During one of your turns during the stock round, you may buy your share for that turn, and then you may sell shares.

Selling 2+ Shares in the Same Turn (V-6.2)

Share Sales as Block (★) — Any shares of the same type are sold as a block during your turn—all shares sold get the same money.

Sell Multiple Shares One at a Time — During your turn, you may sell 1 share and let the price drop, then sell another share of the same type and let the price drop, etc. This choice will yield less money for you, so use it with care.

Buying Brown-Valued Shares (V-6.3)

Buy From Bank Pool (★) — During your turn in a stock round, you may purchase any number of shares from the bank pool of one corporation whose share value token is in a brown grid box.

Buy All — During your turn in a stock round, you may purchase any number of bank shares and shares from the bank pool of one corporation whose share value token is in a brown grid box.

Buying and Selling Private Companies (V-6.4)

Private Company Sales Restriction (★) — A private company may not be both bought and sold during the same stock round. Without this rule, players can freely transfer money by selling and reselling a private company.

Private Company Sales Unrestricted — Private companies may be bought and sold during the same stock round.

60	67	71	76	82	90	
53	60	66	70	76	82	90
46	55	60	65	70	76	
39	48	54	60	66	71	76
32	41	48	55	62	67	71
25	34	42	50	58	65	
18	27	36	45	54	63	67
10	20	30	40	50	60	67
	10	20	30	40	50	60
MARKET		10	20	30	40	50
		10	20	30	40	

OPERATING ROUNDS

(7.0)

Split Revenues (V-7.1)

This variant allows you to divide the revenue for your railroad equally between dividends and your railroad. When you do so, your railroad's share value does not change.

Railroads with an Additional 20% Share (V-7.2)

The Erie certificate mix may be modified so that there are two of the 20% certificates (one president's certificate and one "other" certificate). Similarly the N&W has an "other" 20% certificate.

The "other" 20% certificate is available for purchase as soon as the president's certificate is purchased. Players have the option of purchasing either a 10% certificate or the 20% certificate from the initial offering (until the 20% certificate is sold).

The owner of the "other" 20% certificate has the option of selling only 10% of his certificate. This option is not available if there are no 10% certificates already present in the bank pool to trade for (initial offering certificates may not be considered for this purpose).

Railroads with a "OO" Starting Hex (V-7.3)

The Erie has a starting hex that is a yellow "OO" hex. The Erie home station may be placed on either city in the yellow hex marked with the Erie logo (E-11). No other railroad may place a station in that hex until the Erie has placed its home station.

The Erie may place a oo2 (#59) green tile on the hex containing its home station (assuming green tiles are available). The Erie does not have to place a tile in its starting hex.

All of the above also applies to the Pere Marquette for its starting hex (E-5).

Multiple Starting Hexes (V-7.4)

When a railroad with multiple starting hexes starts its first turn of operations, its home station token is placed on any one of its starting hexes. There must be a vacant space at one of the locations. If another railroad places a token such that there are no open city circles at one of the locations, the railroad can only place its home station in one of the other cities. The railroad's final open starting hex city circle must remain open and reserved for the railroad. The railroads with the potential for multiple starting hexes are:

C&O — Cleveland (F-6) and Richmond (K-13)

N&W — Norfolk (L-16) and Roanoke (L-10)

RDR — Schuylkill Valley (G15) and Reading (H-16)

Non-City Starting Hexes (V-7.5)

On the 1830+ board, the PRR has a starting hex without a city. There is a special optional station token for the PRR with the railroad's logo and a circled "10" revenue symbol. When the PRR starts its first turn of operations it places this special token on its logo space. Whenever the PRR runs a route through its starting hex, it may use its home station as a city on its route with a revenue of 10. The track in the hex may be upgraded normally.

The Reading Railroad also uses this rule.



Note — There was a set of variant rules concerning the Reading Railroad published in the 1980s. This version of the Reading has no connection to that variant.



Reading Railroad (V-7.6)

The RDR has several variant starting hexes.



(G-15) — The RDR operated extensively in this area. Use the rules in V-7.4 & V-7.5 for handling the RDR's home station in this hex. In addition, the cost for laying a tile on its starting hex is only \$60 for the RDR only.

(H-16) — This reflects the historical development of the railroad, but it can potentially be very disruptive to the PRR and B&O.

Choice — The RDR can choose its starting hex (G-15 or H-16) as detailed in V-7.4.

Laying Tiles (V-7.7)

Open Track Placement (★) — A railroad placing a tile must be able to trace a legal train route of any length from one of its stations to at least one track segments on the tile placed.

Closed Track Placement — A railroad placing a tile must be able to trace a legal train route of any length from one of its stations to at least one new track segments on the tile placed.

Hybrid Track Placement — The closed variant is used, plus a tile may be placed if the new tile pays out more revenue.

Buying and Selling Trains (V-7.8)

Firm Train Limit (★) — A railroad may not buy a train if it already has the maximum number of trains allowed.

Flexible Train Limit — A railroad may buy a train such that it exceeds the limit on the number of trains that a railroad can have. However, it must then discard a train to the open market.

Can Sell a Railroad's Last Train (★) — A railroad with a legal route may sell its last train. It is only required to have a train during its own turn.

Can't Sell a Railroad's Last Train — A railroad with a legal route may not sell its last train.

Replacing Green OO Tiles (V-7.9)

Fixed "OO" Cities (★) — When replacing a OO tile (oo2), you must not only "maintain existing track," you must also maintain the existing cities' connections to existing track (e.g., a broad curve on a replacement tile may not connect the two track segments on the original OO tile).



Variable "OO" Cities — When replacing a OO tile (oo2) that does not have 2 stations, you may place a replacement tile (oo11, oo15, oo16) so that the broad curve connects the two track segments on the original OO tile. If there is one station on the tile, its owner may choose which city it occupies on the new tile.

"Plus" Trains (V-7.10)

There is one "plus" train for each of the train types between 2 and 6: 2^{+2} , 3^{+3} , 4^{+4} , 5^{+5} , and 6^{+6} . Each replaces one of the normal train with the corresponding number. A plus train is always the last bought of its type. In addition, the 2^{+2} is not retired until the 4^{+4} train is bought, the 3^{+3} train is not retired until the 6^{+6} is bought, and the 4^{+4} train is not retired until the last diesel is bought.

The sum of the two numbers on a plus-train (i.e., its type times two) is equal to the maximum number of cities that the train may have on its route when it runs. However, the maximum number of **large cities** on its route is still equal to the train's type—the rest of the cities must be small cities.

THE END OF THE GAME (8.0)

Market Peaks End of Game — If the share value of any railroad reaches the highest value of the stock market, the game ends after that railroad has finished its current operating turn (or at the end of the stock round if the increase was due to all shares of the stock being sold).

Example: *The PRR issues dividends during its turn. Its share value token should move to the right, but it is at the end of the row, so the token moves up to the "350" grid box. The PRR finishes its turn and the game ends.*





1830+ SCENARIOS



This section presents a number of “1830+” scenarios. Each scenario details a set of variant rules that can be used with *1830 Classic* to play a specific version of 1830+.

Setting Up the 1830+ Board

For each 1830+ scenario, you need to place a few board tiles on the 1830+ board before beginning play. These tiles are specified in Table T-01 on p. 44. Each tile also has brown, circled letters indicating which scenarios it is used with.

During play, you should treat these board tiles as if they were part of the board (i.e., you do not remove them, and just place any new tiles on top of the board tiles).

Pulling the Track Tiles & Trains

For each scenario, remove the track tiles that are **not** available— as specified in each scenario’s section in the rules, and in Table T-02 on p. 45. Each tile also has brown, circled letter indicating the scenarios it is used with.

Similarly, you need to stack the available trains next to the board as specified in Table T-03 on p. 45.

(S-1.0) “A Level Playing Field” SCENARIO by Morgan Dontanville

In *1830 Classic*, certain railroads are generally considered to be 1st tier railroads, while the others are 2nd tier. The former have the potential to generate more revenue than the latter due to proximity to New York, number of stations, and a number of other factors.

This scenario makes changes to *1830 Classic* so that all railroads have roughly the same potential for revenue generation.

SCENARIO SPECIFIC RULES (S-1.2)

Unless stated otherwise, all *1830 Classic* rules are in effect.

Preparing For Play (1.0)

Use the components detailed in the sidebar and summarized in scenario tables on pp. 45-47.

The Phases (3.0)

Once the first 6-train is bought, 7-trains and diesels are available.

Private Companies (4.0)

The James River & Kanawha (JK) company is available between the MH and the CA.

Certificate Limits (5.2)

The limits on the number of certificates that a player may have are detailed in the sidebar.


The Stock Market (5.0)

Norfolk & Western — The base city of the N&W is Norfolk (L-16). The N&W has a second 20% share certificate that is handled just like the Erie’s second 20% certificate.


Pere Marquette — The base city of the PMQ is Detroit/Windsor (E-5). The PMQ may start in either Detroit or Windsor.

COMPONENTS (S-1.1)

This scenario uses the *1830 Classic* game components except as detailed in this sidebar.

- 1 **Board** — Use the 1830+ board.
- 2 **Board Tiles** — Use the board tiles marked with a :

Type (Tile #)	Hex
Coal River Hex (30a)	L-8
SE Warehouse (30b)	M-13
SW Warehouse (30c)	L-2
W Warehouse (30d)	F-2
NW Warehouse (30e)	A-11
NE Warehouse (30f)	B-24
Straight Track (A1)	M-11

- 3 **Railroads** — Add the Norfolk & Western (N&W); add the Pere Marquette (PMQ); use the  side of the two Erie certificates so marked.
- 4 **Private Companies** — Add the James River & Kanawha Company. Face value: \$120, Revenue: \$20. The initial purchaser of the JK receives a free Kanawha license which can not be sold or traded (see p. 35 for license effects). The railroad has the right to build on any one (1) hex that is adjacent to the Kanawha Coal River hex at half price. This would constitute

the railroad's regular tile lay and close the company. The owner retains the license after the JK closes.


- 5 **Trains** — A diesel only costs \$900 to buy and \$750 with a trade-in.

Train Type	Add (total #)
2-trains	+1 (7)
3-trains	+1 (6)
4-trains	+2 (6)
5-trains	+1 (4)
6-trains	+1 (4)
7-trains	+2 (2)
diesels	(6)

- 6 **Track Tiles** — Except as noted here, use all of the track tiles—the 1830 Classic track tiles and the 1830+ track tiles. Remove these tiles:

Tile # (Old #)	# Removed
A8 (5)	2
A9 (6)	2
to1 (810)	1
to5 (882)	1
bb2 (592)	2
bb5 (61)	2

- 7 **Money** — \$12,000; if there are 7 players, give each \$360

- 8 **Special** — 3x Kanawha Coal River Access Licenses (each marked with a ). Use a proxy marker if a 4th player wants a license.

Certificate Limits

# Players	Certificate Limit
2 players	32
3 players	22
4 players	18
5 players	15
6 players	13
7 players	12

Variant

The A9 and A10 track tiles are available.



Erie — The Erie certificate mix is modified so that there are now two of the 20% certificates (one president's certificate and one "other" certificate).

The "other" 20% certificate is available for purchase as soon as the president's certificate is purchased. Players have the option of purchasing either a 10% certificate or the 20% certificate from the initial offering (until the 20% certificate is sold).

The owner of the "other 20% certificate has the option of selling only 10% of his certificate. This option is not available if there are no 10% certificates already present in the bank pool to trade for (initial offering certificates may not be considered for this purpose).

Construct Track (7.2)

The Pere Marquette

All rules about laying track for the Erie in the base game are to be applied to both the Erie and the PMQ in this scenario.

The Virginia Coalfields

The Kanawha-Coal (K-C) River hex represents the Virginia coalfields. Each corporation that wishes to run into or through this hex must pay \$120 license cost to build their route to the local coal mines. This hex counts as a large city stop on a train route and any train may only pass through this hex once per run.

A railroad wishing to access the K-C River hex must have a connection between one of its tokens and the K-C River hex that by a route of infinite length.

The purchase of a K-C River access license takes place during the track-building phase of a railroad's operating round and is made in addition to any track building that may take place.

A railroad's K-C River access license is not transferable via trade, sale, or any other method.

Place a Station (7.3)

Station Tokens

All station tokens cost \$100.

The C&O

When the C&O starts its first turn of operations, a token is placed at either Cleveland or Richmond. No railroads may place a token in Richmond until the C&O lays its first token. If another company places a token such that it closes out Cleveland then the C&O can only open in Richmond. If the C&O starts in Cleveland, the Richmond space is open to token placement by other railroads. The C&O may not place a token in both locations without a valid connection.

Run Trains (7.4)

Warehousing

Each red off-board area is covered with a board tile. Those board tiles represent railroad facilities and warehousing that allow trains to "run through" the area. A route may pass through a warehouse. Treat the warehouse area as a city for purposes of revenue and train capacity.

PRR Starting Hex

On the 1830+ board, the PRR has a starting hex without a city. There is a special optional station token for the PRR with the railroad's logo and a circled "10" revenue symbol. When the PRR starts its first turn of operations it places this special token on its logo space. Whenever the PRR runs a route through its starting hex, it **may** use its home station as a city on its route with a revenue of 10. Other railroads may use the track in the hex normally. The track in the hex may be upgraded normally.

Collect Revenue (7.5)

In addition to the warehouses, some gray hexes have two values. The lower value is used until the first 5 train is bought, immediately after which the higher value is used. These hexes include Montreal, Norfolk, and the Kanawha Coal River hex.

Purchasing Trains

Once the first 6-train is purchased, 7 and D trains are also available as an alternative to other 6-trains. Diesels may be bought for the \$900 face value or for \$750 with a trade in. Either a 4, 5, 6, or 7 train may be traded in for the \$150 discount. Any 5, 6, or 7 train traded in for credit on a diesel purchase may be repurchased from the bank pool at face value.



DESIGN NOTES

(S-1.3)

I've always loved the basic 1830. Over the years, when people would ask, what is the best intro game into the 18xx line, I'd begrudgingly say 1830. It was hard to expect someone to get into a system by seeking out an expensive, hard to find, out of print game. While there are other passable ways into the system, I felt this was the best. What makes 1830 so great as an intro system is its purity. People have made their own changes over the years to suit their tastes, but 1830 is the hard fast punch to the jaw.

Now, when presented with an opportunity to add to the system I have to ask myself why even attempt to change a good thing? First, this scenario came straight from the work of others. There was too much worthwhile work and new ideas by talented designers that went into attempting to make 1830 even better. I felt it would have been a shame to let the extended legacy fall by the wayside.

Because things change over time, I was faced with a decision to either let these ideas turn fallow, or to be inspired by the explorations. I tracked down Federico Vellani to see if he wanted his work with the Pere Marquette added to our set and he seemed pleased to see it come back to life again. The other additions we have had to make on our own.

So when I approached this version of 1830, I thought that I would try to tackle a few issues that I feel that the *base game* could change. One, I feel that the basic 1830 ends too frequently with bankruptcy. While I want the danger of going bust to be there, I also want there to be a likely chance that the game will grow and develop to its natural conclusion—busting the bank.

If you limit the likelihood of a player prematurely ending the game, then people can play for the long game. It decreases the chances of stumbling into victory, strictly because of the misfortune of a fellow player. The most unfortunate thing for me about bankruptcy is that a player that goes out often must sell their stock, so the value of a middling stock will plummet. If you are in on a company with them, your game can get tanked because they played poorly.

Trains and station prices have been changed to slow early growth down along with adding new trains into the mix. This will buffer a crazy train rush, so that people will be able to get on their feet.

More than anything, I felt that there was an imbalance on the board. Because of their starting locations, some companies were just flat out better than others. Now you can create situations for weaker companies to become powerhouses, but I wanted to have a map that allowed for all companies to have a fighting chance. Now, with this scenario you get to see steady activity in the west side of the board. In addition, the dog that was the CanPac is actually a pretty good buy now; and Erie, the company that was always dependent on the groundwork that was given to it, actually gives people incentive to buy in. In addition to that, the C&O is allowed to mix it up in either the north or the south. This allows for a dynamic change in how the early game plays out. You just can't depend on the C&O's involvement with a particular location.

I know what I like in an 18xx game and tried to fashion that kind of growth and variability. I also know that I am merely a weekend warrior when it comes to these games. In order to feel confident about its playability I took this game to the yahoo 18xx board (<http://games.groups.yahoo.com/group/18xx>) and wrangled up some of the experts in the field (Matt Riley, Harry White, Frank P. Visco). I especially want to thank J C Lawrence & Aliza Panitz for intense playtesting and great ideas and advice, John David Galt for being a catalog of information and sound mind, and Hanno Girke for properly keeping everyone in line. All in all, I feel this scenario succeeds mainly because of these fine folk.

—Morgan Dontanville

COMPONENTS (S-2.1)

This scenario uses the *1830 Classic* game components and the components used in Scenario S-1.0 except as detailed in this sidebar.

1 Board — Use the *1830+* board.

2 Board Tiles — Use the board tiles marked with a ©:

Type (Tile #)	Hex
Coal River Hex (30a)	J-10
Richmond, w/o C&O home (30p)	K-13
Ottawa, w/ no cost (30q)	B-16
Toronto, w/30,exits NE,SW (30r)	D-10
Blank (30h)	C-21
SE Warehouse (30b)	M-13
SW Warehouse (30c)	L-2
W Warehouse (30d)	F-2
NW Warehouse (30e)	A-11
NE Warehouse (30f)	B-24

3 Railroads — Add the Norfolk & Western (N&W); add the Pere Marquette (PMQ).

4 Private Companies — Add the Potomac & Piedmont Coal and Railroad Company (PP).

5 Trains —

Train Type	Add (total #)
2-trains	+1 (7)
3-trains	+1 (6)
4-trains	+1 (5)
5-trains	+1 (4)
6-trains	+1 (3)
7-trains	+2 (2)
Diesels	unlimited, Classic price

6 Track Tiles — Use all of the track tiles except for:

Tile # (Old #)	# Removed
A8 (5)	2
A9 (6)	2
B28 (88)	1
B29 (204)	1
B30 (87)	1
bb1 (53)	2
bb5 (61)	2
ny5 (62)	1
oo20 (167)	1
D4 (513)	1

(S-2.0) “No One Expects the Canadian Pacific” SCENARIO © by Hanno Girke

This scenario is designed to give the CPR more potential and make it a 1st tier railroad. In addition, it moves the coalfields to the NE so that they are within 3 builds for the C&O, PRR, B&O, and N&W. Use the components detailed in the sidebar (S-2.1) and summarized in the tables on p. 45.

SCENARIO SPECIFIC RULES (S-2.2)

Unless stated otherwise, all *1830 Classic* rules are in effect. In addition, all of the rules for Scenario S-1.0 are in effect unless stated otherwise.

Preparing For Play (1.0)

Use the component specifications given in the sidebar.

Private Companies (3.0)

The Potomac & Piedmont Coal and Railroad Company (PP) company is available between the CS and the DH.

Face value: \$60, **Revenue:** \$10.

Effect: A railroad owning the PP receives a free (New River) coal field license which can not be sold or traded (see p. 35 for license effects). When the owning railroad first runs a route including the New River coal field hex, the PP is closed down. The owner still retains the license after the PP closes.

The Stock Market (5.0)

See Scenario S-1.0.

C&O — The C&O starting hex is Cleveland.

Erie — Use the standard certificate mix (i.e., do not use the 2nd 20% certificate).

Construct Track (7.2)

For coal fields rules, see Scenario S-1.0. in addition, only the Toronto tiles (to1 and to5) can be used to upgrade D-10.

Place a Station (7.3)

Station Tokens

Station token costs are standard: \$40 for the 1st, \$100 each for rest.

Purchasing Trains

See Scenario S-1.0. The diesels cost is standard: 1100/800.

DESIGN NOTES (S-2.3)

This scenario mirrors most of the elements of the first scenario. It also makes some more changes to the CPR's position to make it a possible 1st tier railroad.

(S-3.0) “The Empire Builders Strike Back” SCENARIO by L. Roznai et al.

This scenario extends the primary regions in play to the south and west. Use the components detailed in the sidebar (S-2.1) and summarized in the tables on p. 45.

SCENARIO SPECIFIC RULES (S-3.2)

Unless stated otherwise, all *1830 Classic* rules are in effect. In addition, all of the rules for Scenario S-1.0 are in effect unless stated otherwise.

Preparing For Play (1.0)

Use the component specifications given in the sidebar.

Private Companies (3.0)

The James River & Kanawha (JK) Company is available between the MH and the CA.

The Stock Market (5.0)

Erie — The Erie certificate mix is the same as it is in *1830 Classic*.

Norfolk & Western — The base city of the N&W is Norfolk (L-16).

Pere Marquette — The Pere Marquette is not used.

Nickel Plate — The base city of the Nickel Plate is Columbus (H-4).

Construct Track (7.2)

The Virginia Coalfields

See Scenario S-1.0

“Plus” Trains (V-7.10)

There is one “plus” train for each of the train types between 2 and 6: 2^{+2} , 3^{+3} , 4^{+4} , 5^{+5} , and 6^{+6} . Each replaces one of the normal train with the corresponding number. A plus train is always the last bought of its type. In addition, the 2^{+2} is not retired until the 4^{+4} train is bought, the 3^{+3} train is not retired until the 6^{+6} is bought, and the 4^{+4} train is not retired until the last diesel is bought.

The sum of the two numbers on a plus-train (i.e., its type times two) is equal to the maximum number of cities that the train may have on its route when it runs. However, the maximum number of **large cities** on its route is still equal to the train’s type—the rest of the cities must be small cities.


DESIGN NOTES (S-3.3)

This scenario mirrors most of the elements of the first scenario. However, it uses an expanded track tile mix, and it uses a more traditional board setup. This allows for a more wide open game even when many stations are placed.

COMPONENTS (S-3.1)

This scenario uses the *1830 Classic* game components except as detailed in this sidebar.

1 Board — Use the *1830+* board.

2 Board Tiles — Use the board tiles marked with a .

Type (Tile #)	Hex
Coal River Hex (30a)	L-8

3 Railroads — Add the Norfolk & Western (N&W); add the Nickel Plate (NKP).

4 Private Companies — Add the James River & Kanawha company. Face value: \$120, Revenue: \$20. A railroad owning the JK receives a free Kanawha license which can not be sold or traded (see p. 35 for license effects). The railroad has the right to build on any one (1) hex that is adjacent to the Kanawha Coal River hex at half price. This would constitute the railroad’s regular tile lay and close the company. The owner retains the license after the JK closes.

5 Trains — Remove a *1830 Classic* 2-train, 3-train, 4-train, and 5-train (each is marked with a “★”). Add in the five “plus” trains: the 2^{+2} , 3^{+3} , 4^{+4} , 5^{+5} , and 6^{+6} .

6 Track Tiles — Except as noted here, use all of the track tiles—the *1830 Classic* track tiles and the *1830+* tiles. Remove these tiles:

Tile # (Old #)	# Removed
to1 (810)	1
to5 (882)	1
bb1 (53)	2
bb5 (61)	2

7 Money — \$12,000.

8 Special — 3x Kanawha-Coal River Access Licenses). Use a proxy marker if a 4th player wants a license.



COMPONENTS (S-4.1)

This scenario uses the *1830 Classic* game components except as detailed in this sidebar.

1 Board — Use the *1830+* board. Note: Use information on board marked with a **B**: “**F**” — Coalfield hex (see special rules) Canal symbol in two places I-11, J-12. It costs \$40 to place a tile on an river hex marked with “(\$40).”

2 Board Tiles — Use the board tiles marked with a **B**:

Type (Tile #)	Hex
Blank (30h)	H-4
Columbus, w/NKP home (30i)	H-6
Blank Gray Lake Erie(30j)	F-6
Cleveland, w/o C&O home (30k)	F-8
Old Detroit (30l)	E-5
Old Toronto (30m)	D-10
Roanoke, w/ N&W home (30n)	L-10

3 Railroads — Add the Norfolk & Western (N&W); add the Nickel Plate (NKP).

4 Private Companies — Add both: the C&O Canal company, and the Pittsburgh & Louisville Packet company.

5 Trains — Remove a *1830 Classic* 2-train, 3-train, 4-train, and 5-train (each is marked with a “★”). Add in the five “plus” trains: the 2⁺², 3⁺³, 4⁺⁴, 5⁺⁵, and 6⁺⁶. (see V-7.10 for details).

6 Track Tiles — Except as noted here, use all of the track tiles. Also remove these tiles:

Tile # (Old #)	# Removed
to1(810)	1
to5 (882)	1
bb2 (592)	2
bb6 (884)	1
bb7 (997)	1
ny6 (883)	1
oo20 (167)	1
D4 (513)	1

(S-4.0) “Opening up West, By-God, Virginia” SCENARIO **B** by the Bromleys et al.

This scenario also opens up the west and southern regions, while also correcting some historical and geographic problems in the original *1830* board. Use the components detailed in the sidebar (S-2.1) and summarized in the tables on p. 45.

SCENARIO SPECIFIC RULES (S-4.2)

Unless stated otherwise, all *1830 Classic* rules are in effect.

Preparing For Play (1.0)

Use the component specifications given in the sidebar.

Private Companies (3.0)

C&O Canal (CC) company — Available between CS and DH.

Face value: \$50, **Revenue:** \$10.

Effect: A railroad owning the CC may build on the hexes marked as containing the CC (I-11, J-12) for a terrain cost of only \$20 each. The company is closed when tiles have been laid on both hexes.

Pittsburgh & Louisville Packet (PL) company — Available between SV and CL.

Face value: \$30, **Revenue:** \$5.

Effect: A railroad owning the PL may lay a tile on any Ohio river hex with no terrain cost (J-2, J-4, K-5, J-6, J-8, or I-9). This hex need not be connected to one of the railroad’s stations, and it need not be connect to any track at all. This free tile placement may be performed in addition to the railroad’s normal tile placement—on that turn only it may play two tiles.

The Stock Market (5.0)

Norfolk & Western — The base city of the N&W is Roanoke (L-10).

Nickel Plate — The base city of the NKP is Columbus (H-6).

C&O — The base city of the C&O is Richmond (K-13).

Share Sale and Increase Variants

Use variants V-5.2 (p31) and V5.1 (p30) “Once Per Block by Non-President.”

Construct Track (7.2)

The Virginia Coal Fields

All mountain hexes marked with a **F** have a terrain cost of \$60. Add +\$10 to run revenue for each hex marked with a **F**.

Running Routes (7.5)

A train may not run to the same hex more than once (including NY and Chicago).

DESIGN NOTES (S-4.3)

This scenario mirrors some of the elements of the first scenario. However it also fixes some geographical inaccuracies in the original board and provides a different take on the W. Va. coal fields.

(S-5.0)**“Uncertain Times”****SCENARIO** **by Keith Thomasson**







This scenario’s rules and mechanisms reflect some of the effects that the Great Depression of the 1930s had on the U.S. railroads. Both the Depression era and the post Depression era are addressed.

SCENARIO SPECIFIC RULES**(S-5.2)**

Unless stated otherwise, all *1830 Classic* rules are in effect.

Preparing For Play (1.0)

After choosing a banker (1.1), determine the seating around the board AND ownership of the private companies. The banker chooses a seat, shuffles the private companies, and deals one to each player—including himself.



-  In ascending order based on the price of the private company held, the players then take their seats in clockwise order relative to the banker.
-  Each player pays the face value price to the bank for ownership of the private company received.
-  The player with the lowest priced private company is the starting player, give him the priority deal card.
-  Remove the undealt private companies, if any, from the game.
-  If the CA is removed, the PRR share certificate is not issued and remains in the bank, where it is available as a normal share.
-  If the BO is removed, the BO presidency is not issued and remains in the bank, where it is available for purchase just like the other presidencies.

Options

- a) The remaining private companies are sold in ascending price order at face value.
- b) The remaining private companies are sold in the usual way. Players may bid for future private companies and auctions may be held as a result..

The Phases (3.0) & Uncertainty Tokens

Once the first 5-train is available (i.e., the last 4-train is purchased), turn the Economic Uncertainty (EU) tokens facedown and shuffle them. Each time a 5-train is purchased, flip over a random EU-token:

-  If it is a “no change” token, there is no special effect.
-  If it is the “short runs” token, place the token on the purchasing railroad’s charter. Until this railroad has operated again, each train (for all railroads) behave as if they were half the size (rounded up). For example, a 4-train or 3-train behaves like a 2-train, while a 5-train behaves like a 3-train. Once the railroad has completed its next operating turn, remove the “short runs” token from play.

COMPONENTS**(S-5.1)**

This scenario uses the *1830 Classic* game components except as detailed in this sidebar.


① Economic Uncertainty Tokens

— Use the tokens with the following label on the fronts:

- 3x “no change,”
- 1x “short runs,”
- 1x “retain revenue.”

If playing with three 5-trains, only use 2 “no change” tokens.

① Board — Use the *1830* board or the *1830+* board as preferred.**②+ Other Components** — Use whatever components are specified for the scenario you are playing.**NO
CHANGE****SHORT
RUNS****RETAIN
REVENUE**

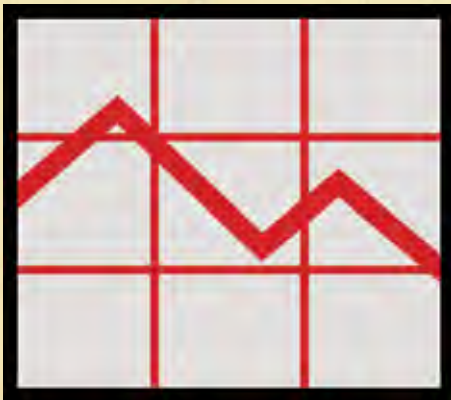
 If it is the “retain revenue” tokens, place the token on the purchasing railroad’s charter. Until this railroad has operated again, all revenue must be retained by its railroad (i.e., dividends may not be paid or split). Once the railroad has completed its next operating turn, remove the “retain revenue” token from play.

It is possible for the “short runs” and “retain revenue” tokens to be in play at the same time. It is also possible that neither of these tokens will enter play during the game.

After the last 5-train has been bought and the token placed, remove the unused token from play. If the “short runs” and/or “retain revenue” tokens are in play when this happens, they stay in play until the relevant railroad has completed its next operating turn.

Stock Sales (6.1)





Starting the with stock round following the purchase of the last 5-train, and continuing until the end of the game, all sales will result in the share value dropping by one row per **block** of shares sold, rather than one row for each share sold. All other rules for share sales remain as standard.



Share Value Token Movement (5.5)

Starting with the stock round following the purchase of the last 5-train, and continuing until the end of the game, the procedure for handling share values increases for declaring dividends changes.

When a dividend is declared for a railroad, its share value may move one to four grid boxes on the stock market, depending on the value of the dividend and the current share price.

-  If the dividend declared is at least 4 times the share value, move the share value token 4 grid boxes.
-  Otherwise, if the dividend declared is at least 3 times the share value, move the share value token 3 grid boxes.
-  Otherwise, if the dividend declared is at least 2 times the share value, move the share value token 2 grid boxes.
-  Otherwise, the dividend declared is less than 2 times the share value, so move the share value token 1 grid boxes.

Follow standard stock market rules for this movement: i.e. move to the right where possible, or up one row otherwise.

End of the Game (8.0)

If the share value of any railroad reaches (or is at) the highest value of the stock market during an operating round, the game ends after that railroad has finished its turn.

250	275	300	325	350
220	240	260	280	
185	200			

Note: In the original image, a green arrow points from the 350 token in the top row to the 325 box, and another green arrow points from the 325 box to the 350 box in the middle row. A black arrow points up from the 200 box.

Example: *The PRR issues dividends during its turn. Its share value token should move to the right, but it is at the end of the row, so the token moves up to the “350” grid box. The PRR finishes its turn and the game ends.*

(S-6.0) “Dave? What are you doing...” SCENARIO © by Halspot Selene

This scenario presents the rules used and variants provided in the *1830* computer game published by Avalon Hill in the 90s. This computer game is still available online and can be played using emulators on Macs as well as on PCs.

It is not possible to provide all of the components used in these variants (e.g., one variant calls for unlimited track tiles). So, you will have to use proxy components and/or components from other 18xx games.

SCENARIO SPECIFIC RULES (S-6.2)

In the uncustomized game, all of the *1830 Classic* rules are in effect except as noted below. In addition, you can customize a game by choosing certain variants.

Buying Private Companies

A player may not buy a private company from another player.

VARIANTS (S-6.3)

Each of these variants can be “toggled” on and off.

Random Revenues

This variant changes the percentage of revenues earned by railroads by up to 20%. For example, if you would normally earn \$100 playing *1830 Classic*, you would earn from \$80 to \$120 with this option in play. This option adds an element of unpredictability.

Each time a railroad operates, mix the 6 markers numbered 1 to 6 and randomly pick one (alternatively roll a 6-sided die):

- if the result is a 1, the revenue is only 80% of normal;
- if the result is a 2, the revenue is only 90% of normal;
- if the result is a 3 or 4, the revenue is normal;
- if the result is a 5, the revenue is 110% of normal;
- if the result is a 6, the revenue is 120% of normal.

Reading Railroad

This variant makes the Reading Railroad available as a railroad corporation. The following effects are also active:

- 1) Use the 2 station tiles (bb2, bb7) for the B&O and B&M starting hexes.
- 2) Use an extra 4-train.
- 3) The maximum number of certificates that each player can hold is increased by one.
- 4) See the sidebar for additional map changes.

Delayed Obsolescence

This variant delays the removal of trains due to obsolescence—each train is allowed to run and earn revenue one more time after it would normally be removed. For example, as soon as the first 4-train is purchased, all 2-trains are normally removed immediately. With this variant in play, each 2-train is allowed to run and earn revenue its railroad once more. It will then be removed from play.

COMPONENTS (S-6.1)

This scenario uses the *1830 Classic* game components except as detailed in this sidebar.

① **Board** — Use the *1830 Classic* board with these map changes:

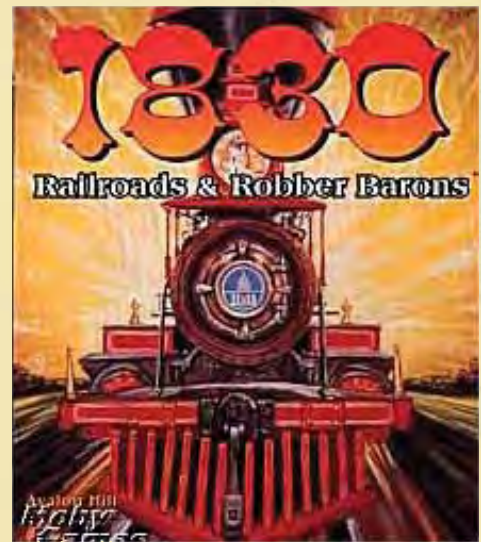
- 1) K-13 – add east exit.
- 2) K-15 – add west exit.
- 3) D-24 – add northwest exit.

② **Railroads** —

The Reading Railroad is a different variant. Its President's certificate is worth 3 shares, and it starts in H-14 on a C9 track tile oriented with track leaving E, W, SE, and SW.

③ **Track Tiles** — Use the *1830 Classic* track tiles. The computer game uses four more tiles: 2 more B13 tiles and 2 more B14 tiles.

Other Components — The standard components are used.





Unlimited track tiles

There are an unlimited number of each track tile available in *1830 Classic*.

Additional Tiles

This variant adds additional track tiles;

# New Tiles	Tile # (old #)	Notes
+3	A9(5)	2 in tile mix
+3	A10(6)	2 in tile mix
+2	B10(26)	1 in tile mix
+2	B11(27)	1 in tile mix
+2	B27 (141)	1 in tile mix
+2	B28 (142)	1 in tile mix
+2	B29 (143)	1 in tile mix
+2	B30 (144)	1 in tile mix

SECOND EDITION CREDITS

Original Design: Francis Tresham
Original Developer: Bruce Shelley
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Art: Mark Zug (cover), Jared Blando (board), Mike Atkinson (trains)
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Scenario Design & Development:

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- S-3.0:** Larry Roznai, Sue Balmes, Don Glass, Jim Jewell, Bill Wordelmann, Elaine Wordelmann
- S-4.0:** Darwin Bromley, Peter Bromley, Ken Gutermuth, Jeff Jackson
- S-5.0:** Keith Thomasson

DEDICATION

This edition of 1830 is dedicated to the memory of Gerald Lientz, one of the original playtesters and a true gamer.

Delayed Private Company Sales

This variant delays the sale of private companies until after the stock round following the purchase of the first 3-Train.

Short Game

This variant removes \$7,500 from the bank.

Extended Game

This variant adds \$8,000 to the bank. You can use pennies or some other marker to represent 16 additional \$500 bills.

No Diesels

This variant makes diesels unavailable.

Split Revenues

This variant allows you to divide the revenue for your railroad equally between dividends and your railroad. When you do so, your railroad's share value does not change.

Random Map

The computer game can generate random boards, but, of course, we cannot detail that process with the standard components provided in this game.





APPENDIX



Glossary

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

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

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

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

Base City: A city circle or hexagon on the board showing the logo of one of the game's eight railroads. At the beginning of a railroad's first turn of operation place a token at no cost in the city showing the logo. The Erie railroad is a special case (see 7.3.2).

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

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

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

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

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

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

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

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

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

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

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

Private Company: Each private company is represented by a single certificate showing its cost and revenue. Until retired and removed from play, each pays a fixed revenue to its owner each operating round. The special effect that each has on play is detailed on pages 46 and 47.

Railroad: see *corporation*.

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

Route: A length of connected track. A railroad may "run" a route joining two or more cities that does not reverse direction at junctions, change track at cross-overs, or travel the same track section twice.

When a railroad is operating more than one train, their routes may not be coincident, except they may meet or cross at cities or use independent tracks on the same tile.

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

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

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

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

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

Upgrade (of a tile): This is the act of replacing a yellow tile by removing it and placing a green tile in its place (or replacing a green tile with a brown one). There are detailed rules for upgrading (see p. 19 and p. 48).

TABLE T-01 – TRACK TILES TO REMOVE

Scenario S-1.0

Tile # (Old #)	# to Remove
A8 (5)	2
A9 (6)	2
to1(810)	1
to5 (882)	1
bb2 (592)	2
bb5 (61)	2

Scenario S-2.0

Tile # (Old #)	# to Remove
A8 (5)	2
A9 (6)	2
B28 (88)	1
B29 (204)	1
B30 (87)	1
bb1 (53)	2
bb5 (61)	2
ny5 (62)	1
oo20 (167)	1
D4 (513)	1

Scenario S-3.0

Tile # (Old #)	# to Remove
to1(810)	1
to5 (882)	1
bb1 (53)	2
bb5 (61)	2

Scenario S-4.0

Tile # (Old #)	# to Remove
to1(810)	1
to5 (882)	1
bb2 (592)	2
bb6 (884)	1
bb7 (997)	1
ny6 (883)	1
oo20 (167)	1
D4 (513)	1

TABLE T-04 — SCRIPT MANIFEST

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

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



TABLE T-02 – BOARD TILES

Type (Tile #)	Loc.	D	SCENARIO				
			R	B	T	G	
coal field Hex (30a)	L-8	1	1	x	*	x	
coal field Hex (30a)	J-10	x	x	x	*	1	
SE Warehouse (30b)	M-13	1	x	x	*	1	
SW Warehouse (30c)	L-2	1	x	x	*	1	
W Warehouse (30d)	F-2	1	x	x	*	1	
NW Warehouse (30e)	A-11	1	x	x	*	1	
NE Warehouse (30f)	B-24	1	x	x	*	1	
Straight Track (use A-1)	M-11	1	x	x	*	x	
Blank (30h)	H-4	x	x	1	*	x	
Columbus, w/NKP home (30i)	H-6	x	x	1	*	x	
Blank Gray Lake Erie (30j)	F-6	x	x	1	*	x	
Cleveland, w/o C&O home (30k)	F-8	x	x	1	*	x	
Old Detroit (30l)	E-5	x	x	1	*	x	
Old SW of Toronto Exit (30m)	E-9	x	x	1	*	x	
Roanoke, w/ N&W home (30n)	L-10	x	x	1	*	x	
Richmond, w/o C&O home (30p)	K-13	x	x	x	*	1	
Ottawa, w/ no cost (30q)	B-16	x	x	x	*	1	
Toronto, w/30,exits NE,SW (30r)	D-10	x	x	x	*	1	
Blank (30h)	C-21	x	x	x	*	1	


Note — 1830 Base Game, 1830 Classic, and Scenario  do not use board tiles.

TABLE T-03 – TRAINS

Type	Price (w/ Trade-in)	Classic & Base	SCENARIO					
			D	R [§]	B [§]	T	G	C
2-trains	\$80	6	7	5	5	*	7	6
3-trains	\$180	5	6	4	4	*	6	5
4-trains	\$300	4	6	3	3	*	5	4
5-trains	\$450	3	4	2	2	*	4	3
6-trains	\$630	2 ^{††}	2	2	2	*	3	2
7-trains	\$710	-	2	-	-	*	2	-
Diesels	\$1100(\$800)	6	6 [¥]	6	6	*	7 ^{**}	6 [†]

* – Scenario can be used with any train mix.

** – 7 Diesels are provided, but there should be an unlimited number. Just add markers if more than 7 are required.

† – A variant is “no diesels.” †† – A variant is a 3rd 6-train.

§ – There is one “plus-train” for each of the train types between 2 and 6: 2⁺², 3⁺³, 4⁺⁴, 5⁺⁵, and 6⁺⁶. A plus-train is always the last bought of its type. For more details, see the scenarios on pages 38 and 39.

¥ – Diesels cost 900, or 750 if a 4, 5, or 6 train is returned to the bank pool.

TABLE T-05— THE PRIVATE COMPANIES

Use w/ Name (Scenario)	Initials	Price / Revenue	Loc.	Special
Schuylkill Valley	SV	\$20 / \$5	G-15	–
Pittsburgh & Louisville Louisville B	PL	\$30 / \$5	I-9	Extra track lay. ¹
Champlain & St. Lawrence	CS	\$40 / \$10	B-20	Extra track lay. ²
C&O Canal B	CC	\$50 / \$10	I-11/J-12	Discounted track lays. ³
Potomac & Piedmont G	PP	\$60 / \$10	J-10	Free coal field license. ⁴
Delaware & Hudson	DH	\$70 / \$15	F-16	Track + free station. ⁵
Mohawk & Hudson	MH	\$110 / \$20	D-18	Exchange for NYC share. ⁶
James River & Kanawha D R	JK	\$120 / \$20	K-9/K-11	Free Kanawha license. ⁷
Camden & Amboy	CA	\$160 / \$25	H-18	Free share in PRR. ⁸
Baltimore & Ohio	BO	\$220 / \$30	I-13/I-15	President share of B&O. ⁹

Note – The companies used in scenarios are marked brown, numbered circles. Other companies are available in all scenarios.

TABLE T-06 — VARIABLES DUE TO # OF PLAYERS

	NUMBER OF PLAYERS				
	2	3	4	5	6
Starting money	1200	800	600	480	400
Certificate limit	28	20	16	13	11
Private Co. Split	SV+DH+CA CS+MH+BO	SV+BO CS+CA DH+MH	SV+MH CS+DH CA	SV+CS DH CA MH BO	SV CS DH MH CA BO

TABLE T-07 — THE PHASES

	Phase						
	1	2	3	4	5	6	7
Introduced by	game start	privates sold	3-train bought	4-train bought	5-train bought	6-train bought	diesel bought
New trains available	–	2-trains	3-trains	4-trains	5-trains	6-trains & diesels	–
Trains made obsolete	–	–	–	2-trains	–	3-trains	4-trains
New tiles available	–	yellow	green	–	brown	gray	–
Train limit	–	4	4	3	2	2	2
# ORs between SRs	–	1	2	2	3	3	3
May buy privates	–	n	y	y	–	–	–
Privates removed	–	–	–	–	y	–	–
Off-board revenue	–	lesser	lesser	lesser	greater	greater	greater

PRIVATE COMPANIES

Schuylkill Valley (SV, 20/5)



1 Pittsburgh & Louisville Packet Co. **B**

(PL, 30/5) — A railroad owning the PL may lay a tile on any Ohio river hex with no terrain cost (J-2, J-4, K-5, J-6, J-8, or I-9). This hex need not be connected to one of the railroad's stations, and it need not be connect to any track at all. This free tile placement may be performed in addition to the railroad's normal tile placement—on that turn only it may play two tiles.



2 Champlain & St. Lawrence

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



3 C&O Canal **B**

(CC, 50/10) — A railroad owning the CC may build on the hexes containing the CC (I11-J12) for a terrain cost of only \$20 each. The company is closed when tiles have been laid on both hexes.



4 Potomac & Piedmont **G**

(PP, 60/10) — The initial purchaser of the PP receives a free New River coal fields license which can not be sold or traded (see p. 35 for effects). When the owning railroad first runs a route including the coal fields hex, the PP is closed down. The owner retains the license after the PP closes.



5 Delaware & Hudson

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



6 Mohawk & Hudson

(MH, 110/20) — A player owning the MH may exchange it for a 10% share of NYC, provided he does not already hold 60% of the NYC shares and there is NYC shares available in the bank or the pool. The exchange may be made during the player's turn of a stock round or between the turns of other players or railroads in either stock or operating rounds. This action closes the MH.



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DEDICATION

This edition of 1830 is dedicated to the memory of Gerald Lientz, one of the original playtesters and a true gamer.

7 James River & Kanawha **D R**

(JK, 120/20) — The initial purchaser of the JK receives a free Kanawha license which can not be sold or traded (see p. 35 for license effects). The railroad owns the JK has the right to build on any one (1) hex that is adjacent to the Kanawha Coal River hex at half price. This would constitute the railroad's regular tile lay and close the company. The owner still retains the license after the JK closes.



8 Camden & Amboy

(CA, 160/25) — The initial purchaser of the CA immediately receives a 10% share of PRR shares without further payment. This action does not close the CA. The PRR railroad will not be running at this point, but the shares may be retained or sold subject to the ordinary rules of the game.



9 Baltimore & Ohio

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



TABLE T-08 — THE RAILROADS



Name	Initials	Station Tokens	Starting City	Loc.
Pennsylvania	PRR	4	Altoona	H-12
New York Central	NYC	4	Albany	E-19
Canadian Pacific	CPR	4	Montreal	A-19
Baltimore & Ohio	B&O	3	Baltimore	I-15
Chesapeake & Ohio	C&O	3	Cleveland (Richmond)	F-6 (K-13)
Erie	Erie	3	Buffalo	E-11
New York, New Haven, & Hartford	NNH	2	New York	G-19
Boston & Maine	B&M	2	Boston	E-23
Norfolk D R B G & Western	N&W	3	Norfolk (Roanoke)	L-16 (L-10)
Pere Marquette D R G	PMQ	2	Detroit	E-5
Nickel Plate B	NKP	2	Columbus	H-6
Reading C	RDR	2	Reading	G-15 (H-16)

TABLE T-09 — TRACK TILE MANIFEST & UPGRADES

TILE # # of tiles				TILE # # of tiles				TILE # # of tiles			
Tile	New	1830*	Upgrades	Tile	New	1830*	Upgrades	Tile	New	1830*	Upgrades
	Old	1830+			Old	1830+			Old	1830+	
	A1	7	↘ B1-B3, B8-B11		B1	1	↘ C5, C6		C1	2	↘
	9	+5			20	-			41	-	
	A2	8	↘ B2, B4, B5, B8, B9, B12-B14		B2	1	↘ C7, C8		C2	2	↘
	8	+5			19	-			42	-	
	A3	4	↘ B3, B10, B11, B13, B14		B3	1	↘ C9		C3	1	↘
	7	+3			18	-			40	-	
	A4	2	↘ B24, B25		B4	-	↘ C5		C4	1	↘
	4	-			17	+1			39	-	
	A5	2	↘ B24, B25, B26, B27		B5	1	↘ C9, C10		C5	1	↘
	58	-			16	-			47	-	
	A6	2	↘ B24, B25, B26		B8	3	↘ C1, C5, C7, C9		C6	1	↘
	3	-			23	-			44	-	
	A7	4	↘ B35-B37		B9	3	↘ C2, C5, C8, C9		C7	2	↘
	57	+2			24	-			45	-	
	A8	-	↘ B35-B37		B10	1	↘ C2, C6, C7		C8	2	↘
	6	+2			26	-			46	-	
	A9	-	↘ B35-B37		B11	1	↘ C1, C6, C8		C9	2	↘
	5	+2			27	-			43	-	
	A10	1	↘ B28		B12	1	↘ C3, C7, C8		C10	1	↘
	55	-			25	-			70	-	
	A11	1	↘ B29		B13	1	↘ C4, C8, C10		C11	-	↘
	69	-			28	-			145	+1	
	A12	1	↘ B30		B14	1	↘ C4, C7, C10		C12	-	↘
	2	-			29	-			147	+1	
	A13	1	↘ B28		B24	-	↘ C11, C12, C13		C13	-	↘
	1	-			141	+1			146	+1	
	A14	1	↘ B30		B25	-	↘ C11, C12, C13		C15	3	↘ D4
	56	-			142	+1			63	+1	
	A15	-	↘ B29		B26	-	↘ C12, C13		oo1	-	↘ oo10-oo17
	630	+1			143	+1			626	+1	
	A16	-	↘ B29		B27	-	↘ C12		oo2	2	↘ oo10-oo17
	631	+1			144	+1			59	+1	
	A17	-	↘ B30		B28	-	↘ C11		oo10	1	↘ oo20
	632	+1			88	+1			68	-	
	A18	-	↘ B28		B29	-	↘ C12		oo11	1	↘ oo20
	633	+1			204	+1			67	-	
	bb1	2	↘ bb5, bb6, bb7		B30	-	↘ C13		oo12	1	↘ oo20
	53	-			87	+1			66	-	
	bb2	-	↘ bb5, bb6, bb7		B35	3	↘ C15		oo13	-	↘ oo20
	592	+2			14	+1			36	+1	
	bb5	2	↘		B36	-	↘ C15		oo14	-	↘ oo20
	61	-			619	+1			35	+1	
	bb6	-	↘		B37	2	↘ C15		oo15	1	↘ oo20
	884	+1			15	+2			65	-	
	bb7	-	↘		ny1	1	↘ ny5, ny6		oo16	1	↘ oo20
	997	+1			54	-			64	-	
	to1	-	↘ to5		ny5	1	↘		oo17	-	↘ oo20
	810	+1			62	-			984	+1	
	to5	-	↘		ny6	-	↘		oo20	-	↘
	882	+1			883	+1			167	+1	
	Total	34	Total 25	Total 26	Total 0			Total 513			
		+23	+17	+11	+2						