

FRANCIS TRESHAM



## INTRODUCTION

**1853** is a railway building game using the **18XX** game system, set in imperial India. It was originally published in 1989 by Hartland Trefoil. Contrary to many other **18XX** games, **1853** does not require aggressive stock trading, but skills in engineering the best possible routes.

In 1990 Stuart Dagger and Steve Jones published an article titled ‘Retuning **1853**.’ It was an attempt to correct some of the perceived shortcomings in the original version of **1853** that had hindered its popularity.

Dick Ruck, Lou Jerkich, and Jeff Heuer edited these Retuned Rules and merged them into the original rules. Their work established the base for this rulebook and is used with permission. Thank you!

This new version of the game sees some additional changes. The map was deprived of its eastern appendix. Therefore, the Bengal Assam Railway was substituted with the East Coast Railway (home base at Waltair). You will find some new track tiles, and the companies do not use their own currency any more (no more Company Credits), but the same money as players.

**1853** is a game that takes several hours to play. Even players familiar with the rules should require at least four hours. For faster games, we recommend using the shareware computer program **18XX/PC**, a moderator tool written by Dirk Clemens for PC/Linux, available at <http://www.cle-mens.de/software/18xx.html>.



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### Updated Rules

based on the Retuned **1853** Rules  
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## SECTION 1 : OVERVIEW

### THE GAME BOARD

The game board is made of two parts and is set up in the middle of the table.

The map shows imperial India (which includes present day Pakistan), cut off in the East at the River Ganges. It is overlayed with a hexagonal grid; it is on this grid that track will be laid. The coordinates on the map are intended for use in play by mail. There are twenty-three named cities (shown as circles) and many more unnamed towns (shown as ringed dots).

The valley of the River Ganges is colored beige and has a restriction on its use during the starting procedure (REF 2.5.2.7).

Hexagons with Rivers, Hills, Mountains, and Himalayan Mountains require additional building cost. Some hexes are Frontier Posts that give a financial bonus for the first company building track there.

### THE SHARES

There are ten shares in each of the eight railway Companies but because the Director's certificate represents two shares there are only nine actual certificates for each Company. The initial Par Value of shares is shown on the certificates.

### THE TRAINS

There are up to 37 Trains of 9 different types (see TABLE 5 and 4.8.19 on page 18).

### THE TRACK TILES

The game contains more than 200 Track Tiles in 4 colors: 128 yellow, 64 green, 18 brown and 7 gray tiles.

### WOODEN PARTS

Each Railway Company has 3-5 wooden disks in its color and a small cube for the Stock Market.

One white disk is used as the Round Marker.

The Elephant represents the Priority Deal Marker.

### MONEY

The bank holds £17,760 total in nine different denominations. A standard game needs £15.000, so some bills (5\*500, 1\*200, 3\*20) should be removed before the game starts. The amount of money in the bank can be changed for shorter or longer games.

### COMPANY CHARTERS

Each company has one Company Charter to hold its money, token, and trains. It also shows that company's home area.





**Special token for Minor Companies.**  
See 4.8.19 for details.

### Available Trains

This is the display for the train cards. Place the available trains face up, the other ones face down.



### The Stock Market

The stock market consists of the grid which is used to track the share prices of the companies.

Each company has one track in its color, they are sorted in playing order.

The initial share price is marked on the tracks.



The **white disk** marks whether the game is in a Stock Round, in an Operating Round or in the additional Operating Round.

### The Bank Pool

Shares sold by players and trains discarded by companies are placed here.

## THE RAILWAY COMPANIES

There are eight railway Companies represented in the game. The Companies are usually identified by their initial letters.

ALL the Railway Companies are used irrespective of the number of people in the game. This is achieved by allowing players to buy shares in ANY of the eight Companies.

Usually a player will have the chance to run at least one Company. There are advantages to be gained from running several Companies but this should not be an objective in itself because a minority interest in several large well-run Companies is usually more profitable than a controlling block of shares in a relatively less important one.

Railway Companies 1 to 4 are designated Major Companies. They have two starting bases and will have the option of laying two yellow track tiles per turn. Railway Companies 6 to 8 are designated Minor Companies. They have only one starting base and may lay only one yellow track tile per turn. Depending on the situation at the end of the first Dealing Round, Company 5 (the BBCI) will be either a Major or Minor Company (REF 2.6).

Although, in principle, each Company may build track and run trains on any part of the board they are, in practice, largely limited to the region in which they may establish bases until phase 4 begins (REF 4.2.3, 4.4.2, 4.10.5). These regions are given in TABLE 2. These limits INCLUDE the use of the rows or columns defined. These areas is also outlined on the individual company charters.

## CONTROL OF COMPANIES

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

Each Company is controlled by a Director who is also the largest (or equal largest) shareholder in the Company. Consequently the sale and purchase of shares may lead to a change of Director, but it is necessary for the current Director's holding to be exceeded by a rival player before this will happen. Therefore a player who holds 50% of the shares in a Company is safe from being un-seated.

Note that two shares are combined into a single certificate which is ALWAYS held by the current Director who must, therefore, hold at least 20% of the shares in the Company.

## PLAYING 1853

The game starts with each player doing a contract bid (REF 2.5.1). Later, the game consists of two alternating routines - Stock rounds (see Section 3) and Operating rounds (see Section 4). During Stock rounds the players deal in railway shares. These rounds are organised in PLAYER order, starting with the holder of the 'Elephant', and may see shares being bought and sold, new companies formed and Directors changed.

During An Operating Round each company is run by its Director. All actions in such rounds are performed in COMPANY order. Later on there will be two or three ORs between each Stock Round (REF 4.10).

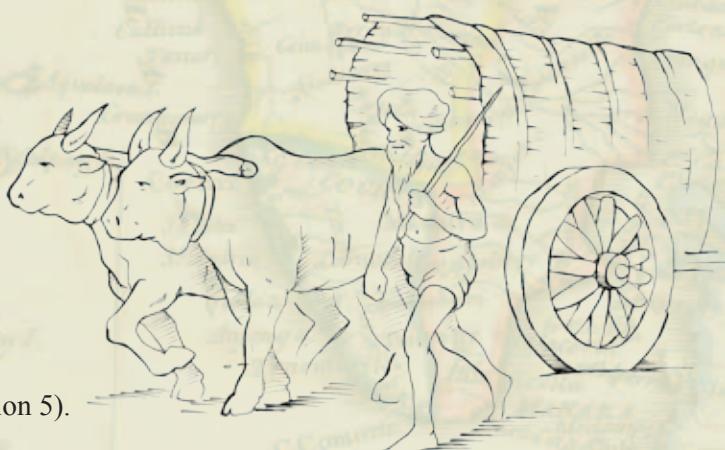
As soon as one company reaches a par value of £400 or the bank runs out of money, the game ends. The winner is the player with the highest combined total of cash and stock market value (see Section 5).

**Table 1:**  
**The Railway Companies**

	Initials	Name	Home Base(s)
1	EIR	East Indian Railway	Calcutta, Patna
2	GIP	Great Indian Peninsula Railway	Allahabad, Bombay
3	NWR	North Western Railway	Delhi, Lahore
4	BNR	Bengal Nagpur Railway	Calcutta, Nagpur
5	BBCI	Bombay, Baroda and Central India Railway	Ajmer (+Bombay)
6	MSM	Madras and South Mahratta Railway	Madras
7	SIR	South Indian Railway	Trichinopoly
8	ECR	East Coast Railway	Waltair

**Table 2: Areas in which Company Bases may be Established**

1	EIR	N and W of Calcutta, E of Delhi
2	GIP	E of Bombay, S of Delhi, W of Allahabad, N of Hyderabad
3	NWR	W of Delhi, N of Karachi
4	BNR	W of Calcutta, E of Hyderabad, S of Allahabad, N of Madras
5	BBCI	N of Bombay, S of Delhi, W of Nagpur
6	MSM	S of Bombay, N of Madras
7	SIR	S of Madras
8	ECR	S of Calcutta, N of Madras, E of Nagpur



## **SECTION 2: PREPARATIONS AND CONTRACT BIDS**

### **2.1 LAYING OUT THE GAME**

Assemble the two parts of the board within easy reach of all players. Stack the companies' shares under the Director's certificate and place them in the initial offering. Arrange the train cards on their respective spaces. Trains that are available are turned face up, all other trains face down.

Place the tiles, face upwards, where they can be seen easily. (Only the yellow tiles are required at first but players may wish to inspect the other types for future planning.)

Lay out the bank next to the game board. The bank starts with £15,000, so £2,600 need to be removed.

Each player needs a pen and a piece of paper (not included).

### **2.2 APPOINTMENT OF BANKER**

The banker serves as umpire and adjudicates the rest of the starting procedure as well as performing the duties of banker. Ideally, he should be a player with previous knowledge of this, or a similar, game.

### **2.3 INITIAL CAPITAL**

Each player receives the following in personal money :

<b>3 players</b>	<b>730 £</b>	<b>(6*100, 1*50, 2*20, 4*10)</b>
<b>4/5 players</b>	<b>570 £</b>	<b>(3*100, 3*50, 4*20, 4*10)</b>
<b>6 players</b>	<b>510 £</b>	<b>(3*100, 2*50, 4*20, 3*10)</b>

This selection allows any size of Bond to be made without having to change money and reveal the size of the intended Bond.

### **2.4 OPTIONAL RULE: SHORTENED GAME**

When time is limited, the designer recommends removing all of the £500 notes from the game. This will leave a bank of £ 7,760.

### **2.5 CONTRACT BIDS AND SEATING ORDER**

The game begins with each player making a Contract Bid. This signifies a player's intention of linking several cities by railway. The cities are noted secretly and put in an envelope with a sum of money equal to at least the values of the cities. This 'bond' serves as a guarantee of good intentions: that the player really does intend to make the route and is not just after the preferential issue of railway shares to which his bid entitles him! Once the railway connection is completed the player's bond money is returned to him, (irrespective of who actually built the railway). It is sufficient to have the cities connected; it is not important that any company can run between all those cities with its current trains. Tokens on stations can also be ignored.

#### **2.5.1**

The game begins with each player making a Contract Bid. This Bid will ultimately include both the names of the cities that the player proposes to link by railway and the BOND - a sum of money equal to at least the scoring value of those cities. The Bond will be returned to the player once the route is completed. (REF 4.3)

For each city in the bid the player will choose a Company share associated with that city. Where there is more than one number on a city the player has a choice of Companies. A player will normally bid on a city which he believes can be connected in a reasonable period of operating rounds to the other cities upon which he is bidding.

#### ***Example:***

*Jeff writes down a bid of £100, Lou 90£, and Dick 130£.*

## 2.5.2

The Bidding for Contracts is taken in Stages. In the first Stage all players secretly write down the amount of their Bond. Your Bond may be for any whole number of pounds, provided that this is enough to cover the values of the Cities that will eventually form your bid. You do not need to decide at this stage just what those Cities are going to be. The minimum and maximum number of Cities for a legal Bid is as shown in section 2.5.6. The minimum possible Bond is £60 in a 3 player game, or £80 with 4-6 players.

## 2.5.3

**Seating Order:** All players then reveal the amount of their Bonds and the seating order is determined - first the player who has specified the largest Bond, and so on down. Ties are resolved by lot (use a die or toss a coin) and the player who has specified the largest Bond takes the Elephant. Each player places his or her Bond money in an envelope.

## 2.5.4

In the **second Stage**, beginning with the Elephant holder and continuing round, each player Bids for Cities and their associated Shares. When it is your turn you write down (secretly) the name of a City in your bid and claim (publicly) a Share associated with that City. This continues round and round the table until everyone signifies that their Bid is complete by passing. When it is your turn you may not pass if either you have not yet Contracted for the minimum number of Cities or if you have not yet Contracted for the maximum number of Cities and there is at least £40 of your Bond money not yet accounted for.

## 2.5.5

Each city is associated with at least one Railway Company as shown on the board by the small number(s) against the city. This indicates the share which may be claimed when that city forms part of a Bid.

## 2.5.6

The number of cities which ultimately may be included in a bid is limited:

Number of players	3	4	5	6
Number of cities in bid:	4 to 6	3 to 6	3 to 5	3 to 4

It is not usual to bid much in excess of the minimum requirement.

## 2.5.7

A Bid must not include more than two cities from the Ganges valley region (which is shaded beige) and which includes Calcutta. In a Bid involving just three Cities a player may only include one of Cawnpore, Lucknow, Allahabad, Benares and Patna (these are shaded beige). Calcutta may also be chosen.

In a Bid involving more than three Cities a player may not include more than two of the Ganges Valley Cities (the above list plus Calcutta).

## 2.5.8

The small un-named towns may not form part of a Bid.

A bid must include at least three cities (four in a three player game) but never more than six cities. The small, unnamed towns may not form part of a bid. Any combination of cities may be chosen except that a bid must not include more than two cities from the Ganges valley area (shaded beige) and including Calcutta. See Rule 2.5.7 for the specific details of this restriction.

**Example:** Dick has the highest bid and gets the Elephant. Next player will be Jeff. Lou is third. All three put aside the money specified in their contract.

**Example:** Dick goes first. He writes down Calcutta and claims a share of the EIR (company 1). Jeff chooses Bombay and takes a share of company 5; Lou goes with Lahore and takes one share of company 3. Now it's Dick's turn again. This time, he chooses Patna and takes another share of company 1. This continues clockwise in game order until each player has written down at least 4 shares.

The bond will obviously reduce the money the player has available for share purchases until it is recovered. For this reason it is not usually advisable to include more cities than the minimum but skilled players may wish to do so in certain cases. This is because **the size of the bond fixes the seating order**; those who have made the larger bids then have an advantage in the first Share Stock Round which may ensure that they gain control of a Company vital to fulfilling the terms of their bid..

**Example:** Dick chose Calcutta and Patna as his first two cities. He can't take any other city from the Ganges river valley. As he wants another share of the EIR, he writes down Delhi. For his fourth and last share, he picks Jaipur and a share of company 5.

## 2.5.9

Each of the cities named in the Bid has a value which is applied to the total value of the Bond. This value is £50 for Calcutta, £40 for Bombay and Delhi, £30 for Madras and Waltair, and £20 for all other cities.

While choosing cities, players need to check that their bid contains at least the minimum number of cities, and that the value of these cities does not exceed the amount of their Bond.

## 2.5.10

Note that several cities give a choice of share. Only one share is issued against each city in a Bid. In cases where there are alternatives the player has a free choice from among those available.

## 2.5.11

The names of the cities included in the Bid are placed in the envelope/put aside with the Bond.

## 2.5.12

There are SERIOUS penalties for making an illegal Bid (REF 4.3.2)!

**Example:** Dick has Calcutta (£50), Patna (£20), Delhi (£40), and Jaipur (£20) in his contract.

He uses every single pound in his bid of £130.

**Example:** After Dick took two shares of the 1, Delhi gave him an option to respond to the other players' actions. Instead of taking a third share of the #1 company, he could opt for one share of the #2, #3, or #5 company.

## 2.6 BBCI COMPANY TYPE

### 2.6.1

Company 5 (BBCI) may be either a Major or a Minor Company. Which one it becomes will depend on what happens in the Contract Bids and the first Stock Round.

### 2.6.2

If Company 5 has a Director by the end of the first Stock Round, and if the Contract Bid of its Director includes both Ajmer and Bombay, the Company is deemed to be a Major one with its second home base in north Bombay. Further, the cost of building the station at Ajmer is reduced to £70.

### 2.6.3

In all other circumstances Company 5 is a Minor one.

## 2.7 ISSUED SHARES

### 2.7.1

As a result of the Contract Bidding, each player will have claimed and received a certain number of shares matching the cities which he has contracted to link by railways.

### 2.7.2

Players now pay for their Contracted Shares in company order. Payments are made to the Bank.

### 2.7.3

Players keep all the shares they bid for even if they are unable to pay for them all.

Any Contracted Shares that can not be afforded are placed face downwards as 'un-redeemed shares' which do not qualify for dividend payments. Such shares must be the cheapest the player has bid for. Un-redeemed shares qualify normally both as 'shares issued' (REF 2.7.5) and in establishing who is the Director of a Company (REF 2.9).

## **2.7.4**

A player holding un-redeemed shares must redeem them before buying any further shares. This is done during a Stock Round. Redemption is not considered to be a ‘purchase’ (REF 3.0) but is an additional activity. Un-redeemed shares may not be ‘sold’ into the Bank Pool.

## **2.7.5**

Once the ‘Qualifying Number’ (see TABLE 3) of shares has been issued in a Company it floats and a Director will be appointed at the end of the first Stock Round. (REF 2.9)

## **2.7.6**

Shares in those Companies that have not formed part of anyone’s bid (and therefore had not even one share issued) should now be put aside until they are needed (REF 3.1.3).

# **2.8 FIRST STOCK ROUND**

## **2.8.1**

A Stock Round follows immediately after the Contract Bids have been settled and begins with the player who holds the Elephant. It allows players to acquire additional shares and, if necessary, dispose of unwanted shares by selling them into the Bank Pool. (REF 3.1.5 etc.) At this stage there is little point in holding onto Companies that are not going to run because the Qualifying Number of shares has not been issued. Beware of disposing of shares too soon; once sold they may not be bought from the Pool until the NEXT Stock Round.

## **2.8.2**

A Stock Round is conducted as described in SECTION 3.

## **2.8.3**

During the first Stock Round ONLY, shares which are sold into the Bank Pool (REF 3.1.5) realise £5 less than their face value. During this first Stock Round, once a qualifying number of shares have been issued in a company, that company floats.

Shares in a newly-floated Company may not be sold into the Bank Pool until a future Stock Round. The sole exception to this rule is that contracted shares MAY be sold after a company floats, but only if you sell them at the first opportunity after flotation.

However, ‘un-redeemed shares’ may not be sold. (REF 2.7.3, 2.7.4)

## **2.8.4**

At the end of the first Stock Round, if at least one Minor Company has formed, then add one ‘2’ train, one ‘2M’ train and one ‘3M’ train to the train mix. The seven type ‘2’ train cards are available to all companies but for Minor Companies only they are now dual-option and can be purchased as either a ‘2’ train or a ‘1M’ train. (‘1M’ trains cost £180 to purchase.) On occasion, additional type ‘2/1M’ trains may be needed. See rules 4.8.16 through 4.8.18 for specific details on the use of these trains.

# **2.9 APPOINTMENT OF DIRECTORS IN THE FIRST STOCK ROUND**

## **2.9.1**

At the end of the first Stock Round all companies in which the Qualifying Number of shares in a Company has been issued – as given in TABLE 3 – are considered floated and must have a Director appointed so that the Company may start operation in the next Operating Round (See SECTION 4). In the first Stock Round only, the Director will not be appointed until the end of the Stock Round. In subsequent Stock Rounds the Director is appointed as soon as the Qualifying Number of shares has been purchased. (REF 3.2)

## **2.9.2**

The Director is the largest shareholder in the Company and he exchanges two of his ordinary shares for the Director’s certificate which is equivalent to two shares. If, at the end of the first Stock Round, more than one player holds an equal largest number of shares in the Company, the Director will be the player who has held shares in the Company the longest.

**Table 3:**

No. of Players	3	4	5	6
Starting Capital	£730	£570	£570	£510
Share limit in any Company per player	6	6	5	4
Total certificate limit per player	21	16	13	11
Qualifying number of shares per company	6	5	5	4

## **SECTION 3: STOCK ROUNDS**

A Stock Round is a series of turns in which all players have the opportunity to buy and sell Shares. In an individual's turn any number of Shares may be sold but only ONE may be bought. However, the Round will go on for as long as at least one player continues to buy every time it is his turn. It will stop once every player has consecutively declined the opportunity to buy (not sell) a share. Thus the Round is kept going as long as players require, and any number of shares may be bought – one at a time. The mere act of buying a share will obviously ensure that the player will have another opportunity to buy next turn. Even if a player declines what is on offer he may still have another chance to buy because, if other players keep buying, the Round will keep going, but once the same offer has been declined by everyone, the Round stops. The next Round will start with the player on the left of the last buyer. This player is given the Elephant marker to signify this fact but there will be one or more Operating Rounds played before this happens. (REF 4.9, 4.10)

### **3.1 MODE OF OPERATION**

#### **3.1.1**

A Stock Round is a sequence of turns, starting with the holder of the 'Elephant', in which players may deal in shares. All deals must be made through the Bank; private deals between players are not allowed.

#### **3.1.2**

There are limits on the TOTAL number of share CERTIFICATES which may be held (a Director's certificate counts as ONE certificate even though it represents two shares) and also on the total number of shares that may be held in any one Company. These limits depend on the number of players. See TABLE 3. Shares valued on the Stock Market at £40 or less are exempt from these limits.

#### **3.1.3**

Shares in those Companies named in the Contract Bids are available simultaneously and must be issued before shares in the remaining Companies become available. Once ALL shares in the Contract Bid companies have been issued, shares may be purchased in any of the remaining companies.

#### **3.1.4**

All purchases of new shares are made at face value (par) irrespective of the current value shown on the Stock Market.

#### **3.1.5**

Players are also allowed to sell shares. These are placed where they are clearly visible to other players in what is called the BANK POOL. Shares may be sold in the same turn that another type of share is bought.

#### **3.1.6**

Unlike purchases (where shares have to be bought individually) any number of shares may be sold in the same turn.

#### **3.1.7**

Shares in the Bank Pool may be bought as an alternative to 'new' shares. All sales and purchases to and from the Pool are made at the price quoted on the Stock Market. This is the market value of shares in those Companies which are running. (If no price is shown the shares are valued at par.)

#### **3.1.8**

In general, any shares may be sold back to the Bank Pool. However, beginning in the round in which a Director is first appointed, it is NOT then permitted to sell shares in that Company until the following Stock Round. (See paragraph 2.8.3 for an exception to this rule during the first Stock Round.)

#### **3.1.9**

If a player sells a share in a Company he is not then allowed to buy shares in that Company until the next Stock Round. Also, a player may not both buy and sell the same share (or a share in the same Company) in the same turn.

#### **3.1.10**

Shares which have been sold into the Bank Pool are deemed to be 'shares issued' and do not prevent a player buying new shares in any company. (REF 3.1.3)

### **3.1.11**

At the end of a Stock Round the player on the left of the last player to buy is given the Elephant to indicate that he will start the next Stock Round. The holder of the Elephant may, if he wishes, sell it at this point to another player for a mutually agreed price.

### **3.1.12**

An Operating Round then commences with each Company playing in the order given in TABLE 1. See SECTION 4.

## **3.2 APPOINTMENT OF DIRECTORS**

### **3.2.1**

A Company Director is appointed once the Qualifying Number of shares has been issued (REF TABLE 3), except in the first share Stock Round where the Director is appointed at the end of the Stock Round. (See also 2.9) The Director is the largest shareholder in the Company and he exchanges two of his ordinary shares for the Director's certificate which is equivalent to two shares. If more than one player holds an equal largest number of shares in the Company the player who has held a share in that Company for the longest time will take precedence. (Refer also to Paragraphs 2.7.3 and 3.1.8.)

### **3.2.2**

If, once the Qualifying Number of shares has been issued, no player holds the necessary two shares to qualify as Director then a Manager is appointed to run the Company. (REF 3.4)

### **3.2.3**

If a shareholder gains MORE shares in a Company than the existing Director then he IMMEDIATELY takes over the Director's Certificate in exchange for two of his own ordinary certificates.

(If this causes the former Director to exceed the total number of certificates he is allowed to hold in his hand he must correct the situation in his next Stock Round turn. Note that a player may NOT exceed his allowed total of share certificates in anticipation of becoming a Director.)

## **3.3 COMPANY FORMATION**

### **3.3.1**

A Company is formed once its Director is appointed. It then receives Company Credits equal to the face value of ALL its shares (i.e. ten times the value of an ordinary certificate) irrespective of how many shares have actually been issued.

### **3.3.2**

The Company is given its company charter and marker tokens. The cube is placed on the Stock Market at par. A marker (or markers) is placed on the Base Station(s) listed in TABLE 1.

### **3.3.3**

The Company will then start running in the next Operating Round.

## **3.4 COMPANIES WITH NO DIRECTOR**

### **3.4.1**

A Company that has formed in which shares have been sold such that no player has two or more shares is run by a Manager. If several players each hold one share in the Company the Manager will be the previous Director or, if he does not qualify, the player who has longest held shares in the Company. If no shares are held by anyone, the Manager is the holder of the Elephant. In this case the Manager is likely to change after every Stock Round. A Manager is replaced immediately any player qualifies as a Director.

### **3.4.2**

A Manager may make any moves allowed of a Director except that he must not declare a dividend.

### **3.4.3**

The main significance of a Manager is that, unlike a Director, he is allowed to buy a new train, from the bank, on credit. This enables a Company which lacks a train, and which cannot afford to buy one, to continue in operation. Only ONE such train may be held and the card is turned face down to signify that payment is still owed to the bank.

### **3.4.4**

A Manager may choose whether to buy a broad or a metre gauge train if both are available. A Manager does not have to buy a train and there are times when it is in the Company's (or the Manager's) interest for the purchase to be delayed.

### **3.4.5**

A train must be fully paid for BEFORE it may be sold to another Company. This stops the worst abuses of the office of Manager.

### **3.4.6**

A Manager can't pay any other expenses until the train is fully paid. This restricts the company to build only track with no extra cost, and base stations can't be established.

## **3.5 GAME SEQUENCE**

After a Stock Round has been completed the game continues with the next Operating Round as described in SECTION 4.

## **SECTION 4: OPERATING ROUNDS**

The railways are run in COMPANY ORDER irrespective of a player's seating position. (Companies which are not yet running are simply left out of the operating sequence.)

Each railway is controlled solely by its Director or, if there is no Director, by its Manager. These appointments are made as already described. (REF 2.9, 3.2 and 3.4).

The principle is that RAILWAY LINES are constructed by laying the hexagonal TRACK TILES on the BOARD. STATIONS shown on these tiles are worth the REVENUE indicated by the number in a circle. TRAINS, which are purchased initially from the BANK for the price shown, earn REVENUE equal to the total value of all the Stations they connect. This Revenue is paid out by the Bank, either to the Company or distributed among its SHAREHOLDERS. Money retained by the Company is needed mainly for the purchase of more Trains (the earlier types of Train become obsolete during the course of the game and have to be replaced) and for overcoming the obstacles posed by mountains and rivers. Money paid to the Shareholders contributes to their score at the end of the game.

An Operating Round consists of one operating turn for each Company. During Phase 2 (REF 4.10) each Operating Round is followed by a Stock Round. In later Phases there will be several Operating Rounds between Stock Rounds.

An Operating Turn consists of a series of actions. Actions 4.1 to 4.8 are performed in the following order. These actions are usually performed in each Company's turn except for those marked \* which take place only when desired or required. Several important conditions change when specific trains are bought and the game moves on to a later Phase. Phases are described fully in Paragraph 4.10.

## **4.1 TRACK CONSTRUCTION (OPTIONAL)**

### **4.1.1**

The first activity in any Company turn is to lay track tiles..

### **4.1.2**

Major Companies are allowed to lay one or two tiles per turn. The ability to lay two track tiles and the cost of doing so depends on the option chosen for that company during its first Operating Round (see 4.1.3 below). Minor Companies may only lay 1 tile per turn.

## 4.1.3

In the first Operating Round of a Major Company (Companies 1-4, and possibly also Company 5, REF 2.6) the Director of the Company must choose one of the following alternatives:

1. The right to lay two tiles in a Operating Round does not come into effect until Phase 2.
2. The right to lay two tiles in a Operating Round is gained immediately but must be paid for whenever it is used. If this option is taken, whenever the Company lays two tiles in a Operating Round it pays the Bank at the following rates:
  - Company 1 - £50
  - Companies 2, 3 & 4 (and Company 5 if it is a Major) - £20

## 4.1.4

Yellow tiles only may be laid at first. They may be laid on the buff or beige spaces but not on Bombay, Calcutta, Delhi, Madras or Waltair. The other color tiles may only be laid by Promotion (Paragraphs 4.2.1 to 4.2.13).

## 4.1.5

Tiles with a solid black line are broad gauge. Metre gauge is shown as a black and white dashed line. All companies may lay either type of track even though metre gauge trains (REF 4.8.11) are not available to Major Companies until Phase 3. (See paragraphs 4.8.16 through 4.8.19 for Phase 2 and Minor Companies.)

## 4.1.6

A new tile must extend track from an existing Railhead. A Railhead is a track end which is connected to a Base belonging to the Company. The connecting railway may be of any length but it must be continuous and not blocked by another Company's Base. The line and its extension must all be of the same gauge. (REF also 4.2.6) Provided these conditions are met new tiles may be laid in any part of the board.

Dual gauge tracks count both as broad gauge and Meter gauge. Therefore, dual gauge track can be extended by either gauge.

## 4.1.7

When a Company is entitled to lay two tiles per turn each lay must be connected to a DIFFERENT Base and the connecting railways must not use the same piece of track at any point, although they may meet or cross at Stations, etc.

## 4.1.8

In its first turn a Company will lay a tile on its Base Station(s) (REF TABLE 1) unless the base is on Bombay, Calcutta, Delhi, Madras or Waltair or the relevant Station tile has already been laid by another Company.

## 4.1.9

The tile chosen must be of the correct type for the location. Plain tiles are placed in open country, tiles with a small Station (shown as a cross-bar) on a space with a town (shown as a dot on the board) and tiles with a large Station (shown as a circle) on cities (shown as a circle on the board). Tiles with two small Stations are placed on spaces showing two towns. In this case it is sufficient if ONE line makes an extension from a Company railhead.

## 4.1.10

A tile may not be placed so that a railway runs off the hexagonal grid into the sea or into the grey margin areas of the board.

A tile can be laid on each hex that is completely framed by the grid.

## 4.1.11

A line ending at an edge adjacent to another tile does not have to establish a connection with that tile (although it would normally do so).

## 4.1.12

Placing a tile on a hexagon containing a hill, mountain or river entails construction costs as given in TABLE 4. (Multiple Rivers are those that divide a hexagon into more than two areas of land.) Payment is made by the Company to the bank BEFORE the tile is laid.

## 4.1.13

The cost of building the station at Ajmer is £70 for the BBCI if the BBCI was started as a Major Company (REF 2.6).

Table 4: Construction Costs

Terrain	Broad Gauge	Meter Gauge
River	£40	£30
Multiple Rivers	£60	£40
Hill	£80	£50
Mountain	£140	£70
Himalaya	£240	£100

## 4.1.14

Some places (mostly on the frontiers) have a value shown thus: (40). When this position is connected to a Base the Company concerned will receive one payment of the sum shown, in Company Credits, AFTER it has made the connection and finished all tile lays for that turn.

## 4.1.15

Companies have no regional restrictions where to place yellow tiles.

## 4.2 TILE PROMOTION (OPTIONAL)

### 4.2.1

As an alternative to laying a tile or tiles a Company may ‘promote’ ONE tile: yellow to green, green to brown or brown to grey. Green tiles are introduced in Phase 3, brown tiles in Phase 4 and grey tiles in Phase 5. (REF 4.10) Once introduced a tile color remains available for the rest of the game. Some tiles can not be promoted.

### 4.2.2

Prior to Phase 5, promotions, unlike construction, may only be carried out within the areas of Company activity defined in TABLE 2. A tile which is not at present connected to a Company Base may ONLY be promoted when this establishes a connection without a break of gauge. The requirements of Rule 4.1.10 must be met.

### 4.2.3

At the start of Phase 5 when the first ‘5’ train is bought the territorial restrictions which have applied hitherto are relaxed. Companies owning at least one ‘5’ train or ‘6’ train may now promote any tile which they can reach from a home base using one of their Trains. A Company promoting outside its home territory must include the affected tile in one of its train runs in the Operating Round when the upgrade takes place.

### 4.2.4

All promotions must be made in such a way that all existing lengths of track are maintained.

### 4.2.5

Plain tiles may not be promoted to Station tiles. Yellow Small Station tiles may be promoted to green Small Stations or to Large Stations. Tiles representing two small Stations are not promotable. See page 20 for a list of all legal tile promotions. All brown and grey non-station tiles (106, 107, 108, and 112) represent various types of junctions through which trains may run as if they were Stations but without scoring.

### 4.2.6

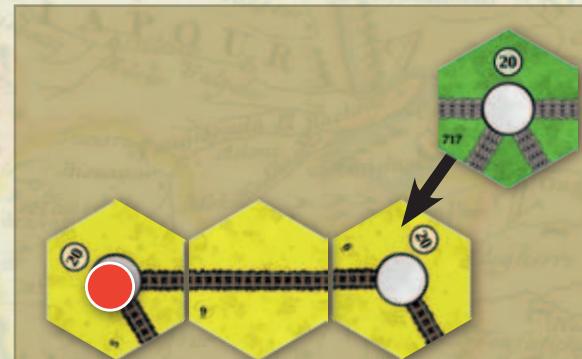
When yellow tiles are promoted to green tiles the gauge of all existing lines must be maintained. **The gauge of new lines is immaterial but lines which involve a break of gauge may not be extended further unless there is a Company Base at the change-over point.**

### 4.2.7

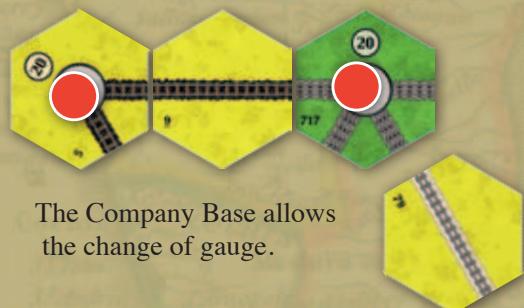
A brown tile that is adjacent to a grey tile may not be promoted. There can never be two grey tiles adjacent to each other.

### 4.2.8

All brown and grey tiles as well as some of the green tiles represent ‘dual gauge’ and may be used by broad or metre gauge trains. There may be dual gauge track on a line joining a Base to a railhead without disrupting the continuity of the line.



Though the new tile has dual gauge, the line can be extended only in Broad Gauge, as the connection to the railhead is in Broad Gauge.



The Company Base allows the change of gauge.

## 4.2.9

Following promotion a Station may now have space for more Bases. If one such space is unoccupied it does not block any other Company's routes or prevent access to any Railheads. Also refer to 4.4.6 and 4.5.7.

## 4.2.10

Tiles made available as a result of promotion may be re-used.

## 4.2.11

Promotions do not incur additional construction costs.

## 4.2.12

**Large Cities:** The five large cities, Bombay, Calcutta, Delhi, Madras, and Waltair are represented by green hexes preprinted on the board. Each of these (with the exception of Waltair) has two or three SEPARATE terminal Stations and all track on these positions is dual gauge. These positions are equivalent to tiles already laid and may be promoted in Phase 4 and 5 but only by using the tiles which are reserved for this purpose. (These tiles are identified as CD for Calcutta or Delhi, BM for Bombay or Madras, W for Waltair.) There is intended to be only ONE grey CD tile, and there is no grey tile for Waltair!

(Players should note that all upgrade tiles for Calcutta and Delhi have separate stations and do not allow through runs. They will always be a terminus for any route. The tiles for Madras and Bombay will allow through runs once they are upgraded to the brown BM tiles.)

## 4.2.13

The first promotion of Calcutta always costs the relevant Company £60 (Broad gauge, multiple river crossing).

## 4.3 FULFILMENT OF CONTRACT BID

### 4.3.1

To fulfill the contract bid made in Phase 1, a railway connection to be established between the cities named in the bid is required. The Company (or Companies) that construct(s) the route is not significant. Any number of changes of train are permitted at Intermediate Stations, no matter which company owns the stations. Such a connection may involve changing Stations in a Large City as these are only a short rickshaw ride (officers) or march (other ranks) apart. However, lengths of track of a different gauge which are not linked to any Base Station may not form part of such a connection.

### 4.3.2

The player should claim his bond immediately the connection is completed and he should then reveal his original bid to the other players. He immediately gets the money back that he had put aside along with his bid.

If this is found to be ILLEGAL the other players may require the guilty party to sell sufficient shares in the next Stock Round to divest himself of all Directorships. The penalty is optional depending on a decision of the majority of the other players. Having been required to sell, a player may not, of course, re-buy these shares until a later Stock Round.

## 4.4 ESTABLISHMENT OF BASE STATIONS (OPTIONAL)

### 4.4.1

Each Company starts with Base Stations as listed in TABLE 1. As the game proceeds it is often desirable to establish additional Base Stations. These may be set up anywhere within the areas marked on the Company charter and defined in TABLE 2. (The limits given are inclusive of the rows and columns defined.)

### 4.4.2

At the start of Phase 5 when the first '5' train is bought the territorial restrictions which have applied hitherto are relaxed. Companies owning at least one '5' train or '6' train may now buy and place any station which they can reach from a home base using one of their Trains. A Company placing a station outside its home territory must include the affected tile in one of its routes in the Operating Round when the change takes place.



#### **4.4.3**

Bases serve three purposes. Firstly, there must be a Base somewhere on each route used by a Company. Secondly, Bases prevent other Companies from running their trains BEYOND the Station concerned (but see REF 4.5.6 and 4.5.7). Finally, a Base is needed somewhere on a line which leads to a Railhead (REF 4.1.6).

#### **4.4.4**

The Bases in TABLE 1 are established free. The first additional Base token costs the Company £40 to place. All further Base tokens cost £100 each.

#### **4.4.5**

Base tokens may only be placed on the vacant spaces of Large Stations. A Company may only have ONE token on any tile or hexag even in cases such as rule 4.2.12 where there are several Stations or, as on some tiles, where a Station has space for several tokens (REF 4.5.7).

#### **4.4.6**

Tokens may only be placed on Stations that are connected by railway to a Base belonging to the Company. Such a line may be of any length (see 4.4.1 and the exception in 4.4.2) but must be continuous and not involve a break of gauge or be blocked by other Companies' Bases.

#### **4.4.7**

Tokens may not be placed on Stations which are the home Bases of Companies which are not yet running.

### **4.5 RUNNING TRAINS**

#### **4.5.1**

Every train owned by a Company may run once each turn. Because the purchase of trains takes place at the end of a turn it is not possible for a train to be used in the turn in which it is purchased. Therefore a Company can never run trains in its first turn of operations.

#### **4.5.2**

Each run must include at least one Base Station belonging to the Company.

#### **4.5.3**

The entire run must be on track which is the correct gauge for the train being used. This may, of course, include dual gauge.

#### **4.5.4**

The run may include Large Stations (shown as a circle) and Small Stations (shown as a cross-bar) but the number of Large Stations must not exceed the Train Number. For instance, a "3" Train might run from Delhi to Lucknow and on to Allahabad but it would not be allowed to continue to Benares. There may be ANY number of Small Stations included in the run. Large or small Stations may be used as the ends of a route. A legal run must include at least two stations. A legal run for a '1M' train must include one Large Station (containing one of the Company's Base Stations) and at least one Small Station.

#### **4.5.5**

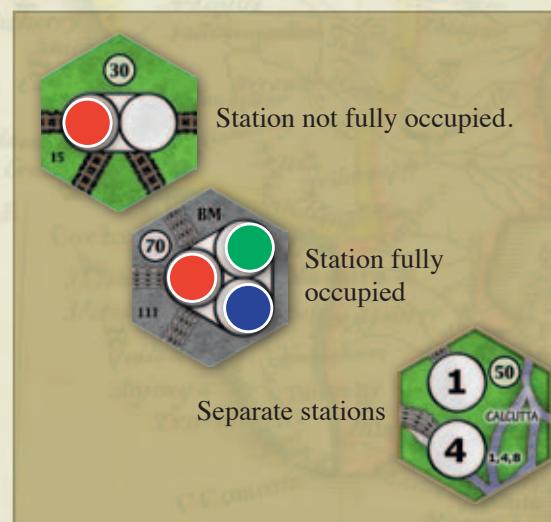
The run must be continuous and made without reversing. It may not involve repeated visits to the same city even though this may, as at Delhi, have two or more different Stations. Two small Stations on the same tile represent different towns and may be included in the same route.

#### **4.5.6**

A train may not continue past a Station which is fully occupied by other Companies' Base tokens but it may start or finish at such a Station.

#### **4.5.7**

A Station which is not fully occupied by other Companies' tokens may be used without restrictions.



#### **4.5.8**

No run may use the same length of track twice over, but different lines on the same tile may be used (i.e. at a crossing).

#### **4.5.9**

A train entering a Station on one line may leave on any other line, as long as the Station is not fully occupied by other companies' Base Tokens and as long as the track has the correct gauge.

#### **4.5.10**

When more than one Train is owned each must run on entirely separate routes although two or more routes may meet or cross at Stations provided that the same piece of line is not used twice over. On the green junction tiles two railway lines converge into one where they cross the edge of the tile and therefore only one train may use the junction in that turn.

### **4.6 COLLECTING PAYMENT FOR TRAINS RUN**

#### **4.6.1**

Each Company's earnings are paid out by the bank.

#### **4.6.2**

Each train earns the total value of all the Stations on its run.

#### **4.6.3**

All Stations included in a run must be scored; a Station may not be missed out in order to reach a more distant, higher value, Station.

#### **4.6.4**

The score for all the trains run is added together and either paid out as dividend among the shareholders in personal money or paid into the Company. A payment must be made in one manner or the other; it can not be divided so that part is dividend and part is retained.

#### **4.6.5**

When a dividend is paid each shareholder receives 10% of the Company score for each share held. Refer also to Paragraph 4.7.1.

#### **4.6.6**

**Mail Train:** In addition to the above, ONE train belonging to each Company may be nominated each turn as the Government Mail. This scores an additional sum equal to the value of the Stations at the start and end of the run. This sum is ALWAYS paid to the Company and is quite independent of whether or not a dividend is paid. (If small towns form the ends of the route the mail revenue will obviously be small. It sometimes pays the Company to use a shorter run which will earn a little less revenue but increase the value of the Mail.)

### **4.7 SHARE PRICE ADJUSTMENTS**

#### **4.7.1**

The value of a Company's shares as shown on the Stock Market board is adjusted at the end of the Company's operating turn as described below. The adjustments are as follows:

- \* If no dividend is paid, AND there are shares in the Bank Pool, the price moves back one space down on the indicator.
- \* If no dividend is paid and there are no shares in the Bank Pool, the share price does not change.
- \* If the total dividend paid is less than twice the share price, the share price is moved one space up on the indicator.
- \* If the total dividend paid is twice or more times the share price, but less than three times the share price, the price advances two spaces up on the indicator.
- \* The share price will advance three, four or five spaces for total dividends which are equal to, or greater than, three, four, or five times the current share price respectively. The largest share price increase that is allowed in a turn is one of five spaces.

**Example:** If a company's total earnings (excluding the mail run) from running its trains were £60, then, if dividends are paid, that would be the total dividend. For a company valued at £80 on the stock market, the total dividend would need to be at least £160 in order for the company to advance two spaces up.

## **4.7.2**

Note that shares of companies that have not yet been floated do not operate and therefore do not yet have a market value that can change.

## **4.7.3**

If a share reaches £400 in value the game stops at that point unless optional rule 2.4.3 is in use. (REF 5.1.1 and 5.1.3). If a share drops to £10 in value it can not be reduced further and it will remain at this value until the company pays another dividend.

## **4.8 PURCHASE OF TRAINS (OPTIONAL)**

### **4.8.1**

Trains are always bought at the end of a turn and are therefore not available for use until the following turn.

### **4.8.2**

New trains are bought from the bank. The purchase price is shown on the train card. Several trains may be bought at a time.

### **4.8.3**

Broad gauge trains are bought in order of increasing size and all of one type must have been bought before the next type become available. However, once the first '5' train is purchased the '6' trains become available for purchase in addition to the remaining '5' trains and the '4M' trains.

### **4.8.4**

Trains made obsolete by a Phase change (REF 4.10) are returned to the bank and take no further part in the game. No payment is made for them.

### **4.8.5**

The number of trains which a Company may own at any time is governed by the Phase. (A Company that already owns the maximum number allowed may NOT purchase additional trains of a new type even though this would cause a Phase change and make some of its existing trains obsolete.)

### **4.8.6**

Any trains which become excess to a Company's entitlement as a result of a Phase change are returned to the bank without payment. In this case they will then be available from the bank, at full price, as an alternative to whatever other trains are on offer.

### **4.8.7**

Trains may not be sold back to the bank.

### **4.8.8**

Usually the full purchase price is paid by the Company but if there are insufficient funds the Company's Director may, should he wish, make up the balance from his own money. Such gifts are not returnable.

This is the ONLY purpose for which a Director may donate money to a company, and after such a purchase the company treasury will be empty.

### **4.8.9**

Trains may also be bought and sold between Companies, with the exception that '1M' trains may not be purchased by a Major Company. Such transactions may only take place at the end of the PURCHASING Company's turn. Deals of this type may be made at any mutually agreed price and often take place between Companies that have the same Director. The purchase price must be disclosed in all cases and must be at least £10.

### **4.8.10**

A train may only be obtained on credit if the Company is being run by a Manager as described in rule 3.4. If a Director takes over control of a Company which is buying a train on credit the train must either be purchased at that point or returned to the bank. (Note also 4.8.8 above.)

### **4.8.11**

**Metre gauge Trains:** Trains for use on metre gauge lines are identified by an M. They are an alternative to whatever other type of train is being offered. They do not themselves cause a change of Phase.

## 4.8.12

If a Phase change occurs while metre gauge trains of a previous type are still available they will continue to be available IN ADDITION to the new type of metre gauge trains introduced by the change. A Company wishing to buy a metre gauge train thus has a free choice in this situation and is under no obligation to buy the older type.

## 4.8.13

Once all current metre gauge trains have been bought none of the next design is allowed until AFTER the purchase of the first new type of broad gauge train causes the requisite advance in Phase. [See rule 4.8.19 for an exception that can be utilized by Minor Companies.]

## 4.8.14

Metre gauge trains are included in the total number of trains allowed at any time. They may be nominated as Mail trains.

## 4.8.15

Metre gauge trains are not available for purchase by Major Companies until Phase 2, but this does not prevent Major Companies from constructing metre gauge lines in Phase 1 if desired. Minor Companies may buy metre gauge trains in Phase 1 (REF 4.8.16 through 4.8.19.)

## 4.8.16

**If at least one Minor Company was formed in the first Stock Round** then add one '2' train, one '2M' train and one '3M' train to the train mix. The seven type '2' train cards are available to all companies but for Minor Companies only they are now dual-option and can be purchased as either a '2' train or a '1M' train. (REF 2.8.4). If this rule is applicable because a Minor was formed in the first Stock Round, then all seven of the dual-option '2/1M' trains must be purchased before the first '3' train may be bought.

## 4.8.17

**In the first Operating Round only**, , if rule 4.8.16 was applicable and if all seven '2/1M' trains have already been purchased, a company may buy either a '3' train or opt to buy one or more '2' or '1M' trains. (Minors alone may buy the '1M'.) Add additional '2/1M' trains as needed for these optional purchases. A company that has bought one or more optional additional '2/1M' trains may then immediately buy a '3' train as well, but once the first '3' train has been bought, the option of purchasing any additional '2/1M' trains is no longer available for any company.

## 4.8.18

The following rules apply to '1M' trains:

- a) '1M' trains may only be purchased by Minor Companies and cost £180 to purchase.
- b) '1M' trains must run through one Large Station (which must contain one of the company's bases) and may run through any number of Small Stations.
- c) '1M' trains become obsolete when the first 4-train is bought.
- d) A Major Company may not buy a '1M' train from a Minor Company.

## 4.8.19

Each Minor Company comes with a special token which can be used by that Minor once per game, but NOT in the very first Operating Round. If at any time after the first Operating Round there are no 'M' gauge trains available for purchase in the current phase, then the Minor may hand in its special token to purchase an 'M' train from the next Phase. Once utilized, that Minor can not exercise that power again, even if it no longer owns the train in question (i.e. has sold it to another company or lost it due to a subsequent phase change), because it will no longer have the token. Thus, if it is Phase 2 after the first Operating Round and seven '2/1M' trains have been purchased, the Minor can purchase a '2M' train using the token; and so on. Furthermore, the purchase of this "premature" 'M' gauge train does NOT initiate the new Phase. Using the token is completely voluntary.

**Table 5: Trains**

Broad Gauge	Meter Gauge
6 (7) of '2' @ £300	7 1M' @ £180
5 of '3' @ £440	2 (3) of '2M' @ £250
4 of '4' @ £620	3 (4) of '3M' @ £430
3 of '5' @ £830	2 of '4M' @ £590
2 of '6' @ £1050	

The '1M' trains and one extra '2', '2M', and '3M' trains are only used if a Minor company is formed in the first Stock Round. Additional '2' and '1M' trains may also be needed. See rules 4.8.16 and 4.8.17 for details.

## 4.9 END OF OPERATING ROUND

Each complete Operating Round is followed either by a Stock Round or by another Operating Round. (Refer to the sequence given in Paragraph 4.10 below.) At the end of a sequence of Operating Rounds the player currently holding the Elephant may call for ONE extra Operating Round to be played after which there will be a Stock Round.

## 4.10 PHASES OF THE GAME

### 4.10.1

The Phase of the game is linked to the purchase of trains. The Phase changes when the FIRST train of a new type is bought. It effects:

- The colors of tile which may be laid
- The types of train which may be used
- The total number of trains a Company may own
- The number of Operating Rounds between each Stock Round

Table 6	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Introduced by:	Start of game	1. Stock Round	First '3' train	First '4' train	First '5' train
Trains available		'2', '1M'	'2', '3', '1M', '2M'	'3', '4', '2M', '3M'	'4', '5', '6', '3M', '4M'
Trains made obsolete				'2', '1M'	'3', '2M'
Tiles available		yellow	yellow, green	yellow, green, brown	yellow, green, brown, grey
Train limit		4	4	3	2
Number of ORs between SRs*		1	2	3	3

\* The holder of the 'Elephant' may call for one additional round (REF 4.9)

NOTE: this last change takes effect AFTER the next Stock Round, NOT in the middle of a sequence of Operating Rounds.

### 4.10.2

The game starts in Phase 2. (Think of the contract bids as Phase 1.) Only the yellow tiles are used. Tile promotion to other colors is not, therefore, possible. Type '2' trains are available and the '1M' trains will also be available if at least one Minor Company was formed in the first Stock Round (REF 2.8.4, 4.8.16 and 4.8.17).

### 4.10.3

Phase 3 starts as soon as the first '3' train is bought. This introduces green tiles and metre gauge '2M' trains.

### 4.10.4

Phase 4 starts as soon as the first '4' train is bought. This makes the '2' and '1M' trains obsolete. It also introduces brown tiles and '3M' trains.

### 4.10.5

Phase 4 starts as soon as the first '5' train is bought and makes both the '3' and the '2M' trains obsolete. It also introduces grey tiles and '4M' trains. '6' trains also become available in addition to the '4M' trains and the remaining '5' trains. There is no change of Phase when the first '6' train is bought. The territorial restrictions on promoting tiles and establishing bases are also relaxed. (REF 4.2.2, 4.2.3, 4.4.2)

## SECTION 4: END OF GAME AND SCORING

## 5.1 END OF GAME

### 5.1.1

The game ends either when the bank runs out of money or when a Company reaches a Share Value of £400 on the Stock Market.

### 5.1.2

If the bank runs out of money the sequence of operating turns should be continued until the end of a complete Operating Round - so that the last Company to run would usually be the ECR. (This may not necessarily be the same as a complete set of rounds up to the next Stock Round. The EIR should not commence another turn once the bank has run out of money.)

### 5.1.3

If a share value reaches the end of the Stock Market board the game STOPS AT THAT POINT with the payment of the appropriate dividend, loud cheers and a lively rendering of a suitably patriotic piece of music.

## 5.2 RESULTS OF GAME

### 5.2.1

Players then add up their scores in cash held and shares at current valuation as shown on the Stock Market board. (Any un-redeemed Bonds may NOT be included in scores!)

### 5.2.2

No account is taken of money in Companies, either in value of assets or in reserves of Company Credits.

### 5.2.3

The wealthiest player is the winner.

yellow		green	brown					
tile	No.	promotes to	tile	No.	promotes to	tile	No.	promotes to
	2	Does not promote		2	102, 103		3	Does not promote
	2	Does not promote		2	102, 103		4	109
	10	12, 14, 15, 716, 717, 718, 719		2	102		2	111
	14	14, 15, 87, 88, 716, 717, 718, 719		2	102		2	112
	4	12, 14, 15, 716, 717, 718, 719		2	106, 108		2	112
	8	12, 13, 14, 15, 716, 717, 718, 719		2	106		2	112
	6	80, 82, 83, 234		4	106, 107, 108		2	900
	14	80, 81, 82, 83, 250		4	106, 107, 108		1	Does not promote
	14	82, 83, 233		2	106, 108	total	18	
	2	Does not promote		2	106, 107, 108			
	2	Does not promote		2	106, 107, 108			
	10	87, 88, 716, 717, 718, 719		2	102			
	2	12, 13, 14, 15, 716, 717, 718, 719		2	102	grey		
	2	Does not promote		2	102	tile	No.	promotes to
	4	89, 716, 717, 718, 719, 100, 116, 117		2	102, 103		2	Does not promote
	6	89, 716, 717, 718, 719, 100, 101, 116, 117		2	102, 103		1	Does not promote
	4	89, 716, 717, 718, 719, 116		6	106, 107, 108		2	Does not promote
	2	716, 717, 718, 719, 100		4	106, 107, 108		2	Does not promote
	2	716, 717, 718, 719, 100, 101		4	106, 107, 108	total	7	
	4	84, 85, 86, 234		4	102			
	6	84, 85, 86, 250		2	102			
	6	85, 86, 233		2	102		2	102
	2	716, 717, 718, 719, 100, 101		2	102, 103		2	102, 103
total	128		total	64				