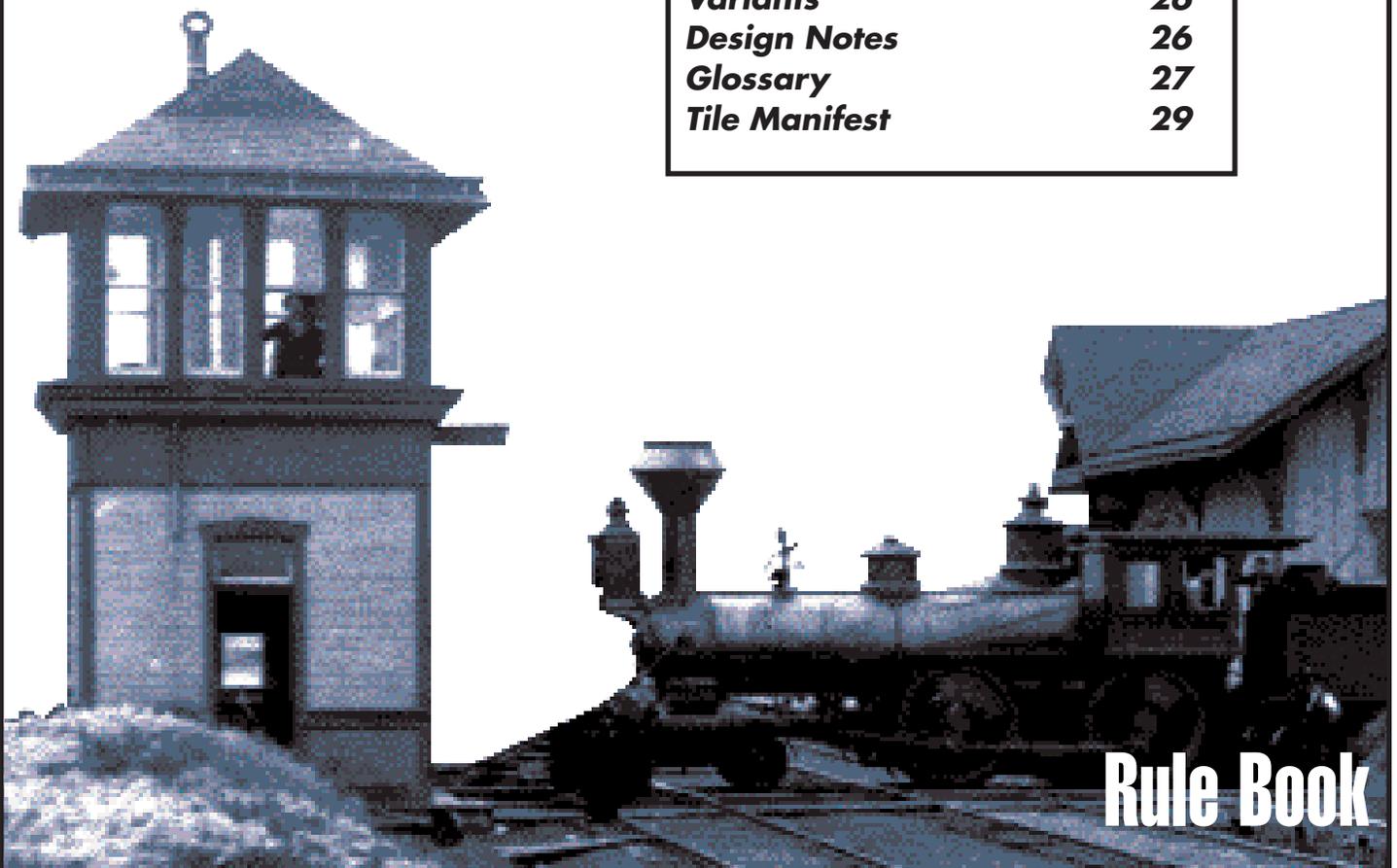


1856

Railroading In Upper Canada from 1856

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Rule Book

INTRODUCTION:

RAILWAYS IN UPPER CANADA

The first railway in what is now Canada was built in 1836. This was the Champlain and St. Lawrence Railroad in Lower Canada (Quebec) that linked Laprarie near Montreal with St. Johns on the Richelieu River. After this initial endeavor, there was a pause of several years. The great expansion occurred in the 1850s. 1856 starts in this era, focusing on what was then Upper Canada (Southern Ontario).

The large number of railways that started during this period were undercapitalized. However, to meet political objectives, the government would often step in and loan the railways money. Eventually most of these companies owed the government too much money to repay. During the confederation of Canada, the government started to absorb these bankrupt companies to form the Canadian Government Railways, which, in turn, became the Canadian National Railway or CNR. 1856 simulates this limited government intervention and support that was Canadian railroading.

OVERVIEW OF PLAY

1856 is a Stock Market and railroad building game with the players taking the roles of railway investors and company presidents. The object of the game is to have the most wealth at the end of the game.

Players' wealth is accumulated through the ownership of shares of stock in the railroad companies. Shares earn dividends that are paid directly to the owning players and the shares may also increase in value. Thus, the players' wealth is the sum of their cash on hand, the current value of their public company shares, and the face value of any private companies they own.

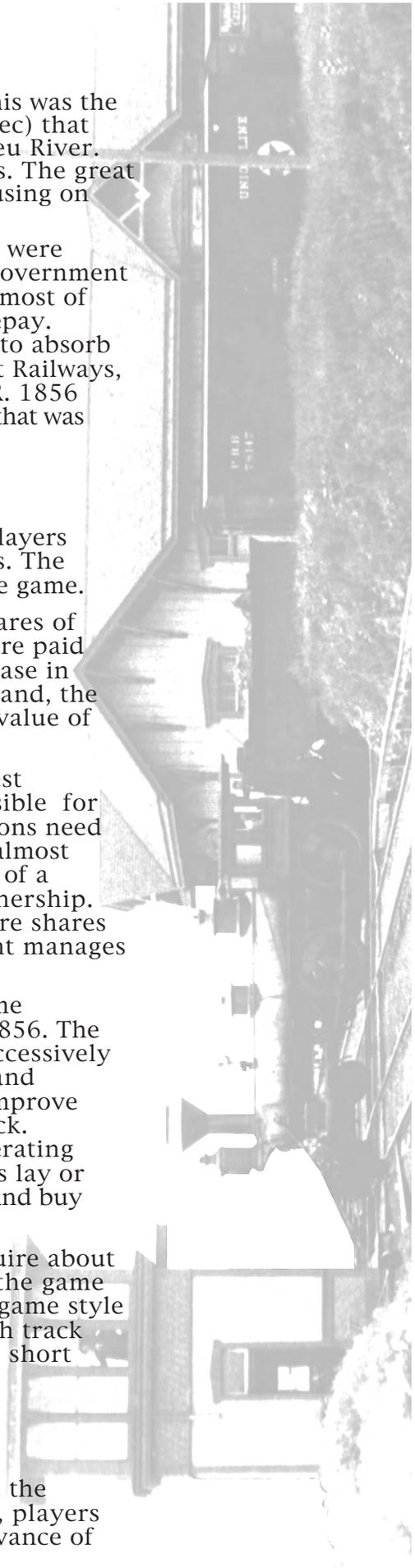
Players may become shareholders in any company; the largest shareholder in each company is the president and is responsible for making all decisions on behalf of that company. These decisions need not always be in the best interests of the company; they are almost always in the best interests of the president. The presidency of a company changes anytime there is a change in majority ownership. Sometimes this occurs when a player manages to acquire more shares than the current president; more often, the current president manages to plunder a company and then dump it on another player.

The changes that occurred in Canadian railroading in the time represented by this game are simulated by the six phases of 1856. The beginning of each new phase is keyed to the purchase of successively larger trains. Throughout the game, players alternate stock and operating rounds. During each stock round, players try to improve their financial positions by buying and selling shares of stock. Between consecutive stock rounds there are one to three operating rounds; during each operating round, the railroad companies lay or upgrade track, build stations, run trains to produce revenue, and buy additional or replacement trains.

A game played by players familiar with the rules should require about four hours. If several players are playing for the first time, the game will run somewhat longer. Players unfamiliar with the 18XX game style may want to play several short games to become familiar with track laying and running trains before playing the full game. The short games should run about 60-90 minutes for new players.

GAME ETIQUETTE

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



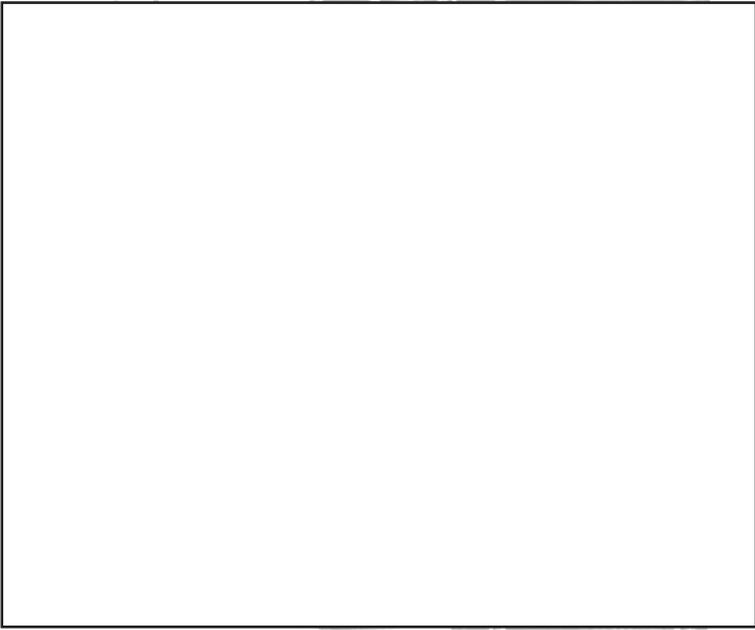
their turns, including, when possible, tile lays or upgrades and the routes their trains will run. The shares a player owns should be laid out in an orderly manner so that all can easily see them. All players are allowed to know how much money others have and what certificates they own. The trains, private companies, and loan stamps a company has should be displayed on the company for all to see; the company treasury should be stacked on the charter in clear sight, but the amount in the treasury need not be made public. A player wanting clarification of any of this information, should time their request so as to not interrupt another player's turn.

GAME SET-UP

Physical Layout

You will need 12-16 square feet of table space to play 1856. Place the Map within easy reach of the players. The Map of the area on which the game is played is overlaid with a hex grid; it is on these hexes that track will be laid. Also on the Map are the initial share and new train displays. The Stock Market should be placed adjacent to the Map. The Stock Market features the grid which is used to track the share prices of the companies. It also contains the open market, which is where shares sold by players are placed, and the par value display, which indicate the value of initial offering shares. The Bank (the plastic tray containing the money used in the game), track tiles, public company charters, station markers, par value tokens, share price tokens, and private company tokens should be placed on the table near the Map and Stock Market. You should plan enough room in front of each player for 2-3 company charters, 15-30 certificates, and a pile of money.

Place the "ROUND" marker on the Operating Round space marked "Stock Round". Stack each company's share certificates on the Map in the spaces provided with the president's certificate on top. Stack the trains by train type on the Map in the spaces provided. The loan stamps should be stacked on the Map in the box labeled "GOVERNMENT LOANS". Lay the private company certificates in the order shown below in the center of the Map; they will be removed prior to the placement of any tiles on the Map.



Operating Round			
Sto Ro	1	2	3



- | | |
|--|--------------------|
| Flos Tramway | Cost: \$20 |
| Waterloo & Saugeen Railway Co. | Cost: \$40 |
| The Canada Company | Cost: \$50 |
| Great Lakes Shipping Company | Cost: \$70 |
| Niagara Falls Suspension Bridge Company | Cost: \$100 |
| St. Clair Frontier Tunnel Company | Cost: \$100 |



Cost \$100 **Pays \$20**

THE BANK

The bank consists of \$12,000 in the following denominations:
Do not add to this amount; when the Bank runs out of money, the game ends.

40 x	\$1
20 x	\$5
26 x	\$10
30 x	\$20
20 x	\$50
30 x	\$100
14 x	\$500

TRAINS

The following trains should be placed in the appropriate boxes on the map:

Type	Cost	Number
2	\$ 100	6
3	\$ 225	5
4	\$ 350	4
5	\$ 550	3
6	\$ 700	2
D	\$ 1100	(\$750) 6 (unlimited)

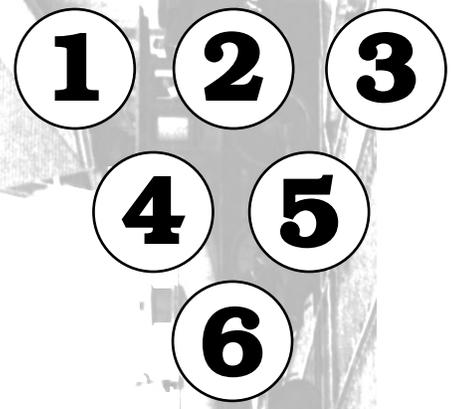

D

\$(750)

\$1100



The train type determines the maximum number of stations and destinations a train may run to or through (e.g. a type 3 train can run through or to three stations or destinations). Trains purchased from the Bank must be purchased in numeric order. Only when all 6 type 2 trains have been purchased from the Bank, do type 3 trains become available; only when all 5 type 3 trains have been purchased from the Bank, do type 4 trains become available; and so on. Type D trains (Diesels) are the single exception to this rule: they become available after the purchase of the first (not last) type 6 train. When available, Diesels can be purchased for \$1100 or \$750 plus a trade-in of a type 4, type 5, or type 6 train. The number of type 2 to type 6 trains listed above is the maximum number available. Diesels, however, have no limit. Type 2 trains can be used to represent additional Diesels, if more than the 6 Diesel trains that are provided are needed. The 6 type 8 trains are provided for use with one of the variants described later in the rules; they are not used in the normal game.



STARTING ORDER

To determine the player's starting order, place the starting order tokens in a cup or hat and have each player take one without looking. One player should volunteer to be the Banker and sit next to the bank; the other players then arrange themselves clockwise in ascending starting number order around the Banker. Should no one volunteer to be banker, the player with the #1 starting order token becomes the Banker and the other players arrange themselves as described above.

PLAYER STARTING CAPITAL

Each player receives as starting capital \$1500 divided by the number of players in the game.

Number of players	3	4	5	6
Starting capital	\$500	\$375	\$300	\$250

COMPANIES

In 1856, there are 6 private companies and 12 public companies. Private companies are initially owned by one of the players, but beginning with phase two may be sold to one of the public companies. They earn fixed revenue for their owners, can imbue an owning public company with special privileges, and close at the beginning of phase four. Public companies are owned by various players, represented by share certificates purchased in the stock rounds. They lay track, place station

markers, operate trains, pay dividends or withhold earnings, and purchase trains. A public company closes when its stock token enters the “closed” section of the Stock Market or if it is merged into the CGR at the start of phase five.

PRIVATE COMPANIES

All private companies produce revenue as indicated on their certificates for their owners during each operating round. Three of the private companies (Flos Tramway, Waterloo & Saugeen Railway Co., and The Canada Company) control the hex they occupy. While any of these companies is owned by a player, public companies are prevented from laying track in the hex the private company occupies, even if the owning player is willing to allow track to be laid. When any of these private companies is owned by a public company, track may be laid in the hex the private company occupies by any public company wishing to do so.

A public company may purchase a private company at any time during that public company’s operating round in phase two or later. The price paid, negotiated by the buyer and seller, is limited to one-half to double the cost printed on the certificate, regardless of the price paid by the owner. A player may purchase a private company from another player in the place of their stock certificate purchase during a stock round for any mutually agreed upon price. All private companies are closed at the start of phase four. Each private company held by a player counts as one certificate towards the player’s certificate limit. Other specific attributes of each private company are listed below.

Flos Tramway

Cost: \$20; Revenue: \$5

No other attributes.

Waterloo & Saugeen Railway Co.

Cost: \$40; Revenue: \$10

The public company that owns this private company may place a free station marker on either city on the Kitchener hex if a space is available. The company may also place the Kitchener tile if it has not already been placed. Both actions are in the place of the public company’s normal tile and/or station marker placement and are not subject to the normal requirement that the company must be able to trace a route to the hex to place the tile and/or the station marker. The Waterloo & Saugeen Railway Co. is removed from play at the end of the operating round that the owning company performs either action.

The Canada Company

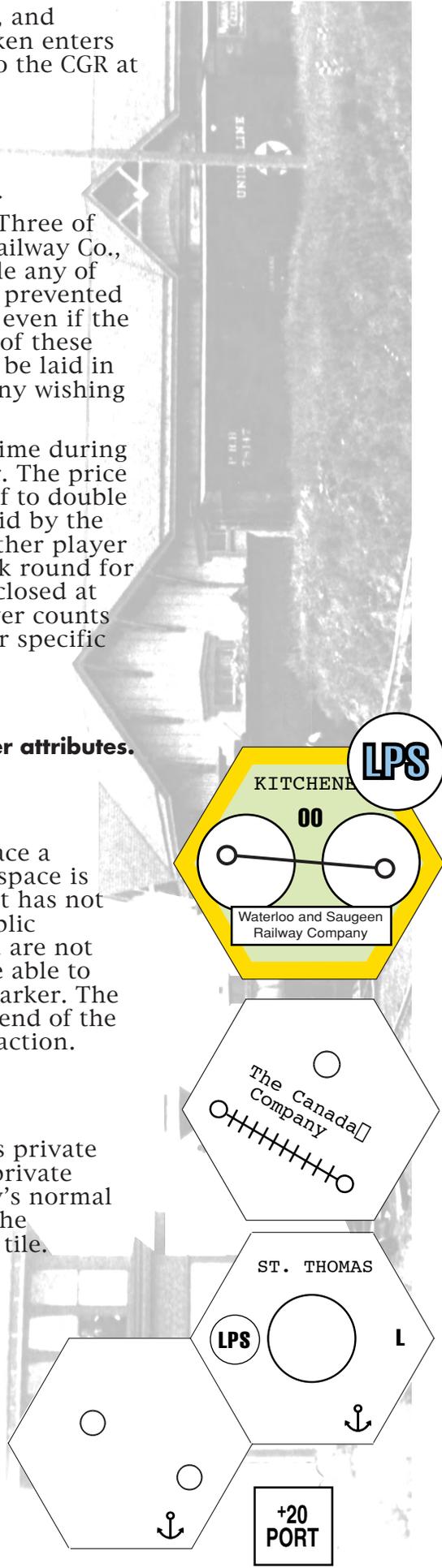
Cost: \$50; Revenue: \$10

During its operating round, the public company owning this private company may place a track tile in the hex occupied by this private company. This track lay is in addition to the public company’s normal track lay and is not subject to the normal requirement that the company must be able to trace a route to the hex to place the tile. This action does not close the private company.

Great Lakes Shipping Company

Cost: \$70 Revenue: \$15

At any time during its operating round, the owning public company may place the port token in any one city or red off-board location adjacent to Lake Erie, Lake Huron, or Georgian Bay. These cities or red off-board locations are marked with an anchor symbol. The port raises the running value of that city by \$20 for the owning company only. This port token may be placed during any operating round



in phase two or three and is removed at the beginning of phase five. Placement of this token closes the Great Lakes Shipping Company. The port is not movable.

**+10
BRIDGE**

Niagara Falls Suspension Bridge Company

Cost: \$100; Revenue: \$20

The public company that owns this private company may add the +\$10 bonus when running to the Buffalo red off-board location. Other public companies may purchase the right to use this bonus by paying \$50 to the owning company. This right may not be purchased if this private company is owned by a player and may be purchased from the bank for \$50 after the private company closes. Companies that have gained this right never lose it. The Canadian Government Railways gains this right if any of its forming companies had this right.

**+10
TUNNEL**

St. Clair Frontier Tunnel Company

Cost: \$100; Revenue: \$20

The public company that owns this private company may add the +\$10 Port Huron bonus when running to the Sarnia red off-board location. Other public companies may purchase the right to use this bonus by paying \$50 to the owning company. This right may not be purchased if this private company is owned by a player and may be purchased from the bank for \$50 after the private company closes. Companies that have gained this right never lose it. The Canadian Government Railways has this right if any of its forming companies had this right.

Public Companies

There are twelve public companies including the Canadian Government Railways which is a special case. Refer to the section detailing the Canadian Government Railways for more information on this company. These public companies are listed below.

Buffalo, Brantford & Goderich Railway - BB

Historical Start: 1854
Starting City: Brantford

Number of Station Markers: 3
Destination: Welland

Canada Air Line Railway - CA

Historical Start: 1873
Starting City: Glencoe

Number of Station Markers: 3
Destination: Woodstock

Canadian Pacific Railway - CPR

Historical Start: 1885
Starting City: Barrie

Number of Station Markers: 4
Destination: Toronto

Credit Valley Railway - CVR

Historical Start: 1879
Starting City: South Toronto

Number of Station Markers: 3
Destination: Drumbo

Grand Trunk Railway - GT

Historical Start: 1855
Starting City: Oshawa

Number of Station Markers: 4
Destination: Orangeville

Great Western Railway - GW

Historical Start: 1854
Starting City: London

Number of Station Markers: 4
Destination: Windsor

London & Port Sarnia Railway - LPS

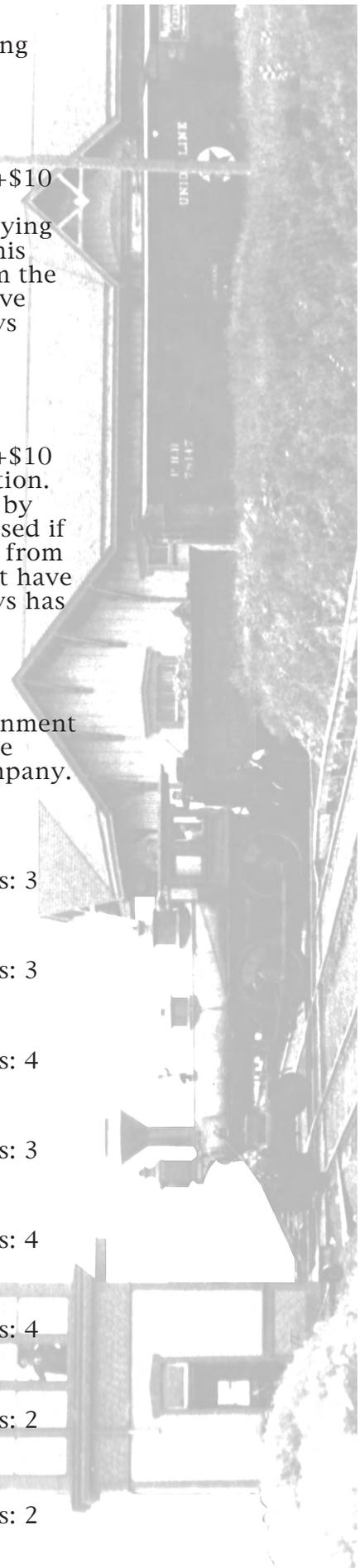
Historical Start: 1858
Starting City: Maudamin Destination: St. Thomas

Number of Station Markers: 2

Toronto, Grey & Bruce Railway - TGB

Historical Start: 1874
Starting City: Orangeville Destination: Lake Huron

Number of Station Markers: 2



Toronto, Hamilton and Buffalo Railway - THB

Historical Start: 1889 Number of Station Markers: 2
 Starting City: Hamilton Destination: Guelph

Welland Railway - WR

Historical Start: 1856 Number of Station Markers: 3
 Starting City: Niagara Falls Destination: Hamilton

Wellington, Grey and Bruce Railway - WGB

Historical Start: 1872 Number of Station Markers: 2
 Starting City: Guelph Destination: Goderich

Canadian Government Railways - CGR

Historical Start: 1867 (1917) Number of Tokens: 10
 Starting City: N/A Destination: N/A

STOCK MARKET

The Stock Market governs the buying, selling, and value of shares in the public companies. This is represented in the game by a large grid of colored sections. Each grid box has a number representing the value per share of a company whose share value token is in that box. This section covers movement of the share value token, purchase and sale of shares, and share and certificate limits. Also included in the Stock Market is the open market which represents shares available for purchase at market price, and the par value chart which indicates the cost of shares purchased from the initial offering. Public company shares may not be bought, sold, or traded except through the Stock Market. Only players may own shares in the public companies; public companies may not own shares in any public company, even their own.

SHARE AND CERTIFICATE LIMITS

Much as with the New York Stock Exchange, certificates are used in 1856 to represent each player's ownership in the private and public companies. For the private companies, a single certificate represents 100% ownership in the company. For the public companies, a single certificate can represent from 5%, 10%, or 20% ownership. The president's certificate, whether 10% or 20%, is considered a double share, but counts as a single certificate.

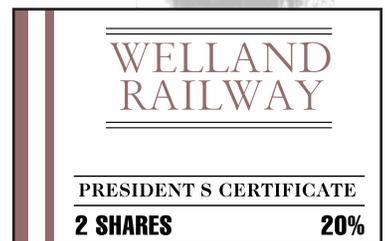
Players are normally limited to 60% ownership in a company. However, the position of the company share value token on the Stock Market may allow a player to exceed this limit, as described below.

Each player is limited to a specific number of certificates, including private company certificates. During the first four phases, the limit is based solely on the number of players. For phases five and six, the limits vary based on the number of players and the number of companies started or available to be started.

A change of company presidency, changes in certificate limits, and movement of share value tokens from the yellow and brown sections of the Stock Market can cause a player to be in violation of the share or certificate limits. When this occurs, the player must sell sufficient shares/certificates at the first opportunity in the next stock round to conform to the limit.

SECTIONS

There are five sections to the Stock Market grid.



Players	3	4	5	6	
Phases one-four	20	16	13	11	
C o m p a n i e s	Phases five-six				
	11	28	22	18	15
	10	25	20	16	14
	9	22	18	15	12
	8	20	16	13	11
	7	18	14	11	10
	6	15	12	10	8
	5	13	10	8	7
	4	10	8	7	6

CLOSED SECTION:

Any time a company's share value token enters the 'Closed' section of the Stock Market, that company is immediately removed from play. All tokens and station markers of that company are removed from the Map and Stock Market, and all share certificates are collected without compensation to the owners. Any trains owned are placed on the open market and any money in the company treasury is returned to the bank. Companies closed in this fashion may not be restarted. The Canadian Government Railways cannot be closed. If movement of the CGR share value token would move it into this area, that token does not move.

BROWN SECTION:

Certificates of companies whose share value tokens are in this area do not count towards a player's certificate limit. Also, companies whose tokens are in this area may be held in excess of the normal 60% share limits.

YELLOW SECTION:

Certificates of companies whose share value tokens are in this area do not count towards a player's certificate limit.

RED OUTLINED AREA:

These are the places where newly formed companies place their share value token. The Red Outlined area has no further effect on play.

WHITE SECTION:

The gridded white section represents stocks in normal play, there are no special rules associated with them.

MOVEMENT OF SHARE PRICES

The share value tokens move as indicated:

- Move down one row for each full 10% share sold either during a stock round or during a forced sale by a company president. Sale of a single 5% share does not affect the share value token. Sales of multiple 5% shares move the share value token down one level for each full 10% sold.
- Move up one row if no shares are available in the initial offering or on the open market at the end of a stock round. (i.e. all shares are in the hands of players.)
- Move right one column if, during an operating round, a operating company pays a non-zero dividend.
- Move left one column if, during an operating round, an operating company pays no dividend or a zero dividend.

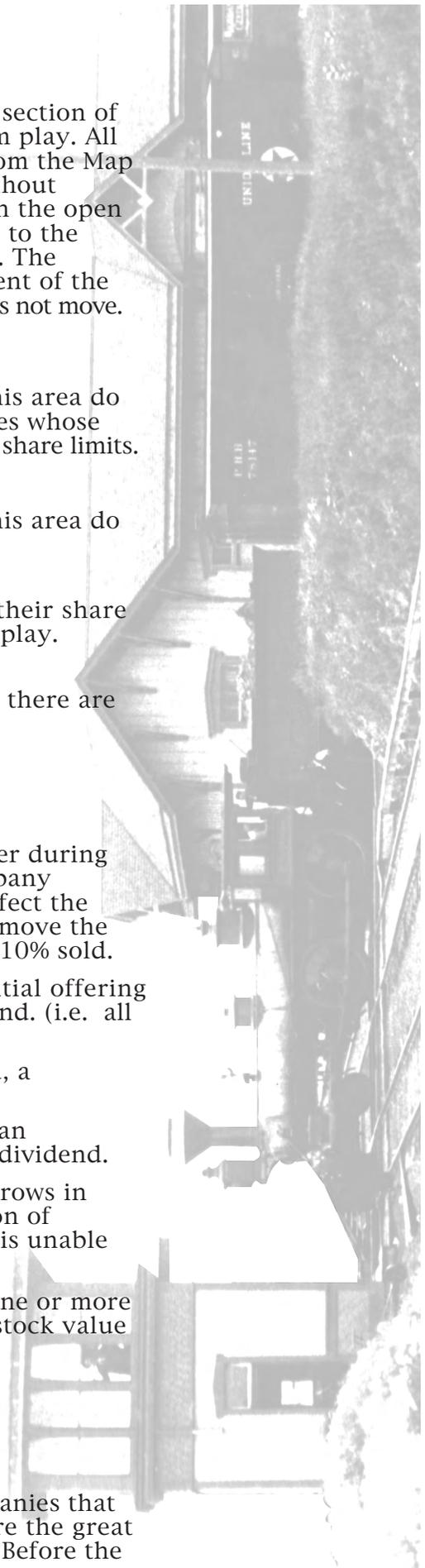
There are several boxes on the Stock Market that contain arrows in them. These arrows indicate the share value token's direction of movement if the token is required to move left or right and is unable to do so because of the market edge.

If a share value token is moved into a box where there are one or more tokens, the newly arriving token is placed below the other stock value tokens that are already there.

PLAYING 1856

INITIAL STOCK ROUND(S)

The six private companies in 1856 represent the small companies that pioneered railroading in what was then Upper Canada before the great expansion of the 1850s that is the foundation for this game. Before the



game can begin in earnest, these companies must be purchased by the players. This is accomplished in the initial stock round(s). The six are offered for sale in the order listed below:

Flos Tramway	Cost: \$20
Waterloo & Saugeen Railway Co.	Cost: \$40
The Canada Company	Cost: \$50
Great Lakes Shipping Company	Cost: \$70
Niagara Falls Suspension Bridge Company	Cost: \$100
St. Clair Frontier Tunnel Company	Cost: \$100



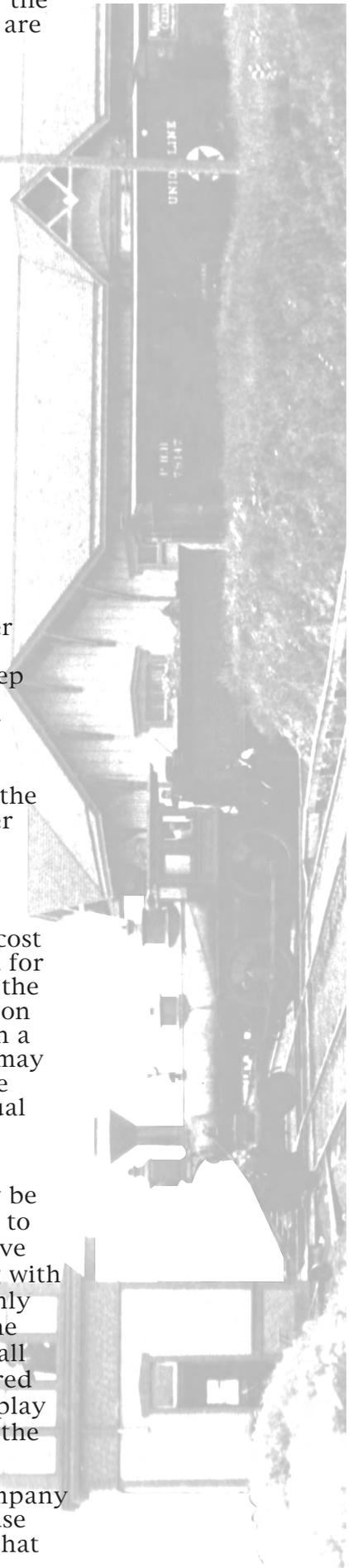
During the initial stock round, players may purchase, but not sell certificates. The private companies are offered for sale in the order indicated to each player, starting with the player with card #1 and proceeding clockwise around the table to players #2, #3, etc. To keep track of whose turn it is in the initial stock round and in the stock rounds that follow, each player announces the completion of their turn by passing the priority card to the player on their left. The private companies must be sold in the order indicated (e.g. the Canada Company cannot be purchased until the Flos Tramway and the Waterloo & Saugeen Railway Co. have been purchased). Each player may, in turn:

buy the private company currently being offered,
bid on a private company to be offered later, or pass.

When bidding on private companies, the first bid must exceed the cost by at least \$5; subsequent bids must exceed the current highest bid for that private company by at least \$5. Bidding players must set aside the bid amounts and that bid money cannot be used to purchase or bid on another company until that company is sold. A player with a bid on a private company need not raise that bid on subsequent turns, but may do so, adding the difference to the bid amount already set aside. The original bid is sufficient to guarantee a player a spot in the eventual auction. A player with sufficient money can place bids on other private companies in subsequent turns.

If a company is bought and the next company that would normally be offered for sale has one bid on it, that company is immediately sold to the player who bid on it at the bid price. If two or more players have bid on the next company being offered, an auction is held starting with the bidding player to the left of the player with the highest bid. Only players who have already bid on that company may participate. The company for auction goes to the player with the highest bid after all other participating players have passed. If the next company offered also has bid(s) on it, the same procedure is followed for it. Normal play then resumes with the player to the left of the player who bought the company that initiated the auction(s).

If all players pass in order before the St. Clair Frontier Tunnel Company is sold, the stock round ends and an operating round is runs. Because only private companies may be held at this point, the only action that



can occur in the operating round is for the owners of the private companies to be paid the operating revenue listed for those companies. Once the operating round is complete, the Flos Tramway if still available for sale, is reduced in cost by \$5 and another initial stock round occurs beginning with the player with the priority card. Should the price of the Flos Tramway reach \$0 as a result of these reductions, the player with the priority card receives the company at no charge and the initial stock round proceeds to the left as before.

After the last private company is sold, the public companies are available for sale. The players may purchase or pass as per the rules for a stock round (see page), except that they may not sell any certificates as this is still a initial stock round.

For example, in a five player game:

- 1) player #1 buys Flos Tramway for \$20;
- 2) player #2 bids \$105 for Niagara Falls Suspension Bridge Company;
- 3) player #3 bids \$55 for The Canada Company;
- 4) player #4 bids \$75 for Great Lakes Shipping Company;
- 5) player #5 bids \$80 for Great Lakes Shipping Company;
- 6) player #1 buys Waterloo & Saugeen Railway Co.;
- 7) as player #3 has the only bid outstanding on The Canada Company, player #3 buys that company for \$55;
- 8) as both player #4 and player #5 have bid on Great Lakes Shipping Company, those two players only may continue bidding in increments of at least \$5 until one passes, granting the other the opportunity to purchase Great Lakes Shipping Company at the last bid;
- 9) as player #2 has the only bid outstanding on Niagara Falls Suspension Bridge Company, that company goes to player #3 for \$105;
- 10) St. Clair Frontier Tunnel Company is offered to player #2, the next player after player #1, who started the unraveling of the auctions by buying Waterloo & Saugeen Railway Co.

GAME PHASES

The game progresses through six phases that simulate the changes that occurred over time in Canada. The following summarizes the six phases and the changes that occur with the onset of each.

Phase One

Phase one runs from the beginning of the game to the purchase of the first type 3 train. During phase one, the following restrictions apply:

- Only yellow track may be used.
- Each public company may own up to four trains.
- Public companies may not purchase private companies.
- There is one operating round between each stock round.
- Use the first value for running to red off-board locations.

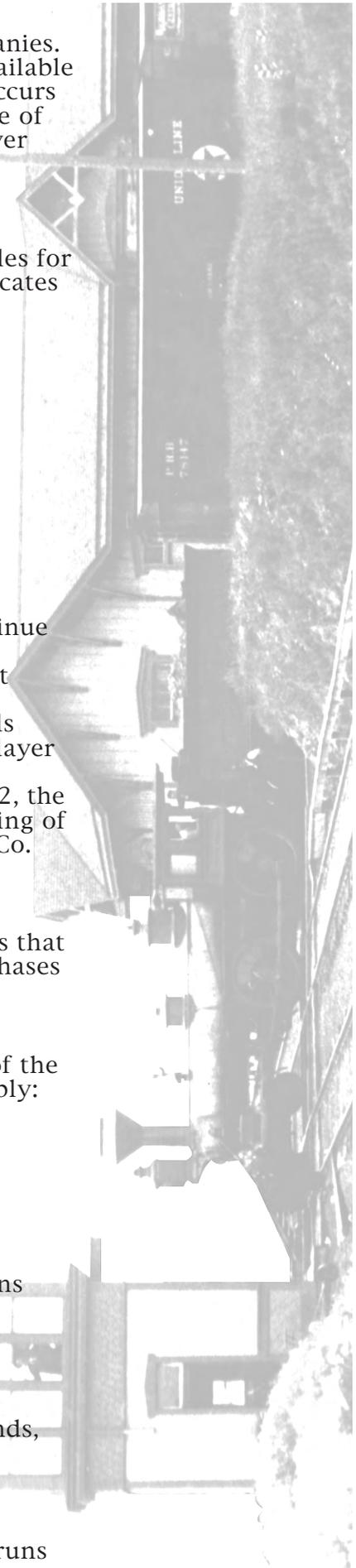
Phase Two

Phase two starts with the purchase of the first type 3 train and runs until the purchase of the first type 4 train. During phase two, the following restrictions apply:

- Yellow track and green upgrades may be used.
- Each public company may own up to four trains.
- Public companies may now purchase private companies.
- There is one set of two operating rounds between stock rounds, following the next stock round.
- Use the first value for running to red off-board locations.

Phase Three

Phase three starts with the purchase of the first type 4 train and runs until the purchase of the first type 5 train. During phase three, the



following restrictions apply:

- Yellow track and green upgrades may be used.
- Each public company may own up to three trains.
- Public companies may purchase private companies.
- There is one set of two operating rounds between stock rounds.
- All type 2 trains are scrapped as obsolete.
- Use the first value for running to red off-board locations.

Phase Four

Phase four starts with the purchase of the first type 5 train and runs until the purchase of the first type 6 train. During phase four, the following restrictions apply:

- Yellow track, green upgrades and brown upgrades may be used.
- Each public company may own up to two trains.
- All private companies are closed. If the Great Lakes Shipping Co's port token is placed, it remains on the map.
- There is one set of three operating rounds between stock rounds, following the next stock round.
- Use the second value for running to red off-board locations.

Phase Five

Phase five starts with the purchase of the first type 6 train and runs until the purchase of the first Diesel train. During phase five the following restrictions apply:

- The Canadian Government Railways is started.
- Adjust the certificate limit to reflect the number of companies left.
- Yellow track, green upgrades, brown upgrades and gray upgrades may be used.
- Small cities may be upgraded / downgraded.
- Each public company may own up to two trains; the CGR may own up to three trains.
- Diesel trains are available for purchase.
- The Great Lakes Shipping Co's port token is removed.
- All type 3 trains are scrapped as obsolete.
- There is one set of three operating rounds between stock rounds.
- Use the second value for running to red off-board locations.

Phase Six

Phase six starts with the purchase of the first Diesel train and runs until the end of the game. During phase six the following restrictions apply:

- All track types are available.
- Small cities may be upgraded / downgraded.
- Each public company may own up to two trains, the CGR may own up to three trains.
- All type 4 trains are scrapped as obsolete.
- There is a set of three operating rounds between stock rounds.
- Use the third value for running to red off-board locations.

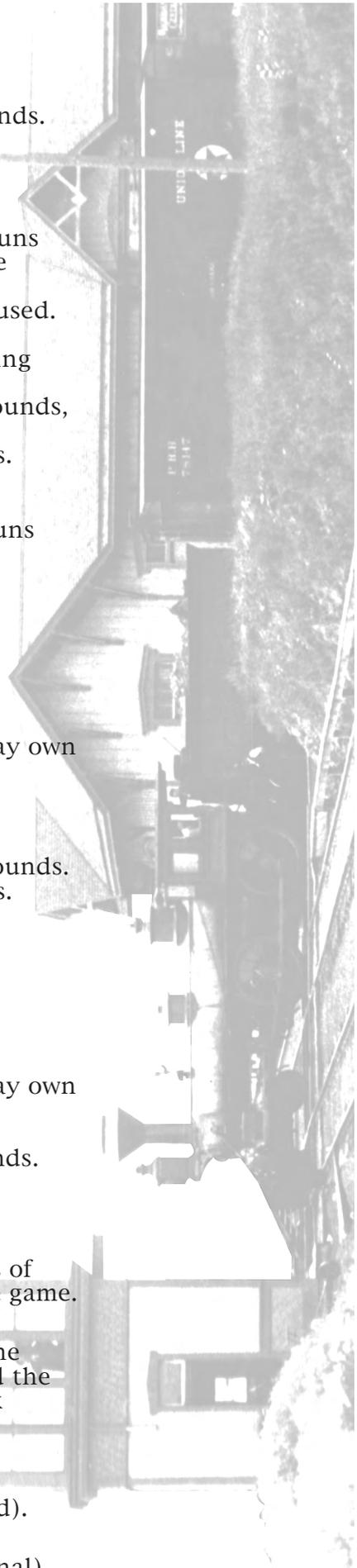
SEQUENCE OF PLAY

The game proceeds with a series of Stock Rounds separated by sets of one, two or three operating rounds, depending on the phase of the game.

Stock Round.

In the Stock Round, the players take turns (starting with the player with the priority card and moving clockwise around the table) buying and/or selling certificates. During each stock round turn, a player does one of:

- sell one or more share certificates (optional),
- buy one share certificate or one private company (optional), pass the priority card to the left (required).
- buy one share certificate or one private company (optional), sell one or more share certificates (optional),
- pass the priority card to the left (required).



pass (neither buy or sell anything),
pass the priority card to the left (required).

Please note that a player may buy then sell or sell then buy, buy may not sell then buy then sell again. A player buying and/or selling anything in a stock round turn is guaranteed another stock round turn. Each player usually gets several turns within each stock round. The Stock Round ends when all players pass in turn. When that occurs, the operating round marker is moved to the first operating round position.

Operating Round.

Operate private companies (if they are still in existence).

Operate running public companies in share value order.
The company presidents perform the following on behalf of each company in the order indicated:

Lay or upgrade track. (Optional)
Place a new station marker. (Optional)
Operate any trains and calculate income.
Pay interest on Government Loans.
Pay or withhold dividends.
Adjust company token on the Stock Market.
Buy one or more trains. (Optional)
Redeem Government loans. (Optional)

A company may secure one additional government loan during any part of an operating round prior to "Redeem Government loans".

A company may buy a private company from any player during any part of an operating round after the start of phase two.

After all running companies have operated once, the operating round marker is moved to the next round. This will be either another operating round or a stock round.

STOCK ROUND

The stock round starts with the player with the priority card and continues until all players have passed in order.

Sell shares

When a player sells share(s), the player receives the current market price for any shares sold as indicated on the Stock Market. After the player receives money for the share(s), the share value token on the Stock Market for that company is moved down one row for each full 10% sold. If a player sells a 5% share, the share value token remains unchanged; if a player sells either 10% or 15%, the share value token moves down 1 row.

The following rules apply to all share sales:

A certificate cannot be sold during the stock round turn it was purchased, however, other certificates from the same company can be sold.

There may be no more than 50% of a particular company on the open market at any one time. Players may not sell shares if by doing so they exceed this limit.

A player may not sell the president's certificate unless another player holds at least 2 shares of the company (see transfer of presidency below).

Buy shares

When buying, a player may purchase one share certificate from either the original offering or the open market. Original offering share



certificates must be purchased in order (i.e. the president's certificate is first) and are available at their original issue (par) price; shares on the open market are available at their current market price. A player may purchase a private company from another player instead of a share certificate in a public company. This purchase moves the priority card and, as with a share certificate purchase, guarantees the player another stock round turn in this Stock Round.

The following rules apply to all share purchases:

A player may never make a purchase that would put the player in violation of the share or certificate limits

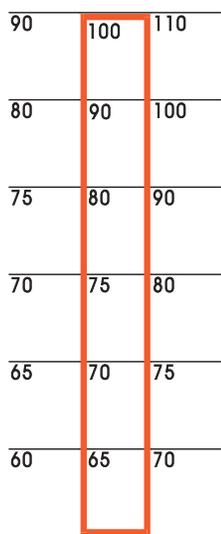
described earlier.

Once a player has sold a share of a company, that player may not buy another share in that company until after the next set of operating rounds.

If a player is the first to purchase a share in a company, that purchase must be the president's certificate and starts the company (see below).



Starting a Company

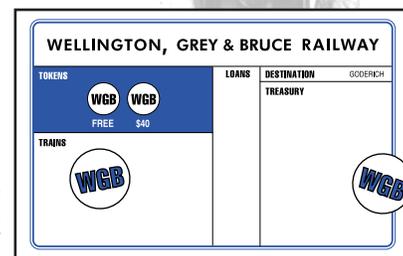


The first certificate purchased for each company must be the president's certificate. When a player buys the president's certificate, that player becomes the president of the company and performs the following actions to start the company:

Sets the share par value at one of the values in the red outlined area (\$65, \$70, \$75, \$80, \$90, \$100) and puts the square par value token in the corresponding par value box on the stock market display.

Par Values	
	65
	70
	75
80	
90	
100	

Places one of the company's round tokens on the appropriate starting value box in the red outlined area on the Stock Market display; this becomes the company's share value token. If one or more share value tokens is already in this box, this new token is placed below all the others.



Places the free station marker on the appropriate city dot in the company's starting city. Takes the company charter and the remaining station markers and places them on the company charter in the \$40 and, if present, \$100 circles.

The company charter is used to keep track of the various assets and liabilities of the company. The number and type of trains and the number of government loans the company is liable for is public knowledge and must be easily discernible through casual visual inspection. The amount of money in the corporate treasury may be kept secret by the current president, but must be stacked on the company charter. Monies in public companies' treasuries must be kept separate from each other

and from monies in player's hands. The charter and its contents are given to the new president if the company should change hands.

The train type available for sale when a company is opened determines what restrictions apply to that operating company. These restrictions are outlined below.

Public Company Starting Treasury

The starting treasury and subsequent capitalization for a company is determined at the time the president's certificate is purchased. This is based on what type train is available for sale from The Bank at that time. The subsequent availability of higher numbered trains does not change the capitalization rules for a company once they are established at the purchase of the president's certificate.

A public company started before the first type 5 train is available for sale receives the monies paid for the first five shares bought from the initial offering as they are sold. Monies paid for shares sold beyond the first five are held in escrow in the bank until the company reaches its destination. When a tile is laid that allows the company to reach its destination, regardless of who placed that tile, the company immediately receives all held payments for shares sold from the initial offering. All further payments for initial offering shares are paid directly to the company treasury as they are bought. The destinations for public companies were listed with the companies earlier in this document. A company is considered to have reached its destination when it can trace a legal train route from its initial starting station marker to its destination. For purposes of this rule only, ignore distance and other company's station markers when tracing a route.

When a type 5 train is available for sale when a company is opened, the company receives the money for any and all shares sold from the initial offering as those shares are sold, regardless of whether it can reach its destination or not.

When a type 6 or Diesel train is available for sale when a company is opened, the company receives 10 times the share par value in its first operating round, providing six shares have been sold from the initial offering. The company will receive no further monies from subsequent share sales.

Initial Shares Needed to Operate

In order to participate in an operating round, a company must fulfill one of two conditions:

- It must have operated in a previous round, or
- it must have sold from the initial offering a number of shares equal to or greater than the number of the current train type available for purchase from the new trains display at the time it attempts to operate.

Shares required to commence operations may be owned by players or on the open market; they may not be in the initial offering. A non-operating company's share value token is flipped over on the Stock Market and is not adjusted. Diesels are regarded as type 6 trains for purposes of this rule.

For example, the Grand Trunk Railway (GT) is opened with a par share price of \$65. The only shares purchased from the initial offering are the two shares from the president's certificate. The current train available for purchase is the last type 2 train. In the subsequent operating round, the president of the Credit Valley Railway (CV), currently valued at \$70 and operating before the GT, purchases the last type 2 train. The GT has the next opportunity to operate, but, because only two shares have been sold and the current



new train for sale is a type 3 train, the GT fails to meet the operating requirements and does not operate. Had the president of the CV not purchased the last type 2 train, the GT would have operated normally and continued to operate even if further trains had been bought.

Transfer of Presidency

If any player ever owns a larger percentage of a company than the current president, that player becomes the new president and assumes all responsibility for the company. This may occur either through player purchases or presidential sales. The president of a company may sell sufficient shares of the company to cause a transfer of the presidency only if:

Another player owns two or more shares in that company, and
There is space on the open market (within the 50% limit) for the shares necessary to effect the change.

If both these conditions are met, the president may sell share(s) up to the open market limit. The president declares how many shares are being sold. The player who will have the largest share holding in the company after becomes the president elect. If two or more players will hold equal numbers of shares, then the player closest to the left (moving clockwise around the table) of the out-going president becomes the president elect. As the president of a company must always hold the two share certificate of that company, the president elect trades two single share certificates with the out-going president for the president's certificate. The out-going president then completes the declared sale and the president elect becomes the new president of the company, receiving the company charter with all trains, private companies, and money belonging to the company.

Ending the Stock Round

The stock round ends when all players have passed in order. The priority card will be in the hands of the player to the left of the last player to buy or sell a share. Share value tokens of companies that have all their shares in the hands of players at the end of the stock round are adjusted up one row.

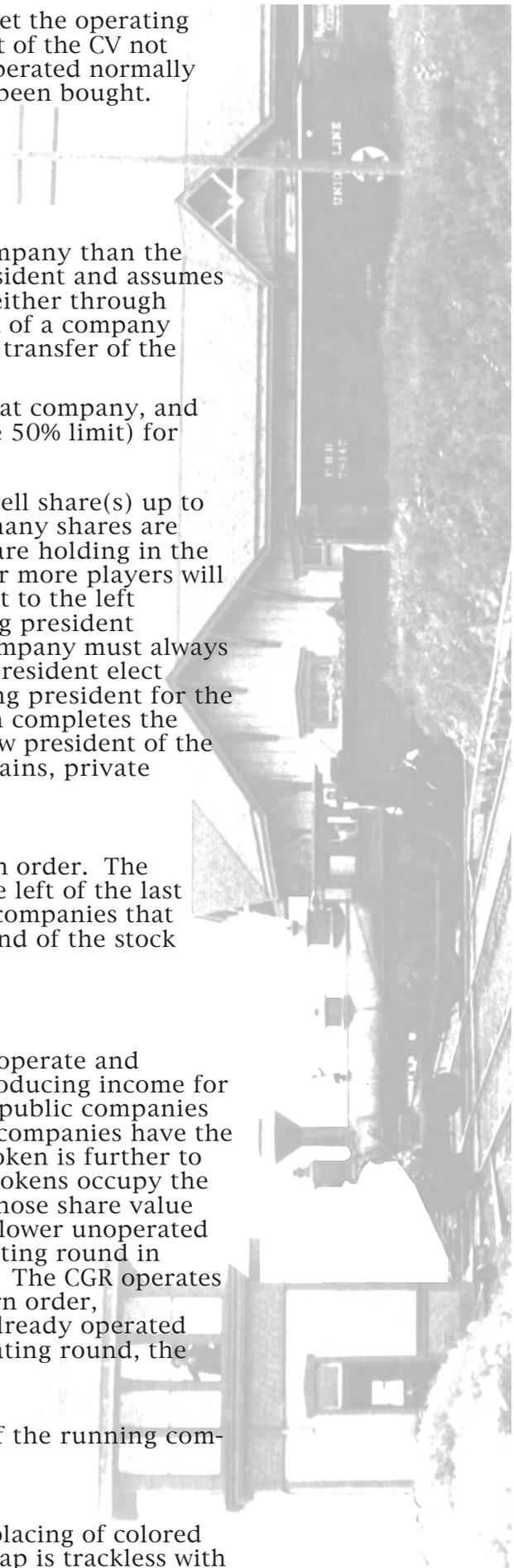
OPERATING ROUND

During an operating round all operating companies operate and produce income. Private companies operate first, producing income for their owners. Following the private companies, the public companies operate in share value order. If two or more public companies have the same share value, the company whose share value token is further to the right operates first. If two or more share value tokens occupy the same value box on the Stock Market, the company whose share value token is uppermost in the stack operates before any lower unoperated company(s). The only exception is during the operating round in which the Canadian Government Railways is formed. The CGR operates once immediately after it is formed, regardless of turn order, providing that none of the forming companies has already operated during that operating round. After this initial operating round, the CGR follows its normal turn order.

The president of each public company performs the following actions in order on behalf of the running company during the company's operating turn.

Lay or Upgrade Track

The building of track in 1856 is represented by the placing of colored hexagonal tiles on The Map. Initially, most of The Map is trackless with



only a few hexes having track in them. Each operating company may place one track tile during its turn in each operating round. The track tiles may be placed on any Map grid the player wishes as long as the following guidelines are followed:

Tiles are placed in alignment with the Map grid, but may be placed in any orientation the player desires.

Once laid, a tile becomes part of The Map and may only be moved when it is removed to be replaced by another tile.

Once a track segment is built, it may not be removed. When a tile is replaced, all track segments on the replaced tile must be represented in the same orientations on the replacing tile.

Yellow tiles may only be placed on light green Map hexes.

Green tiles may only replace yellow tiles or be placed on yellow or yellow-edged Map hexes. The yellow Map hexes are

London, Barrie and Toronto and have specific green tiles for each. The yellow-edged hexes are Welland, Hamilton and Kitchener; each may have the #59 green tile laid on it.

Brown tiles may only replace green tiles.

Gray tiles may only replace brown tiles.

Upgraded tiles are removed from the Map and placed in the tile pool.

The company placing (or replacing) a tile must be able to trace a legal train route of any length from one of its station markers to and along one of the new track segments or increase (or decrease in the case of a small city downgrade) the value of a city it could run to or through. The company need not use the new track segment or the tile when it operates, however.

There are two exceptions to this rule: the Company(s) owning the Waterloo and Saugeen Railway Company or The Canada Company are allowed to place track in certain hexes that are not extensions of the company's existing track. The descriptions

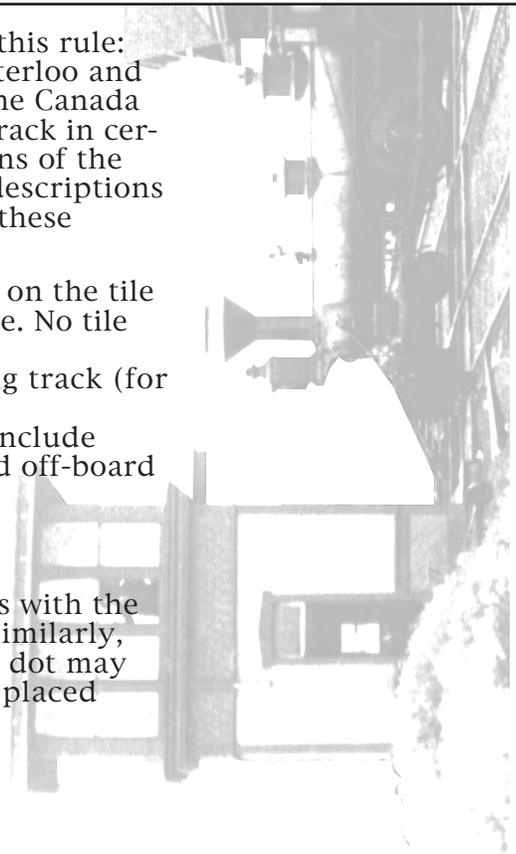
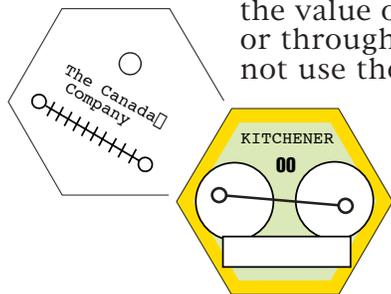
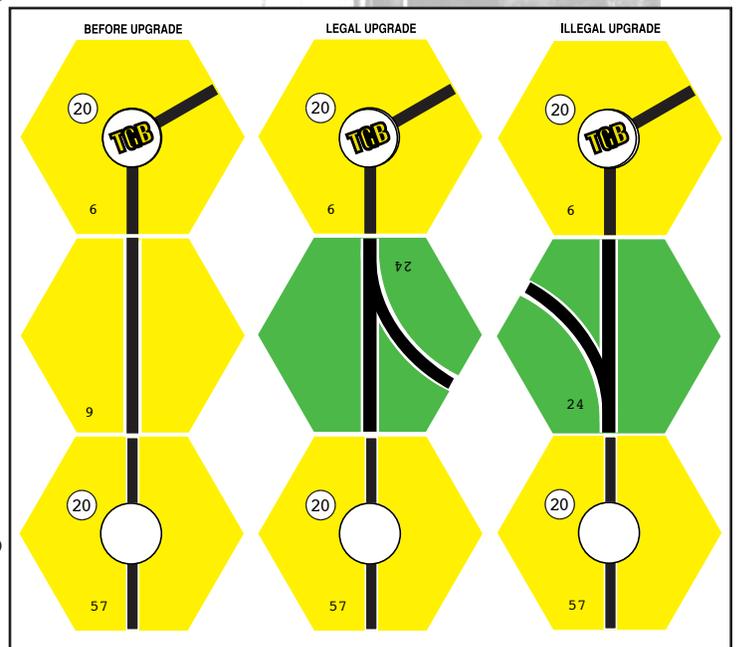
of these two private companies provide complete details for these exceptions.

When a tile is replaced, all station markers and other tokens on the tile must be placed on the new tile in the same locations as before. No tile may be placed so that any track ends against printed terrain where tiles may not be placed unless there is existing track (for example, Goderich) or a red off-board location connection point on that terrain. Examples of such terrain include printed dark green hexes, major lakes, the map edge, and red off-board locations without a connection point.

< #16.1 small & large city graphic >

Hexes with one or two small cities may only have yellow tiles with the corresponding number of small cities laid on them. Similarly, vacant hexes with a large city indicated by large open dot may only have yellow tiles with a corresponding large dot placed on them.

< #16.2 difficult terrain graphic >



Difficult terrain, represented on The Map by a ‘\$’ followed by an amount requires an extra expenditure to lay the first tile there. This money is paid from the company treasury and must be paid when the tile is laid and not delayed until after train(s) have run. Companies replacing tiles laid in such hexes do not pay the difficult terrain cost.

In phases five and six, small single and double \$10 city tiles may be upgraded or downgraded. The small cities may be replaced with the appropriate yellow large city tile (upgraded) or the appropriate simple track tile (downgraded). The small double cities may be replaced with the corresponding green double city tile. These tiles may be further upgraded if the appropriate tiles are available. Refer to Tiles & Upgrades for a list of legal tile upgrades.

Brown #125 city tiles may be used to upgrade green #14 and #15 tiles in map positions that will not take a brown #63 city tile; these hexes are marked with an “L”. These tiles may not be placed in hexes that could legally take a #63 tile if one were available.

Place station markers

When a company first starts operating, it places its first (free) station marker on the appropriate large city dot in its starting city to represent the station there. A company may pay to place an additional station marker each operating round, including the first, to the maximum number of station markers it is allowed.

The cost of each station marker is listed on each company’s charter. To place a station marker, with one exception explained later, the company must be able to trace a valid train route from any of its existing station markers to the city it wishes to place the new station marker in. The destination city must also have space for the station marker; only one station marker is allowed per large city dot - station markers may not be stacked. In the starting city for a company that has not yet started, a company cannot use the last available space. As station marker placement occurs after track upgrading, companies have the opportunity to place a station marker in a city that has just been upgraded. The company that owns the Waterloo and Saugeen Railway Company may place a token in the Kitchener hex without being able to trace a route to another of its station markers. Once a station marker is placed it cannot be moved or removed except by creation of the CGR. When a city has all its station marker dots filled, only companies with station markers in that city may pass though. Other companies may only use such cities as a terminus of a route.

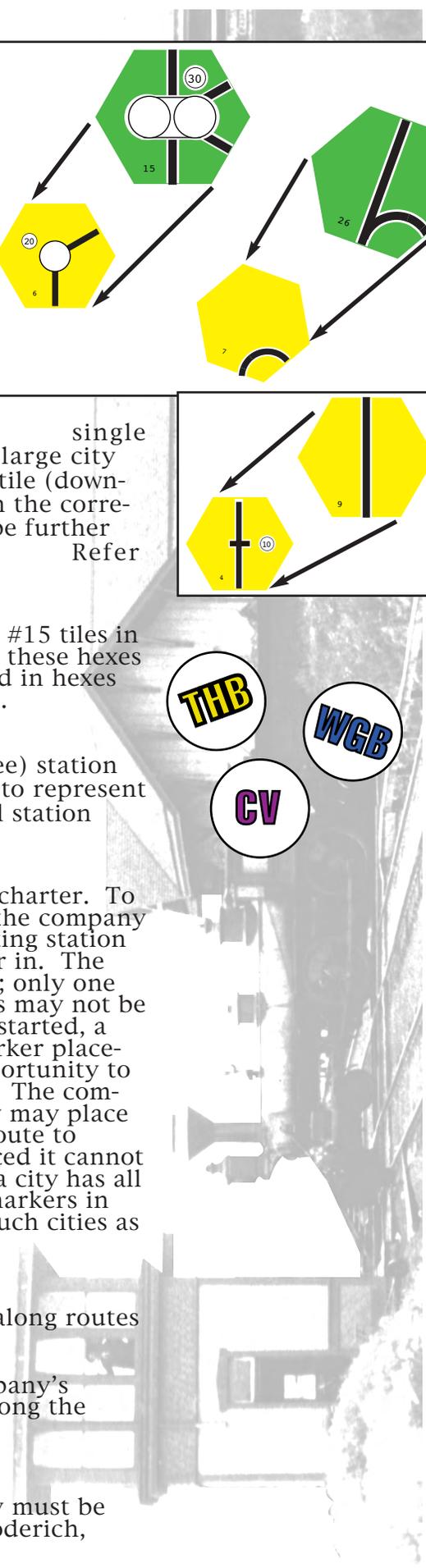
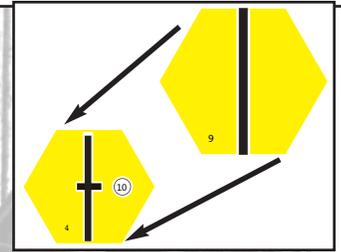
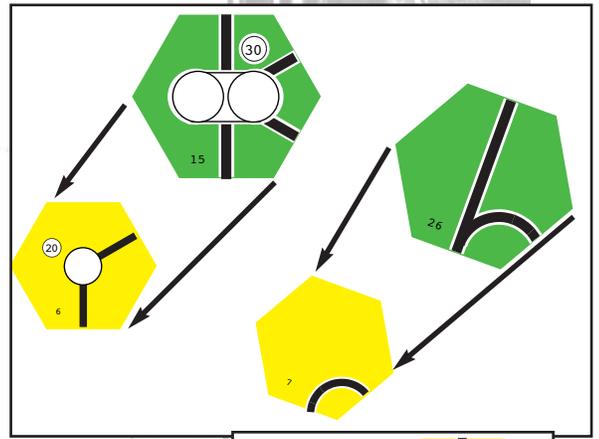
Operate Trains & Calculate Income

In order to generate income, a company operates its trains along routes on the map according to the following:

A valid route for a train must include one of the company’s station markers and two or more cities; small cities along the route must be counted.

A train route may not reverse at a junction.

If a train’s route includes off-board destinations, they must be used as the beginning or end of the run except for Goderich, which may be included in the middle of a run.



A single train may not run through or to the same city or off-board destination twice, but it may run through and count two different cities on the same tile.

A train may not use a specific section of track more than once, but may use different sections on the same tile.

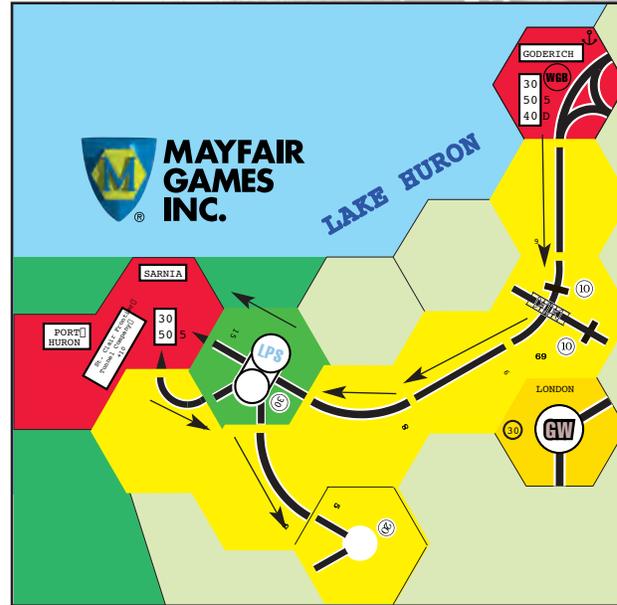
A train may run to and count a city that is full of and blocked by other company's station markers, but may not run through it.

The maximum number of cities and off-board destinations a train can run to or through is equal to the train number type (e.g. a type 3 train may only run to or through 3 places). A Diesel (D) may run to any number of cities and off-board destinations, providing it abides by the other running rules.

The value of a train's run is equal to the total of the values of the cities and off-board destinations it traces a route through or to. If a company is running more than one train, each train must conform to the above rules and may not use a section of track that another train has already used. It may, however, use and count cities used by the other train(s). Where multiple trains are run, the company's earnings for this operating round is the total of all the trains' runs. Normally, the president of the company decides which route(s) to use. However, a stockholder in the operating company may point out higher valued route(s), which the president is then required to run.

In the example, LPS is running two trains, a type 3 train and a type 4 train. The type 3 train runs from Sarnia (30) through Maudaumin (30) to Glencoe (20) for a total of 80; the type 4 train runs from Goderich (30) through a small city (10) and Maudaumin (30) to Sarnia (30) for a total of 100. LPS' earnings for this operating round would be \$180. If LPS had purchased the St Clair Frontier

Tunnel Co. (or the tunnel token from the owner of that company), \$10 would be added to each run as they both use Sarnia for total earnings of \$200.



Pay Interest on Outstanding Government Loans

Each company must pay \$10 interest to the bank for each outstanding government loan it holds. Companies do not pay interest on loans secured during the current operating round, as that interest was deducted from the loan amount. If the company does not have enough money to pay the interest, it pays as many increments of \$10 as possible from the company treasury and then reduces the total earnings by \$10 for each unpaid interest payment to a minimum of zero. If there are still outstanding interest payments, the president must pay the remaining interest from the president's holdings. If the president does not have enough cash to pay the interest, the president must sell shares to raise the necessary cash. If the president cannot raise enough money through stock sales, that player is bankrupt. The game is then over and the winner is determined as usual. Note that if the game ends this way, the share value of the company is not adjusted down for non-payment of dividends as the game ended before this phase occurs.



Declare Dividends or Withhold Earnings

The president decides whether to pay dividends or withhold the company earnings in the company treasury. If dividends are paid, each share receives 10% of this round's earnings, unless the company is the CGR and 5% shares are being used (refer to the section on the CGR for details). Dividends of shares on the open market are paid to the company's treasury. Shares still in the initial offering pay their dividends to the bank. Adjust the share value token on the Stock Market one column to the right if dividends are paid, or one column to the left if earnings are withheld. Companies that declare a dividend of \$0 are considered to have withheld earnings.

Purchase Train(s)

At this point, a company has the option to purchase one or more trains, provided it does not exceed the listed train number limits. Because the purchase of a train may trigger a phase change, trains must be purchased one at a time. Thus, if a company 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 company may own, the company may not be able to purchase another train.

Trains may be purchased from the bank, the open market, or other companies willing to sell them. The bank sells new trains and will only sell them in numerical order. Thus, all type 2 trains must be sold before the first type 3 train, all type 3 trains before the first type 4 train, and so forth. Trains purchased from the bank, open market, or CGR are always purchased at the price printed on the train card. Trains purchased from companies other than the CGR may be bought at any price (with a \$1 minimum) that is mutually agreed to by the president(s) of the two companies involved. Although the sale of a train between two companies must be announced to all players, the price need not be revealed. When a train is purchased from another company, the entire transaction must be done during the purchasing company's turn. A company is not required to buy a train from another company if it is offered, regardless of the price.

A company that does not have a valid run need not own a train. However, an operating company with a legal run of any length (two or more cities) must own a train and is forced to purchase one during this phase if it does not possess one.

If the company must buy a train and does not have enough money to do so, the president must make up the difference. When the president is forced to contribute to the purchase of a train, the following special rules will govern the transaction:

- Only one train may be purchased.

- The train purchased must be the cheapest available from the open market or the bank.

- The train must be purchased from the open market or the bank and may not be purchased from another company.

- The president must contribute only enough money for this single purchase, thus the company's treasury will be empty after this purchase.

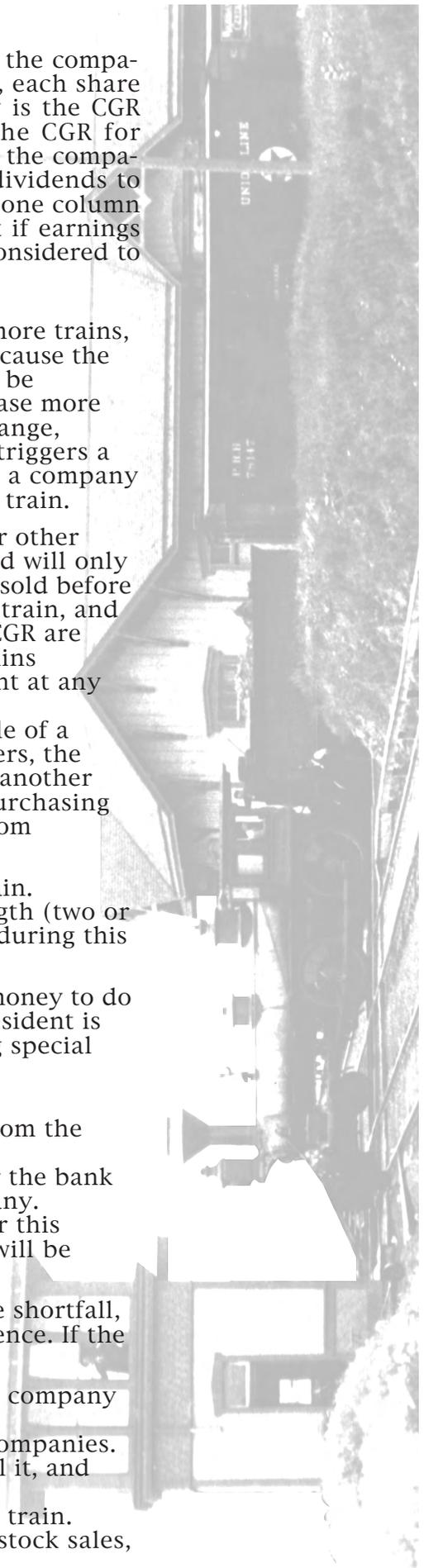
If the president does not have enough money to make up the shortfall, the president must sell personal stock to make up the difference. If the president is required to sell stock, the following rules apply:

- The sales may not cause a change in ownership of the company buying the train.

- The sales may cause changes of presidency in other companies. The president decides what to sell, in what order to sell it, and how to sell the shares.

- The president may only sell enough shares to buy the train.

- If the president cannot raise enough money through stock sales, that player is bankrupt and the game ends.



A company may not discard or scrap a train to make space for a new train. If, however, buying a train initiates a phase change causing any company to possess too many trains, the excess trains from these companies are discarded into the open market without compensation. A company may sell its last train, although it most certainly will need to purchase another on its next operating round. If Diesels are available for sale and the company has a type 4, type 5, or type 6 train, it may trade this train in for a Diesel at the reduced price of \$750, even if the company is at its train limit. The traded-in train is placed on the open market.

Redeem Government Loans

Government loans are redeemed as the last action of a company's operating round. If a company has enough money in its treasury, it may retire as many government loans as it wishes. For each loan it wishes to redeem, the company pays \$100 to the bank and returns the redeemed stamp(s) to the Stock Market display.

If a company has more loan stamps than there are shares in the hands of players, it must redeem the excess. If the company cannot repay the debt from its treasury, the president must make up the shortfall. If the president does not have enough money to make up the shortfall, the president must sell personal stock to make up the difference. If the president is required to sell stock, the following rules apply:

The sales may not cause a change in ownership of the company

needing to redeem the loans.

The sales may cause changes of presidency in other companies. The president decides what to sell, in what order to sell it, and how to sell the shares.

The president may only sell enough shares to repay the necessary loans.

If the president cannot raise enough money through stock sales, that player is bankrupt and the game ends.

The following two actions may be performed at any point during a company's operating round prior to redeeming loans.

Receiving a Government Loan

The Canadian Government will loan any operating public company money during any operating round in phases one through four. These loans must be repaid when the Canadian Government Railways starts at the beginning of phase five (refer to forming the CGR). Each company may secure government loans in increments of \$100 once per operating round. When the loan is secured, \$100 is transferred from The Bank to the company treasury and a loan stamp is placed on the company charter. If a loan is secured after the "pay interest on outstanding government loans" segment of the operating round, the \$10 interest change is deducted from the loan and only \$90 is transferred from The Bank to the company treasury.

All loan stamps issued are placed in plain sight on the company's operating charter in a manner so that they can be easily counted by other players through visual inspection. A company may have one outstanding loan for each share held by a player. A company may not take out a loan if doing so would put it over its loan limit. Twenty-two loan stamps are provided with 1856; if more are needed, please use pennies or some other convenient token to represent additional loan stamps.

Purchasing Private Companies

At any time during the operating turn of a public company in phase two or three, the company may purchase any private company in the hands of a player. The price paid must be least half, but no more than double, the listed cost of the private company. I.e. the Flos Tramway,



\$100
LOAN

\$100
LOAN

\$100
LOAN

costing \$20, could be sold to a company for \$10 to \$40. The payment is made directly from the company's treasury into the hand of the player. Certain of these private companies confer special abilities on owning public companies. Refer to the description of the private companies for further information.

ENDING THE GAME

There are two possible ways to end the game. The first and most common is for the Bank to run out of money. If the bank runs out of money during an operating round, complete that entire set of rounds before determining the winner. If the Bank runs out of money during a stock round, complete the stock round AND the subsequent set of operating rounds before determining the winner. Add ten pennies (or similar tokens) to the Bank to represent 10 \$1000 bills to provide sufficient money to complete the game.

The second way for the game to end is for a player to go bankrupt. A player may not voluntarily declare bankruptcy, though the player may engineer it. It is even possible for the bankrupt player to win the game. Complete details on bankruptcy are described below.

BANKRUPTCY

As described elsewhere, there are three situations which require the president of a company to make a purchase or payment on behalf of the company. These are:

pay loan interest, redeem government loans because of players holding too few shares, or buy a train

When the president has insufficient cash to make the required purchase or payment, the player must attempt to raise the money through the sale of shares of stock. The player chooses what shares to sell and in what order to sell them; all sales must be legal stock transactions and cannot cause the transfer of the presidency of the company requiring this action.

If the player still does not have sufficient cash to make the required purchase or payment after all shares that can be legally sold have been, that player is bankrupt. The player's cash is forfeited to the bank and the game ends. Determine the winner as described below.

The following example details what can and cannot be sold when a player is trying to raise cash to cover a company debt. The Grand Trunk has no trains and the president, Ima Swindler, must sell shares to try to raise the needed cash. Ima has \$37 in cash and the Grand Trunk treasury has \$13 and cannot borrow (loans are now unavailable). The only train available is a Diesel, priced at \$1100. Ima must raise \$1050 to pay for the required train. Ima's holdings are in the four companies as shown below:

	Grand Trunk	Welland	Credit Valley	Great Western
Ima	40%	60%	30%	30%
Others	20%/20%	0%	50%/20%	20%/10%
Bank Pool	20%	40%	0%	30%
Initial Shares	--	--	--	10%
Current Price	\$90	\$150	\$125	\$110
Ima can sell	20%	10%	30%	20%
Value	\$180	\$150	\$375	\$220
Ima retains	20%	50%	0%	10%
Game end price	\$75	\$125	\$90	\$90
Ima's position at game end	\$150	\$625	\$0	\$90

Ima can raise only \$925; adding this to Ima's and the company's cash yields only \$975, \$125 short of the \$1100 needed. Ima is bankrupt and the game ends. Ima's position at the end of the game would be \$865, the total value of the stocks he was not allowed to sell.

WINNING

The winner is the player with the highest combined total of cash, stock valued at market value and private companies valued at cost price. If the game ends before the CGR is formed, all companies with outstanding government loans have their share values reduced by \$10 per outstanding loan owed by that company. It is possible for a bankrupt player to win the game.

CANADIAN GOVERNMENT RAILWAY

The CGR was created during Canadian Confederation to control several railways operated by the various colonial governments that formed Canada. The colonial government of Upper Canada had left the development of railways in private hands, only offering limited government support. As these public railways ran into financial difficulty, they were added to the CGR by the Canadian government. The 1917 start date refers to the date that railways in the area covered by the game start to be added to the CGR. Refer to Design Notes for further information. The special rules that apply to this company are described below:

The Canadian Government Railway (CGR) is not started like other public companies. It is formed from insolvent public companies who are unable to repay their government loans when the first type 6 train is sold, triggering phase five.

Triggering Formation

The CGR is automatically started when the first type 6 train is sold. The company that purchases this train finishes its operating turn and then the CGR is started following the guide-lines below. If any of the companies forming the CGR have already operated during this round, the CGR does not operate until the next operating round. If none of them have operated, the CGR will operate immediately during the current operating round. This may cause the CGR to operate out of turn the first time it operates. In subsequent operating rounds, the CGR operates in normal turn order.

Absorbing Companies

Once the CGR starts, all companies holding government loans must immediately repay them. Starting with the president of the company that purchased the first type 6 train and following in clockwise player order, the president of each company holding government loan(s):

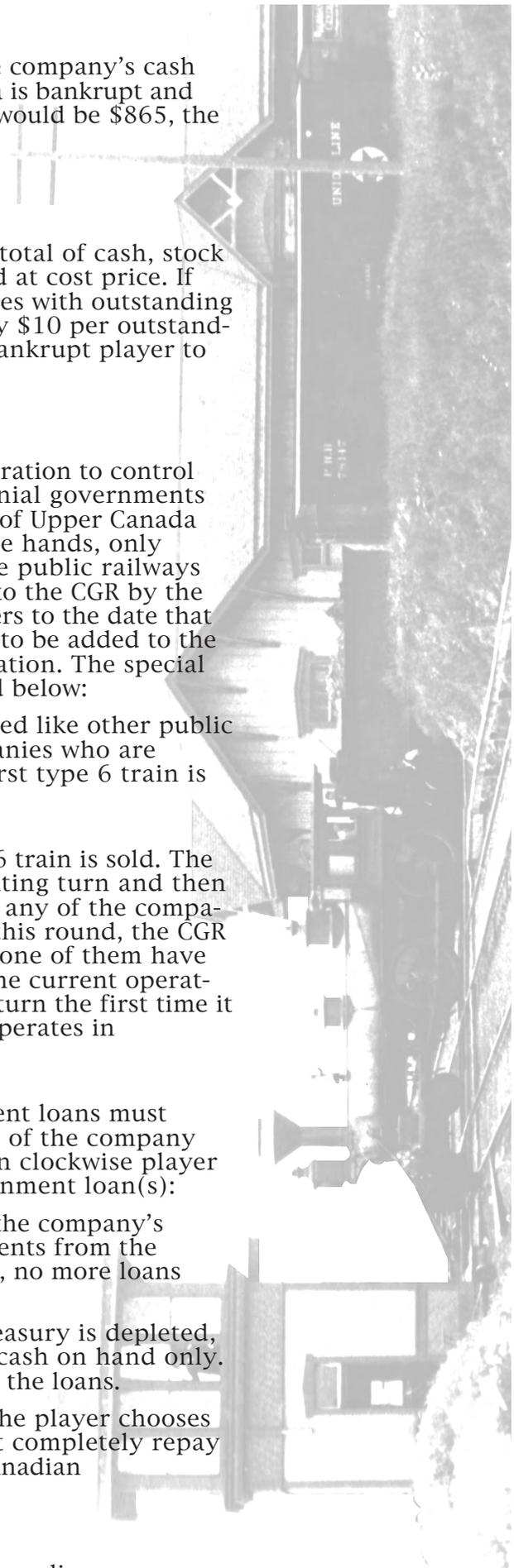
Must pay off as many loans as possible out of the company's treasury. The loans are repaid in \$100 increments from the treasury. When the treasury drops below \$100, no more loans may be repaid from the treasury.

If there remain outstanding loans after the treasury is depleted, the president may repay the remainder from cash on hand only. No shares may be sold to raise money to repay the loans.

If a player is president of more than one company, the player chooses the order of loan pay-offs. Any company that cannot completely repay its debt has its assets seized and is absorbed by the Canadian Government Railways.

Non-Formation

If all companies are able to pay off their loans, the Canadian Government Railways does not form. Adjust the certificate limit (see



below) to reflect the fact that the CGR will never form (i.e the number of companies available is 11 minus any that have already closed).

Share Exchange

Player-owned shares of companies that failed to completely pay off their government loans are exchanged for shares of the CGR. The exchange rate is two failing company shares for one CGR share. The share exchange begins with the president of the company that purchased the first type 6 train, then proceeds clockwise through all other players. Shares exchanged may be shares of different forming companies. Extra single shares are placed in the open market without compensation to the owning player.

For example, if the GT, the TGB, and the CVR are being absorbed by the CGR, a player could exchange one share of the GT, three shares of the TCB, and one share of the CVR for two shares of the CGR; the extra single share would be placed in the open market.

Once the players have exchanged their shares, shares in the open market are exchanged for CGR shares at the rate of two for one. Any single share left over is discarded. Any leftover CGR shares from the current offering being distributed are placed in the initial offerings section of the Stock Market. If more than 10 CGR shares are needed to support this exchange, the second set of ten shares are issued. If the CGR shares run out before all players have converted their shares, excess unconverted shares are discarded without compensation to the owning player(s).

Determining The CGR President

The president's certificate goes (temporarily) to the first player to have two CGR shares. After the share exchange is complete, the president's certificate is then moved to the player with the most CGR shares. If there is a tie, it goes to the first of the tied players beginning with the temporary holder and moving to the left. If no player holds more than one CGR share, the president is the first player who received a CGR share. The player is given the president's certificate and must purchase a second CGR share during the player's first turn in the next stock round. The player must purchase the second CGR share even if the player must sell shares to afford the purchase. The player receives nothing in return as the player already has the president's certificate. The player is relieved of this burden if another player acquires two shares prior to the player's first stock round turn.

CGR Share Limits

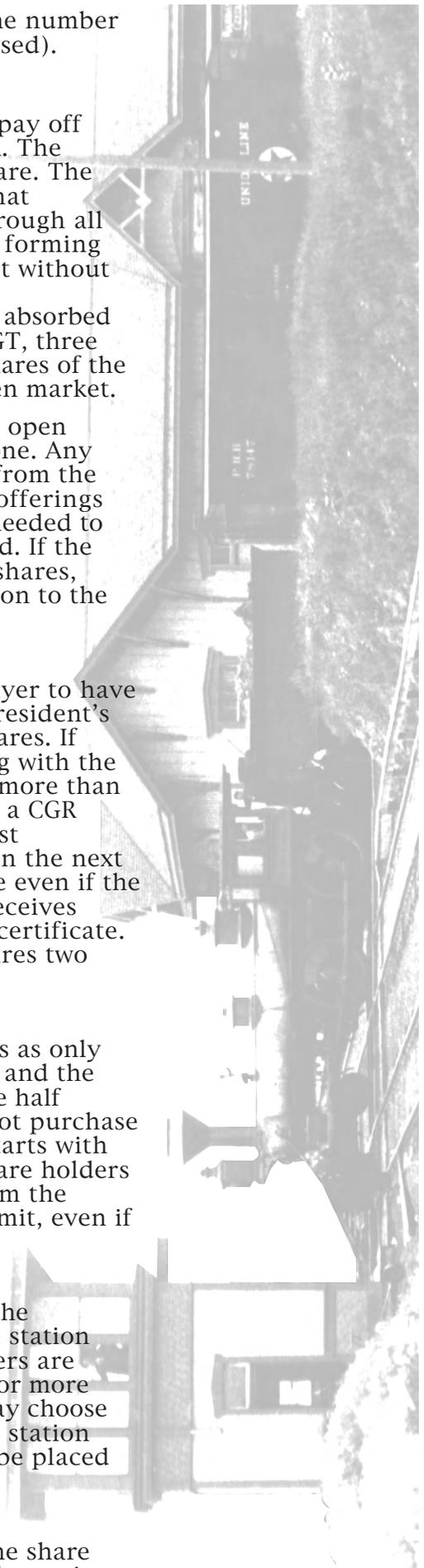
If more than 10 CGR shares are issued, each CGR share counts as only half a certificate. Players may then hold up to 12 CGR shares and the open market may hold up to 10 shares. Players may hold one half certificate above the current stock limits, but players may not purchase a half share if they are currently at their limit. If the CGR starts with more than 5 (10) shares in the open market, current CGR share holders must purchase additional shares in player order starting from the priority card until the open market is reduced to the legal limit, even if this means selling other shares to do so.

Token Exchange

The CGR has 10 station markers. Up to 10 station markers of the absorbed companies are exchanged for CGR tokens. All home station markers must be replaced first; then the other station markers are replaced as the president chooses. The CGR cannot have two or more station markers on the same tile; the president of the CGR may choose which one to use, except that exchanging a company's home station marker must take precedence. Further station markers may be placed during regular operating rounds at a cost of \$100 each.

Stock Value

The initial stock value of the CGR is \$100 or the average of the share values of the absorbed companies, whichever is higher. To determine the average value, discard the lowest value company if there are three



or more companies, and take the average value of the rest of the companies rounded down to the nearest \$5 increment. If this average is over \$100, place the CGR share value token and the par value token on the top row of the Stock Market in the position to the right of the \$100 spot that is closest to the average value. If the value is \$100, place both tokens in the \$100 starting value spot.

This share value is the value per 10% share if only the first 10 shares were issued. However, if the second issue is distributed, the share value token represents the value per 5% share. Initial shares will be purchased at par value; shares from the open market will be purchased at the price shown by the share value token.

Certificate Limit Adjustment

After the Canadian Government Railways has formed, but before the next company operates, adjust the certificate limit, counting the number of surviving companies (including the CGR) and the number of unstarted companies.

Operation

Because of government involvement, there are several differences in the operation of the CGR when compared to other public companies. Aside from the exceptions mentioned below, the CGR operates as a normal public company.

Trains

When the CGR starts, the president chooses which trains, if any, to keep from the trains that were owned by the absorbed companies. The CGR will keep all permanent (type 5 or higher) trains (up to three). The CGR may hold up to three trains. Discarded trains are placed in the open market and are available for purchase. If there were no trains left to the CGR or the president chose to discard them, the CGR may borrow a train (most likely a Diesel) from the trains available for sale. The borrowed train is not moved to the CGR charter and may be purchased by another company. Since phase changes are triggered by train purchases, if the CGR borrows a Diesel, it will not trigger a phase change. The CGR must withhold earnings until it can pay for the borrowed train; it must pay for that train at its first opportunity to do so.

Until the CGR has a permanent train (a type 5, type 6 or Diesel), its token on the Stock Market is not adjusted from its starting position for any reason. Once the CGR acquires its first permanent train, it may no longer borrow a train from the trains available for sale. The CGR will only sell or buy trains at the printed cost on the train card. The CGR will only buy type 5, type 6, and Diesel trains.

Treasury

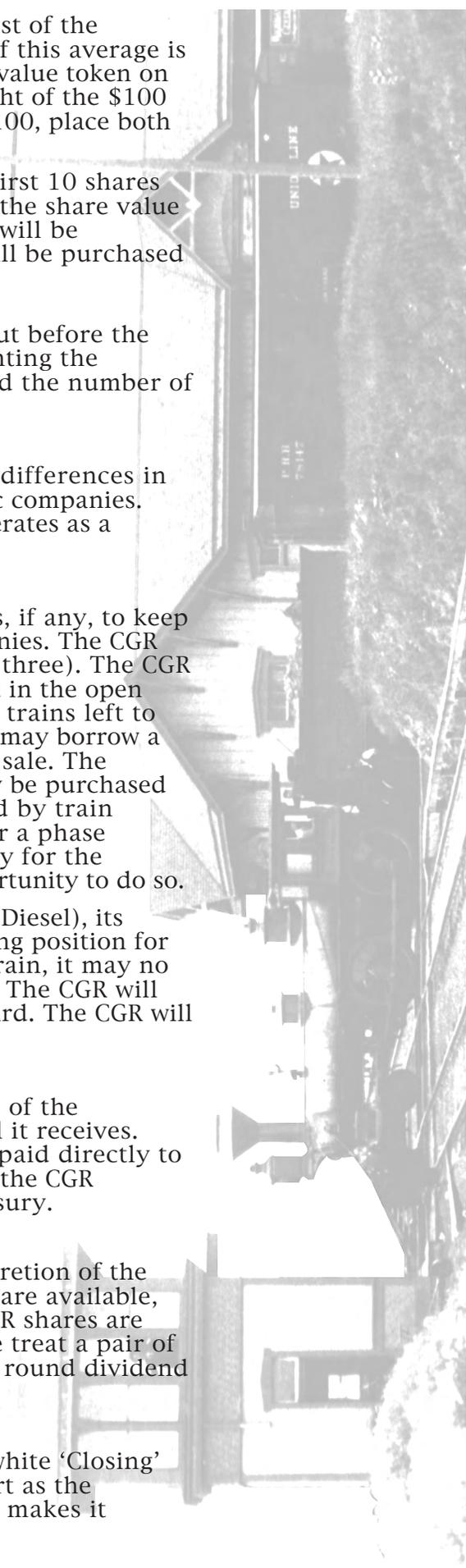
The CGR acquires all money remaining in the treasuries of the companies that it absorbs. This is the only initial capital it receives. Subsequent sales of shares from the initial offering are paid directly to the bank, and not to the CGR treasury. In other respects the CGR treasury operates like any other public company's treasury.

Dividends

When the CGR has a permanent train, it may, at the discretion of the current president, pay dividends. If only 10 CGR shares are available, the dividends are the normal 10% per share. If all 20 CGR shares are available, the dividend is only 5% per share. In this case treat a pair of 5% shares as a full 10% share. For any single 5% shares, round dividend amounts up to the nearest full dollar, if necessary.

Off Market

The CGR's share value token may never move into the white 'Closing' area of the Stock Market. It always stops one square short as the government pumps in more money, none of which ever makes it into the company's treasury, by the way.



TILES AND UPGRADES

Tile List

Yellow

#1 - 1
 #2 - 1
 #3 - 3
 #4 - 3
 #5 - 2
 #6 - 2
 #7 - 7
 #8 - 13
 #9 - 13
 #55 - 1
 #56 - 1
 #57 - 4
 #58 - 3
 #69 - 1

 55

Green

#14 - 4
 #15 - 4
 #16 - 1
 #17 - 1
 #18 - 1
 #19 - 1
 #20 - 1
 #23 - 4
 #24 - 4
 #25 - 1
 #26 - 1
 #27 - 1
 #28 - 1
 #29 - 1
 #59 - 2
 #120 - 1
 #121 - 2

 31

Brown

#39 - 1
 #40 - 1
 #41 - 3
 #42 - 3
 #43 - 2
 #44 - 1
 #45 - 2
 #46 - 2
 #47 - 2
 #63 - 4
 #64 - 1
 #65 - 1
 #66 - 1
 #67 - 1
 #68 - 1
 #70 - 1
 #122 - 1
 #125 - 4
 #126 - 1
 #127 - 1

 34

Gray

#123 - 1
 #124 - 1

 2

Yellow - 55
 Green - 31
 Brown - 34
 Gray - 2

 Total - 122

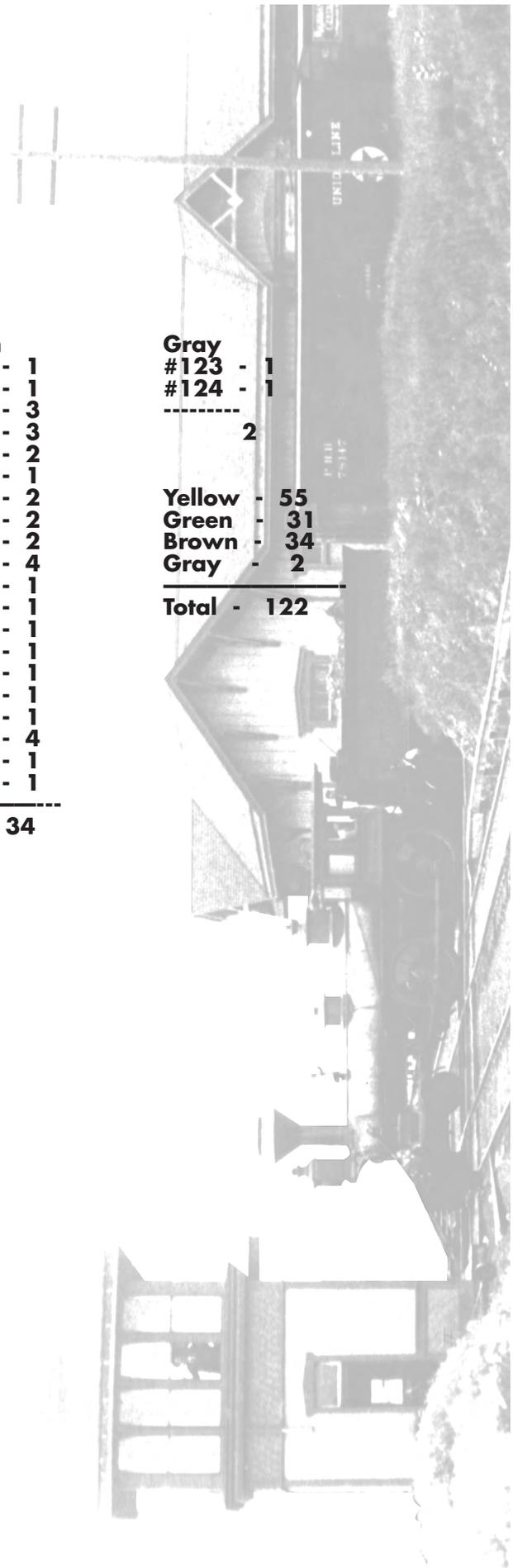
UPGRADE LIST

Yellow upgrades to Green in phase two or later.

- #5 - #14 or #15.
- #6 - #14 or #15.
- #7 - #18, #26, #27, #28, #29.
- #8 - #16, #17, #19, #23, #24, #25, #28, #29.
- #9 - #18, #19, #20, #23, #24, #26, #27.
- #57 - #14, #15.
- #69 - Does not upgrade or down grade.
- London/Barrie - #121.
- Toronto - #120.
- Hamilton/Welland/Kitchener - #59.

Green upgrades to Brown in phase four or later.

- #14 - #63, #125 (on "L" hexes only).
- #15 - #63, #125 (on "L" hexes only).
- #16 - #43, #70.
- #17 - #47.
- #18 - #43.
- #19 - #45, #46.
- #20 - #44, #47.
- #23 - #41, #43, #45, #47.
- #24 - #42, #43, #46, #47.
- #25 - #40, #45, #46.
- #26 - #42, #44, #45.
- #27 - #41, #44, #46.
- #28 - #39, #46, #70.



- #29 - #39, #45, #70.
- #59 - #64, #65, #66, #67, #68.
- #120 - #122 (Toronto).
- #121 - #126 (London) or #127 (Barrie).

Brown upgrades to Gray in phase five or later.
#64, #65, #66, #67, #68 - upgrades to #123 in Hamilton only.
#122 - #124 (Toronto).

Yellow upgrades to green in phase five or later.
#1 - #14.
#2 - #15.
#55 - #14.
#56 - #15.

Yellow "upgrades" in phase five or later.
#3 - #5.
#4 - #57.
#58 - #6.

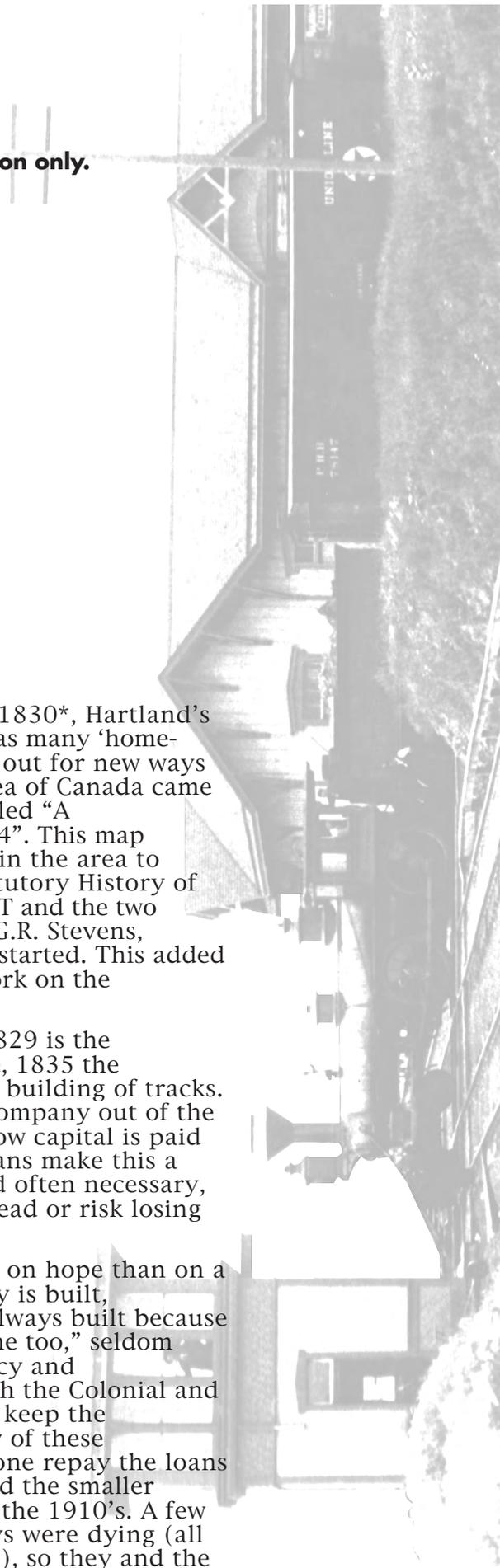
Downgrades from yellow in phase five or later.
#3 - #7.
#4 - #9.
#58 - #8.

DESIGN NOTES

After many enjoyable(?) years playing Avalon Hill's 1830*, Hartland's 1829*, and 1853*, and Hans im Gluck's 1835* as well as many 'home-brew' variations to these games, we were on the look out for new ways to play. The inspiration for a game in this specific area of Canada came from a map published in 1987 by Rideau Graphics called "A Compendium of Southern Ontario Rail Lines 1850-1984". This map showed that there were enough different companies in the area to make an interesting game. Further reading in "A Statutory History of Railways in Canada 1836-1986" published by the CIGGT and the two volume history of the Canadian National Railway by G.R. Stevens, provided information on when and where companies started. This added to 3 months play testing and hundreds of hours of work on the computer, have led to this game.

All of the rail tile games have a different emphasis. 1829 is the competition for routes, 1830 is the robber baron game, 1835 the formation of the Prussian State Railway and 1853 the building of tracks. The emphasis in this game is the fight to keep your company out of the Canadian Government Railways. The rules limiting how capital is paid to the company, along with generous Government loans make this a chancy proposition. The loans are easy to assume and often necessary, but they must be repaid and all players must plan ahead or risk losing their companies.

In this era in Canada, many railways were built more on hope than on a solid financial basis. The belief that "Where a Railway is built, prosperity will follow", seldom proved to be true. Railways built because "The city of Galt has a railway and we have to have one too," seldom repaid any of the monies invested in them. Bankruptcy and reorganization was the norm for most companies, with the Colonial and later Canadian government stepping in with loans to keep the companies alive. Eventually it was realized that many of these companies would never pay their loan interest let alone repay the loans themselves, so the Government stepped in and merged the smaller companies into the Canadian Government Railway in the 1910's. A few years after this, most of the transcontinental railways were dying (all built under the belief that Where a railway is built, ...), so they and the



CGR were merged to form The Canadian National Railway. The CNR was formed out of a total of 214 railways, some of whom are in this game. In the area covered by the game map, there are now only two survivors CNR and CPR. Until a few years ago there were two others; THB (CPR) and the LPS(CNR). The rest are long gone and much of the track that they laid has been abandoned.

In a curious reversal of history, new Short-Line railway companies are now being formed in the area. These new short lines are in some places operating branch lines that were at one time main lines of long dead companies.

VARIANTS

ALTERNATE DESTINATIONS.

To change the nature of the game a little, you can chose a different set of destinations for the railways. These different destinations will change the way the game evolves.

BB	Toronto
CA	Connect Detroit to London
CPR	Oshawa
CVR	Barrie
GT	Burlington
GW	Brantford
LPS	London
TGB	Canadian West
THB	Woodstock
WR	Hamilton
WGB	Lake Huron

ALTERNATE TRAINS

The era represented by the game does not really extend to the time when Diesels became popular. To change this, replace the Diesels with type 8 trains costing \$1000 (\$650). The sale of a type 8 train now triggers phase six.

GLOSSARY

- All Sold** - A company is considered to be 'All Sold' when all of the shares of that company are owned by players.
- Bank** - The Bank holds all of the money at the start of the game. Payments of dividends to players are made from the bank. Payments for new trains and terrain costs are made to the bank. Payments for shares purchased from the initial offering or from the open market, are made to the bank.
- Bankruptcy** - A player can be bankrupt for one of three reasons: the inability to pay loan interest, the inability to redeem a loan when the redemption is required, or the inability to raise the money necessary to buy a train when required.
- Brown Tile** - A brown tile contains more complex track than a green tile. A brown tile is placed as an upgrade of a green tile already on the map.
- Certificate** - A certificate represents either a private company or a share (or two shares if it is the president's certificate) of a public company.
- Certificate Limit** - The number of certificates a player may hold. These include company shares and private companies.
- CGR** - Abbreviation for Canadian Government Railways.
- City** - A large city is represented on the map by a large white circle. Cities that are named are usually company destinations. A small city is represented on the map by a single small dot; a small city is represented on the tiles by a short crosshatch across the track. Some hexes have two small city dots in them.



Closing Section - This is the white zone in the lower left corner of the stock market. A company whose share price token enters this zone is closed. The CGR cannot close and, therefore, cannot enter this zone.

Destination - Each company has a semi-historical destination to reach. This is either a large city or a red off-board location. The requirement to be connected to a destination is a simulation of early day financial practices. A town would offer to buy shares in a company to aid construction, but would only pay for them when the railway reached the town. In earlier times towns bought shares without specifying the need for connection. This resulted in a lot of paper companies selling shares and then never starting construction.

Dividend - A company runs its trains for income and then may pay this money to shareholders of that company as a dividend.

Down - A company share price token is moved 'down' on the stock market when 10% of the company shares are sold.

Game - A complete game consists of a series of game turns.

Game Turn - A game turn is a complete set of a stock round and one or more operating rounds.

Game Phase - The change of phase indicates (roughly) the passage of time.

Gray Tile - Gray tiles are used to upgrade specific brown city tiles.

Green Tile - Green tiles are used to upgrade yellow tiles. Green tiles have more complex track on them than yellow tiles.

Home Station Marker - This free station marker is placed on the company starting city.

Initial Offering - All shares of all companies are placed in the initial offering.

Left - A company share price token is moved left on the stock market if it pays no dividend. If it is at the left edge of the stock market, it is instead moved down one space in the direction of the arrow.

Legal Run - A legal run for a company includes a city with one of its station markers and one or more additional cities or red off-board locations.

Loan (Government Loan) - The government will lend a company money in \$100 increments. Of course, it eventually wants the loan repaid. Failure to do so will cost you your company, but this may be a good thing.

Open Market - This part of the stock market holds shares sold by players.

Operating Round - The part of the game turn where company operations occur. There will be one, two or three operating rounds per game turn.

Operating Company - A company that has operated before or has sold enough shares to operate this round. Note that the rules require from two to six shares be sold to commence operations.

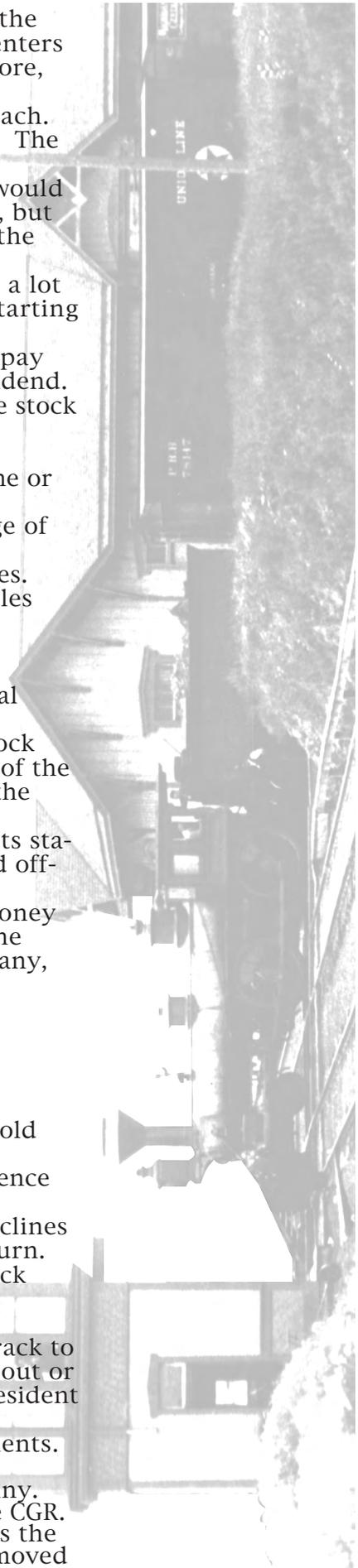
Pass - A player action during a stock round. The player declines to do any buying or selling during his stock round turn.

Passed In Order - All players, in order, have passed during the stock round. This signals the end of the stock round.

President - The president is the player who is responsible for running the company. The president decides what track to lay, how to run the company trains, whether to take out or pay off loans, and whether to pay dividends. The president is also responsible for making up any shortfall in company finances during forced purchases or payments. This player holds the president's certificate.

President's Certificate - The two share certificate of a public company. This is normally a 20% share, but may be 10% for the CGR.

Priority - The holder of the priority card, is the player who has the next action in the stock round. The priority card is moved



during the stock round by players buying or selling shares or performing actions for their companies.

Priority Card - This card shows who has the next action in the stock round.

Private Company - A company with only one certificate. This company is initially owned by a player. In later phases of the game most private companies may be sold to operating companies. It is called a private company because it can only have one owner. All private companies close at the beginning of phase four.

Public Company - A company with nine share certificates. This game has eleven public companies plus the Canadian Government Railways, which has 9 or 19 share certificates.

Right - A company share price token is moved one space 'right' on the stock market if it declares a dividend. If it is at the right edge, it is instead moved up one space in the direction of the arrow.

Route - The path on the track on the Map that a train runs to collect income.

Share Certificate - A piece of cardstock that represents a private company or a share (or shares) in a company.

Share Limit - The number of shares in a company a player may hold.

Share Price Order - When something is done in 'share price order' the companies are checked in order of price from highest to lowest. When several companies have the same price, the one in the right most box is checked first. If several tokens are in the same share price box, they are checked from top to bottom.

Station Marker - A token with the railway logo on it that represents a railroad station of that company.

Stock Round - That part of the game turn that is devoted to stock actions.

Stock Market - The display that represents the stock market that railroad shares are traded on. This is a simplified simulation of the real stock market.

Terrain Costs - Cost printed on the map that represents difficult terrain.

Tile - A colored (yellow, green, brown, or gray) hexagonal piece of cardstock that companies lay on the map to represent track.

Token - A button with the company logo on it. Each company uses one as their share value token to represent the share price of that company. The others become Station Markers.

Track - The black lines on the colored tiles (yellow, green, brown, and gray) laid on the map represent the railroad track laid by the railroads. Also used to mean tile.

Train - This is a certificate that represents a train. The train number represents the number of cities or red off-board locations that the train can count for income when it runs.

Up - When a company token is adjusted on the stock market for all sold', it is moved up one space. When this token is at the top of the stock market, it is not moved.

Upgrade - Replacing a track tile on the map with a different tile.

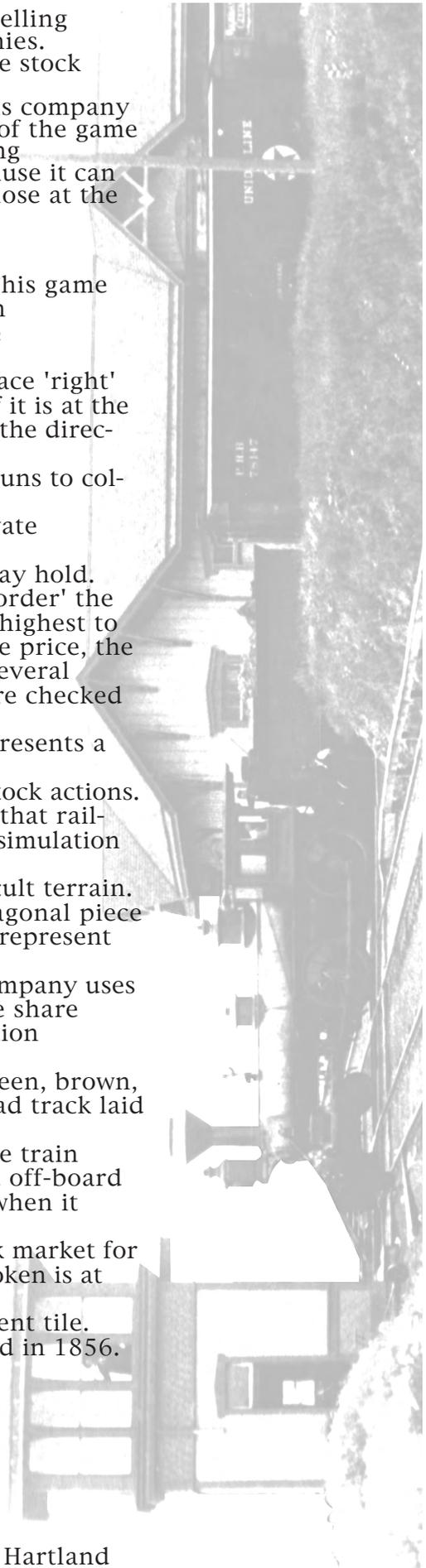
Yellow Tile - A yellow tile is the simplest type of track tile used in 1856.

CREDITS

This game has been created by:

Designer: Bill Dixon

Claims full responsibility for this (per)version of the Hartland



Rail Tile Game. Inspiration from 1829*, 1830*, 1835*, 1853* and the fevered minds of members of the UBC Wargaming Society is freely admitted.

Rules Development: Bill Dixon and John Puddifoot

Play testing:

Mike 'I'm one dollar short' Massullo (Mr. Government)

Greg 'WHAT!' Jones

Gordon 'Have I won yet' Waddington

Bill 'but if you do this...' Dixon

'Evil' Al Pedersen

John 'What to start' Puddifoot

Grant 'I've got the idea now' Elgaard

Ian 'I don't care!' McCandlish

'Random' Robert Taylor-Smith

Anicent 'Your roached now!'

Gus 'I'll be back in a minute'

Trevor

Neil

Wayne

Other assorted UBC Wargamers

Graphics and Layout:

Map, Stock Market Display, Money and Game Components: Bill

Dixon

Cover Art and Rules: John Puddifoot

All graphics, including the map, Stock Market and money, were produced using CorelDRAW! 3.0.

The rules were produced using Microsoft* Word 5.0 and WordPerfect for Windows.

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1829 and 1853 are trademarks of Hartland who are to be thanked for originating this rail tile system.

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