

Solitaire 1830 - Summary Card

Sequence of Play

Stock Round(s) - # stock rounds = # operational rounds

draw 2 stocks from deck

1st card: (keep / bank), share value = +1 row

2nd card: (bank[hidden] / keep,trade), share value = -1 row

(trade: highest valued stock -1 row)

Operational Round(s)

Lay Track

Build Station

Run Routes/Collect Revenue

Purchase Trains

(may purchase Private Companies at any time)

Set-Up

- 1) create stock deck
- 2) Place Minor RR stations (Erie, NY/NH&H, B&M)
- 3) Randomly set par values of major RRs (67-90)
- 4) Give each RR one 2-train
- 5) Place Private Companies on board
- 6) Deal 5 stock cards; player, bank, discard

Stock Deck:

Remove President's Shares (swap in when 20% owned)

Remove Erie, B&M, NY/NH&H (see variants)

Major Railroad Required Routes

B&O : Washington - Baltimore - Columbus

CPR : Maritime Provinces - Canadian West - Toronto

C&O : Cleveland - Richmond

PRR : Dunkirk - Pittsburgh - Philadelphia

NYC : New York - Rochester- Buffalo

variants:

NPR : Chicago - St. Louis - Pittsburgh

PMQ : Cleveland - Lansing - Hamilton

N&W : Washington - Huntington

Percent Stock Player holds in Railroad Corporation

	<30%	≥30%	50%
Track	Must first build designated required routes		No restrictions
	Maximize revenues of existing routes, or lay track to maximize revenue next round	Must build/upgrade	
Stations	Starting on Phase 5: Must build to increase route revenue or prevent existing route from being blocked	May only build on city with multiple open spaces to create new route	No restrictions
Routes	May only pay dividends if capital > next train + \$200 Must pay dividends if stock would move to yellow, or (Phase 4+): capital > 2x(next train)	Last turn: Must pay dividends	No restrictions
Trains *	must purchase train if next phase change results in unused routes, or if needed for existing routes	No restrictions	

* Starting in Phase 5: Minor RR will purchase lowest grade 3 or 4-train from lowest valued RR at the end of each Op Rnd

May trade-in/buy Diesel (must if <30% & route available); trade-in only applies to 4 & 5-trains

VARIANTS

1) Use the 1830+ game board, all available tiles (including gray), & all available trains

2) Use the extra Private Companies (stations place in home hexes)

3) Use 6 Major RRs (add Nickel Plate Road and one of the following options)

Major RRs: B&O, CPR, C&O, PRR, NYC, NPR

Minor RRs: Erie, B&M, NY/NH&H, PMQ, N&W

Major RRs: N&W, CPR, C&O, PRR, NYC, NPR

Minor RRs: Erie, B&M, NY/NH&H, PMQ, B&O

Major RRs: B&O, CPR, PMQ, PRR, NYC, NPR

Minor RRs: Erie, B&M, NY/NH&H, C&O, N&W

Major RRs: N&W, CPR, PMQ, PRR, NYC, NPR

Minor RRs: Erie, B&M, NY/NH&H, B&O, C&O

4) Use B&M stocks for N&W, NY/NH&H stocks for NPR and Erie stocks for PMQ

(replace stocks with correct stock certificate once drawn)

5) Start with 6 stocks discarded, 6 to player and 6 to bank

6) Set sixth RR Par at \$100