

Solitaire 1830

Solitaire 1830 is played the same basic way that regular 1830 is played except that the single player assumes the role of President for the 5 major Railroad Corporations (NYC, PRR, C&O, B&O, & CPR) at the beginning of the game. The minor RRs (NY/NH&H, Erie, and B&M) are not in play except for their stations and their purchase of trains (as explained below). The player is competing against external stock holders of the major corporations to have a higher net worth at the end of the game. Stocks for corporations are assigned randomly and not purchased. The object is to build up the corporations and figure out which stocks are held by external stock holders and manipulate the railroads to increase your total net worth. Cash is not used in Solitaire 1830; all transactions, revenues, dividends, etc are tracked on a ledger for each corporation. At the end of the game, the ledger is resolved based on the stocks held by the player vs stocks held externally.

Set-Up

- 1) Create a stock deck by removing the minor company stocks (Erie, NY/NH&H, B&M) and the Presidents share (20%) for the 5 major RRs (B&O, CPR, C&O, PRR, NYC). Shuffle the remaining 40 stock cards into a stock deck. Remove the top 5 stock cards and set them aside unseen out of play. Set the Presidents' shares to the side, they may be brought into play during the game.
- 2) Place a green O-O tile on Erie's home hex along with an Erie station marker (either open space). Place a NT/NH&H station in New York and a B&O Station in Boston.
- 3) Set Par value for the 5 major RRs and record those values on the ledger along with the corporations' starting money (10 times par); randomly place RR par value markers in each of the following par value spaces; 67 through 90.
- 4) Assign one 2-train to each of the 5 major RRs; deduct the cost from ledger sheet
- 5) Place the Private Company shares on the game board on (or near) their respective home hexes.
- 6) Deal 5 stock cards to the bank, face-down and unseen. Deal 5 stock cards to the player.

Private Companies

Private companies are not held by the player but are considered in operation until they are removed per standard 1830 phase rules. Starting in Phase 3, private companies may be purchased by a corporation at face value at which time their revenue is applied to that corporation during the beginning of each operational round. A RR may only purchase a private company if it can legally build track in that private company hex(es). Once owned, the RR may lay track in that private company hex for free (other than mountain/water expenses) in addition to its 1 track build/upgrade. Any other RR may also build/upgrade in that hex, but not for free. For private companies that occupy multiple hexes (e.g. B&O) the owning corporation may build for free in only 1 of the hexes. The standard 1830 special rules (bonuses) for private companies do not apply.

A private company must be purchased (assuming the funds are available) by a corporation if it is required to lay track (either to build its designated most direct route or due to player ownership percentage rules) and has no other build location option.

Once a Private Company is purchased, its certificate is placed on the owning corporation's charter. Record the expenditure from that RR's capital funds on the ledger sheet.

Sequence of Play

- 1) Stock Round(s) - the number of stock rounds played in a turn is equal to the number of Operational Rounds that follow the stock rounds (each stock round draws 2 cards from the deck - see below for details).
- 2) Operations Round(s) - player performs standard 1830 operations for each of the 5 major RRs (in standard 1830 stock value order), with the exceptions and limitations as described in the following sections of these rules.

Game End

The game ends at the end of the operations rounds following when the stock deck runs out (or is down to only 1 card at the start of a stock round). Reveal the external stock holders hidden shares (stocks played face down to the bank). Divide the net dividends for each RR based on the stock shares owned by the player and by the external stock holders. Add to this the stock value of the shares owned by the player and the external stock holders. If the player's net worth (dividend share and stock value) is greater than the external stock holders, the player wins.

Stocks

The player may never hold more than 50% stock in any one RR (different than standard 1830 which says 60%). Once the player obtains 20% shares in any RR, he must exchange 2 certificates for the President's share, and shuffle the two 10% shares back into the stock deck.

The stocks rounds are performed as follows:

- a) The player takes the first stock card from the stock deck and decides if he wants to keep it or give it to the bank (this represents stocks held by external stock holders). The share value for the first card drawn is increased by one row on the stock market.
- b) Take the second card from the stock deck. If the 1st card was given to the bank, the player keeps the second card and the share value of that stock decreases 1 row on the stock market. If the player kept the first stock card, the second card is given to the bank, but face down and unseen, and without a decrease in share value.
- c) If the first card is given to the bank but the player cannot accept the second card (due to already holding 50% of that RR) then the player may trade it to the bank for any face up stock card in the bank. The higher valued stock involved in this trade has its share value decreased 1 row on the stock market. If the bank has no face up cards, then the stock is discarded, and the player does not receive a share for that stock round.

Building/Upgrading Track

The player must attempt to build routes for each of the 5 major RRs according to the following:

NYC: New York-Rochester-Buffalo
PRR: Dunkirk-Pittsburgh-Philadelphia
B&O: Washington-Baltimore-Columbus
C&O: Cleveland-Richmond
CPR: Maritime Provinces-Canadian West-Toronto

Each RR must build these routes in the shortest, most direct line; i.e. fewest number of hexes based on current track configuration. Where there are multiple choices for the most direct route, track must be built or upgraded using the least expensive option available based on the current situation (e.g. available tiles, private company purchases, etc). If a RR cannot lay track to build its required route in the most direct path, then no track is laid for that RR that round. (e.g. B&O cannot build towards Atlantic City until it completes its designated route).

If, at the end of the game, a RR has not completed its required routes, the player forfeits any of his stock he holds for that RR, and the external stock holders share value is determined to be the greater of the par value for that RR or its current share value. If the required route has been completed, but subsequently blocked by the placement of another RR's station along the route, this rule (penalty) does not apply.

Tracks cannot be built or upgraded for a RR until these designated routes have been completed or until the player holds 50% stock in that RR. If a player holds 50% stock in a RR he may build/upgrade track in any manner desired (or not at all).

The player must always lay track for each RR that he does not hold 50% stock; he may not opt to not build/upgrade. He is not required to lay track if he is unable to lay track due to phase restrictions, tile

availability, or insufficient funds.

Once these designated routes are completed (cities connected), the player is free to build/upgrade track however he chooses for a RR, with the only exception being that if he does not hold at least 30% stock of a RR, he must build/upgrade tracks that provide an immediate (current round) increase in revenue to that RR. Where more than one option exists, he must build/upgrade to the maximum revenue increase for the round. If there is no immediate build/upgrade available that will increase revenues for the current round, the player must build/upgrade such that an increase in revenue may be accomplished on the next track phase. If neither of these 2 conditions exist, then no track is built/upgraded for that RR.

Record expenditures for track builds for a RR on the ledger sheet (deduct the expense from the capital funds).

Building Stations

The player may build stations without any restrictions (other than the standard 1830 placement restrictions) for any RR that he holds 50% stock. A RR may only purchase 1 station per operations round.

If a player holds at least 30% stock in a RR, he may build a station but only on a city with multiple open spaces and only if the placement of a station in that city creates a new route (or routes).

If the player does not hold at least 30% stock in a RR, then beginning with Phase 5, he must build a station for that RR if either the following conditions exist:

- 1) the RR will increase its route revenue by the opening of a station (highest route increase has priority, city with highest route value has priority, use furthest city from home station in case of a tie).
- 2) an existing route for that RR is at risk of being blocked on a city with only 1 open space, and no other route of equal or greater value is available for the RR.

Record expenditures for station builds for a RR on the ledger sheet (deduct the expense from the capital funds).

Routes

Route values are determined by the standard 1830 methods, but must always be calculated for each corporation based on the highest value routes available; player may not opt for a lesser value route for any corporation.

If a player holds at least 30% stock for a RR, he may decide whether to pay dividends or capitalize the revenues with the RR.

If the player holds less than 30% stock in a RR, he may only pay dividends if the RR's capital funds are sufficient to purchase the top train in the bank pool + \$200 (exception: last turn - see below).

If the player holds less than 30% stock in a RR, he must pay dividends if not paying them would move the stock value into the yellow region of the stock chart. This rule takes precedence over the minimum RR capital requirement. Additionally, starting in Phase 4, the RR must pay dividends if the RR's capital is greater than twice the cost of the next train purchase.

If the player holds less than 50% of a RR, that RR must pay dividends the last turn of the game regardless of all other rules. (Last Turn being when the stock deck is expended or down to only a single card).

Dividend payments affect the share value on the stock market per standard 1830 rules. Record revenue from routes on the ledger and allocate those funds to either capital or dividends by adding the revenue to either the capital column or dividend column.

Buying Trains

If the player holds at least 30% stock in a RR, he may purchase trains without restrictions (other than the standard 1830 rules restrictions). A RR may only purchase 1 train per operations round.

If the player holds less than 30% stock in a RR, that RR must (and may only) purchase a train (from the bank pool - capital funds permitting), if any of the following conditions apply:

- 1) the RR has routes available but is short on trains or train type to run those routes
- 2) the RR will have unused routes starting with the next phase change due to its current trains becoming obsolete.

Record RR expenditures for trains on the ledger sheet (deduct the expense from the capital funds).

Unlike standard 1830, a Diesel train may only be purchased once all of the 6-trains have been purchased. Additionally, only 4 \$ 5-trains may be traded in for a Diesel (not 6-trains). If the player holds less than 30% of a RR, then purchase of a Diesel for that RR falls under these standard rules for required purchase (i.e. the RR has a route of greater than 6 cities that will increase its revenue). Such a RR will trade in a 4 or 5-train (the lower grade train) and purchase the Diesel at the \$800 price. For dividend purposes, the price of the Diesel (next train) is based on that RR's ability to trade in a 4 or 5-train.

If a RR is required to purchase a train but has insufficient capital to pay for it, then all capital funds are expended towards the purchase and then the company stocks are sold to raise additional revenue for the purchase. As many stock as necessary are sold at the current market value, with the stock value moving down one row for each stock sold. The order of the stock sale is majority owner first, then player's share when tied (note the majority ownership could change as individual stocks are sold). Only bank stocks that are face up are eligible to be sold. Stocks sold in this manner are removed from the game. If the necessary funds are still not available after all stocks are sold, then the RR goes bankrupt and is out of the game. Any new stocks drawn after a RR goes bankrupt are automatically awarded to the bank (the player may not hold any of these stocks). The stock market value of a bankrupt RR is frozen at its last value or its par value, whichever is less. Dividends are paid to the bank at the end of the game, based on the number of shares still held by the bank.

Starting with Phase 5, at the end of each Operations Round, a minor RR will purchase the lowest grade 3 or 4-train from the major RR with the lowest stock value, for the price of the next train available in the bank pool. If the player owns 50% stock in this RR, he may decline the sale, in which case the purchase will be made from the next lowest stock valued RR (option is extended to all RRs in reverse stock value order). Minor RRs will purchase only 1 train per round (if available). Each minor RR will buy 1 train in this manner during the game. Indicate the transfer of the train by placing it near the minor RR on the board.



DEER VALLEY GAME COMPANY

www.dvgc.com

copyright 2016, G. Myers