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18BL – Bergisches Land

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1. Introduction

The Bergisches Land is a low mountain range region east of the Rhine river and south of the Ruhr area. The region became famous during the period of its early industrialization in the 19th century. At that time Wupper Valley was a historical Silicon Valley. Its twin cities Barmen and Elberfeld were the trading- and industrial capitals of Prussia at that time. The industrial growth led to the foundation of several railway companies in this area. The first one was the Deilthaler Eisenbahngesellschaft which started in 1831 with the transport of coal from Essen to Vohwinkel. The second one was the Düsseldorf-Elberfelder Eisenbahn starting operation in 1838. The initial purpose of this railway was the transport of raw materials from the Düsseldorf river port to the manufactories in Elberfeld.

Another milestone of railway history in this region was the construction of the Müngstener Bridge, the highest railway bridge in Germany. The bridge is 107 meters high and spans the valley of the Wupper River, connecting the industrial cities of Remscheid and Solingen. The bridge was a masterpiece of Victorian-era engineering. For its time, it was a highly sophisticated structure. It astonished the local population, many of whom had had little exposure to such state-of-the-art engineering work. The bridge's official inauguration celebration took place on 15 July 1897. It is still in use after more than 120 years of existence!

18BL-Bergisches Land is a mixture of elements of 1830 and 1835 plus some unique features. At first the 6 private companies will be auctioned among the players. All of the privates have a special function which can be used by the railway corporation which purchased them. The railway corporations receive only the money for their certificates sold to the players. Dividend for certificates in the Initial Offering remain with the bank, dividends for the certificates in the Bank Pool are paid into the companies' treasuries.

In addition to the normal trains there are rail busses which are available from the green phase onwards. The latter cost less than the trains but they generate also less income. Their routes may include one city only while the other stops are towns. They cannot run to the red off-map connections. However there are a limited number of trailers which can be used together with the rail busses and will double the income of towns included in routes of the rail busses.

When paying dividends the director of a railway corporation can choose between 100% and 75% pay-out. In the latter case the remaining 25% will go to the corporation's treasury. The stock value may even increase with a 75% dividend when the total payment is one and a half time the value of the current stock value.

When the game components are spread out in front of you, the following should be available:

1	Map board
1	Stock Market board
1	Initial Offering board
1	Game phases reference sheet
1	Starting Package sheet (<i>front</i>) / Explanation of Game Materials (<i>back</i>)
1	Tiles upgrade sheet
58	Yellow tiles
48	Green tiles
37	Brown tiles
3	Grey tiles
1	Orange tile depicting the Müngstener Railway Bridge
23	Train cards (<i>7 x 2-train, 4 x 3-train, 3 x 4-train, 3 x 5-train, 2 x 6-train, 4 x 3+3-train</i>)
9	Rail bus cards (<i>3 x SB3, 2 x SB4, 2 x SB5, 2 x SB6</i>)
7	Rail bus trailer tokens (<i>3 x BW-A, 4 x BW-B</i>)
6	Player cards No. 1 to 6
6	Private company certificates
72	Certificates of 8 Railway Corporations (<i>1 x 20% and und 8 x 10% certificates each</i>)
8	Cards „corporation XYZ is floated“
8	Corporation charters

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22	Station tokens
8	Stock value tokens
8	Par Price tokens
8	Income tokens to indicate the last income of each corporation <i>(Luxury edition only)</i>
1	Token for indicating Stock Rounds and Operating Rounds
2	Brown wooden little rods for placing on impassable hex borders
3	Access Tokens (20 x 20 mm)
8	Denominations of game money <i>(1, 2, 5, 10, 20, 50, 100, 500, total 10,000 Mark)</i>
1	Dividend pay-out table <i>(Luxury edition only)</i>
1	"Priority Deal" card
1	Final Score sheet
1	Rules

2. Game Preparations

One player will be the banker. He should have enough space to lay out the game money (10,000 Mark) and other game components.

2.1 Starting Order

The banker deals each player a player card. According to their player card number's the player take their seating position in relation to the banker's place. The player who holds the play card with the lowest number receives the Priority-Deal card and begins the Starting Round.

2.2 Starting Capital

The starting capital depends on the number of players. Each player will start with:

2 Players	1.000 Mark
3 Players	700 Mark
4 Players	525 Mark
5 Players	425 Mark
6 Players	370 Mark

2.3 Display of the Game Components

The map board will be placed in the middle of the table. Adjacent place the Stock Market board, the Initial Offering board and the Starting Package sheet.

Place the two brown little rods on the map on the hex borders of hex G5 (*Vohwinkel*) which show a brown bar.

The following game material will be placed onto the **Initial Offering board**:

- The certificates of each Railway Corporation onto the box with the corresponding logo. The Director certificate on top of each stack. Place below the 4th certificate of each stack the card "corporation XYZ is floated".
- The train cards will be sorted by purchase price in descending order (Type 2-trains on top) and placed onto the box "Lok / Trains" with the heading "not available". Subsequently the type 2-trains will be moved to the box "Lok / Trains" with the heading „available trains“.
- The rail bus cards will be sorted by purchase price in descending order as well (type SB3 on top). The stack will be placed onto the "not available"-box of rail busses.
- At least the rail bus trailer tokens will be placed onto the "not available" section of the box „Beiwagen / Rail bus trailers“.

Commentary: The "available" section of the rail bus trailer box is empty at the start of the game. As soon as the green phase begins, the rail bus trailer token type BW-A will be moved onto the "available" section of the same box. With the start of the brown phase the rail bus trailer tokens type BW-B will be moved there as well.

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The following game material will be placed onto the **Starting Package sheet**:

- The six certificates of the Private Companies are placed on the corresponding boxes.
- The three access tokens are placed on top of Private Company No. 4.
- One rail bus trailer tokens type BW-A will be moved onto Private Company No. 5.

The charters of the Railway Corporation will be laid out. The complete possession of a Railway Corporation, such as railway vehicles, treasury, unused station tokens and possibly an access token, will be kept on these charters throughout the game. Especially the money of the treasury has been kept separate from the private cash of the players.

Lay out the yellow tiles, sorted by numbers beside the map board in order to give the players an idea what track they can possibly build during the first Operating Round.

3. Starting Round

In the Starting Round the certificates of the Private Companies will be sold in the order of their numbering. A Private Company may not be purchased before the preceding Private Company has been sold. Starting with the player who holds the Priority Deal and then in clockwise order each player may perform one of the following actions:

- a) either purchase the not yet sold Private Company with the lowest number,
- b) or Place a bid on one Private Company with a higher number,
- c) or pass.

This procedure is continued until all Private Companies have been bought by players.

Bids for a Private Company must be at least 5 Mark or a multiple of 5 Mark higher as its purchase price or the highest preceding bid for this company. The players must place the money for the bid onto the Starting Package sheet, adjacent to the Private Company's certificate. This money may not be used for any other purchase or bid as long as the related Private Company has not been sold. A player who has placed a bid on a certain Private Company must not increase this bid in a following turn. However the player may do so and add more money to increase the latest bid. A first bid is already sufficient to take part at the possible auction of this Private Company. A player may make a bid for another Private Company in the next turns.

When a player has purchased a Private Company and there is only one bid for the next Private Company, the player who has placed this bid receives the certificate automatically without an auction, while the money which has been bid goes to the bank.

If two or more players have been made bids for the same Private Company, an auction takes place. Only players who have placed a bid on this Private Company may take part in this auction. The player to the left of the player with the highest bid so far starts the auction. This player either increases the highest bid by at least 5 Mark or a multiple of 5 Mark or passes. The auction continues clockwise. A player which passes is out of the auction. After all player but one have passed, the remaining player pays the last bid to the bank by using the money already placed onto the Starting Package sheet. The other players take back the money they have bid for this Private Company. The Starting Round will be continued with the player to the left of the player which has purchased a Private Company without an auction.

If all players have passed before the **Solinger Kleinbahn** has been sold, the banker offers this Private Company to the players in turn order for a purchase price which is reduced by 5 Mark. If no player wants to buy the Solinger Kleinbahn for the reduced price the price is reduced again by 5 Mark. This procedure will be repeated until a player buys the Solinger Kleinbahn. If no player is willing to do so, the starting player must take this Private Company for free. This counts as a purchase and the Starting Round will be continued by the player to the left of the buyer.

If all players have passed before the **Cöln-Crefelder Eisenbahngesellschaft** has been sold, the Starting Round will be adjourned and the bank pays out the revenue of all Private Companies which have already been sold. This will be repeated until the Cöln-Crefelder Eisenbahngesellschaft has been purchased by a player.

4. First Stock Round

4.1 Procedure of the First Stock Round

The First Stock Round begins with the player who possesses the most private cash after the Starting Round. Every time during the a players turn the player may carry out one of the following actions:

- found a Railway Corporation by purchasing the Director certificate of a corporation from the Initial Offering,
- buy a certificate of a Railway Corporation already founded,
- pass.

During the First Stock Round they players may not sell any certificates.

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4.2 End of First Stock Round

After all player have passed in consecutively the Frist Stock Round is finished. The player to the left of the last buyer of a certificate receives the Priority Deal and will be starting player for the next Stock Round.

The banker checks whether a Railway Corporation has been floated (see 7.3 Floating of a Railway Corporation).

The game continues with an Operating Round.

But let us first see what the players can acquire during the Starting Round and the Stock Rounds.

5. Certificates of the Starting Package

5.1 Private Companies

The Starting Package sheet contains six Private Companies. The bank pays the owners fix revenues at the beginning of every Operating Round. The Private Companies will either close after the use of their special functions or immediately at the start of the brown phase.

Private Companies may be purchased by Railway Corporations either in the yellow phase or in the green phase during the buying corporations turn in the Operating Round. The purchase price can be negotiated freely between buyer and seller but may not be lower than 50% and higher than 200% of the printed value.

Private Companies' certificates count against the certificate limit (see 7.2 "Certificate Limit and Share Limit").

Commentary: The figures on the certificates of the Private Companies have a coloured background. This colour indicates the phase when the company may be acquired by a Railway Corporation.

Private Companies No. 1, No. 2 and No. 3 owned by a Railway Corporation entitle this corporation to place a tile on a specific hex on the map. This tile placement replaces the normal tile placement action of the corporation. In addition the acting corporation must have an access to the hex in question via an unblocked track link of any length from one of its stations.

5.2 Private Companies' Special Functions

No. 1 Solinger Kleinbahn	Preis 25 Mark	Revenue 5 Mark
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The Solinger Kleinbahn may be purchased by a Railway Corporation during the green phase.

As long as the Solinger Kleinbahn is owned by a player no tile may be placed on hex **J4**. When the Solinger Kleinbahn is owned by a Railway Corporation this corporation may either place a tile there or allows another corporation to do so.

Tile placement on hex **J4** closes the Solinger Kleinbahn.

If there is no tile on hex **J4** at the beginning of the brown phase the placement restrictions ceases and any Railway Corporation may place a tile there.

No. 2 Deilthaler Eisenbahngesellschaft	Price 50 Mark	Revenue 10 Mark
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A Railway Corporation may buy the Deilthaler Eisenbahngesellschaft during the green phase.

The owning corporation of the Deilthaler Eisenbahngesellschaft may upgrade hex **F6** (Elberfeld/Barmen) to green for free. This action closes the Deilthaler Eisenbahngesellschaft.

If another corporation has already upgraded hex **F6** to green the Deilthaler Eisenbahngesellschaft will be closed at the beginning of the brown phase.

No. 3 Müngstener Brückengesellschaft	Price 80 Mark	Revenue 10 Mark
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The Müngstener Brückengesellschaft may purchase by a Railway Corporation already during the yellow phase.

A Railway Corporation which owns the Müngstener Brückengesellschaft may place tile # 1961 onto hex **I5** without costs. This action closes the Müngstener Brückengesellschaft immediately.

Other corporations may place tile #1961 onto hex I5 if they pay the printed costs on the hex from their treasury. In this case Müngstener Brückengesellschaft will be closed at the beginning of the brown phase.

No. 4 Eisenhüttengesellschaft	Price 100 Mark	Revenue 15 Mark
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The Eisenhüttengesellschaft can be sold to a Railway Corporation already during the yellow phase.

The buying Railway Corporation receives in addition to the Private Company's certificate three **access tokens**. One of these access tokens the corporation uses it for itself and places the token on the indicated grey box of its charter. The other two access tokens were placed in the treasury box. Other Railway Corporations may purchase an access token in the treasury box for 60 Mark and place them

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on the appropriate box of their charters. The owning corporation of the Eisenhüttengesellschaft cannot prevent the purchase of access tokens from its treasury box.

Access tokens may not be purchased directly from the Private Company No. 4.

At the beginning of the brown phase access tokens still in a treasury will be transferred to the Bank Pool. The same applies to access tokens of the Private Company still owned by a player at this moment. The access token can now be purchased from the bank.

Access token once placed onto the access token box of a charter may not be sold again.

An access token entitles the owning corporation to run their trains to and through hex **P12**.

No. 5 Düsseldorfer Eisenbahnbedarfs-Gesellschaft	Price 120 Mark	Revenue 20 Mark
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Purchase by Railway Corporations is during the green phase possible.

The buying Railway Corporation receives in addition to the Private Company's certificate a **rail buss trailer token** type BW-A. The Private Company will be closed as soon as the rail bus trailer has generated income for the first time.

A Railway Corporation which acquires the Düsseldorfer Eisenbahnbedarfs-Gesellschaft is not obliged to own a rail bus at the moment of the purchase.

No. 6 Cöln-Crefelder Eisenbahngesellschaft	Price 180 Mark	Revenue 25 Mark
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From the yellow phase onwards the player who owns the Cöln-Crefelder Eisenbahngesellschaft may exchange this Private Company against 20% shares of the **RhE**. This exchange is in addition to the normal action during the payer's turn in the Stock Round. If the owner already possesses more than 50% of the RhE this exchange is not possible. The exchange is also impossible when the owner has already sold RhE certificates during the same Stock Round. This exchange closes the Cöln-Crefelder Eisenbahngesellschaft.

Alternatively the player who owns the Cöln-Crefelder Eisenbahngesellschaft may sell this Private Company to a Railway Corporation during the green phase. In this case the exchange against shares of the RhE is no longer possible. The Cöln-Crefelder Eisenbahngesellschaft in possession of a railway corporation will be closed after the beginning of the brown phase.

6. Railway Corporations

6.1 General

A Railway Corporation is founded when a player buys its Director certificate from the Initial Offering (*for details see 7.1 "Purchase of Stock Certificates"*). As soon as 50% of a Railway Corporation's shares have been bought from the Initial Offering the corporation is floated. The banker hands over the corporation's charter together with the station tokens to the corporation's Director. The corporation receives the par price value for its shares already sold into its treasury. The Railway Corporation becomes active in the next Operating Round..

The following Railway Corporations take part in 18BL-Bergisches Land:

Code	Name	Starting Hex	Stations
BME	Bergisch-Märkische Eisenbahn-Gesellschaft	Barmen	3
CME	Cöln-Mindener Eisenbahn-Gesellschaft	Köln	3
DEE	Düsseldorf-Elberfelder Eisenbahn-Gesellschaft	Elberfeld	2
MEG	Märkische Eisenbahngesellschaft	Lüdenscheid	3
OV	Oberbergische Verkehrsgesellschaft	Gummersbach	3
RhE	Rheinische Eisenbahn-Gesellschaft	Düsseldorf	3
RSE	Rhein-Sieg-Eisenbahn-AG	Köln	3
WEG	Westdeutsche Eisenbahn-Gesellschaft	Hagen	2

6.2 Directors

The player who founds a Railway Corporation becomes its first Director, which is indicated by the Director certificate. Only the Director decides about the Railway Corporation's actions when it is active during the Operating Round. However the other shareholder may provide advice.

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6.3 Change of Directorship

A player remains Director of a Railway Corporation until another player holds more shares of this corporation than the current Director. In the moment this has occurred a change in directorship takes place. The player with the most shares of that corporation becomes its new Director. If more than one player owns the same amount of shares but more than the current Director, the next qualified player to the left of the old Director takes over the directorship.

A player may voluntarily quit a directorship by selling certificates of the corporation into the Bank Pool. However the player may do under certain conditions only:

- Another player holds at least 2 certificates (= 20%) of this corporation.
- The Director must be able to sell enough shares without exceeding the 50% share limit of the Bank Pool.
- The current Director holds less shares of the corporation than another player(s) after the sale.

If all conditions are met, the current Director announces how many shares of the Railway Corporation going to be sold. As the Director certificate may never be sold into the Bank Pool, the Director certificate will be exchanged against two 10% certificates of the same corporations from the new Director. Then the former Director places the announced certificates into the Bank Pool.

The new Director receives the Railway Corporation's charter with everything on it.

7. Stock Rounds

Beginning with the player who holds the Priority Deal all players act in clockwise order. A Stock Round will continue until all players have passed consecutively. The player who sits to the left of the last buyer of a stock certificate receives the Priority Deal. If there has been no purchase action during a Stock Round the Priority Deal remains with the current owner.

Each time during a player's turn the player may carry out one of the following actions:

- a) sell any number of stock certificates
- b) sell any number of stock certificates and buy one stock certificate afterwards
- c) buy one stock certificate
- d) pass

A player who has passed may have another turn in the same Stock Round if at least one other player has performed action a), b) or c).

The player who owns the Cöln-Crefelder Eisenbahngesellschaft may exchange this Private Company against certificates of the RhE. As this exchange does neither count as a purchase nor as a sale, the exchange does not prolong a Stock Round.

7.1 Purchase of Stock Certificates

A player can freely choose between "new" certificates from the Initial Offering and "old" certificates from the Bank Pool.

The first available certificate of each Railway Corporation is always the Director certificate. The player who purchased a Director certificate must determine the Par Price of the Railway Corporation by placing one of the corporation's token onto one of the boxes of the Par Price table on the Stock Market board. The size of a box does not limit the number of Par Price tokens which can be placed in each line there. Another token of the same Railway Corporation, called the stock value token, will be placed in a blue space of the stock value table with the corresponding value. With the stock value token the actual stock value of a 10% share of a corporation will be indicated during the course of the game. If there is already another stock value token in the same space, the new stock value token is placed below the tokens already there. This principal is generally valid when a stock value token enters a space already occupied by other token(s).

A player may only buy stock certificates from the bank, either from the Initial Offering at Par Price value or from the Bank Pool at actual stock value. Certificate deals between players are not permitted. When acquiring a stock certificate from the Initial Offering the purchase price goes into the corporation's treasury if it is already floated. In the other case the purchase price goes to the bank.

Once a player has sold stock certificates of a Railway Corporation the player may not buy stock certificates of this Railway Corporation in the same Stock Round. The player may however buy such certificates during the next Stock Round.

The fact that a player purchases or sells a stock certification guarantees that this player has another turn in the same Stock Round.

7.2 Certificate Limit and Share Limit

No player may own more certificates (stock certificates and Private Company certificates) than the certificate limit allows. Director certificates count as one certificate! The certificate limit depends on the number of players (*see table on the Initial Offering board*). If the stock value token of a Railway Corporation is on the yellow area of the stock value table, the certificates of this corporation do not count against the certificate limit.

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The maximum shares a player may own of an individual Railway Corporation is called share limit. The share limit is normally 60% which comprises the 20% Director certificate and four 10% certificates. However this share limit may be increase to 70% if a player already owns 60% of a Railway Corporation and the purchase of a further 10% certificate is done from the Initial Offering.

If the stock value token of a Railway Corporation is in a brown area of the stock value table, the share limit is suspended and a player may hold 100% of this corporation. In addition the certificates of this Railway Corporation do not count against the certificate limit.

Due to a change of the actual stock value or the loss of a directorship the certificate limit or the share limit of each player can be altered. A player who owns more certificates as these limits allow must immediately sell certificates at the next opportunity in order to comply with the limits again.

Commentary: Exceeds a player for example the certificate limit because the stock value token of a corporation has been moved from the yellow area to a white space the player must only sell sufficient certificates to move the stock value token back into the yellow area. The same applies for a stock value token in the brown area.

7.3 Floating of a Railway Corporation

When 50% of the shares of a Railway Corporation have been acquired from the Initial Offering this corporation is floated. The banker hands over the corporation's charter including the station token and 5 times the par price value for the treasury to the player holding the Director certificate. From now on the selling price for certificates of this corporation goes no longer to the bank but into the corporation's treasury.

7.4 Selling Stock Certificates

Certificates sold by a player are placed into the Bank Pool and may be bought again by other players. The selling player receives the actual stock value of the sold certificates which has been valid before the sale has taken place from the bank.

A player may sell any numbers of certificates per turn with the following restriction:

- No sales during the First Stock Round.
- There may be no more than 50% of a Railway Corporation's shares in the Bank Pool.
- No sales of certificates of a corporation which has not performed an Operating Round.
- The Director certificate may not be sold into the Bank Pool (see 6.3. "Change of Directorship").

When a player sells certificates of different Railway Corporations during the same turn the player must state in which order the sales will be carried out.

7.5 Stock Value Adjustments due to Sale of Stock Certificates

If a player sells certificates of a corporation, the corporation's stock value token is adjusted one space down for each 10% sold. If the stock value token has already reached the bottom space of a column, no further adjustments are made. The only exceptions from this rule are the two spaces in the brown area which contain a red arrow.

If a stock value token is to be moved onto an already occupied space then it is placed underneath the token(s) already there.

In the case a stock value token has been moved into the red area of the stock value table due to sales of certificates, the corresponding Railway Corporation will be closed immediately and removed from the game. All station tokens of this corporation will be removed from the map board as well as the corporation's tokens from the Stock Market board. The corporation's certificates are taken out of the game without any compensation. The property on the charter will be treated as follows: the treasury goes into the bank, the rail vehicles and access tokens are moved into the Bank Pool and the Private Companies' certificates are removed from the game.

7.6 Stock Value Adjustments at the End of a Stock Round

At the end of each Stock Round the banker checks whether all certificates of a Railway Corporation are hold by players. The stock value token of these Railway Corporations will be moved one space up on the stock value table. A stock value token already on the top space of a column will not be moved further.

8. Operating Rounds

After each Stock Round follow 1, 2 or 3 Operating Rounds depend on the game phase. During the Operating Rounds the Railway Corporations are active.

8.1 Order within an Operating Round

At first the bank pays out the revenue of the Private Companies to their owners.

Then all Railways Corporation which have been floated acting in the order of their current stock value starting with the highest stock value.

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If there are several stock value tokens on the same space of the stock value table, the Railway Corporation whose stock value token is on top goes first. When there are stock value tokens on different spaces with the same value, the corporation whose stock value token is the furthest to the right has priority.

8.2 A Corporations Turn during an Operating Round

During its turn in the Operating Round a Railway Corporation can carry out the below stated activities in exactly the same order:

1. Place a tile (*voluntarily*)
In its first Operating Round a Railway Corporation can either place two yellow tiles or upgrade a hex. In the following Operating Rounds the corporation may choose between
 - Place a yellow tile **or**
 - Replace an already placed tile (from the green phase onwards) **or**
 - Upgrade a pre-printed (*from the green phase onwards*)
2. Place a station token (*voluntarily*)
3. Run owned trains and rail busses (*mandatory when rail vehicles and route available*)
 - calculate income
 - pay out as dividend (*100% or 75%*) or save into the treasury
4. Adjust stock value (*mandatory*)
5. Purchase railway vehicle(s) (*mandatory if neither train or rail bus owned*)

At any time during its turn a Railway Corporation may buy a Private company if the preconditions are fulfilled.

The Operating Round is finished when all floated Railway Corporations have performed their turn. It follows either another Operating Round or a Stock Round.

8.3 Track Building

8.3.1 Basic Rules

The map board features a hexagonal grid superimposed over a map of the Bergisches Land and adjacent areas. The hexagonal track tiles may be placed on this grid to construct routes joining the various cities/towns/off-board-destinations portrayed on the map. On red and grey map fields no track tile may be laid.

At the beginning of the game (yellow phase), only yellow tiles are available. The track on the tile placed must be a direct continuation of a route already accessible to the Railway Corporation laying the tile. The new track must be connected with a station token of that Corporation and may not be laid if station tokens of another Railway Corporation block this connection. A route or track link is considered to be blocked when the route goes through a city where all station places are occupied by station tokens of other corporations.

During its first Operating Round a Railway Corporation may place two yellow tiles or upgrade on tile (*see 8.3.3 "Upgrading Tiles"*).

On hexes with no cities (*large white circles*) or towns (*dark green dots*) only tiles without cities and towns may be laid. Tiles with a black crossbar may be laid on a hex with one town only. The tiles with white circles are exclusive for hexes with a city.

Some hexes with a city or two towns contain letter codes. On these hexes only tiles with the same letter code may be placed. These tiles may not be used for any other hex.

No tile may be laid so that track runs into a blank side of a red map field (*without a black arrow*), runs off the map grid or against the brown bars representing impassable hex borders.

A tile may be laid so that it does not connect with track on another adjacent tile provided that all other rules have been observed.

There are amounts stated in hexes containing a river or a mountain symbol. When placing a tile on such a hex the acting Railway Corporation has to pay the stated cost before laying the tile from its treasury. The costs are only due for the first tile laid there whereas further upgrade is free of charge.

8.3.2 Special Cases for Track building

On **hex I5** only tile # 1961 may be placed. When laying this tile the two preprinted tracks must be connected. All Railway Corporation which have access to hex I5 may place tile # 1961 there. The Railway Corporation which owns the "Müngstener Brückengesellschaft" can place the tile for free while all other corporations have to pay the cost shown on this hex.

No tile may be placed on **hex J4** as long as the „Solinger Kleinbahn“ is owned by a player which ceases with the beginning of the brown phase. When this Private Company has been purchased by a Railway Corporation this corporation may either place a tile on hex J4 or entitle another Railway Corporation to do so. In both cases the tile laying corporation must have access to this hex.

8.3.3 Upgrading of Tiles and pre-printed Hexes

Instead of laying a yellow tile, a Railway Corporation may upgrade an existing tile or a pre-printed hex. The upgrading is possible as soon as the correspondent phase has been started.

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- Yellow tiles may be upgraded with green tiles
- Green tiles may be upgraded with brown tiles
- Brown tiles may be upgraded with grey tiles

A Railway Corporation may only upgrade a tile or pre-printed hex if it has an unblocked continuously traversable track link between one of the corporations station token and a new track on the tile after placement. For the upgrade of a city hex or a town hex the unblocked access to any of the tracks on the new tile is sufficient. That means, that a city tile which is completely occupied by station tokens of other Railway Corporations may be upgraded if all other conditions were be met.

The upgrading tiles must maintain all connections and tracks existing prior to the upgrade.

Tiles without cities/towns may not contain cities/towns after the upgrade. Hexes with cities must contain cities after the upgrade; however the number of station places may be increased.

Similarly tiles with towns can only be upgraded with tiles containing towns as well.

Certain tiles or pre-printed hexes have a letter code, e.g. "D" for hex E1. In this case an upgrade is only possible with tiles containing the same letter code. These tiles may not be used for upgrade tiles without the same letter code.

An upgraded tile is removed from the map and may subsequently be used again.

Some pre-printed hexes show costs. These have to be paid by the upgrading Railway Corporation prior to the tile placement. Exceptions to the payment depend on the ownership of certain Private Companies.

The **hexes Q3** and **C5** show the letter code „P“. Any yellow city tile without a letter code may be placed there. An upgrade of these hexes to green is possible with a green city tile without a letter code as well. For the upgrade to brown the tile # 1963 with the letter code "P" must be used. As the pre-printed letter code on the map will be covered with a green tile, there is a little brown hexagon with a "P" near these hexes as a reminder to this special upgrade rule. The tiles # 1963 may not be placed on any other hex.

8.4 Placing Station Tokens

Each Railway Corporation starts in the hex where its code is shown on a station place. There its first station token (*the home station*) will be place for free when it is acting for the first time during an Operating Round. In every Operating Round a Railway Corporation may place one additional station token as long as there are station tokens available on its charter.

Station tokens can only be placed on city tiles where an empty station place (*large white circle*) is available. A corporation may not place more than one of its station tokens on the same hex. Once placed on the map board a station token may neither be moved on the map board nor eliminated. Station tokens have the following purposes:

- On every route a Railway Corporation runs its trains must be a station token of this corporation.
- With station tokens the routes of other Railway Corporations can be blocked which reduces both, their income and their option for track building.
- Each tile laid by a Railway Corporation must be connected via an unblocked continuously traversable track link to one of the stations of this corporation.

While the home station is for free the second station placement cost 40 Mark and the third (*if available*) costs 100 Mark.

A Railway Corporation can only place another station token, when there is an unblocked continuously traversable track link to one of its other stations.

On a hex with the home station of a not yet floated Railway Corporation other corporations may only place a station token if there is another empty station place available.

Commentary: It is recommended to place the stations tokens on the hexes with the home stations upside down at the beginning of the game. This has two advantages. First every player can clearly see where each Railway Corporation will start. Secondly the upside down station tokens will be transferred onto an upgrading tile and will continue to mark the home station. Upside down station tokens will not block the hex.

8.5. Operating Railway Vehicles

8.5.1 General Operating Rules

A Railway Corporation may run each of its vehicles (trains and rail busses) once per Operating Round. They vehicles must use an unblocked continuously traversable route which includes a station of the active corporation. At junctions the route may not turn but follows the normal driving direction. A route may enter a city or town via any track but must use a different track when leaving.

A route comprises of at least one city with the Corporation's station token and another town, city or red off-board destination which are connected by track with the Corporation's station.

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A route may not use the same part of the track twice regardless how short it is. Separate tracks on the same tile may be used by the same route. The same city, town or red off-board connection may be used only once by a route. However tiles with two separate towns may be included in the same route provided that all other rules were respected.

A route may start or end at a city whose station spaces are entirely occupied by station tokens of other Railway Corporations but may not run through such a city. Red off-board destinations are also either start or end of a route. Cities with an empty station place do not block a route.

A Railway Corporation which owns several railway vehicles must use a completely different route for each of them. In cities or towns the routes may meet and even cross as long as separate tracks on such tiles were used. Junctions (e.g. on tile # 23) can only be used by one route because two tracks merge here into one.

8.5.2 Operating the different Kinds of Railway Vehicles

The route length of railways vehicles depends on the figure in the top left corner of a train or rail bus card. The number of cities, towns and red off-board destinations included in a route may not exceed this figure. No towns or cities on the route may be skipped.

For trains of **type 2** to **type 6** the top left figure on the train card is its maximum route length.

The route of a **3+3 train** is limited to a total of three map fields containing towns, cities and red off-board destinations. However this train type uses this route twice which is an exception from the standard rule stated above.

The figure on the rail bus card indicates the maximum number of towns and cities for a route. Only one city may be included in this route. Rail busses do not run routes to red off-board destinations but may include the grey field of the EHG.

The rail bus trailer can only be used together with a rail bus. If a Railway Corporation which owns a trailer also possesses several rail busses, it may use the trailer together with a different rail bus each Operating Round.

8.5.3 Special Cases

The grey **field P12** where the **EHG** is located can only be part of a route when the acting Railway Corporation possesses an „Access Token“ (see 5.2 "Private Companies' Special Functions").

A Railway Corporation which has a station token on the red off-board destination **field R12** may begin a route from there, but may never run a route through this map field.

8.6. Revenue Calculation and Utilisation

8.6.1 Calculate Revenue

The revenue of a Railway Corporation is the income of all routes of its railway vehicles. The income of a railway vehicle is the sum of the value of all cities, towns and off-board destination which are on its route. The value of the cities and the towns is shown in little white circle on the hex. The red off-board destination and the grey field P12 (EHG) have different incomes according to the actual game phase. These incomes are shown in little boxes with the color of the game phases.

For the trains of **type 2** to **type 6** the income of their routes is the total add up of value of the cities, towns and off-board destination on this route.

For the trains of type 3+3 the three values of the applicable map fields will be doubled.

For rail busses without trailers count the value of one city and the value of towns on the route.

For rail busses with a trailer the value of the towns will be doubled but not the value of the grey field P12 (EHG).

The total revenue of Railway Corporation will be rounded down to full 10 Mark.

8.6.2 Revenue Usage

The revenue achieved by the routes will be paid out by the bank. The Director of the Railway Corporation decides how to spend it and can choose among the following options:

- a) The revenue will be saved completely and the bank pays the total amount into the corporation's treasury.
- b) **100%** of the revenue will be paid out as dividend. The bank pays each owner of certificates of the acting Railway Corporation 10% of the total revenue per share they hold. The dividend for certificates in the Initial Offering remains with bank. The dividend for certificates in the Bank Pool goes into the corporation's treasury.
- c) **75%** of the revenue will be paid out as dividend. The remaining 25% will be saved for the corporation's treasury. The exact split of the revenue amount is indicated in a table on the right side of the map board. The treatment for certificates not hold by players is the same as for 100% dividend payout.

8.7 Stock Value Changes during an Operating Round

Due to the utilisation of a corporation's revenue different situations apply:

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- No dividend:** the Railway Corporation either saved the revenue or had no income at all. The stock value will be reduced and the stock value token is moved one space to the left on the stock value table. If the stock value token was already on a space with a red arrow, it is moved one space in the direction indicated by this arrow. A stock value token's move into the red area of the stock value table will trigger the elimination of the corresponding corporation (*for details see 7.5 "Stock Value Adjustments due to Sales of Certificates"*).
- 100% dividend:** In the case of a full dividend payout the stock value token is moved one space to the right. If the token was already on a space with a green arrow it is moved in the direction indicated by the arrow
- 75% dividend:** The stock value token will only be moved to another space when the total dividend payout is equal or higher than 150% of the current stock value. If this is not the case, the stock value token remains in the same space, but is moved below other tokens which share the same space. Otherwise the token's movement is the same as for the 100% dividend. The minimum stock value at which the stock value token may be moved is indicated on the table on the right side of the map board.

8.8 Purchase of Railway Vehicles

8.8.1 Overview of the Railway Vehicles

In 1 8BL – Bergisches Land there are 3 different kinds of railway vehicles:

- Trains
- Rail busses
- Rail bus trailers

The different kinds of railway vehicles are distinguished by a different functionality (*see 8.5.2 „Operating the different Kinds of Railway Vehicles“*).

Trains			Rail busses (SB)			Limit ^{*)}	Type become obsolete	Rail bus trailer ^{**)}			
Type	#	Price	Type	#	Price			Type	#	Price	Limit
2	7	100 M				4					
3	4	200 M	SB3	3	160 M	4		BW-A	3	60 M	1
4	3	300 M	SB4	2	240 M	3	2				1
5	3	450 M	SB5	2	340 M	3	BW-A	BW-B	4	90 M	1
6	2	600 M	SB6	2	440 M	2	3 / SB3				1
3+3	4	750 M				2	4 / SB4				1

^{*)} The limit is only valid for trains and rail busses.

^{**)} The rail bus trailer limit is separated from the limit for trains and rail busses. In the brown phase a corporation may for example own 2 trains plus 1 rail bus plus 1 rail bus trailer.

A corporation may only purchase new railway vehicles at the end of its turn during the Operating Round. Consequently the newly acquired railway vehicles can only be use from the next Operating Round onwards. A Railway Corporation has several options for purchasing railway vehicles. It may buy from

- the "available"-boxes on the Initial Offering board,
- the Bank Pool providing there are train cards or rail bus cards available,
- another Railway Corporation, but only trains and rail busses.

The purchased price in the cases a) and b) is shown in the top right corner of the train cards and rail bus cards while the price for the rail bus trailer is stated below the picture on the trailer's token. The purchase price has to be paid to the bank.

Purchasing trains and rail busses from other corporations is possible after the beginning of the green phase. The price is freely negotiable but must at least be 1 Mark.

In all cases the purchase price has to be paid completely from the buying corporation's treasury. The only exception from this rule is the forced railway vehicle purchase (*for details see 8.8.4*).

During its turn in an Operating Round a Railway Corporation may buy any number of railway vehicles one after the other up to the current phase's limit for railway vehicles. As soon as the limit is met a corporation may not buy any further railway vehicle even when by this purchase other of its railway vehicles became obsolete.

Every time the first train or rail bus of a new type has been purchased a new phase of the game starts (*for details see 9. "Effect of the new Railway Vehicles"*). The obsolescence of is triggered by both kind of railway vehicles (*e.g. the purchase of the first type 6 train makes both, type 3-trains as well as SB3 rail busses obsolete*). Obsolete railway vehicle cards and tokens are immediately removed from the game.

Rail bus trailer may only be purchased by Railway Corporation which possesses a rail bus. Once bought a rail bus trailer may never be sold to another Railway Corporation. If a Railway Corporation which owns a rail bus trailer sells its last rail bus to another corporation or the last rail bus became obsolete, the trailer remains with the Railway Corporation.

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Cards of railway vehicles which have become supernumerary due to a phase change must be placed into the Bank Pool without compensation. They can be purchased by other corporations.

8.8.2 Availability of Railway Vehicles

New railway vehicles can be acquired as soon as the respective train and rail bus cards or have been placed on the "available"-boxes on the Initial Offering board. Rail bus trailer tokens must have been moved to the box „available“ below the heading Rail Bus Trailer“. At the beginning of the game there are only type 2-trains in the box „available trains“.

At the instant when **all vehicle cards** of the highest type have been bought from either box „available Trains“ or „available Rail Busses“ the vehicle cards of the next type of both vehicle kinds become available. The cards of railway vehicles which have become available will be moved into the corresponding „available“-boxes. The next game phase however will begin when the first card of the new highest railway vehicle type has been purchased. The same applies to a possible obsolescence.

Commentary: The procedure describe above deviates completely from other 18xx games. It is possible that up to three different types of vehicle cards may be placed in an "available"-box.

SB3 rail busses become available after the sale of the last type 2-train.

Type 3+3-trains become available after the purchase of the first type 6-train or the first SB6 rail bus.

The rail bus trailer BW-A becomes available together with the SB3 rail busses and the rail bus trailer BW-B together with the SB5 rail busses.

Example: In the box „available trains“ there are two type 4-trains and one type 5-train. In the box "available Rail busses" there is one SB5 rail bus. After the purchases of the last type 5-train immediately all type 6-trains and all SB6 rail busses will move to the "available"-boxes. The two type 4-trains remain available as they become only obsolete with the purchase of the first type 3+3-train.

8.8.3 Mandatory Railway Vehicle Ownership

Every floated Railway Corporation must own a train or a rail bus at the end of its turn even when it has no route available. A rail bus trailer alone does not meet this requirement. When a Railway Company needs to buy a train or rail bus, it must try to buy the necessary railway vehicle with its treasury only. If the treasury is only sufficient to buy the cheapest railway vehicle from the bank or the Bank Pool the Railway Corporation is obliged to purchase this one. However the Railway Corporation can arrange a railway vehicle purchase from another corporation with the cash available from its treasury.

Example: A Railway Corporation has at the end of its turn no train or rail bus. In its treasury it has 320 Mark. On offer are the following railway vehicles:

Available trains: type 6-train for 600 Mark

Available rail busses: SB5 for 340 Mark and SB6 for 440 Mark

Bank Pool: type 4-train for 300 Mark

When the Railway Corporation cannot arrange a vehicle sale from another corporation it must purchase the type 4-train from the Bank Pool as there it has not enough cash in its treasury to buy any other train or rail bus on offer.

When there is not enough cash in the treasury to buy a train or rail bus from the bank or the Bank Pool and the Director either cannot or will not arrange a vehicle purchase from another Railway Corporation a „Forced Railway Vehicle Purchase“ occurs.

8.8.4 Force Railway Vehicle Purchase

In the event of a „Forced Railway Vehicle Purchase“ the affected Railway Corporation is not obliged to buy a train or rail bus from the Bank Pool. Instead the corporation may choose between the cheapest train and the cheapest rail bus in the "available"-boxes. For the purchase the Railway Corporation must spend its complete treasury first and the Director settles the difference to the purchase price with private cash.

*Example: A Railway Corporation has at the end of its turn no train or rail bus. In its treasury it has **250 Mark**. On offer are the following railway vehicles:*

Available trains: type 6-train for 600 Mark and type 3+3 train for 750 Mark

Available rail busses: SB5 for 340 Mark and SB6 for 440 Mark

Bank Pool: type 4-train for 300 Mark

The Railway Corporation may now either buy the type 6-train or the SB5 rail bus. In the first case the Director has to add 350 Mark in the second case 90 Mark only.

After the forced purchase the Director may not spend other private cash to buy another railway vehicle.

If the director's cash is insufficient to make up the difference, he must sell his own certificates to raise the cash. The director may sell certificates of the acting corporation provided that there is no change in directorship of this Railway Corporation. A change of directorship of another Railway Corporation however is possible. The Director may only sell as many certificates as needed for the forced railway vehicle purchase.

If a Director cannot sell enough certificates to raise the cash needed, the player is declared bankrupt.

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8.8.5 Bankruptcy of a Player

A bankrupt player retires from the game. All Railway Corporation of which the player is still Director (after the latest purchases) are removed from the game (for details see 7.5 "Stock Value Adjustments due to Sales of Certificates"). In addition the Private Company certificates still owned by the player are removed from the game as well. If there are still unsold access tokens on the removed Private Company these will be placed into the Bank Pool. The bankrupt player keeps the private cash which has not been used for purchasing a railway vehicle and all the stock certificates of not removed Railway Corporations which could not be sold to the Bank Pool because of the 50% limit.

9. Effects of the new Railways Vehicles

Each time when the first railway vehicle of a new kind has been bought by a Railway Corporation rule changes occur.

- At the start of the first Operating Round (*yellow phase*):
 - Only yellow tile are available.
 - Limit for railway vehicles is 4 (*rail bus trailer do not count for this limit*).
 - The value in the yellow box is valid for the red and grey map fields.
 - Every Stock Round is followed by one Operating Round.
- With the purchase of the first type 3-train or the first SB3 rail bus (*green phase*):
 - Yellow and green tiles are available.
 - Railway vehicles may be bought from other Railway Corporations with the exception of rail bus trailers.
 - Rail bus trailers may be purchased from the bank.
 - The value in the green box is valid for the red and grey map fields.
 - After the next Stock Round there are 2 Operating Rounds after each Stock Round.
- With the purchase of the first type 4-train or the first SB4 rail bus (*green phase*):
 - Type 2-trains become obsolete.
 - Limit for railway vehicles is 3 (*rail bus trailer do not count for this limit*).
- With the purchase of the first type 5-train or the first SB5 rail bus (*brown phase*):
 - Yellow, green and brown tiles are available.
 - Rail bus trailers type BW-A become obsolete.
 - Rail bus trailers type BW-B may be purchased from the bank.
 - All still existing Private Companies will be closed.
 - The value in the brown box is valid for the red and grey map fields.
 - After the next Stock Round there are 3 Operating Rounds after each Stock Round.
- With the purchase of the first type 6-train or the first SB6 rail bus (*grey phase*):
 - Yellow, green, brown and grey tiles are available.
 - Type 3-trains and SB4 rail busses become obsolete.
 - Limit for railway vehicles is 2 (*rail bus trailer do not count for this limit*).
 - The value in the grey box is valid for the red and grey map fields.
 - Type 3+3-trains may be bought.
- With the purchase of the first type 3+3-train:
 - Type 4-trains and SB4 rail busses become obsolete.

10. End of the Game

10.1 Timing

The game end is triggered when the bank is unable to pay out an amount in full during an Operating Round. The game will be continued until the end of the current set of Operating Rounds. Payments by the bank will now be documented on the Final Score sheet.

Commentary: On the final score sheet the dividends for a 10% share will be entered.

When the bank runs out of money during a Stock Round, each player contributes the same amount of their private cash to the bank. After this Stock Round another set of 3 Operating Rounds will take place before the game ends.

10.2 Winning the Game

All players count their private cash and the value of their stock certificate portfolio. The property of the Railway Corporations does not count at all. The wealthiest player will win the game.

Commentary: It is recommended to use the final score sheet to calculate the total wealth of each player. Add up the dividend entries (see 10.1 "Timing") with the final stock value of each Railway Corpo-

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ration. The total is then multiplied by the number of shares each player owns of that corporation. At the end enter the private cash of each player in the appropriate column.

11. Definitions

Access	A unblocked continuously traversable track between a station of the acting Railway Corporation and the hex where an action will be carried out.
Access token	An access token entitles the owning corporation to run a route to and through the grey field P12 (location of the EHG).
Blocked track	A track leads through a hex where all station places being occupied by station tokens of other Railway Corporations.
Continuous track	A track link which can be run by a train without turning at junctions
Hex	Used for both, a pre-printed hex as well as a placed tile.
Kind of railway vehicles	Trains, rail busses, rail bus trailers
Off-board destination	A red map field which represents an area outside the map.
Rail bus	A railway vehicle which can only run a route containing one city and no off-board destinations.
Rail bus trailer	Vehicle without an engine which can only be used together with a rail bus. A rail bus trailer does not fulfil the requirements of a mandatory vehicle.
Railway vehicles	Trains, rail busses, rail bus trailers
Removed from the game	The game material will be place back into the game box and is no longer available all the rest of the game
Station place	A large white circle on a hex or a red off-board destination field where a station token may be placed.
Stock Market board	Containing Stock Value Table, Bank Bool and Par Price table
Type of railway vehicles	Group within a kind of vehicles; for example type 3-train, type 4-train, SB5 rail bus.
Track link	A continuously track that leads over several adjacent hexes.
Train	A railway vehicle which can run a route containing more than one city and off-board destinations.

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