Rules 18Ruhr-Extension 01 (05. May 2015)

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1. Introduction

18Ruhr-Extension 01 is the first expansion of **18Ruhr Version 2.0**. The rules of the base game remain unchanged. The most important element of 18Ruhr-Extension 01 is the map overlay. Use the map overlay to create two new, smaller maps. One represents the Western part of the Ruhr area and the Eastern part. Both maps are suitable for 3 to 5 players. In addition, there are two new Private Companies, one new Railway Corporation and four 'mixes' MONTAN Corporation. Each of the latter combines both types of industry, as it was the case in reality. These changes makes it necessary to add many other game components as you will see below.

2. Game Components 18Ruhr-Extension 01

1	Map Overlay
1	Overview 18Ruhr West/East
1	Upgrade Table for the new tiles
2	Yellow Hex Fields
1	Green Hex Field
7	Green Tiles
5	Brown Tiles
3	Gray Tiles
2	Certificates for Private Companies
8	Certificates for one Railway Corporation *(1 x 20% Director Share, 1x 20% certificate and 6 x 10% certificates)*
20	Certificates of 4 mixed MONTAN Corporations *(each 1 x 20% Director certificate and 4 X 20% certificates)*
3	Station Tokens
4	Location marker of the mixed MONTAN Corporations *(10x15mm)*
5	Stock marker for indicating the actual stock value of the 5 new Corporations *(4x15mm)*
1	Charter for Dortmunder Hafenbahn
4	Charter of the mixed MONTAN Corporations
3	Wooden marker for the Rhine-Herne-Canal
1	This Rule

3. What is new?

3.1 Private Companies

3.1.1 Rhine-Herne-Canal (RHC)

- The Private Company costs 20 Mark, but has <u>no revenues</u>!
- When the owner during the Operating Round act as Director of a Railway Corporation, they may:
  - a) <u>Upgrade</u> the hexes of **Gelsenkirchen** or **Bottrop** or **Herne** additionally and free of charge. The upgrade is either from yellow to green, green to brown or brown to grey.
  - b) Immediately after the upgrade, the acting Railway Corporation may place a station marker free on the upgraded hex, providing there is a free station place available.
- For both, the upgrade and the placing of the station token, the Railway Corporation do not need to possess a legal link to the hex.

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- The upgrade closes the RHC.
- The purchase of a Capex Card does not close the Private RHC!

3.1.2 Düsseldorf-Elberfelder Eisenbahn (DEE)

- The Private Company costs 60 Mark, and has revenue of 10 Marks per Operating Round.
- The owner may
  a. in an Operating Round, when acting as a Director of a Railway Corporation, build a station free on the hex 'Elberfeld' for that Railway Corporation. The latter does not need a railway link to this hex.
  b. or during the Stock Round, exchange the DEE certificate against a 10% certificate of Railway Corporation from the Initial Offering. After the exchange, th**is** Railway Corporation will receive the stock value of the certificate into its treasury. The exchange is possible from the second Stock Round onwards and counts as a purchase.

  Both, the placing of the station as well as the exchange against the 10% certificate will close the Private. If none of the tow option above has been used, the **DEE** will be closed after the purchase of the first **type 6+6** Capex Card.

3.2 Mixed MONTAN Corporations

The 'mixed' MONTAN Corporations include both types of industry, steel mills and coalmines. In 18Ruhr-Extension 01, there are four historical 'mixed' MONTAN Corporations. The usage of the mixed MONTAN Corporations is optional.

3.2.1 Founding of mixed MONTAN Corporations

There are two different groups of mixed MONTAN Corporations:

- one group may be used for founding a mixed MONTAN Corporation with a coal mine:
  - Dortmunder Union AG (**DU**)
  - Schalker Hütten- und Bergwerksverein (**SHG**)
- the other group needs a steel mill for founding:
  - Phoenix AG (**PAG**)
  - Hoesch AG (**HAG**)

3.2.2 Merging with mixed MONTAN Corporations

After the founding of a mixed MONTAN Corporation, the first merger must carried out with a pMC of a different industry type.

Example: Player A founded the Phoenix AG by using pMC No. 12. The first pMC to merge with the Phoenix AG must be a coalmine pMC.

For the second merging with **DU** and **PAG** use a pMC of the same type as for founding..

For the second merging with **SHG** and **HAG,** players may use any active pMC.

The charters of **SHG** and **HAG** do have a column of development boxes (middle column) which show both industry signs. The Director has the choice to place either coalmine or steel mill development markers onto these boxes. However, the column may contain only one type of industry! During a founding or a merging operation, the usage of the mixed column is optional. Return any development markers not used to the supply immediately.

3.2.3 Purchasing Development Markers

When a mixed MONTAN Corporation purchases a Capex Card, it may split the acquired development markers between the two industry types.

3.2.4 Switch Engines of mixed MONTAN Corporations

Both **DU** and **SHG** do have two development boxes for placing switch engine markers. Each of these spaces is dedicated for the use with one industry type. When acquiring a switch engine the Director decided where to place it. A switch engine marker once placed, must stay there until obsolescence.

PAG has only one box for switch engine marker, which is dedicated for steel industry.

HAG has also one box for a switch engine marker only, but the HAG may use its switch engine for either its coalmines or its steel mills. The Director may choose each Operating round, for which industry a switch marker placed there may be used.

3.3 Dortmunder Hafenbahn (DHB) – Dortmund Harbour Railway

The **DHB** is an industrial railway similar to the **HE** of the base game. The DHB may only floats after the purchase of the **first type 5** Capex Card. Nevertheless, players may buy the DHB certificates before.
The certificates of the DHB consist of the 20% Director's certificate, another 20% certificate and six 10% certificates. The order of acquiring the 10% and 20% certificates is not determined! The DHB starts in hex **F13**.

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3.4 New Tiles

The following new tiles are available:

No.	Colour	Code	Town or Hex	Map	Commentary
Re1	brown	D-Hafen	F13	Ruhr East	
Re2	grey	D-Hafen	F13	Ruhr East	
Re3	green	E	Essen		
Re4	green	GE	Gelsenkirchen	Ruhr West	
Re5	green	GE	Gelsenkirchen	Ruhr East	
Re6	green	B/H	Bottrop, Herne		
Re7	green	B/HB/H	Bottrop, Herne		
Re8	green	B/H	Bottrop, Herne		
Re9	brown	E	Essen		
Re10	brown	GE	Gelsenkirchen	Ruhr West	orientation *)
Re11	brown	GE	Gelsenkirchen	Ruhr East	orientation *)
Re12	brown	B/H	Bottrop, Herne		orientation *)
Re13	grey	GE	Gelsenkirchen	Ruhr West	
Re14	grey	GE	Gelsenkirchen	Ruhr East	
Re15	green	EF	Elberfeld	Ruhr East	

*) After upgrading the harbour must be at the same place as before.

3.5 Miscellaneous

3.5.1 The Construction of the Rhine-Herne-Canal

The construction of the Rhine-Herne-Canal created additional transport resources for the Ruhr area. In some cities along the canal harbours were be built in order to increase the economical attractiveness of those cities. In 18Ruhr-Extension 01 the construction of the Rhine-Herne-Canal is been reflected by the building of the canal's harbours. A harbour is depict by a white anchor within a blue circle on some new tiles.

Place a blue wooden cube on each of the potential harbour hexes, which are Gelsenkirchen **(G8),** Bottrop **(G6) a**nd Herne **(F11).** For these hexes there are green, brown and grey tiles available which show the harbour symbol. After the upgrade to green, remove the wooden cube of the upgraded hex.

> Tiles for Gelsenkirchen: These are marked with **'GE'** and are the only tiles a Railway Corporation may place on ***hex* G8**. Do not place any other tiles may on the Gelsenkirchen hex.
> For each of the two maps (Ruhr-West and Ruhr-East) there is a different **'**GE' tiles!
>
> Tiles for Bottrop /Herne: For these two towns there are three green tiles (Re6, Re7, and Re8) and one brown tile (Re12) available that are marked **'B/H'**. For the first tile placement in yellow on these hexes, standard tiles may be used. When upgrading hex G6 or G8 to green or brown, use the 'B/H' tiles only. Do not place these tiles on any other hex.

When upgrading the harbour cities to brown or grey take care that the harbour sign remains at the same position than before. The harbour counts as a town and provides additional income.

3.5.2 Changes regarding BME

At the beginning of the game, place **two** 10% certificates of the **BME** into the Bank Pool. They count against the 50% shares that are necessary to float the **BME**. When the BME floats, it receives the stock value of these two certificates into its treasury.

3.5.3 Changes of Map Hexes

There are 3 tiles without a tile number that represent overlays for the following map hexes:

- Ruhr West: **G8** (Gelsenkirchen), **J7** (Essen)
- Ruhr East: **G8** (Gelsenkirchen), **F13** (D-Hafen)

3.5.4 Modification of Game Components' Mix

Due to the smaller maps and the lower number of companies, use a lower number of Capex Cards and development markers as stated on the 'Overview Ruhr West/East'.

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4. Game Preparations

4.1 Selection of the Map

At first, players decide which of the two maps they are going to play with, either Ruhr West or Ruhr East. Then place the corresponding overlay onto the map in a way that the hex column numbers of the selected map overlay cover exactly the same column numbers of the base map.

4.2 Placing Hex Overlays

Dependent on the chosen map place the following overlay tiles:

Ruhr West: **G8** Gelsenkirchen (yellow), **J7** Essen (yellow)

Ruhr East: **G8** Gelsenkirchen (yellow), **F13** D-Hafen (green)

4.3 Rhine-Herne-Canal's Marker

Lay one of the blue wooden cubes on each of the hexes **G6**, **G8**, and **F11.**

4.4 Adjust Tiles in Supply

Due to the changed maps, some tiles have to be removed from the supply while some others (new once) have to be added. For details check the section 'Adjustment of Tiles' on the 'Overview 18Ruhr West/East'.

4.5 Adjust Development Marker in Supply

Caused by the different number of MONTAN companies the amount of development markers have to be changed. Consult the section 'Development Markers' on the 'Overview 18Ruhr West/East'. All development markers not mentioned there remove from the game.

4.6 Adjust Number of Capex Cards

As there are fewer active companies on the smaller maps, a reduction of Capex Cards becomes necessary. The new mix is shown in the section 'Capex Cards' on the 'Overview 18Ruhr West/East'. Remove the surplus Capex Cards from the game.

4.7 Select MONTAN-Corporations

Choose two MONTAN Corporations of each industry type (2 steel mills and 2 coal mines).

When playing with the mixed MONTAN Corporations it is recommended to select

for the 18Ruhr West map => **SHG** and **PAG**,

for the 18Ruhr East map => **HAG** and **DU**

Add one MONTAN Corporation of each industry.

4.8 Placing Stock Certificates onto the Initial Offering

The section 'Corporations' on the 'Overview 18Ruhr West/East' indicates which Railway Corporations will become part of the game. Place the certificates of these companies and the certificates of the selected MONTAN Corporations onto the appropriate boxes of the Initial Offering,

Place the charters of these corporations as well as the stock price markers, station markers and the location markers near the map board. Remove all other certificates and markers of the not used corporations from the game.

Place **two** 10% certificates of the **BME** in the Bank Pool.

4.9 Select Scenario for the chosen Map

Select one of the five scenarios shown on the 'Overview 18Ruhr West/East' for each of the two new maps. The charters of the chosen scenario's active pMCs are placed in the Starting Package, which is than completed with 4 Private Companies as shown in the section 'Starting Package' on the Overview table.

4.10 Place pMC's Markers

Lay the location markers of active pMCs on the hexes containing their pMC number. Place the neutral location markers onto the hexes containing a passive pMC's location. Lay the status markers of the active pMCs onto the box 'Order of the pMCs of the Stock Market table by ascending numbers from left to right. The location marker of the passive pMCs should be placed near the map board for possible use during the MONTAN round.

4.11 Adjust Money in the Bank

Adjust the money in the Bank as follows:

18Ruhr West => reduce by 5.000 Marks to 8.000 Mark
18Ruhr East => reduce by 1.000 Marks to 12.000 Mark.

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4.12 Allocate Starting Capital to the Players

The banker pays out the starting capital to the players as shown on the 'Overview 18Ruhr West/East'.

5. Game Play

No changes vs. rules of 18Ruhr Version 2.0