



OPEN RAILS ORIGINS - 18AL

STOCKS

| | | | | | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|------|------|------|------|------|------|------|
| \$0 | \$1 | \$3 | \$5 | \$7 | \$8 | \$9 | \$10 | \$12 | \$15 | \$18 | \$24 | \$30 | \$40 |
| | | | | 8 | 10 | 12 | 14 | 17 | | | | | |

| TURN | ROUNDS | | |
|------|--------|---|---|
| 1 | S | O | |
| 2 | S | O | |
| 3 | S | O | O |
| 4 | S | O | O |
| 5 | S | O | O |
| 6 | S | O | O |

| | TRAINS | | |
|------|--------|----|---|
| \$10 | 2 | 2 | 2 |
| \$20 | 3 | 3 | 3 |
| \$30 | 4 | 4 | |
| \$40 | 5 | 5 | |
| \$60 | 3D | 3D | |
| \$80 | 4D | 4D | |

6 IN SERVICE AT ANY TIME

| INCOME | | | | |
|--------|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |

DISCARD

| | | | | |
|--------|-------|-------|-------|-------|
| AB&C 1 | ATN 2 | L&N 3 | M&O 3 | WRA 3 |
|--------|-------|-------|-------|-------|

| | | | | |
|------|------|------|------|------|
| PRES | PRES | PRES | PRES | PRES |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

STARTING CASH

1 PLAYER
\$60

2 PLAYERS
\$120

3 PLAYERS
\$80

SHARE LIMITS

1 PLAYER
NONE

2 PLAYERS
11

3 PLAYERS
7

TURN ORDER

1. SELL / BUY SHARES
2. BUILD TRACK OR IMPROVEMENTS
3. CALCULATE INCOME
4. PAY OR KEEP DIVIDENDS
5. BUY TRAINS

**IMPROVEMENTS
(ONLY ONE PER ROUND)**

- PLACE 3 TRACK CUBES
- BUILD STATION CUBE STACK
- UPGRADE TOWN
- BUY BACK CUBE (\$10)

STOCK MOVEMENT

- MOVE RIGHT
- PAYING DIVIDENDS
- ALL SHARES PURCHASED AND BUILT TRACK DURING TURN.

- MOVE LEFT
- NO DIVIDEND
- SELLING STOCK

COMPANY CUBES BASED ON STARTING VALUES

THREE SHARES TO START UP COMPANY

2

FIRST STOCK

7

SWAP TRAINS

3

FIRST OPERATION

8

EXTRA ROUND

SPECIAL ACTIONS

- 5- TRADE IN TRAIN
- TRADE IN A TRAIN FOR HALF PRICE.

- 6- TRACK INCOME
- RECEIVE \$1 PER CUBE FOR COMPANY TRACK.

- 7- SWAP TRAINS
- SWITCH ORDER FOR TWO TRAINS IN ONE ROW.

- 8- EXTRA ROUND
- ONE OPERATION ROUND FOR ONE RAILROAD ONCE A GAME.

SPECIAL ACTIONS

- 1 - FIRST MOVE
- CHOOSE FIRST NEXT ROUND
- GO FIRST OR SECOND.

- 2 - FIRST AUCTION
- GO FIRST IN AUCTION.

- 3 - FIRST BUILD
- GO FIRST IN BUILD ORDER.

- 4 - EXTRA TRACK
- BUILD UP TO 4 HEXES ONCE FOR ONE COMPANY.

TRACK BUILDING

PLAINS = \$2
 HILLS = \$4
 SWAMP = \$4
 RIVERS +\$2.

TOWNS AND CITIES = + \$2

2 RRs = ABOVE x 2
 3 RRs = ABOVE x 3

IMPROVEMENTS

- PLACE 3 TRACK CUBES
- PAY FOR TERRAIN x RR'S
- BUILD LINE, 'Y' OR OTHER TRACK BASED ON TURN.

- BUILD STATION
- PAY AND PLACE ONE CUBE ON EMPTY STATION MARKER.

- UPGRADE TOWN
- PLACE MARKER
- PAY \$10 TO ADD \$10 INCOME TO CITY OR TOWN.

- BUY BACK CUBE
- PAY \$10 TO RE-USE ONE DISCARDED CUBE.

1

2

3

1

FIRST MOVE

4

EXTRA TRACK

5

TRADE-IN TRAIN

6

TRACK INCOME