

Set up

Privates dealt out in order. Mandatory purchase

Privates may NOT be sold

Privates DO count for certificate limit

Privates close at phase 3(5T)

Privates do NOT block their home hex

Players:	3	4	5	6	7
Bank:	4500	4500	4500	4500	4500
Start Money:	520	390	310	260	220
Cert Limit	9	7	6	5	4

End of Game

Bank out of \$

Finish the OR (not the set)

Stock Round

Sell/Buy/Sell

Can't sell in 1st SR

No shares sold in unfloated company

No shares sold in company floated in that SR (exc Prussian)

50% Pool limit

IS par price

Down one price per block sold

60% personal limit

Start Up

Pres buys

Strict order of opening with set par prices

Once 50% is sold (company floats), Pres share of next company in tier available

Next tier unavailable 'till previous tier sold out

Corp places home token in SR

50% to float

Incremental capitalization

Token placed in OR

Stock Market Token

Down per block sold

Left if no dividend

Right if dividend

Up if sold out

Operating Round

Privates Pay
Companies

Lay/upgrade tile

Arima is a Y city. \$50 to place tile

\$70 to place XX on Sangre Grande

Place one token {Home token doesn't count}

20 * # hexes from home station (as crow flies)

Run trains Towns do count

"+" Trains add # towns

Pay dividends (none , full)

Pool YES, Treasury --- , IPO NO

Purchase trains

Phase

Available

Price

#

Rusting

OR

Train Limit

Tiles

Corp Start Value

Red Values

Privates

Micl

1		2			
2	2+2	3	3+3	4	4+4
80	120	180	270	360	440
2	1	1	1	1	1
				2	2+2
1	1	2	2	2	2
4	4	4	4	3	3
Y	Y	YG	YG	YG	YG
Low	Low	Middle	Middle	Middle	Middle
	Intercompany T sales				

Phase

Available

Price

#

Rusting

OR

Train Limit

Tiles

Corp Start Value

Red Values

Privates

Micl

3			
5	5+5	6	6+6
500	600	600	720
	1	1	2
		3	3+3
3	3	3	3
3/2/-	3/2/-	3/2/-	3/2/-
YGB	YGB	YGB	YGB
High	High	High	High
Closed			