1849 The Game of Sicilian Railways Federico Vellani

	3	4	4	5
Corporations	5	5	6	6
Start cash	L. 500	L. 375	L. 375	L. 300
Cert limit	12	9	11	9

Bank L. 7,760. With 5 corporations, remove the place card 6, and one each of the 6H, 8H, and 16H.

START INITIAL AUCTION

- An **1830-style auction** of five privates, in L. 5 steps.
- A full round of passes **ends the stock round**: privates pay, then a new one resumes the auction. **P1** comes back L. 5 cheaper each time, and at L. 5 the first player offered it takes it free.

SR STARTING A CORPORATION

- The place cards fix the **order corporations become available**. You never choose which to start: you get the next one.
- No par chart. The president picks **68 or 100**, or **144** from Phase 6 or **216** from Phase 10.
- They buy the president's 20% and may buy 1–2 more shares—up to 40%.
- **Incremental capitalization at 20% sold**.
- One **token fee** buys all its tokens, the free home one included.
- **Garibaldi** picks its home from five cities; if all are full it waits, and returns last in the order.

SR BUY/SELL SHARES

- **Sell any, then buy one or start a corporation**.
- Ten shares, **eight certificates**: the president's 20%, six 10%, and a 20% **last certificate** that is buyable only when no 10% is left in the same place.
- No selling a corporation that has not yet operated.

SR SHARE PRICE

- **End of every SR**: any share in the pool → down one row; nothing in pool *and* nothing in treasury → up one row.
- Tokens reach the **blue zone** only from the first 16H.

OR LAY TRACK

- Terrain is paid **again** on every upgrade.
- Three gauges: **narrow** (dashed), **standard** (solid), **dual** (white). Narrow and standard may dead-end against each other, and both may meet dual.
- New track that is **all narrow** pays a quarter of terrain; any standard or dual pays full.

OR RUN TRAINS

- A run needs **two cities, or a city and a town**: ports do not count toward that. Up to **two ports**, each only as an end—no train runs through one.
- A train changes gauge **only at a town or city**.
- Train size counts **hexes crossed**, not stops; a narrow hex costs 2. The R6H reverses it: narrow 1, standard 2.
- Gray cities pay their first value in Phases 4–6, the second in 8–10, the third after.

OR PAY DIVIDENDS

- Withhold, or no train, **←1** · pay < price **0** · ≥1× **→1**
- At the end of a row the token moves a row instead, along the arrows.

OR ISSUING

- After running trains a corporation may **issue** any number of its own certificates to the pool—one row down per 10%—**or buy one back** at market. Never both, never in its first OR, never past a 50% pool.

OR BUY TRAINS

- Buy from another corporation at ≥ L. 1.
- A corporation may **never sell** a train on its own turn.
- Discarding over the limit is the only way a train reaches the pool.

TROUBLE

- **Emergency raising**, when a trainless corporation with a route can't afford the cheapest train: the president adds cash, then sells stock until it is enough, never losing the presidency. It buys that train and ends on **L. 0**.
- Still short → it all goes to the treasury and the **corporation closes**. A president left with no stock quits on L. 0, or takes a **L. 500 loan** costing L. 750 at scoring.
- **Closure**—the "Closed" box, or failed raising. Tokens, trains, treasury, and privates all leave the game. It restarts later, last in the order.

MESSINA EARTHQUAKE

- On the first 12H, Messina drops to yellow and every token there is lost for good. No upgrade until after the next SR.
- **Garibaldi closes** with it if Messina was its home and it holds no token on another city.

END ENDGAME

- **L. 377** ends the game as soon as that corporation has operated. Or the bank breaks—finish the set of ORs—or one player is left.
- Score cash plus shares at market, minus **L. 750** per loan, floored at 0. Corporate cash and trains count for nothing.

WHAT IT CHANGES

- Players rarely go bankrupt—the **corporation** dies first, taking its shareholders' money with it.
- Incremental capital plus issuing means a corporation funds itself by selling its own stock down.

TRAINS

TRAIN	5CO	6CO	COST L.	OR/SR	LIMIT	SCRAPS	BRINGS
4H	4	4	100	1	4		
6H	3	4	200	2	·		
8H	2	3	350	·	3	4H	
10H	2	2	550	3	2	6H	
12H	1	1	800	·	·		Privates close
16H	4	5	1,100	·	·	8H	
R6H	2	2	350	·	·		

TERRAIN

HEX	NARROW	NORMAL
Plains		
Rough	L. 10	L. 40
Hills	L. 20	L. 80
Mountains	L. 40	L. 160

CORPORATIONS

COMPANY		HOME		FEE
ATA	*Archimede*	M13	Siracusa	L. 30
AFG	*Garibaldi*		President picks	L. 40
CTL	*Lilibeo*	E1	Marsala	L. 40
SFA	*Akragas*	J6	Girgenti	L. 40
IFT	*Trinacria*	H12	Catania	L. 90
RCS	*Sicula*	C5	Palermo	L. 130

PRIVATES

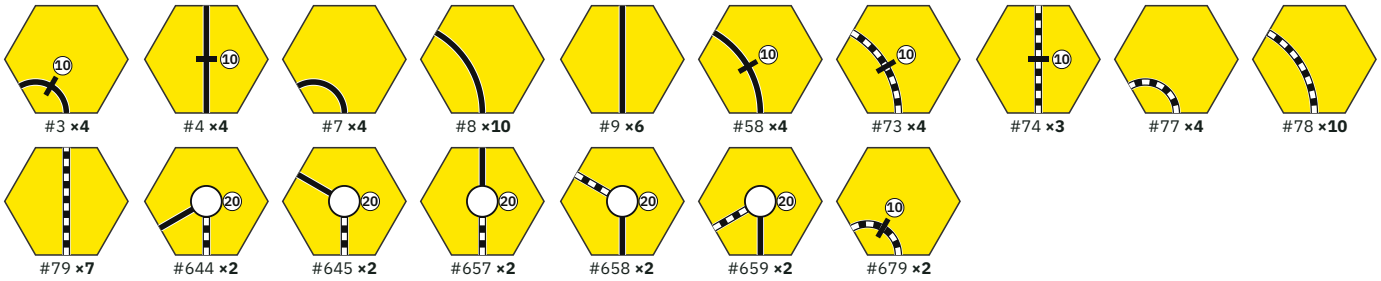
PRIVATE	FACE	PAYS	POWER
P1 Società Corriere Etnee	L. 20	L. 5	Blocks Acireale (G13) until it closes *or a corporation buys it*.
P2 Studio di Ingegneria Incorpora	L. 45	L. 10	Half terrain cost for **standard** gauge only.
P3 Compagnia Navale Mediterranea	L. 75	L. 15	Close to add **+L. 20** to one port **on your own routes**, for good.
P4 Società Marittima Siciliana	L. 110	L. 20	Close in place of the tile *and* token steps: a tile and/or token in any coastal city, no route.
P5 Reale Società d'Affari	L. 150	L. 25	Comes with the president's certificate of the first corporation. Closes when that corporation buys its first train.

1849 Tile manifest

168 tiles · ×N = count in box

Standard · Narrow · Dual

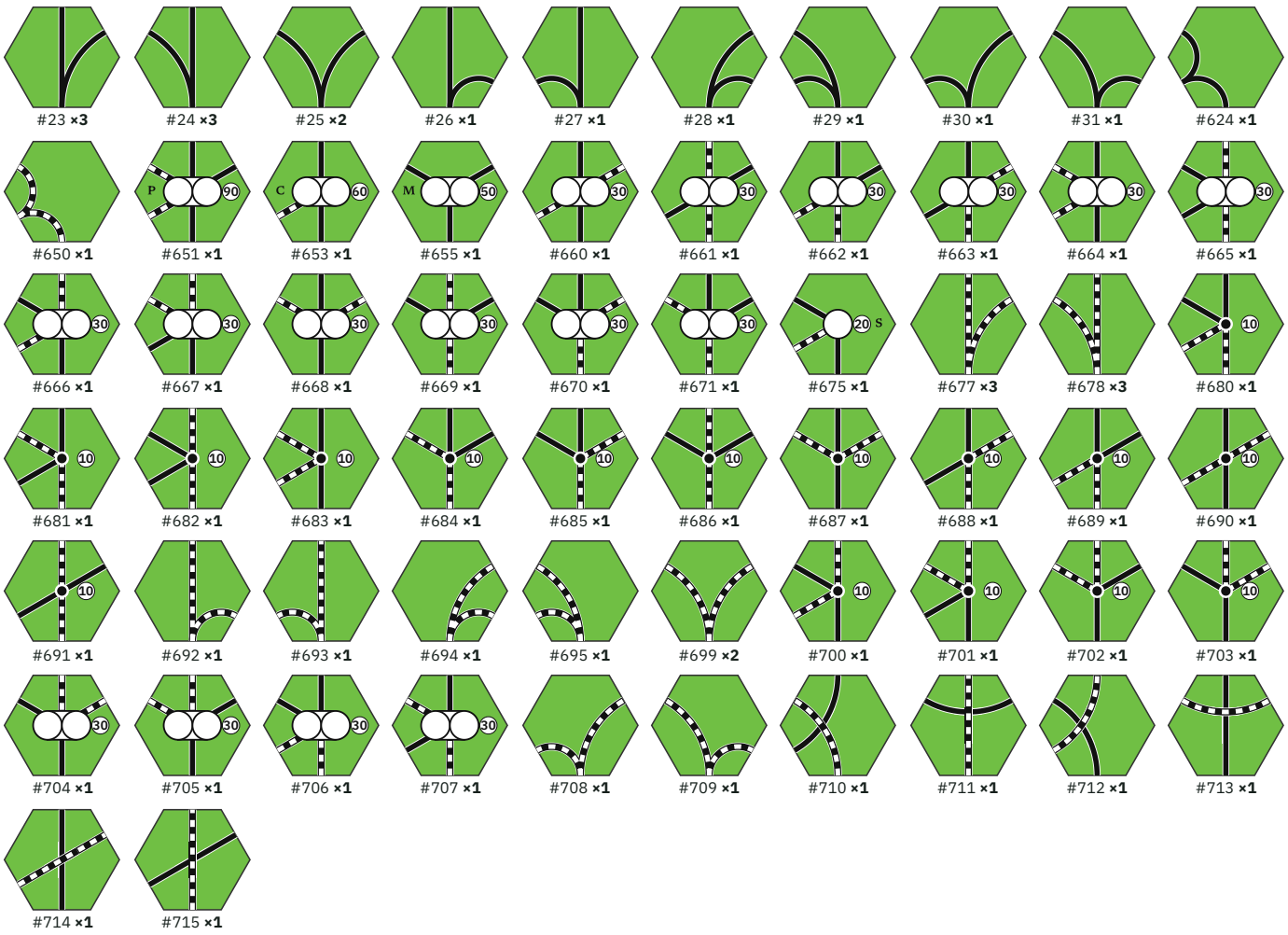
YELLOW FROM THE START · 72 TILES



#3 ×4 · #4 ×4 · #7 ×4 · #8 ×10 · #9 ×6 · #58 ×4 · #73 ×4 · #74 ×3 · #77 ×4 · #78 ×10

#79 ×7 · #644 ×2 · #645 ×2 · #657 ×2 · #658 ×2 · #659 ×2 · #679 ×2

GREEN FROM THE FIRST 6H · 72 TILES



#23 ×3 · #24 ×3 · #25 ×2 · #26 ×1 · #27 ×1 · #28 ×1 · #29 ×1 · #30 ×1 · #31 ×1 · #624 ×1

#650 ×1 · #651 ×1 · #653 ×1 · #655 ×1 · #660 ×1 · #661 ×1 · #662 ×1 · #663 ×1 · #664 ×1 · #665 ×1

#666 ×1 · #667 ×1 · #668 ×1 · #669 ×1 · #670 ×1 · #671 ×1 · #675 ×1 · #677 ×3 · #678 ×3 · #680 ×1

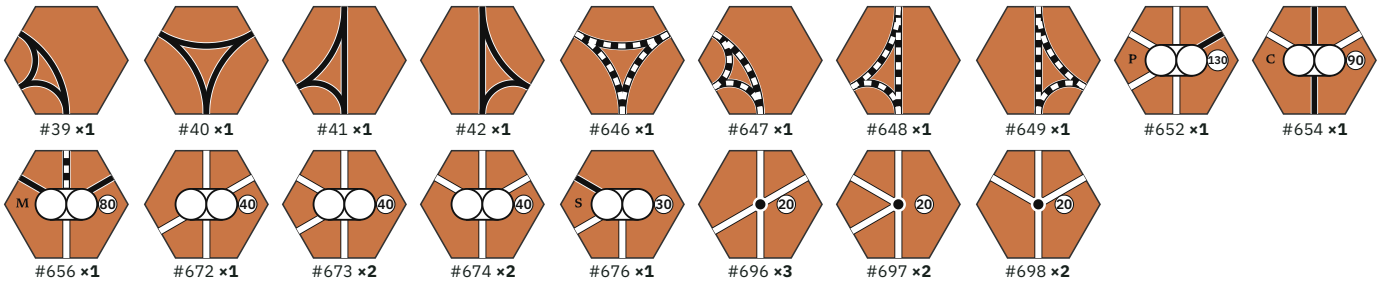
#681 ×1 · #682 ×1 · #683 ×1 · #684 ×1 · #685 ×1 · #686 ×1 · #687 ×1 · #688 ×1 · #689 ×1 · #690 ×1

#691 ×1 · #692 ×1 · #693 ×1 · #694 ×1 · #695 ×1 · #699 ×2 · #700 ×1 · #701 ×1 · #702 ×1 · #703 ×1

#704 ×1 · #705 ×1 · #706 ×1 · #707 ×1 · #708 ×1 · #709 ×1 · #710 ×1 · #711 ×1 · #712 ×1 · #713 ×1

#714 ×1 · #715 ×1

BROWN FROM THE FIRST 12H · 24 TILES



#39 ×1 · #40 ×1 · #41 ×1 · #42 ×1 · #646 ×1 · #647 ×1 · #648 ×1 · #649 ×1 · #652 ×1 · #654 ×1

#656 ×1 · #672 ×1 · #673 ×2 · #674 ×2 · #676 ×1 · #696 ×3 · #697 ×2 · #698 ×2

C Catania · M Messina · P Palermo · S Siracusa.