	2	3	4	5	6
Start cash	$1,050	$700	$525	$420	$350
Cert limit	28	20	16	13	11
Cert limit after close	24	17	14	11	9

Bank $12,000. Ten companies, six privates.

START AUCTION

- An **1830-style auction** of six privates, except that an auction opens with the player **left of the high bidder**, not the lowest.
- A full round of passes runs an **OR paying privates only**, then a fresh SR resumes the auction with **$5 off the Great River**. At $0 the priority card takes it.

SR BUY/SELL SHARES

- **Buy one and sell any**, in either order, but never sell-buy-sell. A private bought from a player is your purchase.
- Par **68 · 72 · 76 · 82 · 90 · 100**.
- **Full capitalization at 60% sold**—the **SLSF** at 20%.
- The open market holds **50%** of a company; you may not sell past it.

SR PRICE PROTECTION

- After a player sells, the president of each company sold may take a **special turn buying every share of it just sold**—and then the price **does not move**.
- They need the cash and certificate room in hand, may not sell to get either, and may not protect a company they sold this round.
- It carries them past 60%, held only while held entire: the next sale must bring them back under. Play resumes **left of the last protector**, so players between lose turns.

SR MARKET ZONES

- **Yellow, green, or brown**: those shares don't count against the cert limit.
- **Green or brown**: may hold >60%.
- **Brown**: buy any number from the open market *or* one from the offering, not both.
- **Closed**: tokens off the map, certificates worthless, treasury to the bank, never restarted.
- The **ledge**: one share sold never carries a price through it.

SR REDEEM AND REISSUE

- In place of a turn, a president may have the company **redeem one share** at market—from the open market if any are there, else a willing player—leaving 6 outside. Never before it has operated, never into a change of presidency.
- Or **reissue** every share it holds, the offering being empty. The new par is the old or **75% of market**, whichever is higher; the cash is frozen until the next OR.

OR OPERATING ROUND

- A company may buy a private from a player from **phase 2**, for **½–2×** face, and may never sell one.

OR LAY TRACK

- **Two yellow tiles or one upgrade**, never both in one hex. Terrain is paid by the first tile in a hex only.

OR TOKENS

- Two or three tokens—home free, then **$40** and **$100**—plus a **destination token**. One a hex, one placement an OR; a full city may end a route but not be run through.

OR RUN TRAINS

- A train counts **cities**, large and small alike, and every one on its route. Any shareholder may point out a better route and the president must run it.
- A red off-board must **begin or end** a run: top value through phase 3, middle in 4–5, bottom from 6.

OR CONNECTION RUN

- The first time a company can run **home to its destination** it does this, once only: place the **destination token free** on the hex edge, taking no city space, then run one train going home to destination and no further.
- That token **doubles the destination** for any run of yours ending there. The income pays in full or is withheld, **never half**. Decline it and it becomes an extra $100 token that doubles nothing.

OR PAY DIVIDENDS

- Withhold, or $0, **←1** · half-pay **0** · pay anything **→1**
- A half dividend keeps half, **rounded up to $10**. Open-market shares pay the bank; offering and treasury shares pay the company.

OR BUY TRAINS

- A discarded or scrapped train goes to the **open market**, where anyone may buy it at its printed price.
- A forced purchase takes the **cheapest train in the market or bank**, one only, never from another company.
- A president short of cash sells personal shares, each company in one block, never past the presidency nor more than needed—and those sales may be **price protected** too. Failing that, bankruptcy **ends the game at once**.

END ENDGAME

- The **bank breaking** ends the game after that set of ORs—after the next set, if it broke in an SR.
- A **bankruptcy** ends it immediately.

TRAINS

TRAIN	#	COST	OR/SR	LIMIT	SCRAPS	BRINGS
2	7	$80	1	4		Yellow
3	6	$180	2	·		Green · privates buyable
4	5	$300	·	3	2	
5	4	$450	3	2		Brown · red middle · privates close
6	3	$630	·	·	3	Gray · port and cattle tokens go
8	·	$800	·	·	4	Red bottom
10	2	$950	·	·		
12	∞	$1,100	·	·	5	

COMPANIES

COMPANY	HOME		DESTINATION	MK
ATSF	B9	Topeka	Southwest	3
FW	J3	Fort Worth	Denver	2
GMO	M20	Mobile	St. Louis	2
IC	K16	Jackson	Chicago	2
MKT	B11	Kansas City	Southwest	3
MP	C18	St. Louis	Dallas	3
SLSF	E12	Springfield	Southeast	3
SP	N1	Southwest	New Orleans	3
SSW	H17	Memphis	Fort Worth	2
TP	J5	Dallas	New Orleans	2

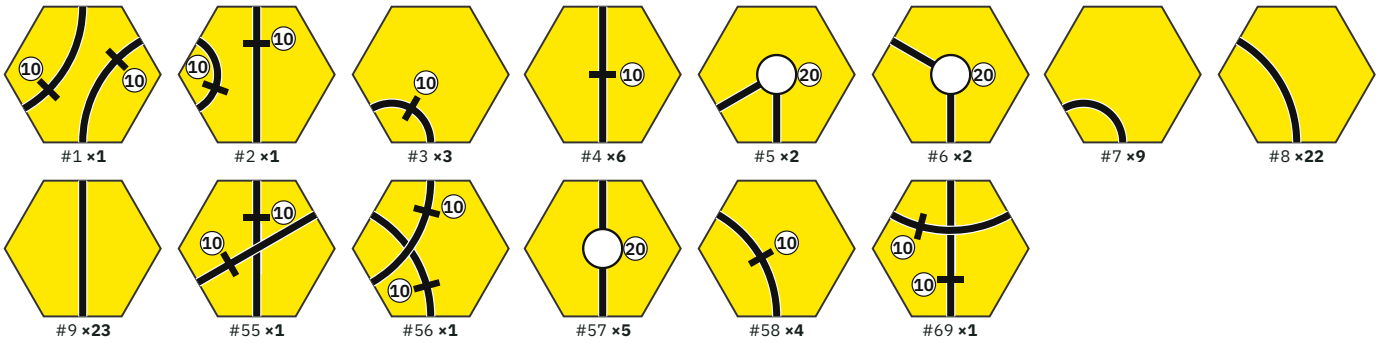
PRIVATES

PRIVATE	FACE	PAYS	POWER
Great River Shipping	$20	$5	None.
Mississippi River Bridge	$40	$10	While a player holds it, **nobody may bridge the Mississippi**. Track along the river is still fine. Its company builds one river hex $40 cheaper. The **MP or SSW** may buy it in phase 1 for $20–$40, and doing so in their first OR gives a free extra tile at home.
Southern Cattle	$50	$10	Its token goes on any city **west of the Mississippi**, not in a river hex: **+$10** for the owning company only. Placing it does not close the private.
Gulf Shipping	$80	$15	**One** of its two port tokens goes on a Gulf or lower-Mississippi city: **+$20** for the owning company, and the **open** port **+$10** for everyone else. The closed port closes the private and may replace an open one later.
St. Louis San Francisco	$140	×	The **SLSF president's certificate**. Set its par at once. No company may buy this private.
Missouri-Kansas-Texas	$160	$20	Comes with a 10% MKT share.

1870 Tile manifest

161 tiles · ×N = count in box

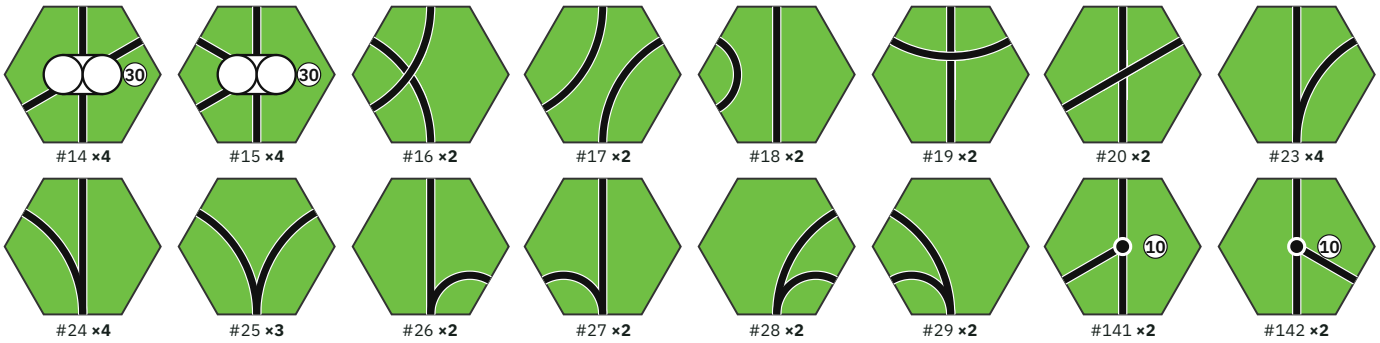
YELLOW FROM THE START · 81 TILES



#1 **×1** #2 **×1** #3 **×3** #4 **×6** #5 **×2** #6 **×2** #7 **×9** #8 **×22**

#9 **×23** #55 **×1** #56 **×1** #57 **×5** #58 **×4** #69 **×1**

GREEN FROM THE FIRST 3 · 43 TILES

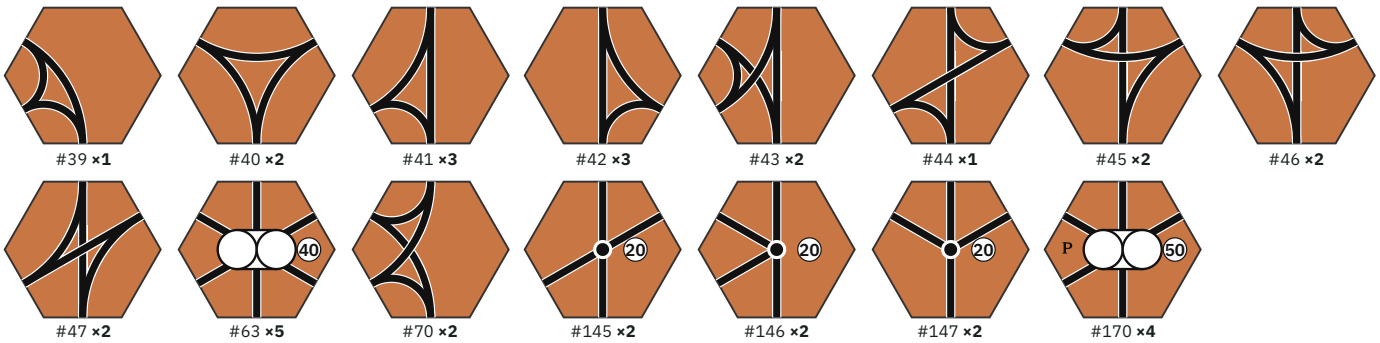


#14 **×4** #15 **×4** #16 **×2** #17 **×2** #18 **×2** #19 **×2** #20 **×2** #23 **×4**

#24 **×4** #25 **×3** #26 **×2** #27 **×2** #28 **×2** #29 **×2** #141 **×2** #142 **×2**

#143 **×1** #144 **×1**

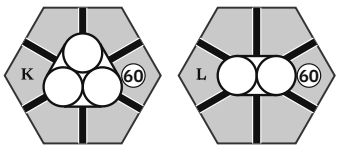
BROWN FROM THE FIRST 5 · 35 TILES



#39 **×1** #40 **×2** #41 **×3** #42 **×3** #43 **×2** #44 **×1** #45 **×2** #46 **×2**

#47 **×2** #63 **×5** #70 **×2** #145 **×2** #146 **×2** #147 **×2** #170 **×4**

GRAY FROM THE FIRST 6 · 2 TILES



#171K **×1** #172L **×1**

P marks Dallas, Fort Worth, Kansas City, New Orleans, and St. Louis; **K** is Kansas City and **L** St. Louis, the only cities that reach $60.