	2	3	4	5	6
Start cash	$900	$600	$450	$360	$300
Cert limit	20	14	11	10	9

Bank $9,000. Up to seven companies, five privates.

START SETUP

- Four **extra trains**—a 3, 4, 5, and 6—are set aside. Shuffle them, draw one, and slide the **NWR card** into the train stack under the first train of that rank.
- A random 10% share of one of five companies goes with the **Trestle Bridge** private.
- An **1830-style auction** of the five privates opens the game, bidding in $5 steps.

SR BUY/SELL SHARES

- **Sell, buy, then sell again**.
- Par **67 · 71 · 76 · 82 · 90 · 100**.
- **Full capitalization at 60% sold**.
- A share must have a market price to be sold—so the **Trestle Bridge**'s free share cannot be sold until its company is started.
- The **CN** president's certificate can only be bought while a **neutral token** stands on the board.

SR MARKET ZONES

- **Orange and brown**: you may hold more than 60% of that company.
- **Brown**: buy any number of its shares from the offering and pool as a single action.
- Selling drops the price **one row per share**, never sideways, and never off a **ledge**.

OR LAY TRACK

- **One or two yellow tiles**—the second costs **$20**—*or* one upgrade.
- Laying a yellow tile on an **NWR hex pays you $20**. Upgrading one does not.
- Completing a **river crossing** costs $20–$60 a hexside, paid before the tile goes down. Building up to the river is free.
- Plain-track upgrades need no connection; a city upgrade must be on one of your routes.

OR TOKENS

- A company may place a **neutral token** from its charter, even in a city where it already has one, and even after placing its own. One neutral token to a hex.
- Routes run **through** neutral tokens; they block nobody.
- The CN has **no tokens of its own** and runs from the neutral tokens. If none are left it still operates, with no presence on the board.

OR RUN TRAINS

- The **fishing exit** may be a normal stop, or an extra one that does not count against the train's length. The president chooses per route.
- A route holding **Hudson Bay** and either Northern Alberta or Western Canada pays **+$100**.
- A tile with two separate city spaces may be visited twice, once for each.

OR PAY DIVIDENDS

- Withhold, or $0, **←1** · pay anything **→1**
- An arrow on the space sends the marker up or down instead. At the top right it stops.

OR BUY TRAINS

- From phase 6, trade any train to the pool for a **D at $800**—allowed even at the train limit, since the swap is simultaneous. A 5 or 6 traded in is removed from the game.
- A company needs a train only if it has a route of **two or more** revenue centers.

NORTH-WEST REBELLION

- When the **NWR card** surfaces in the train stack, every **yellow tile on an NWR hex is removed**. Tokens stay where they are.

END ENDGAME

- A bankruptcy ends it at once.
- A price reaching the **top right** ends it immediately if it got there by selling out at the end of an SR, or at the end of the OR if by a dividend.
- The bank breaking ends it after that set of ORs; top it up as needed to finish them.

TRAINS

TRAIN	#	COST	OR/SR	LIMIT	SCRAPS	BRINGS
2	6	$80	1	4		Yellow
3	5	$180	2	·		Green · privates buyable
4	4	$300	·	3	2	
5	3	$450	3	·		Brown · red off-board rises · privates close
6	·	$630	·	2	3	D trade-in opens
D	∞	$1,100	·	·	4	$800 trading any train in

COMPANIES

COMPANY		HOME		TOKENS
CNR	*Canadian Northern*	D8	Saskatoon	3
CPR	*Canadian Pacific*	I5	Swift Current	4
GT	*Grand Trunk Pacific*	L8	Melville	3
HBR	*Hudson Bay*	G11	Prince Albert	3
QL	*Qu'Appelle*	J10	Pile o' Bones	2
SCR	*Saskatchewan Central*		Anywhere free	1
CN	*Canadian National*			

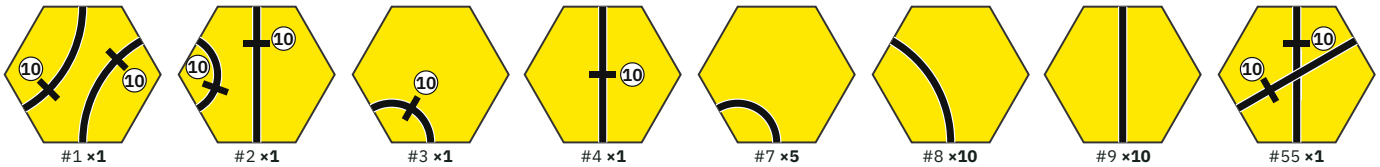
PRIVATES

PRIVATE	FACE	PAYS	POWER
P1 Hudson Bay	$20	$5	Blocks C11. Closes at phase 5.
P2 Saskatchewan Central	$50	$10	Blocks H4. In an SR, close it to take the **SCR president's certificate**—the only way the SCR starts. Set par, pay one share, and put its home token in any free non-reserved city or over a neutral station. If the next train is a 3–6, one more of that rank joins the bank. Closes at phase 6.
P3 North-West Rebellion	$80	$15	**Once a game**, the owning company moves one of its tokens from a non-NWR city to any open NWR city—free, no connection needed—then lays or upgrades one extra tile there. A moved home token leaves a neutral token behind. Closes at phase 5.
P4 Trestle Bridge	$140	$10 a crossing	Blocks G9. Pays its owner **$10 whenever any company completes a river crossing**, rather than at the start of an OR. Comes with a random 10% share. Closes at phase 5.
P5 Canadian Pacific	$180	$25	Comes with the **CPR president's certificate**; set its par at once. No company may buy this private. Closes at phase 5, or when the CPR buys a train.

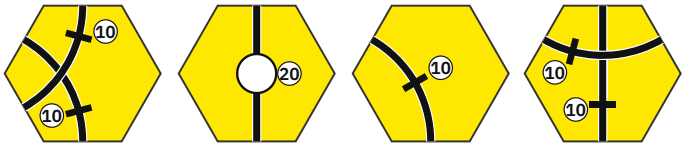
1882 Tile manifest

74 tiles · ×N = count in box

YELLOW FROM THE START · 37 TILES

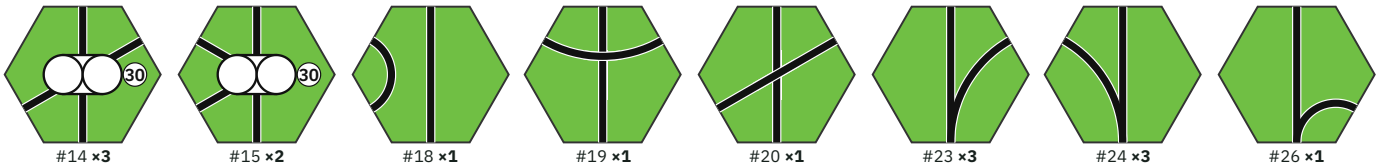


#1 **×1** #2 **×1** #3 **×1** #4 **×1** #7 **×5** #8 **×10** #9 **×10** #55 **×1**

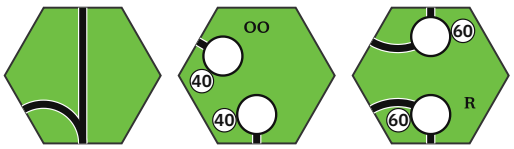


#56 **×1** #57 **×4** #58 **×1** #69 **×1**

GREEN FROM THE FIRST 3 · 18 TILES

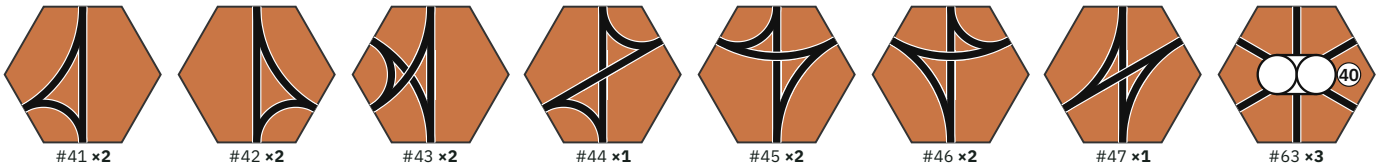


#14 **×3** #15 **×2** #18 **×1** #19 **×1** #20 **×1** #23 **×3** #24 **×3** #26 **×1**

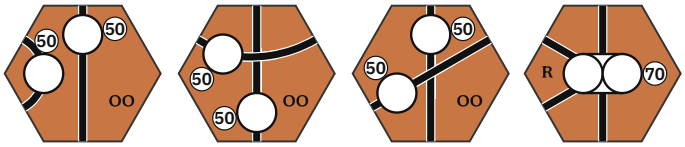


#27 **×1** #59 **×1** #R1 **×1**

BROWN FROM THE FIRST 5 · 19 TILES



#41 **×2** #42 **×2** #43 **×2** #44 **×1** #45 **×2** #46 **×2** #47 **×1** #63 **×3**



#66 **×1** #67 **×1** #68 **×1** #R2 **×1**

OO a two-city hex · **R** the Pile o' Bones/Regina hex, which holds two companies.