18IRELAND Ian Scrivins

	3	4	5	6
Start cash	£330	£250	£200	£160
Cert limit	16	12	10	8

Bank £4,000, and breaking it does not end the game at once. Thirteen **5-share companies** start one at a time; seven **10-share companies** are formed by merger or started late.

START PRIVATE AUCTION

- Only **five privates** play: **Dalkey Atmospheric**, **Dublin & Kingstown**, and three drawn at random. The rest leave the game.
- An **1830-style auction** in **£5 steps**.
- All passing with nothing sold knocks **£5** off **Dalkey Atmospheric** and restages the whole auction.
- The **Dublin & Kingstown** is a company, not a private: its buyer takes the directorship, pars it at the highest price **not over half the bid**, pays £80 for its 2H train and keeps the rest in treasury.

SR BUY/SELL SHARES

- **Sell any, then buy one—or start a company**. No selling in the first share round.
- A player may hold **60%** of a 5-share company, **70%** of a 10-share. The pool may hold **50%**.
- Shares of a company in the **yellow zone** don't count against the certificate limit.
- The market is a grid. Each share sold drops the company **one row**; dividends move it left and right.

SR START A COMPANY

- A **5-share company** is auctioned from the top of the charter pile, opening at **£100** in £5 steps. The winner pars it at the highest outlined price **not over half the bid**, pays the bid into the treasury, and places its home token at once.
- A **10-share company**, from phase 6, is simply chosen: par **£50–£100**, pay **twice par** into the treasury, and token any free city space.
- If no 5-share company started in a share round, the **top charter is removed**.

SR THE MARKET

- A move left from the leftmost column goes **down** instead; a move right from the rightmost goes **up**.
- A company at **£20** that pays no dividend **closes**.

OR OPERATING ROUND

- **Sell or buy one own share → track → token → run → dividends → trains.**
- A company may buy a private from **phases 4** for **½–2×** face.

OR LAY TRACK

- **One tile**, or a second yellow for **£20** from the treasury.
- **Narrow gauge** is laid free of terrain and carries no trains. It lends a town's value to the first broad gauge station it reaches, at either end.
- New broad gauge must connect to one of your tokens; new narrow gauge must reach a town or city that does.

OR TOKENS

- A **5-share company** has only its home token, placed when it starts.
- A **10-share company** places one more each turn, **£20** then **£50**, on a city it can reach.

OR RUN TRAINS

- Trains count **hexes**: a 2H starts in one hex and runs to two more. Each train's route must be wholly separate from the rest, though they may cross or share a station.

OR PAY DIVIDENDS

- Withhold **←1** · under the price **0** · ≥1× **→1** · ≥2× **→2**
- The second step to the right is for **5-share companies only**.

OR BUY TRAINS

- Buy from the top of the stock or the **pool** at face, or from another company at **£1 or more**, in any phase.
- A rusted train is not scrapped: it turns over to **half its cost and half its hexes**, goes to the pool, and runs until the next rusting removes it.
- Train limit: a 5-share company holds **2**, and **1** from the 8H. A 10-share holds **4**, then **3** from the 6H and **2** from the 8H.
- From phase 10 a company may **trade one train in** each operating round, paying the difference.

MERGER ROUND

- From phase 4, a merger round follows each pair of operating rounds. A player holding a share proposes merging **two or three** operating 5-share companies, whose tokens must be connected, into an unstarted 10-share company.
- Every shareholder votes **one vote a share**, all as a block. Pool shares vote for a better price and against a worse one; a tie rejects, and a rejected proposal may not be made again that round.
- Each 20% share becomes **10%** of the new company. Its price is the intersection of the **leftmost column** and the **topmost row** of the companies merged.

END ENDGAME

- A bankrupt player **retires** and their companies close; the game ends only when one player is left.
- It also ends at the close of the operating round in which a price reaches **£260**, or at the close of the pair of operating rounds after the bank breaks.

TRAINS

TRAIN	#	COST	RUSTS	TURNS INTO	BRINGS
2H	7	£80		1H at £40	
4H	5	£180		2H at £90	Green · mergers · privates buyable
6H	4	£300	2H	3H at £150	10-share companies
8H	3	£440	4H		Russet · privates close · no new 5-share
10H	2	£550	6H		Trade-ins
D	∞	£770			Gray

PRIVATES

PRIVATE	FACE	PAYS	POWER
Dalkey Atmospheric	£20	£5	Blocks the Wicklow hex until bought or closed.
Donegal Railway	£30	£7	Two connected narrow gauge yellow tiles in Donegal and one hex beside it. Closes it.
Board of Works	£40	£9	A yellow tile free of terrain cost. Closes on the second use.
City of Dublin Steam Packet	£45	£10	A **+£10** marker on Belfast, Londonderry, or Rosslare. Closes it, and the marker outlives it.
Tralee & Dingle	£50	£10	Two connected narrow gauge yellow tiles in Tralee and Dingle. Closes it.
Drumglass Colliery	£60	£12	Blocks H4 until bought or closed; its company may then tile H4 free of terrain and outside its tile lay.
Trans-Atlantic Steam Packet	£75	£15	A **+£20** marker on Galway. Closes it, and the marker outlives it.
River Shannon Shipping	£80	£10	Links Dromod and Limerick: one train at either adds the other's value.
William Dargan Esq.	£90	£10	A second tile **upgrade** each operating round, for £30.
The Irish Mail	£110	£20	Places the red off-board tile beside Londonderry, Kingstown, or Waterford. Closes it, and everyone may run there.
Dublin & Kingstown	£120	×	Not a private at all: see the auction.

18IRELAND Tile manifest

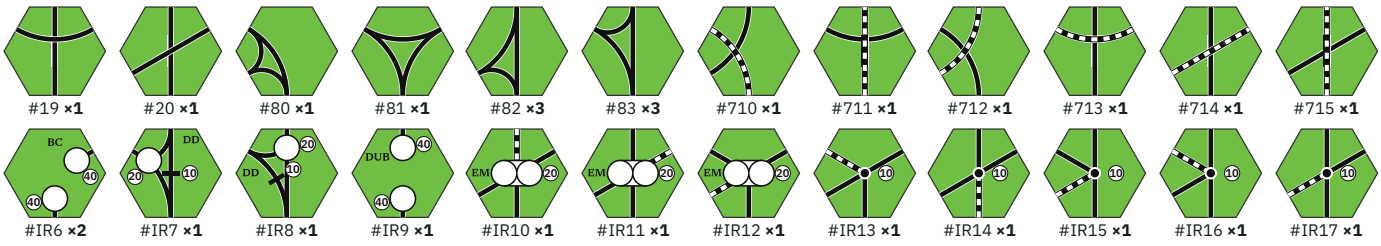
223 tiles · ×N = count in box

Broad gauge · Narrow gauge

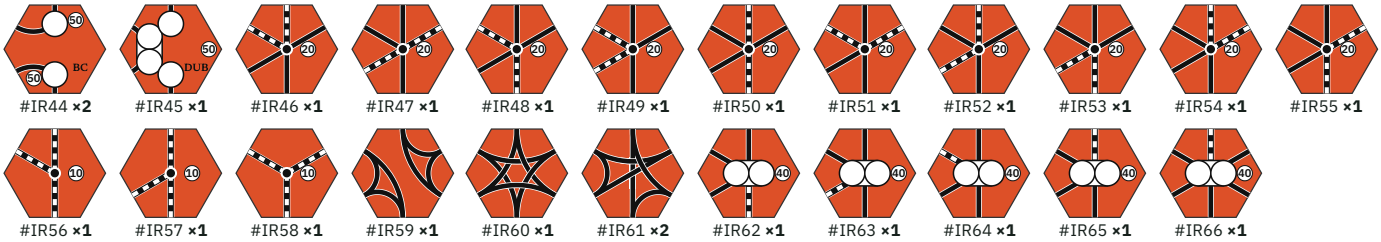
YELLOW FROM THE START · 130 TILES



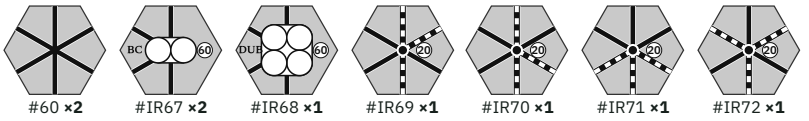
GREEN FROM THE FIRST 4H · 58 TILES



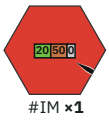
RUSSET FROM THE FIRST 8H · 25 TILES



GRAY FROM THE FIRST D · 9 TILES



RED THE IRISH MAIL · 1 TILE



BC Belfast or Cork · **DD** Dundalk/Drogheda · **DUB** Dublin · **EM** Enniskillen or Maryborough