18MEX The Railroads Come to Mexico Mark Derrick

	3	4	5
Start cash	$625	$500	$450
Cert limit	19	14	11

Bank $9,000. Eight companies. Seven certificates open the game: four privates and three minors.

START PRIVATE AUCTION

- An **1830-style auction** of seven certificates in $5 increments: four privates and three minors.
- An auction opens **left of the high bidder**, not with the lowest.
- A full round of passes runs an **operating round** in which only privates pay, then a fresh SR resumes the auction—and drops **Mexico City–Acapulco** by $5.

SR BUY/SELL SHARES

- Par **$60 · $70 · $75 · $80 · $90**.
- **Full capitalization at 50% sold**.
- Buy and sell **in either order**, but never sell, buy, then sell. You may not buy a company you have already sold this round.
- A player may hold **60%**, the pool **50%**.
- Each share sold drops the price **one space**; sold out at the end of a round raises it one.

SR MARKET ZONES

- Shares of a company in the **yellow zone** don't count against the cert limit.

SR THE NDM

- It may not float in the first stock round, and **nobody may buy its shares until Phase 3½**.
- Ten shares in **eleven certificates**: a 20% president's, seven 10%, and two **5%**, which don't count against the cert limit.

OR OPERATING ROUND

- Privates pay, then the minors **A · B · C** in order, then companies by **descending market value**.
- **Mail first**: a company holding at least one train collects its **home city's printed value** from the bank, to the treasury, before anything else.

OR LAY TRACK

- **Two yellow, or one upgrade.** Yellow goes only on pale green hexes.
- **Mexico City** and Puebla are one double hex: **$60** to green, **$40** to brown.

OR TOKENS

- Home token free on the company's first turn, then **$40 · $60 · $80**.

OR RUN TRAINS

- A train's length counts **cities and off-boards only**; towns are free.
- A **4D** reaches four of them and pays **double** for each—towns are not doubled.

OR PAY DIVIDENDS

- Withhold **←1** · pay anything **→1**
- No room right sends the marker **up**, no room left **down**.

OR BUY TRAINS

- Until the first **4**, a company may buy **one train from the bank** a turn. Buying from another company is unlimited, at any agreed price of **$1 or more**.
- A forced purchase takes the **cheapest train in the bank**; the president funds the shortfall and the treasury ends at **$0**.
- **4s go obsolete, not scrapped**: from the second **6** each runs one more turn, then leaves.

PHASE 3½ THE MINORS CLOSE

- At the **fifth 3**: each minor's treasury passes to its major, its charter and 2-train leave the game, and its token comes off the map and is **not replaced**.
- Its owner takes a trade-in share—**5% NdM** for A and B, **10% UdY** for C.

PHASE 5 THE NDM MERGER

- On the first **5**, one **floated** company may merge into the **NdM**: CHI, MC, MEX, SPM, or UdY. Starting left of the president of the company that bought the 5, offered to everyone except the **NdM** president.
- If none will, the **NdM**'s president must take an **unfloated** eligible company they do not preside over, if one is left.
- Shareholders sell in at **half market**, the president trades the 20% for a **10% NdM**. The **NdM** takes its cash and trains, discards to three, and swaps one token per city it has not already reached.
- If no merger, the **cert limit rises by one** for the rest of the game.

END ENDGAME

- A **bankruptcy** ends the game at once.
- A price reaching **$200**, or the bank breaking, ends the current round—plus one more operating round if it happened in a stock round.
- Minors score at face value.

WHAT IT CHANGES

- The mail pays whether or not you run, so a company with a train is never quite broke, and a big home city is an income of its own.
- A minor is a 2-train with a guaranteed buyer: it feeds its owner for three phases and then pays out in **NdM** stock.

TRAINS

TRAIN	#	COST	OR/SR	LIMIT	SCRAPS	BRINGS
2	6	$100	1	3		
3	6	$180	2	·		Green · privates buyable
3½	×	×	·	·		Minors close · NdM buyable
4	3	$300	·	2	2	
5	2	$450	3	·		Brown · privates close · NdM merger
6	2	$600	·	·	3	
6½	×	×	·	·		4s obsolete
4D	7	$700	·	·		Gray

COMPANIES

COMPANY		HOME		TOKENS
CHI	*Chihuahua Pacific*	E6	Chihuahua	4
FCP	*Pacific*	B3	Nogales/Tucson	4
MC	*Mexican Central*	I8	Torreón	2
MEX	*Mexican*	P13	Veracruz	3
NdM	*National Railways of Mexico*	O10	Mexico City	4
SPM	*Southern Pacific of Mexico*	O8	Guadalajara	3
TM	*Texas-Mexican*	I12	Matamoros	2
UdY	*United of Yucatán*	Q14	Mérida	2

PRIVATES

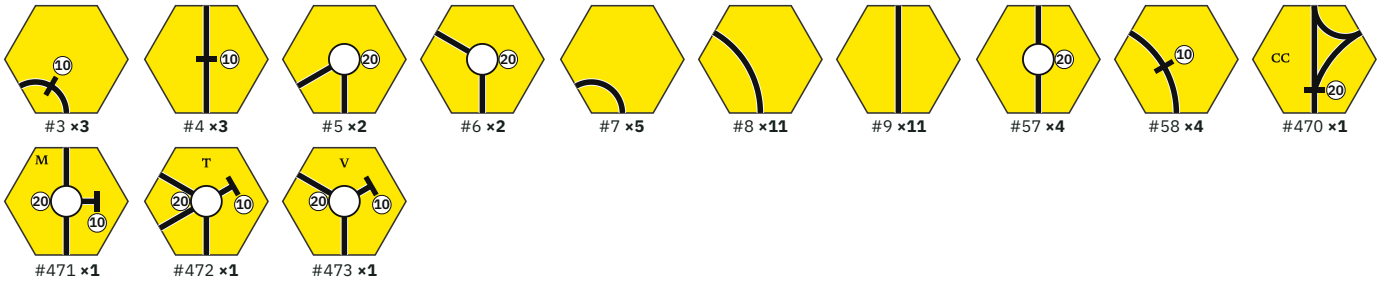
#	PRIVATE	FACE	PAYS	POWER
1	Mexico City–Acapulco	$20	$5	None. The only certificate the auction discounts.
2	Kansas City, Mexico & Orient	$40	$10	Its company may lay the **Copper Canyon** tile in F5 for **$60** instead of $120, unconnected and outside its tile lays. That tile never upgrades, and if any other tile reaches F5 first—or no 5 has been bought—it leaves the game. Laying it does not close the private.
3	Interoceanic	$50	×	**Minor A**, home Tampico M12.
4	Sonora-Baja California	$50	×	**Minor B**, home Mazatlán K6.
5	Southeastern	$50	×	**Minor C**, home Oaxaca S12.
6	Mexican International	$100	$20	Its first buyer takes a free **10% CHI**, which counts toward the CHI's float but is worth nothing until someone pars it.
7	Mexican National	$140	$20	Its first buyer takes the **20% NdM president's certificate** and sets its par at once. Never sold to a company; closes when the NdM buys its first train.

A minor is a charter with a built-in **2-train** and no shares. It lays one yellow tile, must run, and **splits the revenue** evenly between its owner and its treasury. It never buys or sells a train, and can never be sold. A company may buy a private from a player from the first **3**, for **half to 1½×** face.

18MEX Tile manifest

124 tiles · ×N = count in box

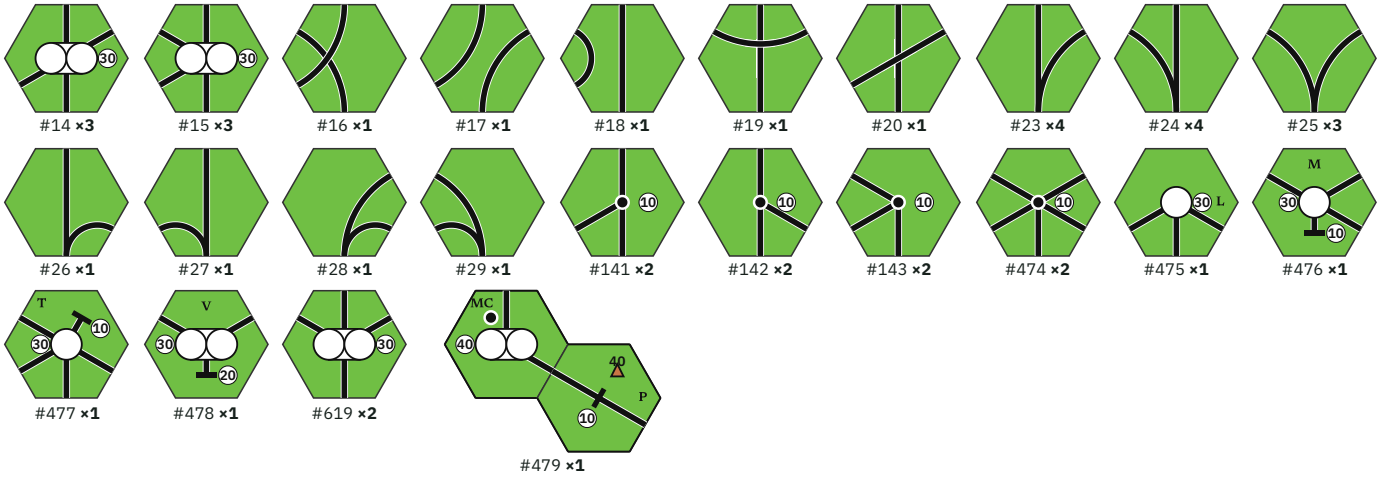
YELLOW FROM THE START · 49 TILES



#3 **×3** · #4 **×3** · #5 **×2** · #6 **×2** · #7 **×5** · #8 **×11** · #9 **×11** · #57 **×4** · #58 **×4** · #470 **×1**

#471 **×1** · #472 **×1** · #473 **×1**

GREEN FROM THE FIRST 3 · 41 TILES

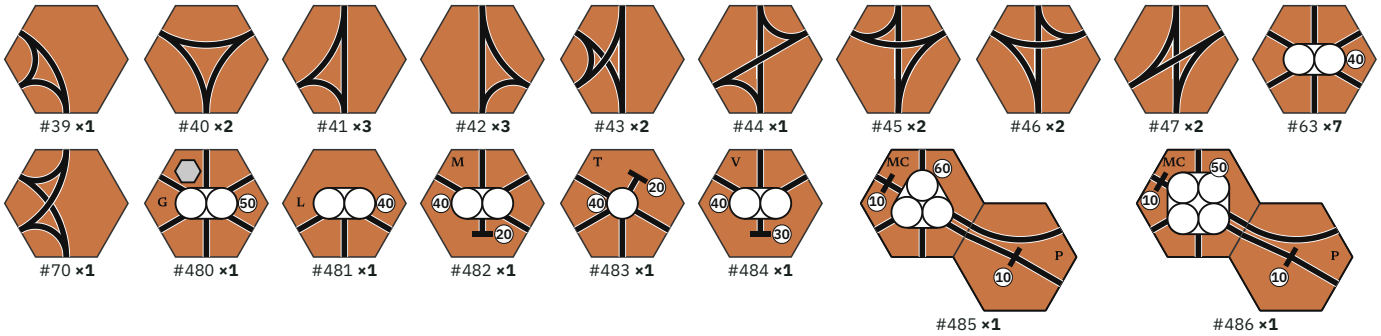


#14 **×3** · #15 **×3** · #16 **×1** · #17 **×1** · #18 **×1** · #19 **×1** · #20 **×1** · #23 **×4** · #24 **×4** · #25 **×3**

#26 **×1** · #27 **×1** · #28 **×1** · #29 **×1** · #141 **×2** · #142 **×2** · #143 **×2** · #474 **×2** · #475 **×1** · #476 **×1**

#477 **×1** · #478 **×1** · #619 **×2** · #479 **×1**

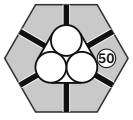
BROWN FROM THE FIRST 5 · 33 TILES



#39 **×1** · #40 **×2** · #41 **×3** · #42 **×3** · #43 **×2** · #44 **×1** · #45 **×2** · #46 **×2** · #47 **×2** · #63 **×7**

#70 **×1** · #480 **×1** · #481 **×1** · #482 **×1** · #483 **×1** · #484 **×1** · #485 **×1** · #486 **×1**

GRAY FROM THE FIRST 4D · 1 TILE



#455 **×1**

CC Copper Canyon · **G** Guadalajara · **L** Los Mochis · **M** Mazatlán · **MC** Mexico City · **P** Puebla · **T** Tampico · **V** Veracruz. **479**, **485**, and **486** are double tiles: they cover Mexico City and Puebla together, nothing else may be laid on that pair, and they are the one case where rotation is fixed.