

18C2C “D” Train Variant Rules

Version 2.00

May 7, 2011

All 18C2C rules as defined in the rulebook apply, except where noted here. These rules supersede the rules in the main rulebook.

1) Components List

- a. 6 new private company certificates
- b. 6 reference cards with par price cross-reference
- c. 42 replacement “D” trains
- d. 62 new and replacement grey track tiles
- e. 28 new brown track tiles
- f. 6 new green track tiles
- g. 14 single hex and 3 double hex map overlay tiles
- h. 3 replacement “short” game off-map tiles
- i. 34 replacement charters
- j. 1 small sheet of 10 token stickers
- k. 1 replacement tile upgrade chart
- l. 10 large tokens in various colors

2) Setup

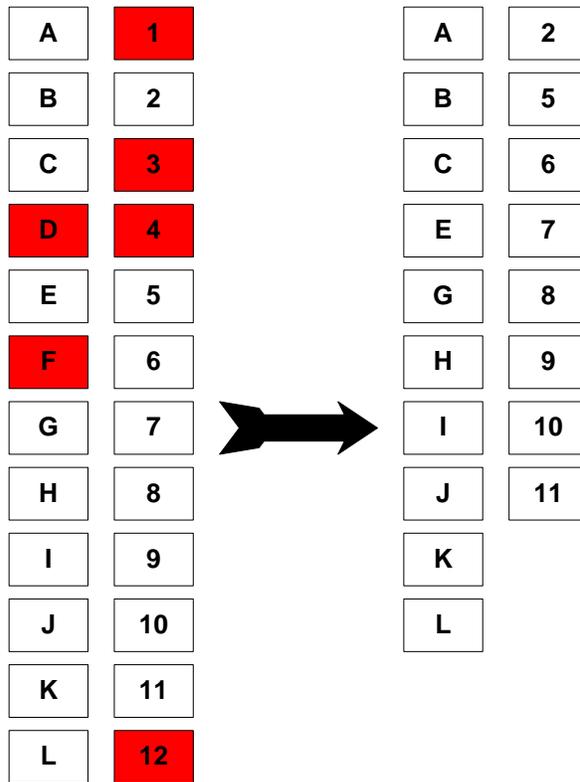
- a. There are several tiles that are used to overlay the map when using this variant. Five of the tiles are used to overlay red off-map sections (the other three are used for the short game “D” variant): Mexico City, Vancouver/Alaska, Thunder Bay, Miami/Cuba, and Mackinaw City. Please note that although there is no overlay for New Orleans, the train numbers do change from “8” to “4D” and from “12” to “6D”. The rest of the white tiles are used to overlay their respective cities. Note that the text on the overlay tile will line up in the same orientation as the city names already on the map. Also be aware that all of the white/yellow overlays change their respective city types.
- b. Add the 3D, 4D, 5D, and 6D trains to the train set. Remove the 6, 8, 10, and 12 trains from play.
- c. Remove all of the B/P grey city upgrades from the tile set before play begins. Add all of the “D” variant tiles to the tile set. All cities on the board may now be upgraded to a grey tile, as follows:
 - i. Gray K tiles have been added to allow “K” Cities to upgrade to 60.
 - ii. Some of the new white tiles that are placed over existing cities are a new tile type: “C”. “C” cities use normal yellow track, but have special green, brown, and grey upgrades.
 - iii. “B” and “P” cities now have separate grey upgrades. Grey P cities have two token positions, while Bs still have three.
 - iv. A new tile upgrade chart is included with this kit.
- d. All Red off-board cities now allow tokens to be played in them (player’s note: this is due to how the “D” trains work – be aware of this mechanic!).

- e. A new set of charters for all 34 corporations has been provided. These replace the charters from the original game.
- f. The 6 new private companies are laid out with the starting packet. Place the Great Plains Prospectors, Western Prospectors, and the Fellheimer & Wagner, Architects private companies in respective price order (and in the order listed here within price) on the western column of the starting packet. Place the other three in the eastern column.
- g. The Canadian Pacific's destination is changed to Thunder Bay.
- h. The bank size is increased to \$75,000.

3) Game Play Changes

- a. Starting packet – Starting with the player that has priority deal, before any bids are placed on private companies, private companies are eliminated from play. The first six bid options are instead used to remove one private company from the starting packet (i.e., there will be 6 private companies removed from play before the private auction begins). The only private companies that cannot be selected for elimination are the Mississippi River Bridge, Central Pacific, and Colorado Engineers. Any rules that pertain to the removed private companies no longer affect play (such as control of certain hexes). Beginning with the 7th option, players may then start to bid on private companies (i.e., in a 4 player game, the 3rd player will actually have the first opportunity to bid on a private company).

Once the six private companies are eliminated, collapse each column of the opening packet so that there are no vertical gaps between one private company and the next in each column. Example:



- b. Phase 2 eligible privates – For any operating round beginning during phase 2, the following private companies may now be purchased by a public corporation, at half face value only: all 3 Prospectors (see rule 4a for clarification here), The Army Corps of Engineers, the Colorado Engineers, and Central Pacific. This is in addition to any other private companies that are already eligible to be purchased in phase 2 by a public corporation (specifically, the Mississippi River Bridge, and the Keystone Tunnel – see Main Rules for allowable price and eligibility).
- c. Track laying points available to corporations is now based upon the table below:

Table B

Phase	Normal Build	Exclusive West & Plains Build
2 & 3	3	3
4 & 5	3	4
3D & 4D	4	5
5D & 6D	5	5

- d. Tile points when laying track in Canada are no longer increased to 4. Canada track laying tile points are equal to the Eastern Zone throughout the game. The above Table B supersedes the second paragraph of rule 4.7.1 in the main rules, but does not affect the bonus tile point for the first turn of operation of Plains/West corporations, nor does it affect the bonus tile point for the Central Pacific Tokens. Note that to receive the Exclusive West & Plains Build points,

the entire track lay (including bonuses) must be within the West and Plains zones.

- e. Public Corporations now pre-purchase their tokens with their starting capital. Public Corporations may now have up to 5 tokens (Free, \$40, \$60, \$80, \$100), depending on par price. This is done when the 6th (floating) share is purchased from the initial offering. Table A below displays the number and cost of the tokens that may be purchased based upon par price. One of the purchased tokens must be reserved for the destination run of that corporation. If no extra tokens are purchased for a Public Corporation, it may not make a destination run (exception: see rule 4C).

All references to returning tokens to the charter as \$100 tokens in the main rules still apply, however, these tokens were prepaid, and may be placed again for free.

- f. “Bull” tokens – if a Public Corporation pars at \$100 *and* purchases all 4 extra tokens (\$280 cost), it also receives one free extra token called a “bull” token. This token may be placed as a normal token, or it may be placed in a city that has no remaining token spaces available. In either case, when the bull token is placed, all remaining tokens on the corporation’s charter are forfeit and removed from play. If Public Corporations that have bull tokens are merged, only one of the resulting bull tokens may be played in a city with no token positions remaining; all others must be played as normal tokens. Amtrak and Conrail inherit all bull tokens from corporations that merge to form them, but again, only one of these tokens may be played in a city with no token positions remaining. Finally, when a Merger Corporation, Amtrak, and/or Conrail are formed, when tokens must be removed from a city, tokens that do not consume a token space must be removed before tokens that do consume a tokens space (example: B&O pars at \$100, and gets all 6 of its tokens on the board before merging with Pennsylvania. B&O’s bull token was placed in New York, and Pennsylvania also has a token in one of New York’s available token spaces. The B&O token is the one that must be removed and placed back on the charter).
- g. Merger corporations are now able to lay two tokens per operating round. Since all tokens are pre-purchased, token costs for merger corps do not automatically increase to \$100 for all remaining tokens (as the cost is now irrelevant). This also applies to Amtrak and Conrail – any tokens on their charter after their formation is complete are free to place, and may be placed at a rate of two tokens per operating round.
- h. Corporations now have their merger stock value calculated by simply adding the two merging public corporations' current stock prices together.

(Note to players who have played all prior versions of the "D" Variant - the Stock Merger Multiplier has been replaced by this simplified mechanic to prevent low parring railroads from merging into the yellow zone! Continue to play the old version at your own risk!).

- i. The 6, 8, 10, and 12 trains have been replaced by 3D, 4D, 5D, and 6D trains, that have the same costs and still rust the same trains (i.e., 3D costs \$630, and kills 3s). D trains double the value of stations that contain tokens of the owning

corporation. Note that you may NOT “unfold” (see below) a D train for any purpose other than destination runs, or for proving a transcontinental route.

- j. Destination tokens no longer double their city value (this is also due to the way the “D” trains work! Do NOT quadruple the value of your destination token!). However, for the purpose of running your destination, you must “unfold” a D train into its normal length (i.e., treat a 3D as a 6, or a 4D as an 8, etc.), if the longer train number (6 vs 3D, 8 vs 4D, etc.) is required to make the run. You *may not* “unfold” the train if the higher train number is not required to make the run.
- k. Transcontinental runs have changed slightly. You no longer have to actually make the run with one of your trains – you may now simply prove that you are capable of making the run. For this purpose, you may “unfold” a D train into its normal length (i.e., treat a 3D as a 6, or a 4D as an 8, etc.). The net effect of this rule is that taking a Transcontinental Bonus is now completely optional, and is a strategic decision of timing.
- l. Amtrak and Conrail will receive a minimum of 8 tokens when they are formed, including the home stations of the absorbed corporations. If the total number of tokens replaced on the board and placed on the Amtrak/Conrail charter is less than 8, add more from the supply until the total reaches 8.
- m. The text of the third bullet point in section 3.4 is changed to read as follows:

A public corporation's token is moved right one column if during an operating round the corporation pays a non-zero full dividend, and/or makes a transcontinental run. A Merger corporation's token is moved right one column for each train shell that has a train if during an operating round the corporation pays a non-zero full dividend, or right one column for each transcontinental run.

The following text is removed from section 4.8.3:

If you do not have a train on both shells when you operate trains, your stock does not move right on the market even if you pay a full dividend (exception: destination runs - see 4.8.4).

Note that this does not change the rule that the merger corporation's stock moves only one space to the right when paying a destination run.

4) The New Private Companies:

- a. Prospectors (2 Western starting packet, 1 Eastern) – allow you to turn a normal or “L” city (any city that would normally upgrade to tile 595 or tile 596) into a “P” city, in the appropriate zone of the map. When this option is exercised, place a “P” token on the map on the designated city’s hex, to remind players to upgrade to a brown “P”. Once the upgrade is done, the token may be removed. This effect is permanent (lasts the whole game). The designated city does not have to be named immediately, and no connection to the designated city (nor to the zone that the prospectors are in) is required. Using the “P” token does not close the private, but does make it ineligible for the building discount described below. If the “P” token is not designated prior to phase 5, this ability is lost.

Alternatively, the private may be used to discount a single turn's tile placement by the owning Corporation by \$140, in the appropriate zone of the map. If (and only if) used for this purpose, it may be purchased in phase two for half face value. If purchased in phase two, it must be used immediately for the \$140 building discount. Using the \$140 build discount option, regardless of phase, closes the private. If the private has not closed prior to the start of phase 5, it closes then.

This private may be purchased by a Corporation in an operating round after the first stock round once phase 3 begins (see main rules section 4.1.2) for either the building discount or the "P" token placement.

- b. US Army Corps of Engineers (Eastern starting packet) – Once this private company has been purchased by a corporation, the corporation receives one of its Engineer markers, and the other four may be purchased by other corporations for \$50 each. Engineer markers allow the owning corporations to pay half-price for building water hazards (rivers, lakes, etc.) for the rest of the game. Markers may be resold after having been purchased from the Engineers, but any corporation that buys a marker from another corporation must pay exactly \$50, and may not use the ability that operating round. If this private company is still owned by a player and a "4" train has been bought, any corporation may purchase an Engineer marker, with the money going to the bank instead of the owning player. Once a corporation has purchased this private company, all remaining markers are purchased from that corporation. The private company is closed with the purchase of the first "5" train, although the remaining unpurchased Engineer markers stay in the possession of the corporation that purchased the private company. The Engineer markers remain in play for the entire game. If a merger corporation forms from two public corporations that each have an Engineer marker, only one Engineer marker may be used to reduce the cost of building water hazards. A corporation cannot buy markers in excess of its needs and if, due to merger, excess markers are obtained, they are available for purchase by any eligible corporation.

If this private is combined with the Mississippi River Bridge, the half price is applied before the bridge discount (note: this is only relevant if the Bridge is not used on the first turn of operation for a corporation's home hex).

- c. Architects (Western Starting packet) & Terminals (Eastern Starting Packet) – The terminals give the purchasing corporation a free \$40 and/or \$60 token if the corporation did not purchase a token of the chosen cost when it floated. Even a corporation that pars at a level that normally would prevent it from purchasing the chosen token may take advantage of this ability. When the private is purchased by a corporation, the token(s) is added to the charter. The architects give any two free tokens (\$40, \$60, \$80, and/or \$100) in the same fashion as the terminals (the implication here is that a company may purchase its \$80 and \$100 tokens, but not its \$40 or \$60 tokens, but use the terminals to acquire them – using the architects this way is needlessly expensive, but legal).

Neither of these private companies may be used to gain the free bull token that a \$100 par corporation gets from purchasing all 4 of its extra tokens. If the purchasing corporation has no reserved destination token, one of the tokens gained from these private companies must also be reserved as the destination token for the purchasing corporation. If the purchasing corporation has already been made eligible for a destination run prior to the purchase of one or both of these private companies, no destination run may be made, and no token is reserved.

5) Tile Manifest

Tile #	Quantity	Color
585	5	Green
53 (or 592)	1	Green
586	5	Brown
170	9	Brown
448	7	Brown
61	3	Brown
125	4	Brown
587	14	Grey
588	13	Grey
589	5	Grey
597	8	Grey
596	5	Grey
595	17	Grey

Change History:

Version 1.11 – Added Transcontinental rule (see 3k).

Version 1.12 – Clarified usage of the Prospectors (see 4a).

Version 1.13 – Added Tile Manifest; Clarified Army Corps of Engineers w/ Bridge Private (see 4b); Clarified returning tokens to charters (see 3e).

Version 1.14 – Modified the behavior, purchase cost, and revenue of the Army Corps of Engineers Private (see 4b).

Version 1.15 – Clarified D train “unfolding” (3i, j, and k).

Version 1.16 – Updates to rules 3A, 3D, 3H, 4A, 4B, and 4C. Added rule 3L.

Version 1.17 - Updated rule 3K to clarify Transcontinental Bonuses being optional.

Version 2.00 - Changed rule 3H; removing the Stock Merger Multiplier mechanic. Added rule 3m.

18C2C “Super-short” Variant Rules

- 1) The “D” Variant rules lend themselves very well to playing on a much smaller game board. Use all “D” Variant rules in this variant. The following 12 public corporations are available for play:

Canadian Pacific
Erie
B&O
New York Central
Pennsylvania
C&O
Illinois Central
Louisville & Nashville
Southern
Gulf Mobile & Ohio
Norfolk & Western
Wabash

- 2) Only the Eastern zone, and that portion of the Canada zone that is east of the Mississippi are in play.
- 3) One third of the train mix is available (i.e., seven 2 trains, six 3 trains, five 4 trains, four 5 trains, three 3D trains, three 4D trains, two 5D trains, and six 6D trains).
- 4) There is only one private company column in the starting packet. Place the following eight private companies in order, from top to bottom, in the starting packet column:

Keystone Tunnel
Azure Fisheries
Appalachian Coal Mining Company
Grace Mountain Lumber Company
The Gulf Shipping Company
The Terminals Building Company
Army Corps of Engineers
Eastern Prospectors

- 5) The bank size is \$25,000.
- 6) Disregard any rules pertaining to the Plains and Western zones. All other rules apply.