

GAME FLOW:

1. Auction off private companies
2. Repeat until game ends:
 - (a) Stock round
 - (b) Operating round
 - (c) Operating round

STOCK ROUNDS:

Player with Priority Deal starts.

Players **may**:

- ◆ Purchase **one** cert / private
- ◆ Sell **any number** of certs / privates
- ◆ Pass

After a turn, Priority Deal is given to the next player. Play continues until all players have passed in sequence.

Stock **cannot** be sold if purchased (or purchased if sold) on the same *round*.

Players **may** buy and/or sell a particular *private company* without limit inside of the same stock round.

TRACK COSTS:

\$10 – Yellow
\$20 – Green
\$30 – Brown
\$40 – Blue
\$50 – Black

OPERATING ROUNDS:

- 1) All private companies pay dividends; then
- 2) All corporations operate in descending market value:
 - 1 **Business** *optional* Buy and sell its own stock
 - 2 **Track** *optional* Lay and upgrade track tiles
 - 3 **Stations** *optional* Place and scrap stations
 - 4 **Run** *required* Run trains and pay dividends
 - 5 **Train Buy** *varies* Purchase new trains
 - 6 **Cleanup** *required* Remove unserved stations

STOCK MOVEMENT FOR PAYOUTS:

Total Paid Out	Move Price:
<50% of current stock price	-1
50% - 99% of current stock price	0
100% - 199% of current stock price	+1
200% - 299% of current stock price	+2
> 300% of current stock price	+3 (max)

STARTING TRAINS:

One of each type + random draws
= (corporations * 3) + 2

CERTIFICATE LIMITS:

		PLAYERS						
CORPORATIONS		2	3	4	5	6	7	8
	5	18	12	9	7	6	5	5
	6	21	14	11	9	7	6	6
	7	25	17	13	10	9	7	7
	8	28	19	14	12	10	8	7
	9	32	21	16	13	11	9	8
	10	35	24	18	14	12	10	9
	11	39	26	20	16	13	11	10
	12	42	28	21	17	14	12	11
	13	46	31	23	19	16	13	12
	14	49	33	25	20	17	14	13
	15	53	35	27	21	18	15	14
	16	56	38	28	23	19	16	14

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