

SOLO RULES FOR 1862 (a k a 1 8 E A)

Railway Mania in the Eastern Counties

Setup

Discard the director's certificates. These will not be used. Shuffle *all* the ordinary shares thoroughly to form a draw pile for shares. Take the player order markers numbered 1 to 3, shuffle these, and place them face up so you can see the order in which they come. They will be used to determine how many trains are removed from the game after each operating round.

Take two of each permit and shuffle these together. Deal out all six in a line. The rest of the permits are not used. The order of permits is important. They must be used in the order dealt.

Take the director's tokens and place them in a cup. These will be used to determine certificates and board areas which are out of the game. You can use the directors' certificates for this if you prefer. Draw four companies from the cup. Place tiles on their home bases face down (blank side). It is suggested you use plain track russet tiles for this, as you will be unlikely to use these. The hexes so covered are out of the game and may not be built upon. Place the tokens drawn in the bank pool to show which shares are also out of the game.

Take the draw pile of share certificates and deal nine columns of six cards each face up on the table to form a tableau. Each card in a column overlaps the one preceding it as you would find in a game of patience. It is recommended to keep the company logo on the certificates visible to ease play.

You may now take a mulligan if you do not like the starting set-up. You may change one of the following: The order of train permits by reshuffling and re-dealing them, the choice of four companies drawn from the cup by returning all to the cup and redrawing four, or the tableau by removing one column to the bottom of the deck, and re-dealing 6 replacement shares.

Set out the rest of the game as you would for the standard long game. You start with £600.

Stock Rounds

There are no parliament rounds. Each stock round consists of you buying cards from the tableau, selling shares, or moving cards within the tableau. The stock round ends when you decide you do not want to take further actions. Share certificates discarded or sold are placed in the bank pool. No certificate limit applies.

The actions available to you are as follows:

- Buy the first share (or block of shares in the same company) from the top of one of the columns. Take the home station marker out of the cup and place it on the company charter ready for use. As this is a newly formed company, you must set par for it and pay the value of the share to the bank. You may choose to start companies as chartered or non-chartered companies. Mark these on the par chart accordingly. The company receives the next available train permit. If there are no more permits available – i.e. if you have already bought shares in six companies – then the company will not float or operate. You may not buy certificates in companies which are out of the game, or which are in the bank pool. If the company you start is a **non-chartered company**, then you must put a company at random out of the game.
- Buy a share in a company you have already bought from the top of one of the columns in the tableau, or one which is held by a company. You may not buy certificates direct from the bank pool, or in companies which are out of the game. If the company is a chartered one and you buy from the tableau, pay the money to the bank. If the company is a non-chartered one, or you buy from a company, pay the money to the company. The price paid is as follows: chartered shares, which have not been part of a merger or refinanced, and are bought from the tableau cost par price, and all others cost the current share price.
- Move a share from the top of one column to the top of another column which has the same company share at the top.
- Deal 6 cards from the draw pile onto an empty column on the tableau. If you do this you must first put a company at random out of the game. When dealing the new column of cards, any certificate in a company which is out of the game is placed directly in the bank pool, and another card is dealt to replace it.
- Remove a share card from the top of one column without buying it, and placing it into the bank pool. If you do this you must put that company out of the game if you have not done so already.
- Sell shares to the bank pool, and receive money equal to the current stock-market price. The price zig-zigs downwards for each share sold as normal. The shares sold are put into the bank pool, and may not be re-bought by you directly. Note that you may not sell share certificates you have bought in this stock round. You must keep them until the next stock round before selling them.

A company floats as soon as you hold three shares in it. Give the company its initial capital when this happens. Chartered companies receive ten times the share price, and non-chartered five times the share price. The company then pays for its station markers as usual - £180 for three for a chartered company, and £40 per marker for a non-chartered one (minimum 2, maximum 7). Note that shares in companies which you buy but which have not floated do not change price between rounds. You may sell shares in companies which have not floated at the usual rate, which is par price halved, as the company will not have a train. This is also their value at the end of the game.

Putting a company out of the game

A company is put out of the game whenever you choose to deal a new column of cards to the tableau, start a non-chartered company, choose to remove a share certificate from the tableau without buying it, or if a company refinances.

- Put the station marker in the pool of companies out of the game.
- If the company's home base hex is empty, place a tile face down on this hex, in the same way as for the four companies chosen at the start of the game. The hex is now out of the game and cannot be built upon.
- If the company's home base hex contains a station marker, perform no additional action to the above.
- If the company's home base hex contains a track tile but has no station marker on it, take a station marker for the company and place it face down to the edge of the tile (i.e. not in the station circle(s)). This hex is now frozen, and although the track and station on the tile may be used, it may not be upgraded, nor may station markers be placed there.

Operating Rounds

These occur as per the standard game apart from the following:

You may not build on hexes containing the home base of companies which are out of the game, or where the company station marker has been placed on the side of the hex. If you managed to place a station marker on the hex before the company was put out of the game, then you may upgrade the tile on this hex.

An operating company goes into receivership if your holding in it falls to less than two shares. It comes back out of receivership if you increase your holding back up to two shares or more.

For non-chartered companies, and companies which have merged with non-chartered companies, shares visible in the tableau pay dividends to the company. Make this clear by placing the corresponding par token in the bottom half of the par chart when and only when the company is non-chartered, or is merging with a non-chartered company. Note there are a total of seven shares in each company, so if you hold four, and one is in the bank pool, then the remaining two shares pay the company if they are visible in the tableau. Shares held by you pay to your personal cash, those held by a company pay the company, and those in the bank pool pile do not pay out.

When companies merge or refinance, ignore shares in the tableau unless they are at the top of the column in which they sit. Shares at the top of a column are treated as though they are in the IPO for chartered companies, and so are placed in the bank pool (for chartered companies) or straight into the company treasury (for non-chartered companies), and become available to be used as part of any merging process, as needed. If shares involved in the merger are uncovered by this process and become top share in the column, then these are also placed in the bank pool / company charter as appropriate. Shares owned by the merging companies are merged 2:1 as usual. It is quite possible for you to be unable to redeem shares if the only shares available for this purpose are in the tableau or draw pile, so choose your surviving company with this in mind!. After a company merges or refinances, then if it is a non-chartered company it must pay ½ its share price for each of its shares now visible in the tableau (not the bank pool or on the company charter). Round the total to be paid down. If it has insufficient funds, it simply pays all the money in its treasury. After a company refinances, you must put a company *at random* out of the game.

Should a non-chartered company need to buy a train and cannot afford one, it may use shares at the top of a column in the tableau as though there were on the company charter. These shares are available to be sold in order to fund the train purchase. If doing this would be insufficient to allow the company to buy a train, then these share certificates may not be used for this purpose.

Companies may only redeem stock from the bank pool, or those in the tableau which are the top share of the column they occupy. As usual, they may only redeem one share per operating turn. Redeeming a share costs par price for chartered companies which have not been part of a merger, and stock-market price otherwise. Redeeming a share in a non-chartered company costs the company nothing if taken from the tableau, and stock-market price from the bank pool. Place the share on the company charter.

Shares in companies which are bankrupt, or which are non-surviving parties to a merger, are placed in the bank pool with their original permit, and may not be re-bought directly by you. The corresponding home station marker goes back in the cup, as the company may now be removed from the game. For mergers, the surviving company is given an additional permit card of the same type held by the non-surviving company. It is possible for a company which operates and leaves the game owing to a merger or bankruptcy to be restarted and floated by purchasing a further three shares from the tableau. If this happens then it uses the permit it originally received when first started.

After the first operating round, remove the remaining 'A' trains from the bank. After each subsequent operating round, discard the next player order card and remove the number of trains indicated on it from the bank. Note you will not need to do this after the first "H" train is available. If none of the operating companies bought any trains during the operating round, then the Yorkshiremen remove one extra train. Once the pile of player order cards is exhausted, reshuffle them and place face up as before.

The End of the Game

The game ends as usual with the formation of the LNER, but in this case this is triggered by the end of the first full set of three operating rounds. This will be the set following the sale of the first "D" train. In other respects the normal end-of-game conditions apply. In order to win you need to achieve a score as below, with extra kudos the higher up the rankings you manage to achieve!

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| • Apprentice: £9,000+ | • Komisubi: £11,000+ | • Ozeki: £13,000+ |
| • Maegashuri: £10,000+ | • Sekiwake: £12,000+ | • Yokozuna: £14,000+ |

Once you have achieved a given level twice in a row, your win level should be at that level or above.

If this is too difficult then deal ten columns of shares to form the tableau at the start of the game. If you are still struggling, start the game with £650. If this is too easy (i.e. you regularly achieve Yokozuna), then only deal eight columns of shares to form the tableau at the start of the game.

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