Use the rules in this booklet for your first game.

The *1830* starter game uses the same rules as *1830 Classic* rules for operating railroads, but eliminates the stock market and uses fewer railroads. The starter game should take 60-90 minutes for new players and makes it easier for them to learn the full game.

Overview of Play

You and each other player control the operation of one railroad. You win if your railroad has the most money at the end of the game. During each of your turns, you may lay or upgrade track, place a station, run trains to earn income, and purchase trains.

The passage of time is represented by four phases. The beginning of each new phase is keyed to the purchase of successively larger trains.

Setting Up the Game

Place the *game board* in the center of the table with the *1830 Classic* side face up. The map of the area is overlaid with a hexagonal grid. You lay track tiles on these hexes to connect cities that your trains can "run to" in order to generate revenue.

Place the *bank* (i.e., money) and the *track tiles* with track on both sides (they are also marked with ★'s) next to the board.

Stack the available 2-trains, 3-trains, 4-trains, and 5-trains (see Setup Chart) next to the map board.

Note: Each train has a number that specifies the maximum number of cities the train may run to or through (e.g., a 3-train can run to or through 3 cities).

For each of the 6 railroads listed below, place one of its station tokens on its home city (even if there are fewer players).

Shuffle the charters for the active railroads (see below) and give one to each player. You control the railroad corresponding to your charter. E.g., for 3 players, shuffle the PRR, NYC, and C&O charters.
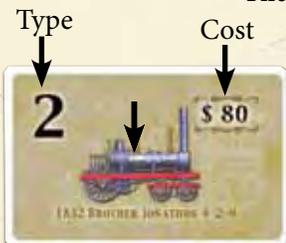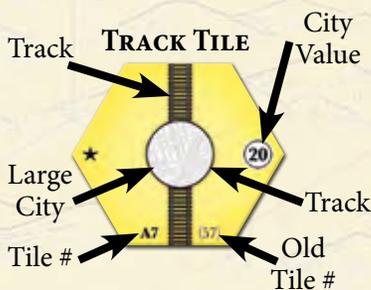
SETUP CHART

# Players	Start $	# Trains 2s / 3s / 4s / 5s	Active Railroads
2	$200	4 / 3 / 2 / 1	PRR, NYC *
3	$180	4 / 4 / 3 / 1	PRR, NYC, C&O
4	$180	5 / 5 / 4 / 1	PRR, NYC, C&O, B&M
5	$150	6 / 6 / 5 / 1	PRR, NYC, C&O, B&M, NNH
6	$150	7 / 6 / 5 / 2	5 RRs above + B&O

#	Railroad	Initials	Home City
1	Pennsylvania	PRR	Altoona(H-12)
2	New York Central	NYC	Albany (E-19)
3	Chesapeake & Ohio	C&O	Cleveland (F-6)
4	Boston & Maine	B&M	Boston (E-23)
5	NY, New Haven & Hartford	NNH	New York (G-19)
6	Baltimore & Ohio	B&O	Baltimore (I-15)

* — For a 2-player game, you can also use the 4-player setup, with one player controlling the PRR and B&M, and the other the C&O and NYC. The railroads operate separately, but the most total money at the end wins.

Choose one player to be the banker. The following money starts in the bank: all of the $10, $20, $50, and $100 bills. Give each player the start money indicated in the Setup Chart. For each railroad being played, put one of the railroad station tokens on its charter in the $40 space. Other charters and tokens are not used.

TRACK TILE — Track, City Value, Large City, Track, Tile #, Old Tile #, Type, Cost

STATION TOKENS

MONEY

TRAIN CARD

RAILROAD CHARTERS

THE MAP BOARD

Sequence of Play

You and the other players take turns operating your railroads. The turn order is listed in the Setup Chart: PRR, NYC, C&O, B&M, NNH, B&O. If a railroad is not being played, just skip to the next railroad.

During your turn, you:

1) May lay or upgrade track.
2) May place your 2nd station token.
3) Operate your trains and collect revenue.
4) Purchase trains.

Game Phases

There are four phases in the game. Each new phase is triggered by the purchase of successively larger trains. Certain rules that go into effect when each phase begins:

Phase One — Starts at the beginning of the game.

❖ Only yellow tiles may be played.
❖ Each railroad may own up to four trains (2s).
❖ Use the lower value for red off-board location revenues.

Phase Two — Starts when all of the 2-trains are bought and then the first 3-train is bought.

❖ Yellow and green tiles may be played.
❖ Each railroad may own up to four trains (2s & 3s).
❖ Use the lower value for red off-board location revenues.

Phase Three — Starts when all of the 3-trains are bought and then the first 4-train is bought.

❖ All type 2-trains are removed from play. Flip the 2-trains over and use them as the additional 4-trains specified in the Setup Chart.
❖ Yellow and green tiles may be played.
❖ Each railroad may only own up to three trains.
❖ Use the lower value for red off-board location revenues.

Phase Four — Starts when all of the 4-trains are bought and then the first 5-train is bought.

❖ Yellow, green, and brown tiles may be played.
❖ Each Railroad may only own up to two trains.
❖ Use the higher value for red off-board location revenues.

Note: If a railroad owns too many trains, the railroad's president must remove one of the railroad's trains—it may be repurchased.

Lay or Upgrade Track

You build railroad track by placing colored hexagonal tiles on the game board. On your turn, you may do one of the following:

❖ *Lay track* by placing one yellow track tile on the board.

❖ Place one green or brown tile to *upgrade track* already on a map hex.

Each track tile must be placed in alignment with a hex on the map, but may be placed in any of the six orientations, as the long as the these guidelines are followed:

✦ Once laid, a tile becomes part of the map and may only be moved when it is removed to be replaced by another tile (i.e., an upgrade tile).

✦ Once a track segment is built, it may not be removed.

✦ When a tile is replaced, all track segments on the replaced tile must be represented in the same orientation on the replacing tile.

CONSTRUCT TRACK EXAMPLE

Ⓐ – yellow tile placed on a hex without a tile
Ⓑ – yellow tile placed on a hex without a tile at a terrain cost of $40 ($80 in *Base Game*)
Ⓒ – green tile placed on a hex without a tile
Ⓓ – yellow tile upgraded to a green tile
Ⓔ – yellow tile placed on a hex without a tile
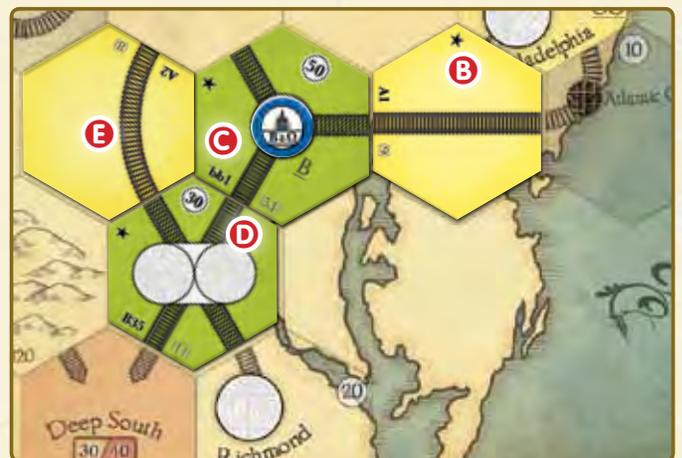
- ✦ Yellow tiles may only be placed on tan map hexes.
- ✦ Green tiles may only upgrade yellow tiles.
  - ***Special***:
    - ✧ A green tile labeled with "OO" may only be placed on a yellow map hex also labeled "OO".
    - ✧ The green tiles labeled with "B" may be only placed on yellow map hexes labeled "B" (Baltimore and Boston).
    - ✧ Only the green tile labeled with "NY" may be place on the yellow map hex labeled "NY."
- ✦ Brown tiles may only upgrade green tiles.
  - ***Special:***
    - ✧ The brown tiles labeled with "OO" may only replace the green tiles also labeled "OO".
    - ✧ The brown tiles labeled with "B" may only replace the green tiles also labeled "B".
    - ✧ The brown tile labeled with "NY" may only replace the green tile also labeled "NY".
- ✦ Upgraded tiles are removed from the map and placed back in the available track tile stacks for later use.
- ✦ The railroad placing (or upgrading) a tile must be able to trace continuous track of any length from one of its station markers to the tile to be placed or upgraded. The route may not run through a city if all of the city's circles contain stations belonging to other railroads.
- ✦ When a city tile is replaced, all station markers on the tile must be placed on the new tile in the same locations as before.
- ✦ No tile may be placed so that any track ends against printed terrain where tiles may not be placed. Examples of such terrain include: area that is not hex shaped (other than the red areas), the map edge, the blank side of a grey hex, or a red hexside in a lake or river.
- ✦ Hexes with one or two small cities may only have yellow tiles with the corresponding number of small cities laid on them.
- ✦ Hexes with one large city (indicated by a large open dot) may only have yellow tiles with one large city laid on them.
- ✦ A difficult terrain hex (marked by by a "$" followed by amount) requires an extra expenditure to lay the first tile there. The money must be paid when the tile is laid. A railroad replacing a tile already laid in such a hex does not pay this cost.
  Note: *In the starter game, terrain only costs half of the amount shown on the board. A hex with $120 only costs $60, while a hex with $80 only costs $40.*

Place a Station

You start the game with a station on your home hex. But, you must pay $40 to place your second station.

To place a station:

- ✦ Your railroad must be able to trace a continuous segement of track from your home station to the city in which you wish to place the new station.
- ✦ The target city must also have space for the station token. Only one station is allowed per large city space—stations may not be stacked.

Once a station is placed, it cannot be moved or removed. When a city has all of its station spaces filled, only a railroad with a station in that city may trace a route through. Other railroads may only use such a city as a terminus of a route.

Operate Trains & Collect Income

In order to generate income, a railroad *runs* its trains along routes on the map according to the following guidelines:

- ✦ A legal *run* for a train must include at least two cities AND at least one of those cities must contain one of the railroad's stations.
- ✦ The maximum number of cities a train can run to or through is equal to the train number type (e.g., a type 3 train may run to or through up to 3 cities).
- ✦ A train's route may not reverse at a junction.
- ✦ If a train's route includes any red off-board destinations, they must be used at the beginning or end of a run.

CONSTRUCT TRACK EXAMPLE CONTINUED

- **F** – yellow tile upgraded to a green tile
- **G** – green tile upgraded to a brown tile
- **H** – yellow tile upgraded to a green tile, at no cost
- **I** – yellow tile placed on a hex without a tile, cost of $60 ($120 in *Base Game*)
- **J** – may not be upgraded, the only upgrade has track running off of each edge and track may not run out to the east
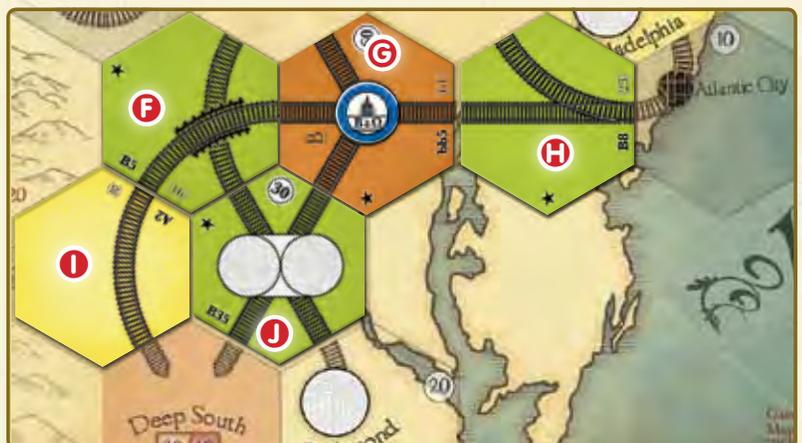
Example: *The B&O home station is in hex F. A train's run (route) is indicated by the letters of the hexes it passes through. Thus, FED starts in F and passes through E to end in D. For each train combination, the chart below lists one set of runs that yields the best revenue possible:*

Trains: Revenue	Best Revenue Runs
One 2-train: $80	FE or FCBE
Two 2-trains: $160	FE, FCBE
Three 2-trains: $220	FE, FCBE, FIJ
Two 2-trains, one 3-train: $250	FCBE, FIJ, FED
One 2-train, two 3-trains: $270	FIJ, FEH. FCBED
Two 3-trains: $210	FCBED, FEH
One 3-train, one 4-train: $220	FEH, DEBCFIJ

Illegal routes for a 2-train:
FD [skips a station at E],
FCG [reversing direction at a junction],
FCBAD [changing track at a crossover], and
DE, EH, or EBCG [no station on route].

Illegal routes for a 3-train:
FEBCF [scoring same city twice on same route],
EDA [red area can't be in the middle of a run],
and EFE [using same track section twice plus scoring same city twice].

✦ A single train may not run to or through the same city (or same red off-board location) twice, but it may run to or through two different cities on the same tile.

✦ A train may not use a specific section of track more than once, but may use different sections on the same tile.

✦ All cities along the route must be counted.

The value of a train's run is equal to the total of the values of the cities it traces a route to or through. If a railroad is running more than one train, each train must conform to the above rules and may not use a section of track that another one of your trains has has already used this turn. It may, however, use and count cities used by the other train(s).

Your railroad's revenue for a turn is the total of all of its trains runs. After calculating the revenue, the bank pays the railroad that amount.

Purchase Train(s)

Your railroad may purchase one or more trains, provided it does not exceed the listed train limits (see Phases on page 2).

The bank sells new trains and will only sell them in numerical order. Thus, all 2-trains must be sold before the first 3-train, all 3-trains must be sold before the first 4-train, and so forth. Trains are always purchased at the price printed on the train card.

A train on the Open Market does not restrict the purchase of trains from the bank.

Because the purchase of a train may trigger a phase change, trains must be purchased one at a time. Thus, if your railroad wishes to purchase more than one train, it would purchase one, resolve any phase change, purchase another train, and so on.

If the purchase of a train triggers a phase change and that change reduces the number of trains a railroad can own, your railroad may not be able to purchase another train.

A phase change may also cause a railroad to own too many trains. Should this occur, the owner should place the excess train in the "Open Market." A train in the Open Market may be purchased by paying the bank the price printed on the train card.

Winning the Game

The end of the game can be triggered by either of two events:

✦ The bank runs out of money.

✦ A railroad has no train and not enough money to buy one from the bank or the Open Market.

When either of these events occur, add the unused $500 bills to the bank and continue until the start of the turn of the player with the PRR (so that all players have had the same number of turns).

The winner is the player with the largest amount of cash in his or her railroad. Trains and stations have no value in determining the winner.