

# 18OR

## FROM GOLDRUSH TO STUMPTOWN

Rules version 1.1 (2018-11-16)

## 1 Introduction

### 1.1 About the Game

18OR is game about railroad investing in Oregon. Players invest in and operate railroad companies for profit or peril. Companies will lay railroad track, build routes, and run trains on while attempting to block rival companies from doing so. The player with the greatest wealth at the end of the game is the winner.

### 1.2 18OR In Context

18OR is based on the 18XX series of train games designed by Francis Tresham. 18OR is very different from other games in the series. Veteran players should read the rules carefully before starting.

18OR is designed to be scalable and configurable. It comes with several different map sizes to support 2-8 players. Maps can be rearranged to create any scenario.

! **NOTE:** Instructions given here ensure a

- reasonably balanced, fair, playable, and interesting game. However, players are encouraged to experiment with any agreed upon setup that they wish. The game is specifically designed to be tinkered with.

! For more information about Oregon, the

- historicity of the game, and differences from other 18XX games, please see the **Non-Essential Information** section at the end.

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## 2 Know Before Starting

### 2.1 Overview

The winning player is the one with the greatest wealth (cash and stock) at the end of the game.

Players get income by investing in *private companies* and *corporations*.

Corporations sell stock to players. Any player may buy stock in any corporation. The player with the most stock in a corporation becomes the *president* and owns the right to *operate* that corporation.

The game alternates between *stock rounds* and *operating rounds*. In stock rounds, players buy and sell stock. In operating rounds, players operate corporations that they are the president of, laying down railroad track, building stations, buying and running trains, and earning income. Income can be withheld for corporate use or paid out to shareholders.

The game ends when the bank runs out of money.

### 2.2 The Bank

All money paid throughout the game comes from “The Bank” which has a predetermined amount of starting money that is set aside before the game starts. When this money runs out, the game ends.

### 2.3 The Market

All stock shares sold by players and corporations go into “The Market”. Shares in The Market are not owned by any player but can be purchased.

All trains that have not yet been purchased are initially placed in the Market.

## 2.4 Companies

There are two types of companies:

### 2.4.1 Private Companies

These companies are represented in the game by a single certificate. Private companies can be owned by players or corporations. Private companies are

auctioned off to players at the beginning of the game. They pay out a fixed amount as income each operating round. Private companies offer some special power or ability if owned by a corporation. Private companies are removed from the game at certain times if not merged into a corporation.

### 2.4.2 Corporations

Corporations are represented by stock certificates that players may purchase. The player with most stock in a corporation at any given time is the *president* and has the right to operate that company.

When a player buys the first stock certificate from a company (the presidential certificate), it *floats* (becomes active in the game). This player becomes the president and takes the *company charter*. Corporations that have floated participate in operating rounds.

A corporation is its own entity. It does not belong to any specific player. A corporation's treasury and belongings are kept separate from all players.

#### 2.4.2.1 Stock Certificates

Each corporation is represented by ten shares of stock (10% each) in nine *certificates*. There are eight “regular” 10% certificates and one 20% *presidential certificate* which counts as two shares of stock and costs as much as two shares of stock. However, it only counts as one certificate. The presidential certificate must be held by the president. It cannot be sold.

Corporations start the game owning all of their own stock certificates. They sell their own shares directly into the Market to raise cash as needed.

The price of shares is determined by the corporation's marker on the Stock Market. If the company is being started by having its presidential certificate purchased, the purchasing player must choose a starting stock price first according to the game's phase.

## 2.5 Game Phases

The game is divided in up to 5 phases, in order: Yellow, Green, Brown, Blue, and Black. The game starts in Yellow and will progress through the other colors as trains are purchased.

Each train is labeled with a phase color (indicated by a

colored hexagon in the corner). When the first train of a new phase color is purchased, the phase of the game immediately changes.

The phase of the game will influence which track tiles are available to play, which private companies are in play, and maintenance fees.

## 3 Setup

### 3.1 Set Up The Map

There are three map sizes, each marked by a different Oregon mammal: Small (squirrel), Medium (beaver), and Large (elk). All game components are marked with an icon that corresponds to which map size it should be used with. A game will include all components marked for the map size you choose *in addition* to all components marked for smaller sizes. For example: to play a medium sized game, you would include all game components marked with a *beaver* (Medium) or *squirrel* (Small) icon, but not the *elk* (Large) icon. To play a large-map game, include all three.

Map sizes support varying numbers of players:

- Small: 2-3
- Medium: 3-5
- Large: 4-8

#### 3.1.1 Corporate Charters

From the corporate charters available for your chosen map size, turn face down, mix, and randomly choose corporations that will be available for the game:

**(Number of players \* 2) + (1 per map size)**

*Example: 3 players on Medium board = (3\*2)+2 = 8*

All other corporate charters are not used.

#### 3.1.2 Tile Setup

Find the tiles needed to play on the map size that you choose. Separate the **labeled city tiles**, **obstacles**, and **terrain** to be set up by players. Starting with the oldest player, each player places one tile of any kind (city, obstacle, or terrain) face up onto the map until all tiles have been placed.

### 3.2 Set Up The Bank

Set aside \$1,500 per corporation as “The Bank”. (*Example: 8 corporations = \$12,000*). From this money, give each player \$400. Any other physical currency should not be used in the game other than to make change.

For a shortened game, commit only \$1,000 per corporation.

! Most 18XX players will play with **poker chips** as currency. Therefore, 18OR does not come with any “play money”. If you need play money, you might look into using those provided by other 18XX games or any other board game.

### 3.3 Set Up Trains

Segregate all the trains needed for the map size that you choose. From these, set aside one of each level of train. By any means, mix and randomly draw from the remainder of trains up to the total number of trains for the number of corporations you are playing with:

**Total trains in play = (corporations \* 3) + 2**

Combine these with the trains previously set aside. Arrange all trains into a stack in order with least dollar-valued trains on top. Place the stack on the Market or anywhere off to the side.

If there are any 5D trains in the unchosen set, add these to the trains in play.

All trains not selected are removed from play and will not be used in the game.

### 3.4 Private Companies

Randomly choose this many private companies:

**Number of corporations + 2**

All other private companies will not be used.

### 3.5 Set Up Everything Else

Place the Market board on the table.

Put all track tiles, private companies, and corporate charters for the map size that you choose on the table.

Any other components are removed from play and will not be used.

Place all private companies in a stack in order by their labeled “purchase” price with the least-valued companies on the top of the stack.

Place all corporate charters on the table. Place all of the corporation's station markers and stock certificates on the charter. Arrange the certificates into a stack with the presidential certificate on top.

## 4 How To Play

The game begins by auctioning off all private companies. After this one-time event, the game alternates between one **stock round** (“SR”) and two **operating rounds** (“OR”):

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

### 4.1 End Of Game

**The game ends when the Bank runs out of money.** If this happens during an operating round, the current operating round is completed and the bank pays out IOUs. (Practically, use currency not previously set aside for the initial bank).

The winner is the person with the greatest net worth of personal cash and stock. Stock is valued according to stock market prices at the end of the game. Unmerged private companies are valued according to their stated “purchase” price.

### 4.2 Private Company Auction

Private companies are auctioned off in a *real-time auction* in ascending order of purchase value. Players may look at all of the companies for sale before the game starts in order to have an idea of what to bid on.

Designate one player to be the *auctioneer*. The auctioneer's job is simply to manage the process.

Bidding always starts at **half** of the stated purchase value on the certificate. All bids must be in **\$5 increments**.

Any player can bid at any time with any amount that they wish as long as they have the funds. When no player makes a higher bid, the auctioneer should announce “Going once. Going twice. Sold.” The winning player pays the amount bid into the Bank and receives the certificate.

If no player bids for a company, the company is placed into the Market and the auction moves onto the next company.

! This isn't rocket science. Just have a lively real-time auction and sell off the private companies. Anything unsold goes into the Market.

Players familiar with other 18XX games may also wish to try more familiar turn-based auctioning rules. However, this is considered a variant and not part of the official rules.

After all companies have been auctioned, give the person with the *most* amount of remaining personal cash the **Priority Deal** token. This player starts the first stock round.

! Technically, 18OR does not come with a Priority Deal token, so feel free to use any object you want to indicate who's turn it is. If you play with a poker chip set, many sets come with a “dealer button” which is perfect for this.

### 4.3 Stock Rounds

The player currently holding the Priority Deal token always starts a stock round. Players take turns counter-clockwise until all players have passed in sequence. (Pedantically: A *stock round* is composed of many *turns* by players. Players may take several turns over the course of a round and usually do.)

On a player's turn, **any or all** of these actions **may** be taken:

- Purchase **one** stock certificate or private company.
- Sell **any number** of stock certificates or private companies.
- Pass.

After a player has finished a turn, the Priority Deal token is given to the next player.

Play continues clockwise until all players have passed in sequence and the Priority Deal token comes back to the first player who passed.

Stock **may not** be sold if it was purchased by the same player on the same *round*. Conversely, stock **may not** be purchased if it was previously sold by the same player on the same *round*.

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

### 4.3.1 Purchases

Players may only purchase **one** certificate per *turn*. A certificate may be a regular 1-share stock certificate, a 2-share presidential stock certificate, or a private company (which counts as one certificate).

The following purchase options are available:

#### 4.3.1.1 Purchasing Direct

If a corporation has not “floated” (has not become active in the game), a player may purchase the presidential certificate from the top of the corporation's stack of certificates, automatically becoming that corporation's president.

A player purchasing the presidential certificate must choose an *opening stock market price* for the corporation that is within the indicated starting range printed on the Market board according to the game's phase (yellow to start).

The player takes one station marker from the corporation and places it on the chosen space on the stock market board and pays double that amount to the corporation's treasury (the presidential certificate is worth two shares). If there are other markers already on that space, place the new marker furthest to the right. An additional station token is placed on the income track at zero.

The player takes the corporation's charter (with remaining stock certificates and station tokens on top) and places them in front of himself. This is merely for convenience. The corporation and it's holdings **do not** become property of the player.

Purchasing any stock may trigger a change of president if one player owns more of a corporation's stock than any other player. See “Change of President” below.

Besides the presidential certificate to start a new corporation, players may **not** purchase shares directly from corporations.

#### 4.3.1.2 Purchasing From The Market

A player may purchase stock from the stock market at the current price for that corporation if any certificates are available.

A player may purchase a private company from the Market for it's stated purchase price if any are available.

All purchases from the Market are paid into the Bank.

### 4.3.2 Sales

A player may sell any number of stock certificates or private companies on a turn.

#### 4.3.2.1 Stock Sales

Players may sell any 1-share stock certificate to the Market. To do this, place the certificate in the Market and collect the current market price of the stock from the Bank.

Players **may not** sell a 2-share presidential certificate into the market.

There is no limit to the number of shares that can be in the Market or that can be sold in one turn.

#### 4.3.2.2 Private Company Sales

Players may sell a private company into the stock market for the company's stated purchase value. To do this, place the certificate in the Market and collect the value from the Bank.

Players **may not** sell a private company to a corporation during a stock round. (Corporations must do this during an operating round.)

### 4.3.3 Change of President

Anytime that a player obtains more stock *shares* of a corporation than any other player and that is not

currently its president becomes the new president. When this happens, do the following immediately:

- Give the new president the corporate charter.
- Exchange the current president's *presidential* stock certificate with two of the new president's *regular* stock certificates. The presidential certificate should always be in the hands of the active president and may never be sold.

If a player obtains an *equal* number of shares as the active president, no action takes place.

#### 4.3.4 Certificate Limits

No player may own more than 6 shares of a corporation.

No player may hold a total number of certificates greater than the certificate limit for that game. The certificate limit is a fixed amount based on the number of players and available corporations in a game:

$$((\text{corporations} * 7) / \text{players}) \text{ rounded up}$$

		PLAYERS						
		2	3	4	5	6	7	8
CORPORATIONS	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

#### 4.3.5 Concluding A Stock Round

When a stock round is completed, do the following:

- If any corporation's stock is entirely owned by players, move its price **up one** notch on the stock market.

- If any corporation has shares lying in the stock market, move the stock price **down** one notch per share left in the market.

## 4.4 Operating Rounds

All active corporations and all active, unmerged private companies take one turn to *operate* during an operating round. All private companies operate first, then all corporations.

### 4.4.1 Operating Private Companies

Only unmerged private companies may operate.

Private companies may operate in any order. Each private company pays its stated dividend to its owner.

If a private company is currently in the Market, it pays no dividends.

Private companies merged into a corporation (flipped over) pay no dividends. These companies have become part of the owning corporation and no longer exist as a separate entity.

### 4.4.2 Operating Corporations

Each active corporation takes a single turn to operate. Corporations operate in descending order by stock market value. If multiple corporations have the same stock market value, corporations operate left-to-right on the same stock row.

During a corporation's operating turn, the following must be done, in order:

- 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
- 7 Close** *optional* End the company

#### 4.4.2.1 Business

A corporation may do any or all of the following in any order, without limit:

- Sell its own shares into the market.
- Buy back its own shares from the market.
- Buy a private company from a player.
- Buy a private company from the market.

A corporation may sell **any amount** of its own shares into the market for the current market price. This is a way for a company to raise immediately needed capital. A corporation may also buy back any amount of its own shares from the Market at the current price.

Corporations may buy a private company that is in the Market for the stated purchase price.

Corporations may buy a private company directly from a player if the player is willing. Private companies may be sold for any agreed upon amount from zero up to **200%** of the stated purchase price.

When a private company is purchased, simply flip the private company over to its back side and place it on the corporate charter. It is now considered **merged**. This means that the private company ceases to exist as a separate entity and formally becomes part of the corporation. Private companies bestow their special abilities to an owning corporation when merged. Private company dividends cease when the company is merged. Private companies may never “unmerge” and become a separate entity again. Once purchased, they become part of the corporation and cannot be resold.

#### 4.4.2.2 Track

A corporation **may** lay one track tile **at cost**. It **may** lay an additional track tile at **double cost**, unless stated otherwise. Tile costs are paid into the Bank when placed. No tile placements are ever required.

! Some corporations have the special ability to lay  
● yet another tile *at cost*. In this case, this second “at cost” tile is placed before the double-cost tile and the corporation may actually place a total of three tiles (and sometimes four!).

A corporation **may** place a tile and upgrade it immediately afterward as a second tile placement.

##### 4.4.2.2.1 How To Place Track Tiles

There are up to five **phases** of track tiles: Yellow,

Green, Brown, Blue, and Black. The game starts with only yellow being available. As more advanced trains are purchased throughout the game, subsequent phases of track are opened up for play (explained in more detail later).

Available track tiles should be laid out on the table for all players to see and select from.

Track may **only** be placed where it can be connected to existing track that the corporation has access to. “Access” is defined as any track that connects to one of the corporation's stations without being blocked by rival stations. The only exception is if a newly activated corporation has no stations on the map, it may place one single city tile on an undeveloped city to get started. It may only do this once in the game.

! It may happen that a corporation's network of  
● track is effectively split. See the errata section for details on how to handle this.

Only track that is available from the current phase or below may be played. For instance, if the game is in the brown phase, then yellow, green, and brown tiles may be played while blue tiles may not.

Tiles may either be placed on undeveloped areas of the map or may upgrade or replace an existing track tile.

Tiles may be placed in any orientation as long as all existing connections are maintained.

When placing or upgrading track, placements **must** follow the normal upgrade path of yellow > green > brown > blue > black. Phase colors may not be skipped unless otherwise noted. This means that if a new tile is placed on undeveloped land it **must** be yellow. Yellow may **only** be upgraded to green, and so on.

Tiles **may** be upgraded with another tile of the same phase color only if it does not change any existing connections. (For instance, a tile on the end of a route may be changed to go in a different direction). A tile may be rotated in place; this counts as an upgrade and all normal fees apply.

Tiles that upgrade existing tiles **must** maintain all existing connections. (A *connection* is any track that travels continuously between two tiles). Upgrades may *add* connections but never take away from the existing ones.

Plain track may not be placed over a city. Conversely, city tiles may not be placed over plain track or on undeveloped, unlabeled areas of the map.

Track may be placed on marked terrain hexes but must pay an additional fee printed on the tile. The terrain tile is removed.

Track may never be placed on obstacle tiles.

All track must be within the marked boundaries of the board. Tiles may never be placed off the board.

Cities may only receive upgrade tiles of the same *market sector*. In other words, *cities must stay within their market sectors when upgrading*. They can never switch. If the city is a “plain city” with no specified market sector, it may only be upgraded by another plain city tile.

**Optional:** If universal “rainbow tiles” are being used in the game, a rainbow city can upgrade **any** other city.

**Optional:** If “key cities” are being used, key cities **only** upgrade themselves. *Example: Portland can only upgrade Portland.*

Exits on a track tile **may** dead-end into another track tile (it is not required to connect to all adjacent tiles). Tiles may also dead-end into map edges, obstacles, or any other tiles placed.

If a desired tile is not available, it may not be placed. (Get it while it's hot!). City tiles are purposefully few.

#### 4.4.2.2 Costs Of Laying Track

There are two parts to calculate the cost to place a tile: the terrain and the track itself.

##### Track costs:

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

##### Terrain Costs:

Terrain fees are added to the cost to lay a track tile if there is a terrain hex tile on the map in the place where the track is to be placed. The tile will have the cost printed on it. Once a terrain fee is paid on a hex, the terrain tile is removed and is never factored in again.

- \$20 – Forest
- \$40 – Hills
- \$60 – Mountains

When a track is placed at “double cost”, this means that **only** the track costs are doubled; the terrain fees are constant.

#### 4.4.2.3 Stations

Stations are corporate tokens that are placed on empty circle-spaces on city tiles. They do two things:

- Stations represent *railroad service* to the city that they are placed on. If a company places a station on a city, it earns income from that city when it runs its trains. Cities without stations **do not** earn income.
- Stations block routes of rival corporations. You can use stations to prevent the spread of rivals or to deny them income from “your” cities.

Each corporation has a fixed number of stations that it can place during the game and a fixed cost to place them (indicated on the corporate charter).

Corporations may place **one** station **at cost** during its operating turn. Corporations may place a **second** station at **double cost**. Station costs are paid into the Bank when placed.

! Some corporations have the special ability to ● place yet another station *at cost*. In this case, this second “at cost” station is placed before the double-cost station and the corporation may actually place three stations.

Stations may **only** be placed on empty circle-spaces on developed city tiles.

Multiple stations of the same corporation **may** be placed on the same city if the city has spaces available. Placing multiple stations earns additional income and may deny rival corporations access to the city.

Stations **may** be placed in cities in which other rival corporations have already built stations if space is available.

Stations **may only** be placed on cities that the corporation has existing railroad access to. This means that the city in which the station is placed must be able



to trace a route back to another station that the corporation already owns without being blocked by rival stations. (See the section on running trains for more details on blocking).

The **only exception** is when a corporation is new and has no stations placed yet. It may then place a station in any available location.

When a station is placed, it is helpful to also adjust the token on the income track as needed (See the section on running trains for details).

#### 4.4.2.3.1 Corporations With Market Sectors

Some corporations have designated market sectors (indicated by circular symbols on their charters). These corporations have special requirements in placing stations:

A corporation **must** place its first station on a city that matches one of its designated market sectors. It cannot start on a city of a different market sector and cannot start on a “plain” city. Corporations that have no designated market sector may start in any city. Corporations that have multiple market sectors may start in either market sector.

Half or more of the cities serviced by corporations with designated market sectors **must** match that sector. The other cities that the corporation has a station in **may** be of **any** other market sector.

*Example: You are operating Timberline Industries which has a “timber” market sector icon. It has stations in three different cities. At least two cities must have a timber icon.*

#### 4.4.2.3.2 Scrapping Stations

Stations **may** be scrapped at any time during the “station placement” part of an operating turn. When a station is scrapped, the token is removed from the board and placed back on the corporate charter. The corporation's stock price is moved **down one** notch per station.

You can use this to relocate stations. Scrapping is free, but placing the station again will incur the normal costs.

Corporations may scrap any number of stations on its turn, but must always leave at least one on the board.

#### 4.4.2.4 Running Trains

Corporations run any available trains and pay out dividends. The stock price of the corporation is adjusted depending on how much is paid out.

If a corporation has at least one train, it must run it. If a company has no trains, no income can be produced and the stock price is dropped one notch.

##### 4.4.2.4.1 Determining Routes

**!** Many of these rules are different from other 18XX games. Please read carefully!

Each train has a number which indicates how many cities it can service. A corporation may service as many cities as it has trains for. If the corporation owns multiple trains, it can service the combined total allowed by all trains it owns. For instance, if a company owns a 2-train and a 3-train, it may service 5 cities.

Income is **only** collected from cities that have at least one of the corporation's stations on it. Cities without a station earn no income.

A corporation must service at least two cities to earn revenue.

Trains may only service cities that are connected by railroads. Train “routes” must be linear. A train may run to any city it can legally get to without being blocked by rival stations. The order of the cities a train runs to makes no difference.

A train **may not** run over the same piece of track multiple times, **may not** move backwards, **may not** run in a loop.

Trains **may** run through cities it has no station in unless blocked by rival stations. A city is considered *blocked* if the corporation has no station on the city **and** the city has no empty station spaces left.

Trains may not run track previously run by other trains of the same corporation.

Multiple trains of a corporation may service the same city and earn income on that city for each train that serviced it (i.e. “double heading” is allowed).

#### 4.4.2.4.2 Calculating Income

Each serviceable city with a station on it earns the income indicated on the tile.

Diesel trains (those marked “4D” and “5D”) earn double the revenue of normal trains.

Each **additional** station in a city earns \$10 (regardless of train type).

Each *rival station* in a serviced city **reduces** income by \$10 per station (regardless of train type).

Some corporations and private companies earn bonuses under certain conditions which may also be factored in.

Income for the turn is the total of all of these. Once income has been determined, move the marker on the income track if necessary.

! The income track is designed to speed up game play. It does nothing in itself. It helps players remember how much a corporation is earning so that it does not need to be recalculated every time a corporation operates. It is helpful to adjust the income track as needed throughout the game whenever stations are built or scrapped by any player. Then when a corporation operates it simply pays out what is indicated on the income track. Theoretically, income amounts should already be known when it is time to run trains.

#### 4.4.2.4.3 Paying Dividends

Once income has been calculated, the corporation takes this amount from the Bank and places it on its own charter. From this amount the corporation may pay out **any** amount as a dividend to shareholders (including zero, keeping all of it). The total payout must be in \$10 increments. Each shareholder receives 10% of the payout per share owned. (It is usually helpful to have a reference card for calculating percentages).

- Dividends for shares owned by players are paid directly to the player.
- Dividends for shares owned by the corporation itself are retained.
- Dividends for shares owned by the Market are paid into the Bank.

The corporation's stock price is adjusted based on the total amount **paid out** (not the amount earned). Earnings retained by the corporation **and** dividends for shares owned by the corporation **do not** count towards the total paid out! (Thus, greater stock ownership is important if a company intends to move its stock price!)

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)

**EXAMPLE:** A corporation's current stock price is \$120. It earns a total of \$260 from running trains. 4 shares are owned by Player A, 2 shares by Player B, 2 shares owned by the company, and 2 more shares sitting on the Market. The company decides to hold back \$60 and pay out the remaining \$200. Player A would get \$80 (4x20), Player B would get \$40 (2x20), \$40 would be paid back into the bank for the 2 shares sitting on the market, and the other \$40 would be retained by the company for the 2 unsold shares. *A total of \$160 was paid out.* This is more than 100% of the current stock price but less than 200%, so the stock price is moved up one notch.

If no trains are run, no dividends can be paid out, and the stock price drops one notch.

#### 4.4.2.5 Buying Trains

If a corporation does not own a train it **must** buy one. If it has at least one train it **may** buy more.

Trains can be purchased either from the Market or from other corporations. (Most trains are purchased from the Market.)

Corporations buying from the Market must take the train on the top of the train stack and pay the amount shown on the train into the Bank. The purchased train is placed on the corporate charter.

Corporations **may** offer to purchase a train from any other corporation for any positive amount of at least \$1. (In practice, the other corporation is usually operated by

the same player).

Corporations may **not** sell a train to another corporation on its own turn. It may **only** offer to **buy**.

Multiple trains **may** be purchased on the same turn. There is no limit to the number of trains a corporation can purchase.

When the first train of a new phase color (marked by a colored hexagon) is purchased, the phase immediately changes. (See “Phase Changes” for details).

If a company is required to buy a train but cannot afford it, it must attempt to sell all assets to buy a train. It must sell its own stock shares if needed. If it still cannot afford a train after selling all that it can, the company is considered **bankrupt**. See “Bankruptcy” for procedural details.

! Unlike other 18XX games, the president **may not** contribute anything.

#### 4.4.2.6 Cleanup

Any stations that the corporation cannot service at this time **must** be scrapped. Scrapped station tokens are placed back on the charter and the stock price is dropped by one notch per station scrapped.

#### 4.4.3 Bankruptcy

A corporation goes bankrupt if it either:

- Reaches the “BANKRUPT” space on the stock market, or
- Cannot afford to purchase a train or pay maintenance fees after selling all assets.
- Has less than two stations and not enough cash to purchase more (lame duck).

When a company goes bankrupt, any money left in the treasury is placed into the Bank. All stock certificates, station tokens, and the charter should be **removed from play**. The corporation then ceases to exist and remains out of play.

#### 4.4.4 Phase Changes

A phase changes when a train is purchased that has a

new phase color (marked by a colored hexagon). For instance, when the first train with a green phase icon is purchased the phase immediately changes to green.

All phase changes are immediate and interrupt any other activity in progress. The following actions must take place when a phase changes:

- All private companies owned by the Market or by players are removed from the game without compensation if the company indicates “Discard On [level]”.
- Place all track tiles on the table according to the color of the phase (if they are not already on the table). The new track tiles are immediately available for use.
- *All* trains in play that say “Rusts On [level]” are removed from the game without compensation. For example: when the first 4-train is purchased, all 2-trains are removed. (2-trains “rust on 4”).
- If removal of trains means that some stations cannot be serviced, each president may remove stations now for free.
- All corporations **must** pay a station maintenance fee of \$10 per station currently in service. If the maintenance fee cannot be paid after selling off all assets, the company goes bankrupt.

## 4.5 The Stock Market

Corporations operate from most-valued to least valued and from left to right. Therefore, tokens of the same value should always be kept in a straight line.

When a stock price moves **up**, place the token furthest to the **right**. When it moves **down**, place it furthest to the **left**.

If a stock price reaches zero, the corporation immediately goes bankrupt.

If a stock reaches the maximum value, it cannot go higher.

Any negative stock market action of a stock valued inside if a red zone is **doubled**. (In other words: if it would drop one notch, it drops two instead.)

## 5 Company Statistics

### 5.1 Private companies

*Format: Name, map size, purchase price, dividend, "rusts on", special ability.*

**Yeon**, S, \$10, \$0, 3, One free train.

**Wildhorse**, M, \$20, \$5, 8, Free terrain tiles.

**WyEast**, S, \$30, \$5, 8, No rival station penalty.

**Deschutes**, M, \$40, \$5, 7, Free station maintenance.

**Crater**, M, \$50, \$5, 7, Free stations.

**Klamath**, S, \$60, \$10, 6, +1 tile placement.

**Corbett**, M, \$70, \$10, 6, \$20 tile placement discount.

**Bonneville**, S, \$80, \$10, 5, +\$10 p/ extra station.

**Freemont**, S, \$90, \$10, 4, 20% train discount.

**Hood River**, S, \$100, \$15, 4, +\$10 per Agriculture.

**Catlow**, S, \$110, \$15, 5, +\$10 per Ranching.

**Burnside**, S, \$120, \$15, 5, +\$10 per Timber.

**Cornucopia**, M, \$130, \$15, 5, +\$10 per Mining.

**Hoyt**, L, \$140, \$20, 4, +\$20 p/ Operating Round.

**Terwilliger**, L, \$150, \$20, 5, Long Distance Bonus.

**NorthWest**, L, \$160, \$20, 4, Diversity Link Bonus.

**Jefferson**, L, \$170, \$25, 3, Delayed Obsolescence.

**Everett**, M, \$180, \$25, 4, Route Extension.

### 5.2 Corporations

*Format: Name (signature), map size, number of station tokens, price per station token, market sectors, special ability.*

**Timberline** (TI), S, 10, \$25, Timber, +\$10 p/ Timber.

**Sumpter** (SR), M, 10, \$25, +\$10 p/ Mining.

**Willamette** (WV), S, 10, \$25, Agriculture, +\$10 p/ Agriculture.

**Great Basin** (GB), S, 10, \$25, Ranching, +\$10 p/

Ranching.

**Oregon Territory** (OTR), M, 8, \$35, Mining & Agriculture, +\$10 p/ Mining or Agriculture.

**Tillamook** (TT), L, 8, \$35, Agriculture & Ranching, +\$10 p/ Agriculture or Ranching.

**Whitebark** (W), L, 5, free, Timber, +\$20 per Timber.

**Steelhead** (SRR), S, 8, \$30, none, Free 8-train; +1 tile placement; +1 station placement.

**Cascade** (CCC), M, 9, \$25, none, No station maintenance.

**Columbia** (CR), S, 11, \$20, none, +\$300 startup capital.

**Umpqua** (UR), S, 7, \$20, none, May skip required upgrades.

**NW Passage** (NWP), L, 15, \$75, none, +\$30 p/ extra station.

**Lewis & Clark** (L&C), L, 12, \$20, none, \$100 8-city bonus.

**Eastern** (EO), L, 14, \$20, Ranching & Mining, Delayed Obsolescence.

**Western** (WO), L, 14, \$20, Timber & Agriculture, Delayed Obsolescence.

**Frontier** (FI), M, 6, \$10, none, \$20 tile discount; \$200 diesel discount.

## 6 Errata

### 6.1 Running Multiple Trains On Split Routes

In some situations, a corporation's rail network can get split or blocked into separate sections. If the company has multiple trains, it **may** service separate sections. In this case, each train must be assigned to a different section. The limits of the trains' service apply to each section *individually*. If a corporation has only one train, it must choose which section to service and which to abandon.

! Remember that any stations which cannot be serviced by the end of a corporation's operating turn must be scrapped. Be on guard against a rival's attempt to snip your routes in half!

## 6.2 Doubling Bonuses

Bonuses and discounts are always applied **after** any doubling that may occur. There are no “double bonuses”.

## 7 Meta-Game Rules

**Rule #1** – 18OR is a game, not a simulation. All rules are arbitrary.

**Rule #2** – All rules are negotiable. If you own this game, you have every right to play it however you want. Feel free to change or add any rules as it suits you and your game partners.

**Rule #3** – Kibitzing, banter, thinking out loud, alliances, negotiation, backstabbing, and collusion are all expressly allowed.

**Rule #4** – All money and information are public knowledge. There are no secret deals.

**Rule #5** – “Come on”, “hurry up”, and similar phrases are not permitted. There is a \$50 fine per occurrence, payable to the Bank. Hurried players ought not to be playing this game.

## 8 Non-Essential Information

### 8.1 18OR Compared To Other 18XX Games

18OR is very different from other games in the genera. Many of the components are the same but play differently. Here are a few of the many differences:

**Configurable Components** – All cities, terrain, and obstacles are their own separate tiles and can be placed on one of several differently sized maps in any way you see fit. This lets players play a completely different game every time by randomly placing the starting tiles to begin the game. Players that wish to play the same setup repeatedly can also do so.

Additionally, the number of corporations, privates, trains, and types of trains are all configurable or can be randomized.

**Economically-Oriented Cities** – In addition to regular cities, cities can be based on *Timber*, *Agriculture*, *Ranching*, and *Mining* according to their semi-historical economic emphasis. Corporations marked by a corresponding icon must start on one of these cities and must include a majority of these cities in their routes. There are often bonuses for specializing in economic sectors.

**Stations Represent Service** – Stations represent *service* in addition to blocking. Corporations only gain revenue from cities that they put a token on. Consequently, there are many more tokens given to corporations than in most 18XX games. There are penalties for scrapping or moving stations. This encourages long-term play and forethought.

**Partial Capitalization** – A player needs only to purchase the presidential certificate to start a company. Afterwards, corporations sell shares directly into the market to raise cash.

**Nickels & Dimes** – Companies will be asked to pay for many things throughout the game including stations, track, track upgrades, terrain, trains, and maintenance. This encourages fiscal responsibility.

### 8.2 Historicity

18OR is very roughly based on the economic development of the state of Oregon. It makes no attempt to be historically or chronologically accurate, although it does incorporate state-specific theme. The locations are all real locations in Oregon. Each city's economic emphasis is roughly matched to its own history. The company names are fictitious, although more spirited and interesting in the author's opinion.

### 8.3 About Oregon

Oregon is a large, rectangular Western state that just happens to fit nicely on an 8.5x11 piece of paper. The state is split vertically by the Cascade mountain range. Consequently, the Western 1/3 of the state is moist and green while the Eastern 2/3 of the state is dry and arid.

The Willamette Valley (*Will-AM-it*) in the Northwest corner is effectively the end of the Oregon Trail and

was the destination of choice for many travelers. The area produces many different food items including hazelnuts, salmon, wine, apples, pears, peaches, and berries.

The Western side is a major logging and timber producing region in the US. The timber industry is what Oregon is well known for and was one of the major motivations for early railroad development.

The Eastern side of the state was home to large cattle empires and sheep herders. Many goldrush towns sprang up in various locations in the 1860s and 1870s.

The Southeastern corner of the state is mostly empty sagebrush desert, although it does support ranching activity. It is some of the least populated country in the continental United States.

Since most of the points of interest for train gamers are along the Western and Northern edges of the map, Oregon isn't geographically the best state to base an 18XX-style game on. This is why 18OR comes with a configurable map but keeps the Oregon theme.

## 8.4 Design Notes For Play Testers and Developers

The game has changed a great deal over its development lifecycle. Here are some notes about previous versions as well as ideas for future development.

**Routing** – The original rules simply counted the number of cities serviced by a corporation instead of figuring out optimal routes for trains. In that version, trains can go any direction, can overlap already traveled routes, need not run linearly, and may make other non-traditional movements in an effort to ease calculating income. It does not allow “double heading”. The author prefers this simplification, however it leads to ambiguous scenarios when there are multiple trains, some of which may be diesels, or when the route is split into two. This is something that should be considered in further playtesting.

**Payouts** – The payout rules state that a corporation may pay out any amount and keep what is not paid out. This often leads to a company paying out just enough to get a stock bump, but no more. This rules gives flexibility, but also leads to much extra calculation, often benefiting from a handy reference table. Switching to a

simpler payout scheme would get rid of this calculation.

**Tile Set** – I went with an overly generous track tile set in an effort to avoid making the game too fiddly. However, if this makes the game less fun, I am open to making a different tile set with more restrictive tracks. Currently the green tiles have what are traditionally brown track layouts, and the brown tiles have over-the-top connections.

**Rainbow Tiles and Key Cities** – “Universal” cities that can upgrade any market sector (“rainbow tiles”) are a recent development that seems to work well. I have also developed “key cities” that can only be upgraded in a very strict way, but provide a higher payout (“Portland” tiles can only upgrade “Portland” tiles). I’m leaving these out of the official rules, but I make the tiles available as an expansion for those that want to play with them.

**Stock** – The original version of the game let players buy stock directly from corporations. Now, one player becomes president and sells the rest of the stock to the market for general purchase. This drags out the first few rounds and gives the president a large advantage in deciding when to sell stock and how much.

**Phases** – The original version of the game had the traditional Yellow-Green-Brown phasing. Blue and Black were added for gratuitous 18XXiness. It also shakes up an otherwise dull late-game.

**Grants** – Grants are not part of the official rules, but may be easily added as a house rule with some additional tokens. Tokens are placed on certain cities and the first corporation to connect a tokened city to another tokened city would pick up the grant money.

**Stations** – 18OR uses stations as service markers and not as blocking pieces, unlike most other games. Players may wish to revert to more traditional rules and omit the station maintenance.

**Locations** – There were ideas for making special locations to generate revenue for certain market sectors: gold mines for mining companies, saw mills or ports or timber companies, etc.

## 8.5 Version Notes

This version is stable, but only roughly tested. Privates and corporations have been through several iterations, the train roster has been tightened, and the number of

cities on smaller maps adjusted.

If you would like to help contribute, please send your recommendations for rule and component changes to the author for inclusion in future versions.

## 8.6 About the Author

All game components and rules were created by leiavoia. Contact me at:

[leiavoia@leiavoia.net](mailto:leiavoia@leiavoia.net)

<http://www.leiavoia.net/pages/18OR/>

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I am not very interested in playing the game anymore, but may update the rules and components if there is demand for it. I will keep the files on my private server for public download indefinitely.

I would love to see someone take over the project entirely.