

1853

A GAME FOR ENGINEERS

**Who've had enough
of the Financiers!**

V2.0.03

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'1853' RULES

'1853' is a railway building game set in imperial India (which includes present day Pakistan and Bangladesh). Indian railways were conceived on a grand scale by British engineers who had benefited from the experience they had gained at home. This game also benefits from much prior experience with a British railway game (1829) and, as in real life, India has proved to be an ideal opportunity for applying the lessons learned.

The game is intended for three to five players although it can be played by six if required. page numberThe objective is to make money, which is not difficult (and much safer than in 1830!), and win by making more money than anyone else – which is less easy. Don't be put off by the difficulties. Even if your shareholders desert you there are no Bankruptcies or Official Receivers and the Government Mail Contract can always be relied on.

Historic Background

Unlike some countries huge fortunes were not made over-night on Indian railways, nor were there futile squabbles over duplicated routes. Instead, a period of stability led to steady progress and the eventual construction of many lengthy routes of great service to the community. If this is the sort of railway you have always wanted to run, then '1853' is probably the railway game you have been waiting for.

Until the latter part of the Nineteenth Century inland transport in India was the domain of the horse and the bullock cart apart from the few navigable rivers. Faced with the urgent need for doing something about this the British Government was, as always, unwilling to pay for it.

At first there was little private investment in India, partly because of the monopoly held by the old East India Company, but chiefly because the likely returns did not appear to justify the risks. Then the great Army Mutiny swept away the East India Company but did nothing to raise confidence in the stability of the country! However, a system was devised that was a combination of private finance and state control and like many things worked out in the territory it proved to work remarkably well.

Basically the government provided a financial safety net in the form of reliable mail contracts and, in some cases, grants to build lines to vital frontier posts. Each company that was authorised was given clear objectives and pointless competition was avoided. In return for the security thus offered the government reserved the option to acquire the companies after an interval of some fifty years by which time it was expected that the investors would have seen a reasonable return on their capital.

Historically, all the Companies featured ran very much within the areas given (Table 2) but some resulted from amalgamations and there were other name changes during the period concerned. Several of them eventually passed into state control (the North Western Railway was always run in this manner) and therefore should not in reality have shareholders.

It should be noted that all the main routes actually originated from the coast, inland bases such as Ajmer and Nagpur only being practicable if supplies were brought up by rail, but the inclusion of these bases as starting points produces a better game.

General Outline of the Game

Players start with identical sums of money to invest in railway companies. Each of the eight companies represented is financed by the sale of shares and it is controlled by its largest shareholder who is appointed Director.

The railways are built by placing hexagonal tiles on the board. Where cities and towns are shown on the map these tiles will represent stations which have values shown on them. Trains may be bought from the bank and can run routes of a length indicated, the revenue earned being the values of the stations called at. Obviously, the earnings depend on the skill with which the railway is constructed and operated by its Director.

The Director decides whether the earnings should be retained to finance further development or paid out as Dividend among the shareholders. If a Dividend is paid the value of the shares rises, otherwise it will either remain unaltered or, if there are shares in the Bank Pool, it will fall.

It is the payments made to players, plus the appreciation in share values, which contribute to their scores. Such payments also provide funds for new investments. Because each railway usually has several shareholders several players may do very well out of the same company.

There are regular opportunities for share dealing, and this may sometimes lead to a change of control in a company. It also allows players to work the stock market by buying shares which seem to have good prospects and selling those in companies which appear to have a limited future or may be suffering from under-investment due to the policy of the Director.

The game finishes when the bank runs out of money but it is advisable to play initially with a reduced bank. This will give a shorter game, allow players to gain experience of the system and provide an insight into the starting strategies that can be used.

In principle this is all there is to the game but several factors ensure that no two games are ever the same, one of these being the starting procedure by Contract Bids which allows players to aim to control the company of their choice.

The Railway Companies

There are eight railway Companies represented in the game. The Companies are usually identified by their initial letters.

ALL the Railway Companies are used irrespective of the number of people in the game. This is achieved by allowing players to buy shares in ANY of the eight Companies.

Usually a player will have the chance to run at least one Company. There are advantages to be gained from running several Companies but this should not be an objective in itself because a minority interest in several large well run Companies is usually more profitable than a controlling block of shares in a relatively less important one.

TABLE 1 The Railway Companies

	Initials	Company Name	Home Base or Bases
1	EIR	East Indian Railway	Calcutta and Patna
2	GIP	Great Indian Peninsula Rly.	Allahabad and Bombay
3	NWR	North Western Railway	Delhi and Lahore
4	BNR	Bengal Nagpur Railway	Calcutta and Nagpur
5	BBCI	Bombay, Baroda and Central India Rly.	Ajmer
6	MSM	Madras and South Mahratta Railway	Madras
7	SIR	South Indian Railway	Trichinopoly
8	BAR	Bengal Assam Railway	Chittagong

It is not possible to predict which Companies will be the most successful because this depends on all sorts of considerations, not least the skill of the respective Directors, but, in general terms, the Companies that are towards the top of TABLE 1 do tend to have the better long term prospects. However, much depends on the degree of competition or co-operation experienced in given areas. It should be noted that Companies such as the BAR and the SIR (particularly when the latter starts before the MSM) are largely free of interference while others such as the BBCI benefit greatly if relations with their near neighbours are harmonious.

Although, in principle, each Company may build track and run trains on any part of the board they are, in practice, largely limited to the region in which they may establish bases. These regions are given in Table 2.

TABLE 2 Areas in which Company Bases may be Established

1	EIR	North and West of Calcutta, East of Delhi
2	GIP	E of Bombay, S of Delhi, W of Allahabad, N of Hyderabad
3	NWR	West of Delhi and North of Karachi
4	BNR	W of Calcutta, E of Hyderabad, S of Allahabad, N of Madras
5	BBCI	North of Bombay, South of Delhi, West of Nagpur
6	MSM	South of Bombay, North of Madras
7	SIR	South of Madras
8	BAR	East of Calcutta

These limits INCLUDE the use of the rows or columns defined.

Control of Companies

There are ten shares in each Company and they may be bought and sold at intervals during the game. Therefore the proportions held by the various players are likely to change as the game proceeds.

Each Company is controlled by a Director who is also the largest (or equal largest) shareholder in the Company. Consequently the sale and purchase of shares may lead to a change of Director, but it is necessary for the current Director's holding to be exceeded by a rival player before this will happen. Therefore a player who holds 50% of the shares in a Company is safe from being un-seated.

Note that two shares are combined into a single certificate which is ALWAYS held by the current Director who must, therefore, hold at least 20% of the shares in the Company. (Special rules apply if this is not possible.)

Contract Bids

The initial distribution of shares takes place as a result of a system of 'Contract Bids'. These signify a player's intention of linking several cities by railway. The cities are noted secretly and put in an envelope with a sum of money equal to the values of the cities. This 'bond' serves as a guarantee of good intentions: that the player really does intend to make the route and is not just after the preferential issue of railway shares to which his bid entitles him! Once the railway connection is completed the player's bond money is returned to him, (irrespective of who actually built the railway).

The main consideration in choosing which cities to bid for is the issue of Company shares which follows. (This gives players a reasonable chance of controlling the Companies which are best placed to fulfil the terms of their bids.) TABLE 1 is used to identify Companies from the numbers given on the board. Where there is more than one number on a city the player has a choice of Companies. Although the shares claimed have to be stated when the bids are resolved the identity of the cities does not have to be revealed – although it is often obvious. There are severe penalties for making an illegal bid!

A bid must include at least three cities (four in a three player game) but never more than six cities. The small, un-named, towns may not form part of a bid. Any combination of cities may be chosen except that a bid must not include more than two cities from the Ganges valley area (shaded beige) and including Calcutta. (It was not the intention of Her Majesty's Government to encourage the early use of railways to link cities already well served by river steamers.)

Seating Order

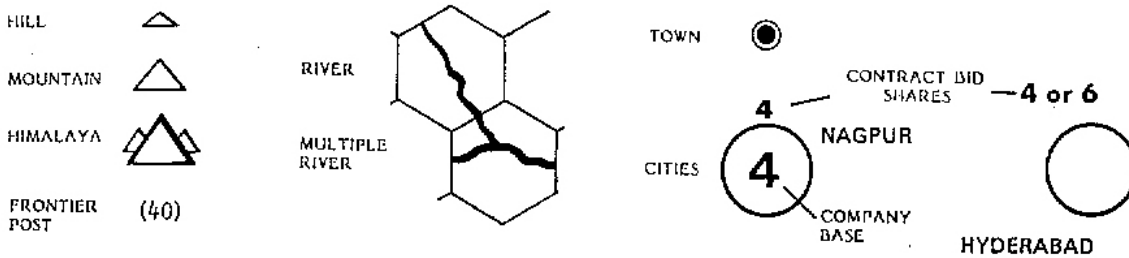
The bond will obviously reduce the money the player has available for share purchases until it is repaid. For this reason it is not usually advisable to include more cities than the minimum but skilled players may wish to do so in certain cases. This is because the size of bid fixes the seating order; those who have made the larger bids then have an advantage in the first Share Dealing Round which may ensure that they gain control of a Company vital to fulfilling the terms of their bid.

It is obviously most important to make a good bid. An ambitious bid ties up a large amount of money and the route may be lengthy and take a long time to build. If the bid is small the player will be at a disadvantage in the seating order and he may lose control of the Company when share dealing starts. He then has no obvious way of joining up the cities in his bid and regaining his bond money! A bid in a heavily populated district may lead to fierce competition for shares but a bid in a more remote area may result in the player receiving no help from others in floating his company and this, too, may delay completion of the terms of his bid.

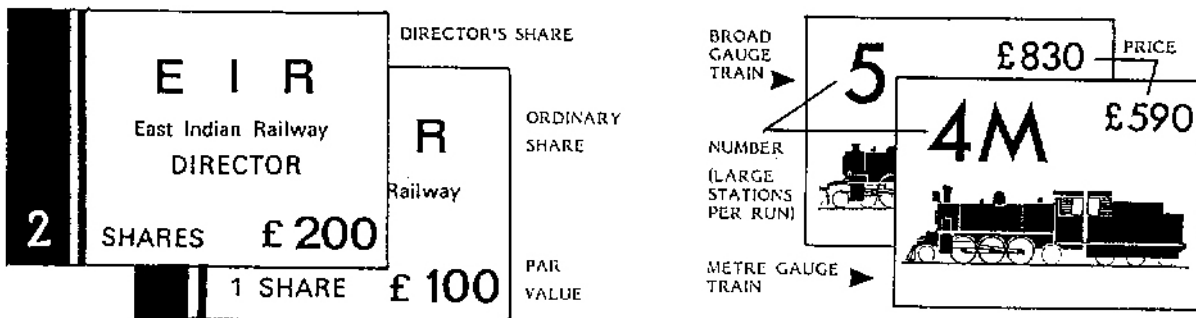
Because of the critical nature of this opening procedure players are given five minutes to decide on their bids. They may keep their intentions secret or negotiate with, or try and bluff, other players. 'Considerations' may change hands (this is India) but if this is discovered the money involved will be forfeit to the bank (gentlemen are expected to behave like gentlemen).

Game Contents

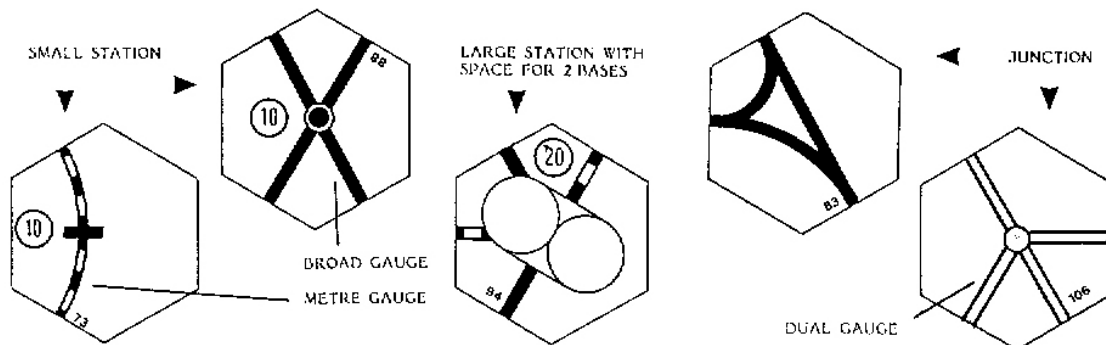
The game board is made up of seven pieces. The large cities of Bombay, Calcutta, Delhi and Madras are shown as green hexagons. There are another twenty named cities (shown as circles) and many more un-named towns (shown as ringed dots). The valley of the River Ganges is coloured beige and has a restriction on its use during the starting procedure. During the course of play Tiles representing railway lines will be laid on many of the buff, beige and green hexagons. The grey areas represent areas outside India. Those that are coloured pale grey may be used in the normal way. Regions which are shown dark grey or dark green are outside the hexagonal grid and take no part in the game. Other features are as described below.



There are ten shares in each of the eight railway Companies but because the Director's certificate represents two shares there are only nine actual certificates for each Company. The initial, par value, of shares is shown on the certificates.



There are 27 Trains of 8 different types and 191 Track Tiles for building railway lines.



There are also plastic Company Marker Tokens, money in various denominations, Company Credits (money for company use), envelopes for Contract Bids and an Elephant used as a turn marker.

Working Rules

The Rules for this game are arranged as follows:

Preparations and Seating Order	SECTION 1
Playing the Game – Dealing Rounds	SECTION 2
Playing the Game – Railway Rounds	SECTION 3
End of game and Scoring	SECTION 4
Data Tables	SECTION 5
Guidance notes (for '1829' and '1830' players only)	SECTION 6

The game consists of two Routines – Dealing Rounds and Railway Rounds. During Dealing Rounds the players deal in railway shares. The rules for this are given in SECTION 2. These rounds are organised in PLAYER order, starting with the holder of the 'Elephant', and may see shares being bought and sold, new companies formed and Directors changed.

The first Dealing Round takes place immediately after the starting procedure described in SECTION 1. When this Round finishes a Railway Round is held.

During a Railway Round each company is run by its Director according to the rules in SECTION 3. All actions in such rounds are performed by the Directors in COMPANY order. Railway Rounds and Dealing Rounds then take place alternately during the early stages of the game. Later on there will be two or three Railway Rounds between each Dealing Round as described under PHASES (Ref 36).

Finally, the results of the game are established as described in SECTION 4.

Simplified Game

This simplified procedure is advised if players are new to the game because of the difficulty in deciding Contract Bids until some experience has been gained. (To play the game with Contract Bids go straight to SECTION 1.)

Firstly, perform the actions in Paragraphs 11 and 12. Then issue each player with £440 (3 x £100, 1 x £50, 3 x £20, 3 x £10). Remove the other £100 notes and all £500 notes from the game.

The Banker now takes Directors' certificates for as many Companies as there are players (it is best to remove the BBCI and the BAR), shuffles them, and deals 1 to each player. Players then take their seats in clockwise order starting with the EIR, then the GIP etc, and simply skipping any Companies that are not represented. This is the seating order and the first player is also given the Elephant marker.

Each player is then issued with 2 ordinary shares in his Company. As a Director's certificate is worth 2 shares this gives everyone a total of 4 shares which are now paid for. All payments are made to the Bank.

Now continue with a Dealing Round as described in SECTION 2. When using this procedure the 'Qualifying Number' of shares needed to start up a new Company is 4 and the limit on shares in the same Company which may be held by any player is 5 irrespective of the number of players in the game.

The Total Number of Shares that a player may hold is as given in TABLE 3. Other data is as given in TABLES 1, 2, 4 and 5.

SECTION 1 PREPARATIONS AND SEATING ORDER

This is considered under eight headings which are performed in order.

11. Laying out the Game
12. Appointment of Banker
13. Initial Capital
14. Contract Bids
15. Seating Order
16. Issue of Shares
17. Appointment of Directors
18. Continuation

11. Laying out the Game

Assemble the playing board. Place the tiles, face upwards, where they can be seen easily. (Only the yellow tiles are required at first but players may wish to inspect the other types for future planning.) Stack the single shares in each Company, face upwards, with the Director's certificate beside each stack. Arrange the Train Cards in neat rows. Lay out the bank. It is advisable to remove all the £500 notes unless a lengthy game is required. For a shorter game use only 18 £100 and 15 £50 notes.

12. Appointment of Banker

The banker serves as umpire and adjudicates the rest of the starting procedure as well as performing the duties of banker. Ideally, he should be a player with previous knowledge of this, or a similar, game.

13. Initial Capital

Each player receives the following in personal money (not Company Credits):

Denomination:	£100	£50	£20	£ 10
3 players (£730 each)	6	1	2	4
4 and 5 players (£570 each)	3	3	4	4
6 players (£510 each)	3	2	4	3

This selection allows any size of bid to be made without having to change money and reveal the size of the intended bid.

14. Contract Bids

14.1 Each player now makes a Contract Bid. This will include the names of the cities that the player proposes to link by railway and the BOND - a sum of money equal to the scoring value of the cities. The Bond will be returned to the player once the route is completed.

14.2 The number of cities which may be included in a bid is limited:

Number of players:	3	4	5	6
Number of cities in bid:	4 to 6	3 to 6	3 to 5	3 to 4

It is not usual to bid much in excess of the minimum requirement.

14.3 A Bid must not include more than two cities from the Ganges valley region (which is shaded beige) and which includes Calcutta. Un-named towns may not form part of a Bid.

14.4 The value of the Bond is the minimum scoring value of all the cities named in the bid. This is £50 for Calcutta, £40 for Bombay and Delhi, £30 for Madras and £20 for all other cities.

14.5 The Bond plus the written Bid are placed in an envelope. The player must keep a note of the shares claimed and their value. Note that several cities give a choice of share. Only one share is issued against each city in a bid. In cases where there are alternatives the player has a free choice from among those available.

There are SERIOUS penalties for making an illegal bid (REF 31.25)!

15. Seating Order

15.1 The players now state the value of their bids and the value of the shares that they are claiming.

15.2 The highest bidder takes the Elephant and chooses his seat first, the second highest bidder sits on his left and so on. This is the Seating Order.

15.3 If several bids are of the same value (they usually are) the seating order among those concerned is resolved in order of the total value of the shares the respective players are claiming.

15.4 If two or more players make bids for exactly the same shares they HAVE to declare the cities involved and priority is then given to the player who has chosen cities that are the farthest apart in terms of hexags on the map. This may place the loser at a disadvantage if the other player now decides not to connect up all the loser's cities! Some gentle diplomacy before the bids are put in may avoid this situation arising.

15.5 If identical bids are returned you must use a die or toss a coin.

16. Issue of shares

Firstly, decide whether either Optional Rule (REF 19) is to be used.

Beginners should use the 'Minimum Number of Companies' option because it makes for a more balanced start.

16.1 Each city is associated with at least one railway Company as shown on the board by the small number(s) against the city. This indicates the share which will be issued when that city forms part of a Bid.

16.2 Beginning with the holder of the Elephant, each player now receives ALL the shares to which his Bid entitles him.

16.3 If shares in a Company are over-subscribed players who are highest in the Seating Order gain preference by receiving their shares first.

16.4 The issued shares are now paid for. Payments are made to the Bank.

16.5 Players receive all the shares they bid for even if they are unable to pay for them all. Any that can not be afforded are placed face downwards as 'un-redeemed shares' which do not qualify for dividend payments. Such shares must be the cheapest the player has bid for. Un-redeemed shares qualify normally both as 'shares issued' and in establishing who is the Director of a Company.

16.6 A player holding un-redeemed shares must redeem them before buying any further shares. This is done during a Dealing Round. Redemption is not considered to be a 'purchase' (REF 21) but is an additional activity.

16.7 Once the 'Qualifying Number' (see TABLE 3) of shares has been issued in a Company a Director must be appointed. (REF 17)

16.8 Shares in those Companies that have not formed part of anyone's bid should now be put aside until they are needed (REF 21.3).

TABLE 3 Player Related Share Data

No. of Players	3	4	5	6
Starting Capital	730	570	570	510
Share limit in any Company per player	6	6	5	4
Total certificate limit per player	21	16	13	11
Qualifying number of shares per Company	6	6	5	5

17. Appointment of Directors

17.1 Once the Qualifying Number of shares in a Company has been issued – as given in TABLE 3 – a Director is appointed so that the Company may start operation in the next Operating Round (See SECTION 3).

17.2 The Director is the largest shareholder in the Company and he exchanges two of his ordinary shares for the Director's certificate which is equivalent to two shares. If, during the starting procedure, more than one player holds an equal largest number of shares in the Company the Director will be the player who takes precedence in seating order.

17.3 A Company is formed when its Director is appointed (REF Para. 23).

18. Continuation

A share Dealing Round follows immediately after the Contract Bids have been settled and begins with the player who holds the Elephant. It allows players to acquire additional shares and, if necessary, dispose of unwanted shares by selling them into the Pool. (REF 21.5 etc.) At this stage there is little point in holding onto Companies that are not going to run because the Qualifying Number of shares have not been issued – but note Para. 19 below. Beware of disposing of shares too soon; once sold they may not be bought from the Pool until the NEXT Dealing Round.

A share Dealing Round is conducted as described in SECTION 2.

18.1 During the first Dealing Round ONLY, shares which are sold into the Pool realise £5 less than their face value. Once a Director has been appointed shares in that Company may NOT be sold into the Pool until a future Dealing Round.

19. OPTIONAL RULES

MINIMUM NUMBER OF COMPANIES

A minimum number of Companies (defined as one less than the number of players or four, whichever is the lesser) must be running on completion of the first Dealing Round.

If required a Director may thus be appointed even though the Qualifying Number of shares has not yet been issued. Preference is first given to Companies with the larger number of shares issued and then to those with the higher par value. A Director may not be appointed when no-one holds at least two shares in a Company. Therefore, this option may sometimes have to be waived.

AMENDED SHARE LIMITS

The 'Qualifying Number' of shares in a company (REF 16.7 and TABLE 3) are increased in a four player game to 7 and in a five player game to 6. This rule is for experienced players and is not to be used with the previous Optional Rule because it has the opposite effect. It has the effect of requiring participation from more than one player in order to start any Company, thus requiring Contract Bids to be considered with this in mind!

SECTION 2 PLAYING THE GAME - DEALING ROUNDS

20. Dealing Rounds

A Dealing Round is a series of turns in which all players have the opportunity to buy and sell Shares. In an individual's turn any number of Shares may be sold but only ONE may be bought. However, the Round will go on for as long as at least one player continues to buy every time it is his turn. It will stop once every player has consecutively declined the opportunity to buy (not sell) a share. Thus the Round is kept going as long as players require, and any number of shares may be bought – one at a time. The mere act of buying a share will obviously ensure that the player will have another opportunity to buy next turn. Even if a player declines what is on offer he may still have another chance to buy because, if other players keep buying, the Round will keep going, but once the same offer has been declined by everyone, the Round stops. The next Round will start with the player on the left of the last buyer. This player is given the Elephant marker to signify this fact but there will be one or more Railway Rounds played before this happens. (REF 35.11, 36)

21. Mode of Operation
22. Appointment of Directors
23. Company Formation
24. Companies with no Director

21. Mode of Operation

21.1 A Dealing Round is a sequence of turns, starting with the holder of the 'Elephant', in which players may deal in shares. All deals must be made through the Bank, private deals between players are not allowed.

21.2 There are limits on the TOTAL number of share CERTIFICATES which may be held (a Director's certificate counts as ONE even though it represents two shares) and also on the total number of shares that may be held in any one Company. These limits depend on the number of players. See TABLE 3 above. (Shares valued on the Stock Market at £40 or less are exempt from these limits.)

21.3 Shares in those Companies named in the Contract Bids (or the alternative Simplified Game procedures) are available simultaneously but, once ALL such shares have been issued, the bank sells further company shares only in the order given in TABLE 1. From now on shares in each new Company must be fully issued before the next Company is put on offer.

21.4 All purchases of new shares are made at face value (par) irrespective of the current value shown on the Stock Market.

21.5 Players are also allowed to sell shares. These are placed where they are clearly visible to other players in what is called the Bank Pool. Shares may be sold in the same turn that another type of share is bought.

21.6 Unlike purchases (where shares have to be bought individually) any number of shares may be sold in the same turn.

21.7 Shares in the bank Pool may be bought as an alternative to 'new' shares. All sales and purchases to and from the Pool are made at the price quoted on the Stock Market. This is the market value of shares in those Companies which are running. (If no price is shown the shares are valued at par.)

21.8 In general, any shares may be sold back to the bank Pool. However, in the round in which a Director is first appointed, it is NOT then permitted to sell shares in that Company until the following Dealing Round.

21.9 If a player sells a share in a Company he is not then allowed to buy shares in that Company until the next Dealing Round. Also, a player may not both buy and sell the same share (or a share in the same Company) in the same turn.

21.10 Shares which have been sold into the bank Pool are deemed to be 'shares issued' and do not prevent the sale of new shares in any Company.

21.11 At the end of a Dealing Round the player on the left of the last player to buy is given the Elephant to indicate that he will start the next Dealing Round. The holder of the Elephant may, if he wishes, sell it at this point to another player for a mutually agreed price.

A Railway Round then commences with each Company playing in the order given in TABLE 1. See SECTION 3.

22. Appointment of Directors

22.1 A Company Director is appointed once the Qualifying Number of shares has been issued. The Director is the largest shareholder in the Company and he exchanges two of his ordinary shares for the Director's certificate which is equivalent to two shares. If more than one player holds an equal largest number of shares in the Company the player who has held a share in that Company for the longest time will take precedence. Refer also to 21.8.

22.2 If, once the Qualifying Number of shares has been issued, no player holds the necessary two shares to qualify as Director then a Manager is appointed to run the Company. (REF Paragraph 24)

22.3 If a shareholder gains MORE shares in a Company than the existing Director then he IMMEDIATELY takes over the Director's Certificate in exchange for two of his own ordinary certificates.

(If this causes the former Director to exceed the total number of certificates he is allowed to hold in his hand he must correct the situation in his next share dealing turn. Note that a player may NOT exceed his allowed total of share certificates in anticipation of becoming a Director.)

23. Company Formation

23.1 A Company is formed once its Director is appointed. It then receives Company Credits equal to the face value of ALL its shares (i.e. ten times the value of an ordinary certificate) irrespective of how many shares have actually been issued.

23.2 The Company is also given its marker tokens, one of which is placed on the Stock Market at par. A marker (or markers) is placed on the Base Station(s) listed in TABLE 1. For the colours of these tokens see TABLE 7.

23.3 The Company will then start running in the next Railway Round.

24. Companies with no Director

24.1 A Company in which no player has two or more shares is run by a Manager. If several players each hold one share in the Company the Manager will be the previous Director or, if he does not qualify, the player who has longest held shares in the Company. If no shares are held by anyone, the Manager is the holder of the Elephant. In this case the Manager is likely to change after every Dealing Round. A Manager is replaced immediately any player qualifies as a Director.

24.2 A Manager may make any moves allowed of a Director except that he must not declare a dividend.

24.3 The main significance of a Manager is that, unlike a Director, he is allowed to buy a new train, from the bank, on credit. This enables a Company which lacks a train, and which cannot afford to buy one, to continue in operation. Only ONE such train may be held and the card is turned face down to signify that payment is still owed to the bank.

24.4 A Manager may choose whether to buy a broad or a metre gauge train if both are available. A Manager does not have to buy a train and there are times when it is in the Company's interest for the purchase to be delayed.

24.5 A train must be fully paid for BEFORE it may be sold to another Company. This stops the worst abuses of the office of Manager.

24.6 A Manager must meet all other expenses when they are incurred.

GAME SEQUENCE

After a Dealing Round has been completed the game continues with the next Railway Round as described in SECTION 3.

SECTION 3 PLAYING THE GAME - RAILWAY ROUNDS

The railways are run in COMPANY ORDER irrespective of a player's seating position. (Companies which are not yet running are simply left out of the operating sequence.)

Each railway is controlled solely by its Director or, if there is no Director, by its Manager. These appointments are made as already described. (REF 17, 22 and 24 or as described in the 'Simplified Game').

The principle is that RAILWAY LINES are constructed by laying the hexagonal TRACK TILES on the BOARD. STATIONS shown on these tiles are worth the REVENUE indicated by the number in a circle. TRAINS, which are purchased initially from the BANK for the price shown, earn REVENUE equal to the total value of all the Stations they connect. This Revenue is paid out by the Bank, either to the Company or distributed among its SHAREHOLDERS. Money retained by the Company is needed mainly for the purchase of more Trains (the earlier types of Train become obsolete during the course of the game and have to be replaced) and for overcoming the obstacles posed by mountains and rivers. Money paid to the Shareholders contributes to their score at the end of the game.

A Railway Round consists of one operating turn for each Company. During Phase 1 (REF 36) each Railway Round is followed by a Dealing Round. In later Phases there will be several Railway Rounds between Dealing Rounds.

30. Headings

Actions 31 to 35 are performed in this order. These actions are usually performed in each Company's turn except for those marked * which take place only when desired. Several important conditions change when the game moves on to a later Phase. Phases are described fully in Paragraph 36.

- 31 Track construction
- 32 * Establishment of Base Stations
- 33 Running Trains
- 34 Collecting Payment for Trains run
- 35 * Purchase of Trains
- 36 Phases of the game

All these activities are straightforward and are dealt with separately.

31. Track Construction

31.1 The first activity in any Company turn is to lay track tiles.

31.2 Companies 1 to 4 are allowed to lay one or two tiles per turn. Companies 5 to 8 may only lay 1 tile per turn.

31.3 Yellow tiles only may be laid at first. They may be laid on the buff or beige spaces but not on Bombay, Calcutta, Delhi or Madras. The other colour tiles may only be laid by Promotion (Para. 31.12 to 31.23).

Tiles with a solid black line are broad gauge. Metre gauge is shown as a black and white dashed line. Either type may be laid but metre gauge trains are not available until Phase 2. (REF 35.10)

31.4 A new tile must be an extension from an existing Railhead. A Railhead is a track end which is connected to a Base belonging to the Company. The connecting railway may be of any length but it must be continuous and not blocked by another Company's Base. The line and its extension must all be of the same gauge. (REF also 31.16) Provided these conditions are met new tiles may be laid in any part of the board.

31.5 When a Company is entitled to lay two tiles per turn each lay must be connected to a DIFFERENT Base and the connecting railways must not use the same piece of track at any point, although they may meet or cross at Stations, etc.

31.6 In its first turn a Company will lay a tile on its Base Station(s) (REF TABLE 1) unless the base is on Bombay, Calcutta, Delhi or Madras or the relevant Station tile has already been laid by another Company.

31.7 The tile chosen must be of the correct type for the location. Plain tiles are placed in open country, tiles with a small Station (shown as a cross-bar) on a space with a town (shown as a dot on the board) and tiles with a large Station (shown as a circle) on cities (shown as a circle on the board). Tiles with two small Stations are placed on spaces showing two towns. In this case it is sufficient if ONE line makes an extension from a Company railhead.

31.8 A tile may not be placed so that a railway runs off the hexagonal grid into the sea or into the dark green or grey margin areas of the board. There is no restriction on a line running off the board at a buff edge as if it was the start of an international route!

31.9 A line ending at an edge adjacent to another tile does not have to establish a connection with that tile (although it would normally do so).

31.10 Placing a tile on a hexag containing a hill, mountain or river entails construction costs as given in TABLE 4. (Multiple Rivers are those that divide a hexagon into more than two areas of land.) Payment is made by the Company to the bank in Company Credits BEFORE the tile is laid.

31.11 Some places on the frontiers have a value shown thus: (40). When this position is connected to a Base the Company concerned will receive one payment of the sum shown, in Company Credits, AFTER it has made the connection and finished all tile lays for that turn.

TILE PROMOTION

31.12 As an alternative to laying a tile or tiles a Company may 'promote' ONE tile: yellow to green, green to brown or brown to grey. Green tiles are introduced in Phase 2, brown tiles in Phase 3 and grey tiles in Phase 4. (REF 36) Once introduced a colour remains available for the rest of the game. Some tiles can not be promoted. (REF TABLE 8)

31.13 Promotions, unlike construction, may only be carried out within the areas of Company activity defined in TABLE 2. A tile which is not at present connected to a Company Base may ONLY be promoted when this establishes a connection without a break of gauge. The requirements of Rule 31.8 must be met.

31.14 All promotions must be made in such a way that all existing lengths of track are maintained.

31.15 Plain tiles may not be promoted to Station tiles. Yellow Small Station tiles may be promoted to green Small Stations or Large Stations but tiles representing two small Stations are not promotable. All brown and grey non-station tiles represent various types of junction through which trains may run as if they were Stations but without scoring.

31.16 When yellow tiles are promoted to green tiles the gauge of all existing lines must be maintained. The gauge of new lines is immaterial but lines which involve a break of gauge may not be extended further unless there is a Company Base at the change-over point.

31.17 A brown tile that is adjacent to a grey tile may not be promoted.

31.18 All brown and grey tiles represent 'dual gauge' and may be used by broad or metre gauge trains. There may be dual gauge track on a line joining a Base to a railhead without disrupting the continuity of the line.

31.19 Following promotion a Station may now have space for more Bases. If one such space is unoccupied it does not block any other Company's routes or prevent access to any Railheads. Also refer to 32.5 and 33.7.

31.20 Tiles made available as a result of promotion may be re-used.

31.21 Promotions do not incur additional construction costs.

LARGE CITIES

31.22 The four large cities, Bombay, Calcutta, Delhi and Madras are represented by green hexes on the board. Each of these has two or three SEPARATE terminal Stations and all track on these positions is dual gauge. These positions are equivalent to tiles already laid and may be promoted in Phase 3 and 4 but only by using the tiles which are reserved for this purpose. (These tiles are identified as CD for Calcutta or Delhi and BM for Bombay or Madras.) There is intended to be only ONE grey CD tile!

31.23 The first promotion of Calcutta always costs the relevant Company £60 (Broad gauge, multiple river crossing).

FULFILMENT OF CONTRACT BID

31.24 This requires a railway connection to be established between the towns named in the bid. The Company (or Companies) which constructs the route is not significant. Any number of changes of train are permitted at Intermediate Stations. Such a connection may involve changing Stations in a Large City as these are only a short rickshaw ride (officers) or march (other ranks) apart. However, lengths of track of a different gauge which are not linked to any Base Station may not form part of such a connection.

31.25 The player should claim his bond immediately the connection is completed and he should then reveal his original bid to the other players. If this is found to be ILLEGAL the other players may require the guilty party to sell sufficient shares in the next Dealing Round to divest himself of all Directorships. The penalty is optional depending on a decision of the majority of the other players. Having been required to sell, a player may not, of course, re-buy these shares until a later Dealing Round.

32. Establishment of Base Stations

32.1 Each Company starts with Base Stations as listed in TABLE 1. As the game proceeds it is often desirable to establish additional Base Stations. These may be set up anywhere within the areas defined in TABLE 2. (The limits given are inclusive of the rows and columns defined.)

32.2 Bases serve three purposes. Firstly, there must be a Base somewhere on each route used by a Company. Secondly, Bases prevent other Companies from running their trains BEYOND the Station concerned (but see REF 33.6 and 33.7). Finally, a Base is needed somewhere on a line which leads to a Railhead. (REF 31.4)

32.3 The Bases in TABLE 1 are established free. The first additional Base token costs the Company £40 to place. All further tokens cost £100 each.

32.4 Base tokens may only be placed on the vacant spaces of Large Stations. A Company may only have ONE token on any tile or hexag even in cases such as REF 31.22 where there are several Stations or, as on some tiles, where a Station has space for several tokens. (REF 33.7)

32.5 Tokens may only be placed on Stations that are connected by railway to a Base belonging to the Company. Such a line may be of any length but must be continuous and not involve a break of gauge or be blocked by other Companies' Bases.

32.6 Tokens may not be placed on Stations which are the home Bases of Companies which are not yet running.

33. Running Trains

33.1 Every train owned by a Company may run once each turn. Because the purchase of trains takes place at the end of a turn it is not possible for a train to be used in the turn in which it is purchased. Therefore a Company can never run trains in its first turn of operations.

33.2 Each run must include at least one Base Station belonging to the Company.

33.3 The entire run must be on track which is the correct gauge for the train being used. This may, of course, include dual gauge.

33.4 The run may include Large Stations (shown as a circle) and Small Stations (shown as a cross-bar) but the number of Large Stations must not exceed the Train Number. For instance, a "3" Train might run from Delhi to Lucknow and on to Allahabad but it would not be allowed to continue to Benares. There may be ANY number of Small Stations included in the run. Large or small Stations may be used as the ends of a route.

33.5 The run must be continuous and made without reversing. It may not involve repeated visits to the same city even though this may, as at Delhi, have two or more different Stations. Two small Stations on the same tile represent different towns and may be included in the same route.

33.6 A train may not continue past a Station which is occupied by another Company's Base token but it may start or finish at such a Station.

33.7 A Station which is not fully occupied by other Companies' tokens may be used without restrictions. (A Station which has space for several Bases has the token spaces linked by a continuous outline. Tiles 14 and 105 are examples but the Stations on tiles 104 and 110 are each separate Stations.)

33.8 No run may use the same length of track twice over, but different lines on the same tile may be used (i.e. at a crossing).

33.9 A train entering a Station on one line may leave on any other line.

33.10 When more than one Train is owned each must run on entirely separate routes although two or more routes may meet or cross at Stations provided that the same piece of line is not used twice over. On the green junction tiles two railway lines converge into one where they cross the edge of the tile and therefore only one train may use the junction in that turn.

34. Collecting Payment for Trains Run

34.1 Each Company's earnings are paid out by the bank.

34.2 Each train earns the total value of all the Stations on its run.

34.3 All Stations included in a run must be scored; a Station may not be missed out in order to reach a more distant, higher value, Station.

34.4 The score for all the trains run is added together and either paid out as dividend among the shareholders in personal money or paid into the Company in Company Credits. A payment must be made in one manner or the other; it can not be divided so that part is dividend and part is retained.

34.5 When a dividend is paid each shareholder receives 10% of the Company score for each share held. Refer also to Paragraph 34.7.

MAIL TRAIN

34.6 In addition to the above, ONE train belonging to each Company may be nominated each turn as the Government Mail. This scores an additional sum equal to the value of the Stations at the start and end of the run. This sum is ALWAYS paid to the Company in Company Credits and is quite independent of whether or not a dividend is paid.

(If small towns form the ends of the route the mail revenue will obviously be small. It sometimes pays the Company to use a shorter run which will earn a little less revenue but increase the value of the Mail.)

SHARE PRICES

34.7 The value of a Company's shares as shown on the Stock Market board is adjusted each turn. If a dividend is paid the share price is marked up by being moved one space to the right. If no dividend is paid the share price remains unaltered unless there are shares in the bank Pool. In the latter case the share price is marked down (moved one space to the left).

If a share reaches £400 in value the game stops at that point (REF 40). If a share drops to £10 in value it can not be reduced further and it will remain at this value until the company pays another dividend.

35. Purchase of Trains

Trains are always bought at the end of a turn and are therefore not available for use until the following turn.

35.1 New trains are bought from the bank. The purchase price is shown on the train card. Several trains may be bought at a time.

35.2 Broad gauge trains are bought in order of increasing size and all of one type must have been bought before the next type become available.

35.3 Trains made obsolete by a Phase change (REF 36) are returned to the bank and take no further part in the game. No payment is made for them.

35.4 The number of trains which a Company may own at any time is governed by the Phase. (A Company that already owns the maximum number allowed may NOT purchase additional trains of a new type even though this would cause a Phase change and make some of its existing trains obsolete.)

35.5 Any trains which become excess to a Company's entitlement as a result of a Phase change are returned to the bank without payment. In this case they will then be available from the bank, at full price, as an alternative to whatever other trains are on offer.

35.6 Trains may not be sold back to the bank.

35.7 Usually the full purchase price is paid by the Company but if there are insufficient funds the Company's Director may, should he wish, make up the balance from his own money. Such gifts are not returnable. This is the ONLY purpose for which a Director may donate money to a company.

35.8 Trains may also be bought and sold between Companies. Such transactions may only take place at the end of the PURCHASING Company's turn. Deals of this type may be made at any mutually agreed price and often take place between Companies that have the same Director. The purchase price must be disclosed in all cases and must be at least £10.

35.9 A train may only be obtained on credit if the Company is being run by a Manager as described in Paragraph 24. If a Director takes over control of a Company which is buying a train on credit the train must either be purchased at that point or returned to the bank. (Note also 35.7 above.)

METRE GAUGE TRAINS

35.10 Trains for use on metre gauge lines are identified by an M. They are an alternative to whatever other type of train is being offered in Phases 2, 3 and 4. They do not themselves cause a change of Phase.

If a Phase change occurs while metre gauge trains of a previous type are still available they will continue to be available IN ADDITION to the new type of trains introduced by the change. A Company wishing to buy a metre gauge train thus has a free choice in this situation and is under no obligation to buy the older type.

Once all current metre gauge trains have been bought none of the next design is allowed until AFTER the purchase of the first new type of broad gauge train causes the requisite advance in Phase.

Metre gauge trains are included in the total number of trains allowed at any time. They may be nominated as mail trains.

Metre gauge trains are not available until Phase 2, but this does not prevent metre gauge lines being constructed in Phase 1 if desired.

END OF RAILWAY ROUND

35.11 Each complete Railway Round is followed either by a Dealing Round or by another Railway Round. (Refer to the sequence given in Paragraph 36 below.) At the end of a sequence of Railway Rounds the player currently holding the Elephant may call for ONE extra Railway Round to be played after which there will be a Dealing Round.

36. Phases of the Game

The Phase of the game is linked to the purchase of trains. The Phase changes when the FIRST train of a new type is bought. Its effects:

- The colours of tile which may be laid
- The types of train which may be used
- The total number of trains a Company may own
- The number of Railway Rounds between each Dealing Round

NOTE: this last change takes effect AFTER the next Dealing Round, NOT in the middle of a sequence of Railway Rounds.

The game starts in Phase 1. Only the type '2' trains and the yellow tiles are used. Tile promotion to other colours is not, therefore, possible.

Phase 2 starts as soon as the first '3' train is bought. This introduces green tiles and metre gauge '2M' trains.

Phase 3 starts as soon as the first '4' train is bought. This makes the '2' trains obsolete. It also introduces brown tiles and '3M' trains.

Phase 4 starts as soon as the first '5' train is bought and makes both the '3' and the '2M' trains obsolete. It also introduces grey tiles and '4M' trains. There is no change of Phase when the first '6' train is bought.

	Phase 1	Phase 2	Phase 3	Phase 4
Introduced by:	Start of game	First '3' train	First '4' train	First '5' train
Trains made obsolete:	--	--	'2'	'3' and '2M'
Tiles available:	yellow	yellow green	yellow green brown	all colours
Maximum number of trains a Company may own:	4	4	3	2
Number of Railway Rounds between Dealing Rounds*:	1	2	3	3

* The 'Elephant' may call for one additional round (REF 35.11)

SECTION 4 END OF GAME AND SCORING

40. End of Game

The game ends EITHER when the bank runs out of money OR when a Company reaches a Share Value of £400 on the Stock Market.

If the bank runs out of money the sequence of operating turns should be continued until the end of a complete round - so that the last Company to run would usually be the BAR. (This may not necessarily be the same as a complete set of rounds up to the next Share Dealing Round. The EIR should not commence another turn once the bank has run out of money.)

If a share value reaches the end of the Stock Market board the game STOPS AT THAT POINT with the payment of the appropriate dividend, loud cheers and a lively rendering of a suitably patriotic piece of music.

41. Results of Game

Players then add up their scores in cash held and shares at current valuation as shown on the Stock Market board. (Any un-redeemed Bonds may NOT be included in scores!)

No account is taken of money in Companies, either in value of assets or in reserves of Company Credits.

The wealthiest player is the winner.

SECTION 5 DATA TABLES

TABLE 1 The Railway Companies

	Initials	Company Name	Home Base or Bases
1	EIR	East Indian Railway	Calcutta and Patna
2	GIP	Great Indian Peninsula Rly.	Allahabad and Bombay
3	NWR	North Western Railway	Delhi and Lahore
4	BNR	Bengal Nagpur Railway	Calcutta and Nagpur
5	BBCI	Bombay, Baroda and Central India Rly.	Ajmer
6	MSM	Madras and South Mahratta Railway	Madras
7	SIR	South Indian Railway	Trichinopoly
8	BAR	Bengal Assam Railway	Chittagong

TABLE 2 Areas in which Company Bases may be Established

	Initials	Area	Map Reference
1	EIR	North and West of Calcutta, East of Delhi	C to J, n to ab
2	GIP	E of Bombay, S of Delhi, W of Allahabad, N of Hyderabad	F to O, i to t
3	NWR	West of Delhi and North of Karachi	B to I, b to n
4	BNR	W of Calcutta, E of Hyderabad, S of Allahabad, N of Madras	H to R, o to ab
5	BBCI	North of Bombay, South of Delhi, West of Nagpur	F to M, b to q
6	MSM	South of Bombay, North of Madras	M to R
7	SIR	South of Madras	R to V
8	BAR	East of Calcutta	ab to ak

TABLE 3 Player Related Share Data

Maximum amount of money in game at start: £12500
 Suggested amount of money in game at start: £3450 or £4500

No. of Players:	3	4	5	6
Starting Capital	730	570	570	510
Share limit in any Company per player	6	6	5	4
Total share limit per player	21	16	13	11
Qualifying number of shares per Company	6	6	5	5

TABLE 4 Construction Costs:


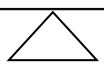

Terrain	Broad Gauge	Metre Gauge
River	£ 40	£ 30
Multiple river	£ 60	£ 50
Hill 	£ 80	£ 50
Mountain 	£140	£ 70
Himalaya 	£240	£100

TABLE 5 Trains:

Broad Gauge	Metre Gauge
6 off '2' @ £ 300	
5 off '3' @ £ 440	2 off '2M' @ £ 250
4 off '4' @ £ 620	3 off '3M' @ £ 430
3 off '5' @ £ 830	2 off '4M' @ £ 590
2 off '6' @ £1050	

TABLE 6 Phases:

	Phase 1	Phase 2	Phase 3	Phase 4
Introduced by:	Start of game	First '3' train	First '4' train	First '5' train
Trains available	'2'	'2' '3' '2M'	'3' '4' '2M' '3M'	'4' '5' '6' '3M' '4M'
Trains made obsolete:			'2'	'3' and '2M'
Tiles available:	yellow	yellow green	yellow green brown	all colours
Maximum number of trains a Company may own:	4	4	3	2
Number of Railway Rounds between Dealing Rounds* :	1	2	3	3

* The "Elephant" may call for one additional round (REF 35.11)

TABLE 7 Tokens

1. EIR	6 Red	5. BBCI	5 Blue
2. GIP	6 Orange	6. MSM	5 Purple
3. NWR	6 Black	7. SIR	5 Yellow
4. BNR	6 Green	8. BAR	4 Light blue

Operating Round Marker: 1 White

TABLE 8 Tile Promotions

Yellow	Green
1 and 2	Do not promote
3	12 14 15 87 88 90 92 93 96 97 99
4	14 15 87 88 90 91 93
5	12 14 15 90 92 93 96 97 99
6	12 13 14 15 90 93 94 95 98 99
7	80 82 83
8	80 81 82 83
9	82 83
55 and 56	Do not promote
69	12 13 14 15 90 91 92 93 94 95 96 97 98 99
71	Does not promote
72	89 90 91 92 96 97 100
73	89 91 92 94 95 100 101
74	89 91 92 93
75	90 91 92 96 97 100
76	91 92 94 95 100 101
77 and 78	84 85 86
79	85 86
113	90 91 92 93 94 95 96 97 98 99 100 101

Green	Brown
12 and 13	102 103
14 and 15	102
80	106 108
81	106
82 and 83	106 107 108
84	106 108
85 and 86	106 107 108
87 to 97	102
98 to 101	102 103

Brown	Grey
102	Does not promote
103	109
104	110
105	111
106 to 108	112

Adding further Tiles to '1853' does not usually improve the game although it was never intended that a shortage of yellow Tiles should restrict players unduly. Obviously, it is not practical to provide enough of all types for any conceivable situation and it is believed that the number included, a total of 112, is adequate for all normal games although playing styles vary. Should anyone wish to obtain additional yellow tiles they may do so by purchasing kit MIK 1 which includes yellow metre gauge tiles of all types and extra broad gauge Small Station Tiles. This kit of 25 Tiles costs £2.75, including postage*.

** Editor's note: This was the published price in 1989. The kit is no longer available.*

SECTION 6 Comparison with '1829' and '1830'

Experienced '1829' and '1830' players who wish to play '1853' without reading the entire rule book should be aware that there ARE MANY DIFFERENCES between this and the previous games. The following notes are for guidance only and refer to major differences: when in doubt refer to the appropriate section in the rules.

Topics Deleted:	Replaced by:
Place Cards or Private Companies	Superseded by the CONTRACT BID procedure for starting the game
Survey Parties	Railways are built from RAILHEADS as in '1830'.
Steam Packet Lines	Their function as an additional source of Company finance is better served by the GOVERNMENT MAILS.
Double large towns	Not appropriate to India
Double headed trains	Not deemed necessary
Receivership	Replaced by rules allowing a Company to run, if necessary, without any shareholders
Bankruptcies	Players can not go bankrupt and a moribund company will not prevent the game continuing.

There are rule differences in the following topics:

Appointment of Directors	REF 19, 22
Double small towns	REF 31.7, 31.15
Effect of tokens on Stations	REF 32.2, 33.6
First Share Buying Round	REF 18
Length of routes (effect of small towns)	REF 33.4, 33.5
Mountains and Rivers	TABLE 4, REF 31.10, 31.23
Placing of tokens on Stations	REF 32.1, 32.5
Sale of shares	REF 18.1, 21.8
Stock Market (Share Price Index)	REF 34.7
Money given out at start	REF 13
Tile promotion	REF 31.12 to 31.23
Track connections at the edge of the board	REF 31.8
Train values and Phases	REF 36

There are several quite new features:

Broad and Metre Gauge Track	REF 31.3, 31.18, 35.10
'The Elephant'	REF 21.11, 35.11
Carriage of Mails	REF 34.6
Company Managers	REF 24
Contract Bids	REF 14 to 17, 31.24, 31.25
Frontier Towns	REF 31.11
Gifts to companies	REF 24.2, 35.7
Loans to companies	REF 24.3, 35.9
Railheads	REF 31.4, 31.5, 31.7

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COVER ART by Ed. Dovey depicts North Western Railway 'XB' Pacific No 1853 in typical North West Frontier Province scenery near Peshawar.

Made by **HARTLAND Trefoil Ltd.** 5, Chapel Lane, Blisworth, Northampton NN7 3BU, England

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1853 TILE MANIFEST

Yellow		Green		Brown	
Tile	Quantity	Tile	Quantity	Tile	Quantity
1	2	12	2	102	2
2	2	13	2	103	4
3	10	14	2	104	2
4	14	15	2	105	2
5	4	80	2	106	2
6	8	81	2	107	2
7	4	82	4	108	2
8	14	83	4	Total	16
9	14	84	2		
55	2	85	2		
56	2	86	2		
69 / 115 *	2	87	2		
				Grey	
				Tile	Quantity
71	2	88	2	109	2
72	4	89	2	110	1
73	6	90	2	111	2
74	4	91	2	112	2
75	2	92	2	Total	7
76	2	93	2		
77	2	94	2		
78	6	95	2		
79	4	96	2		
113	2	97	2		
Total	112	98	2		
* Tile 69 is the same as tile 115 – a single large station terminus		99	2		
		100	2		
		101	2		
		Total	56		

MIK 1 (25 tiles) and MIK 1.1 (16 tiles) Tile Manifest

Yellow	MIK 1	MIK 1.1
Tile	Quantity	Quantity
3	4	2
4	4	2
71	1	1
72	2	1
73	3	2
74	2	-
75	1	2
76	1	2
77	1	-
78	3	3
79	2	-
113	1	1
Total	25	16

MIK 2 EXTENSION KIT FOR '1853' GAMES

This Kit consists of 21 extra cards which are drawn by players as the game proceeds and which influence the course of events. The cards are:

- 16 Directors' Shares, 4 each in the GIP, BB&CI and MSM railways and 2 each in the BNR and BAR.
- 4 Commodity Cards representing freight revenue
- 1 'Disturbances' card

The Director's Shares each represent two ordinary shares in the usual manner. They are the same as the Director's Shares supplied with the game but control of a Company now rests with whoever holds the majority of Director's Shares, ownership of the single shares being significant only when it is necessary to resolve a tie. When players have an identical holding in both types of shares the matter is decided in favour of the contender who first bought a share in the Company. It is therefore not unusual for a Company to be controlled by a player who holds less shares than someone else.

The Commodity Cards permit ordinary track tiles to be changed into stations and thus represent the revenue which can be earned by goods traffic.

The 'Disturbances' card completely closes a chosen city for one round.

METHOD

Shuffle the new cards thoroughly and place them in a stack, face downwards.

Every player may take one card off this stack at the start of every Railway Round (RR) except the Round which immediately follows a Dealing Round (DR). The holder of the Elephant draws a card first. Once drawn a card is not revealed until before the next Dealing Round. It may then be either:

- Actioned, as described later,
- Retained by the player for possible action during a later DR, or
- Rejected by being placed face downwards on a discard stack.

In the latter case nothing happens at all. If the card is retained it counts towards the cards the player is allowed to hold but its identity remains secret.

Cards are also drawn at the start of any additional round that is called for by the holder of the Elephant. (Cards can not be drawn in Phase One of the game, when Dealing Rounds and Railway Rounds normally alternate, except in the case of such an additional round.)

Cards may only be drawn if they are available. The discard stack is shuffled and re-used when necessary.

ACTIONING CARDS

This precedes a Dealing Round and takes place in turn, beginning with the Elephant. A player may action ONE card OR reject a number of cards. Players may have as many turns as they require to action their cards because only one card may be actioned at a time. All actions are completed before the Dealing Round starts.

DIRECTOR'S SHARES

Director's Shares gained from the pack are bought for the face value of ONE ordinary share (i.e., half the value shown on the share card) together with an ordinary share in the same Company which is placed in the Bank Pool. A player who does not already hold an ordinary share in the Company is not, therefore, able to play a Director's Share. Any changes of control in a Company take effect immediately, but the previous controlling Director does not exchange is Director's Share for two ordinary shares as would be the case in the standard game.

The exchange of an ordinary share for a Director's Share does not count as the 'sale' of a share. The player is not, therefore, prevented from buying further shares in the same Company at the next opportunity.

A Company may be formed by Director's Shares being bought in this manner if the result is that the qualifying number of shares required to start the Company is issued. This precedes the following Dealing Round and there is therefore no restriction on shares in that Company being sold into the Pool during that round.

COMMODITY CARDS

Commodity Cards are played without payment. They allow the holder to replace one ordinary yellow track tile on the board with a similar tile with a single value '10' station. (This station may be up-graded, later, in the normal way.) The card is then returned to the discard stack.

This rule allows tiles to be replaced anywhere on the board. For greater realism it is suggested that replacements should be restricted as follows:

- COAL – centre board only
- COTTON – tiles west of Allahabad
- RICE – tiles south of row 'H'
- TEA – centre and eastern boards excluding the Ganges Valley.

DISTURBANCES

This card closes a city specified by the player for the next Railway Round. No trains may run to or through the affected city, nor may track be connected to it, nor may a base on the city be used as a railhead. The card is then returned to the discard stack. The same city may not be affected more than once in a game.

GENERAL

Although it is possible for there to be as many as eighteen shares in some of the Companies, the payout per share is always 10% of the Company earnings.

The limitation on the number of shares which a player may hold in any Company is removed. The total number of cards that any player may hold is revised:

Number of players:	Three	Four	Five	Six
Number of shares each:	27	20	16	14

A player MUST NOT pick up cards if this would cause this limit to be exceeded. Once the initial pack of cards has been exhausted the discard stack should be shuffled and re-used. Players tend to retain the Directors' Shares and therefore, as the pack becomes smaller, 'Disturbances' become more frequent!

Players are allowed to sell Director's Shares as in the normal games but the card is then placed in the discard stack, not the Bank Pool. This applies to ALL Director's Shares, including those in Companies which have only one Director's Share. Such a Company will not then acquire a new Director until the discard pack has been shuffled and returned to use.

ALTERNATIVE RULES FOR '1853'

These modified Rules should be used with the MIK 2 Kit. They may also be used without the kit if desired.

1.0 STARTING PROCEDURE

It was hoped the 'Contract Bids' would encourage players to negotiate over the Companies they wished to run but this rarely happens. Therefore the following rules are suggested replacing Paragraphs 13 to 16 (except 16.7), 18 (except 18.1), 19 and 21.3 in the standard rules. TABLE 3 is revised as given below.

Place all the Company Shares in individual stacks with the Director's certificate beside each stack. Arrange the stacks in numerical order (refer to TABLE 1).

Shuffle the place cards included with the MIK 2 Kit and deal one to each player. This decides the seating order and Player One takes the 'Elephant'. The players are now given their Initial Capital as given in the revised TABLE 3.

Player One may now buy a share in ANY Company. The following players may also buy any, single, share they wish, in turn. The process continues in this manner for as long as players desire, but, once shares have been bought in as many different Companies as there are players in the game, further purchases are limited to those Companies in which shares have already been bought until all but one of these Companies has been fully paid for. When shares in only one Company remain on offer the next Company, in numerical order, is put on offer and this process continues for the remainder of the game. It will be seen that, in general, there will be new shares in TWO Companies available at any time. Shares that have been sold into the Bank Pool do not stop a new Company being put on offer (but rules 18.1 and 21.8 are still in effect).

TABLE 3 (REVISED) PLAYER RELATED SHARE DATA

Number of Players:	Three	Four	Five	Six
Starting Capital	£ 590	£ 570	£ 535	£ 480
*Share limit per Company per player	6	6	5	4
Maximum number of certificates each	21	16	13	11
As above when using MIK 2 Kit	27	20	16	14
Qualifying Number of shares per Company	6	5	5	4

*The number of shares a player may hold in a Company is not restricted when using the MIK 2 Kit.

The Qualifying Number of shares is the number of shares that must have been bought before the Company can run. This applies whether the MIK 2 Kit is in use or not and any shares that have been actioned from the Kit are included in the total. If there are Company shares in the Bank Pool they are also counted.

Once the Qualifying Number of shares has been bought the player with the most shares in the Company (any Director's Shares counting as 2 in the usual way) is required to exchange two single shares for the Director's Share that was laid out at the start. If several players have an equal number of shares the first player to acquire a share in the Company takes precedence. If no

player has two shares to exchange the process is delayed until someone acquires two shares and these are then exchanged regardless of who first bought into the Company.

A Company may start to operate once the required number of shares have been bought and a Director has been appointed.

Refer to the standard rules for other details of how Companies are controlled other than in games in which an MIK 2 Kit is in use.

Refer to the relevant section of this leaflet if an MIK 2 Kit is being used. The control of a Company now rests with whoever has the most Director's Shares in the Company irrespective of other considerations. (Although ownership of single shares is used to resolve ties.) Director's Shares now remain with the original owner unless they are deliberately sold.

2.0 STOCK MARKET PRICES

The value of shares on the Stock Market is adjusted at the end of the Company's operating turn as follows:

If no dividend is paid, AND there are shares in the Bank Pool, the price moves back one space to the left on the indicator. If no dividend is paid and there are no shares in the Pool, or if the total dividend paid out is less than half the current share price, the share price does not change. Otherwise, if the total dividend paid is less than twice the share price, the share price is moved one space to the right on the indicator. If the total dividend paid is twice or more times the share price, but less than three times the share price, the price advances TWO spaces to the right on the indicator. Similarly, the share price will advance three, four or five spaces for total dividends which are equal to, or greater than, three, four or five times the current share price respectively. The largest share price rise allowed of five spaces.

3.0 THE BOMBAY, BARODA AND CENTRAL INDIA RAILWAY

If shares in this Company are bought during the first Dealing Round it will start with TWO bases, the second one being at Bombay (NE). It will then run in the same manner as Companies 1 to 4 for the rest of the game. (Ref 31, etc.)

4.0 SALE OF TRAINS TO THE BANK

During Phase Four of the game Companies may sell trains back to the Bank, at full price, at the beginning of an Operating Turn. Such trains are then available for purchase as an alternative to other new trains that are available.

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Thanks

This electronic version of the 1853 rules is based on the 1852 v2 rules. It started as a personal project so that I could give copies of the rules to friends before playing. I scanned the rules, 'optical character read' them and made an initial edit. However the magnitude of the project only became apparent at that stage, and it ground to a halt.

In late 2007 I was joined by Jeff Heuer and Lou Jerkich who did much of the remainder of the editing and made many worthwhile contributions. My sincere thanks go to them for all their hard work.

I mentioned this project to Francis Tresham and he gave me permission to place the result on the Internet for the benefit of all when it was completed.

Francis also gave us permission to include additional material in this document. We have added the Tile Manifest and MIK 2 Extension kit notes for completeness and general information.

Dick Ruck, September 2008

Version History

Version	Change	Date
2.0.01	Initial Release	Sept 2008
2.0.03	Page 22, Table 8, missing tile promotions added. (Kevin Whitmore)	Feb 2009