

2-trains

x 6

S3-ships are available.
Yellow track is available.
Yellow values count in red hexes.
Private companies can not be sold.
Ship and train limit no more than three.
A NR occurs after the first OR in each set.

2

3-trains

x 5

S4-ships are available.
Yellow and green tracks are available.
Green values count in red hexes.
Private companies available (50-150% fv)
NR after each OR from now on.
The Mjøsa hex upgraded to green.
P7 Robert Stephenson private closes.

3

4-trains

x 4

2-trains goes obsolete.
S3-ships rust.
Ship and train limit no more than three.

4

5-trains

x 3

3-trains goes obsolete.
S5-ships are available.
Remaining private companies close.
Mjøsa hex upgraded to brown.
Yellow, green, and brown tiles are available.
Brown values count in red hexes, if there.
Ship and train limit no more than two.

5

6-trains

x 3

S4-ships rust.
Diesel trains available.
Yellow, green, brown, and grey tracks are available.
Grey values count in red hexes, if there.
Game end is triggered, 3 OR after next SR.
Companies that float nationalize immediately.

6

D-trains (unlimited)

x 8

4-trains goes obsolete.

D

S3-ships

x 7

S4-ships

x 5

S5-ships

x 3