

# H HOVEDBANEN

F29  
0kr

40kr

60kr

80kr

## Trains

**Sells either 0, 1, or 2 stocks to NSB the moment it nationalizes.**

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships

# Ø ØSTFOLDBANEN

F31  
0kr

40kr

60kr

80kr

## Trains

**May omit one tokened out city**



### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships

# B BERGENSBANEN

A26  
0kr

40kr

60kr

80kr

## Trains

Trains optional until  
phase 5

2-4 (🚂)

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships

# V VESTFOLDBANEN

E30  
0kr

40kr

60kr

80kr

## Trains

A free S3 ship before  
phase 4

0kr (🚢)

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships



# DOVREBANEN



0kr



40kr



60kr



80kr

## Trains

10% discount on trains

-10% 

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price -10%	#	Limit*	Obsolete	Rust	Notes
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2	72kr	6	4			
3	162kr	5	4			Privates & S4 available
4	270kr	4	3	2	S3	
5	405kr	3	2	3		Privates close & S5 avail.
6	567kr	3	2		S4	D-trains available & Game End
D	810kr	∞	2	4		

\* Limit refers to the total number of trains and ships



# SØRLANDSBANEN



0kr



40kr



60kr



80kr

## Trains

May lay two yellow tiles

2 x 

until S connected to Oslo

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
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2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships



# RAUMABANEN



0kr



40kr



60kr



80kr

## Trains

May build tunnels  
for free

0kr



### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships



# JÆRBANEN



0kr



40kr



60kr



80kr

## Trains

Mail contract



10kr/20kr/30kr

### Operating Round Sequence

To operate, a company does all these steps (in order):

1. May either issue or redeem shares to/from the Bank Pool.
2. May, in any order, lay one tile and/or place one token.
3. Run routes with each train and/or ship it owns, producing revenue.
4. Pay, pay half, or retain its revenue and adjust its stock price.
5. May buy trains and/or ships. Companies must own at least one train. Ships are not mandatory to own and does not count as owning a train.

From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## Treasury

D-trains available & Game End

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	S3	
5	450kr	3	2	3		Privates close & S5 avail.
6	630kr	3	2		S4	D-trains available & Game End
D	900kr	∞	2	4		

\* Limit refers to the total number of trains and ships