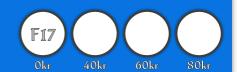
## (D) DOVREBANEN



### **Trains**

-10% to trains

#### **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.
- 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
2	72kr	6	4			
3	162kr	5	4			Privates & S4 available
4	270kr	4	3	2	<b>S</b> 3	
5	405kr	3	2	3		Privates close & \$5 avail.
6	567kr	2	2		<b>S</b> 4	D-trains available & Game End
D	810kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

# S SØRLANDSBANEN (B35) Oly 60kr 80kr

## **Trains**

May lay two yellow tiles

2 x 
until SB 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.
- 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.

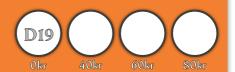
From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## **Treasury**

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	8	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

## (R) RAUMABANEN



#### **Trains**



#### **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.
- 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	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

## **JJARBANEN**



### **Trains**



#### **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.
- 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	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

#### **Trains**

Trains optional until phase 5

#### **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.
- 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	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships



### **Trains**



#### **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.
- 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

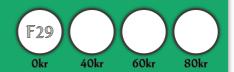
From Phase 3 onwards, companies may buy Private companies at any time when they operate.

## **Treasury**

Phase	Price	#	Limit*	Obsolete	Rust	Notes
2	80kr	6	4			
3	180kr	5	4			Privates & S4 available
4	300kr	4	3	2	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

## (H) HOVEDBANEN



#### **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.
- 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	<b>S</b> 3	
5	450kr	3	2	3		Privates close & \$5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships

# ØSTFOLDBANEN F31 O COLT GOLT SOLT

### **Trains**



#### **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.
- 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	<b>S</b> 3	
5	450kr	3	2	3		Privates close $&$ S5 avail.
6	630kr	2	2		<b>S</b> 4	D-trains available & Game End
D	900kr	∞	2	4		

<sup>\*</sup> Limit refers to the total number of trains and ships