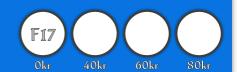
(D) DOVREBANEN



Trains

10% discount on 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 | S 3 | |
| | 5 | 405kr | 3 | 2 | 3 | | Privates close & \$5 avail. |
| | 6 | 567kr | 2 | 2 | | S 4 | D-trains available & Game End |
| | D | 810kr | ∞ | 2 | 4 | | |

^{*} Limit refers to the total number of trains and ship

S SØRLANDSBANEN (B35) Oly 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.
- 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.

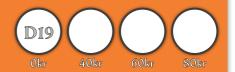
From Phase 3 onwards, companies may buy Private companies at any time when they operate.

Treasury

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

^{*} 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 | S 3 | |
| 5 | 450kr | 3 | 2 | 3 | | Privates close $\%$ S5 avail. |
| 6 | 630kr | 2 | 2 | | S 4 | D-trains available & Game End |
| D | 900kr | ∞ | 2 | 4 | | |

^{*} Limit refers to the total number of trains and ships

(J) JÆRBANEN



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 | S 3 | |
| 5 | 450kr | 3 | 2 | 3 | | Privates close & \$5 avail. |
| 6 | 630kr | 2 | 2 | | S 4 | |
| D | 900kr | 8 | 2 | 4 | | |

^{*} 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 | S 3 | |
| 5 | 450kr | 3 | 2 | 3 | | Privates close & \$5 avail. |
| 6 | 630kr | 2 | 2 | | S 4 | D-trains available & Game End |
| D | 900kr | ∞ | 2 | 4 | | |

^{*} 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

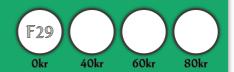
From Phase 3 onwards, companies may buy Private companies at any time when they operate.

Treasury

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

^{*} 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 | S 3 | |
| 5 | 450kr | 3 | 2 | 3 | | Privates close & \$5 avail. |
| 6 | 630kr | 2 | 2 | | S 4 | D-trains available & Game End |
| D | 900kr | ∞ | 2 | 4 | | |

^{*} 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 | S 3 | |
| 5 | 450kr | 3 | 2 | 3 | | Privates close $&$ S5 avail. |
| 6 | 630kr | 2 | 2 | | S 4 | D-trains available & Game End |
| D | 900kr | ∞ | 2 | 4 | | |

^{*} Limit refers to the total number of trains and ships