

# 180C

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# Contents

<b>1</b>	<b>Acknowledgments</b>	<b>2</b>
<b>2</b>	<b>Private Companies</b>	<b>3</b>
<b>3</b>	<b>Railway Companies</b>	<b>3</b>

# 1 Acknowledgments

This game (like all 18xx) owes it's existance to Francis Tresham and his amazing 1829, 1830 and 1825 (as

well as many others.

This game was heavily inspire by 1817, 1871 and 1849.

## 2 Private Companies

Name	Value	Revenue	Description
Frozen Banana Stand	30	5	A company owning the Frozen Banana Stand gets +10 when running to Newport Beach.
Sudden Valley	40	10	When a corporation buys in Sudden Valley they may place a +10 token and a yellow tile on Mission Viejo or Lake Forest adding 10 to any company that runs to it. This tile lay is in addition to their normal lay.
Dry the Wetlands	70	15	A corporation that owns “Dry the Wetlands” no longer has to pay terran cost in swamp hexes.
C.W. Swappigan’s	110	20	A player owning C.W. Swappigan’s may trade it for any share in a treasury or the bank poo. The bank pays current market value for a share taken from a companies treasury.
Fakeblock	160	25	A corporation buying the Fakeblock private gets a station token in Irvine.
Put up this wall	220	30	The owner of the wall private company immediately reveives the President’s certificate of the CSR without further payment. The wall private company may not be sold to any corporation, and does not exchange hands if the owning player loses the Presidency of the CSR. When the CSR purchases its first train the private company is closed down.

## 3 Railway Companies

Name	Abbrev	Tokens	Home	Notes
Disneyland Railroad	DRR	1	Anaheim	Always has it’s home in Anaheim and is blocking regardless of it’s operating status.
Santa Ana & Newport Railway	SNR	3	Newport Beach	
Southern California Railway	SCR	3	Orange	
California Southern Railroad	CSR	3	San Diego	Started via the Put up this wall private.
Pacific Electric Railway Company	PE	1	Seal Beach	Starts operating when Seal Beach is connected to Huntington Beach. Not player owned.
Southern Pacific Railroad	SP	5	Los Angeles	Starts operating on the 4-train. Not player owned.
Atchison, Topeka and Santa Fe Railway	ATSF	5	Riverside	Starts operating on the 4-train. Not player owned.
Southern Pacific & Santa Fe Railway	SPSF	10	<i>n/a</i>	Possible merger from SP and ATSF.
Union Pacific Railroad	UP	5	Los Angeles	
BNSF Railway	BNSF	5	Riverside	

# Cheat Sheet

Players	Cert Limit	Starting Capital
3	16	\$400
4	13	\$300

## Stock Round

- Sell then Buy
- Never more than 50% in the pool
- Can not sell shares of companies which haven't completed an operating round
- Companies float at 2 shares sold, partial cap.

## Operating Round

- All player owned companies must own a train
- Privates may be bought in from half to double face value

## Turn Sequence

1. Lay one tile or upgrade
2. Place a station token
3. Run trains
4. Pay out or withhold
5. Acquisition (*after 4-trains*)
6. Buy trains
7. Issue or Redeem shares (*Starting 2nd OR of operation*)

## Stock Movement

Action	Movement
Payout = 0	$\leftarrow$
Payout < SP	$\odot$
Payout $\geq$ SP	$\rightarrow$
Payout $\geq 2 \times SP$	$\rightarrow \rightarrow$
Sell Shares	$\leftarrow$ per share
Issue Shares	$\leftarrow$ per share
Fully Player Owned	$\rightarrow$

## Companies

### Major Companies

1. The California Southern Railroad (CSR), Southern California Railway (SCR) and the Santa Ana & Newport Railway all function as standard 10 share companies
2. The CSR opens as part of the initial auction

3. The SCR and SNR along with the DRR open in a random order
4. When all of these companies close, they get added to the queue of companies to open
5. Can be restarted anywhere, no longer have a reserved home (DRR excepted)

## Pacific Electric

- Never player owned
- Operates the round after Seal Beach is connected to Huntington Beach
- Starts at a share price of \$100
- Uses currently available train from the bank pool and always pays out

## Disneyland Railroad

- Home token permanently on the board in Anaheim, always blocks

## Acquisitions

- Starting on the 4 train SP and ATSF get placed on the market, and start operating on the next OR.
- After running but before buying trains a company can be acquired by the SP or ATSF.
  1. Replace tokens with tokens from acquiring company
  2. Shareholders receive current share price for each share
  3. President buys a share of acquiring company at current share price
  4. Company is added to queue of opening companies, can be started anywhere (no reserved home token)

## Mergers

- When 5 shares total are out for SP and ATSF then they attempt to merge.
- Each shareholder votes yes or no. Bank votes no.
- If it passes then all tokens are replaced with SPSF tokens and shares trade one for one. Stock prices average.
- If it fails, then SP becomes UP and shares convert to 10% shares. ATSF becomes BNSF and shares convert to 10% shares.