

18LRA – Lower Rhine Area

2-Player Variant

1. Introduction

In the 2-Player Variant there is a dummy player called Investor. The Investor does not own any cash, nor does the railway corporation randomly allotted to him at the start of the game. Therefore, the Investor's actions in the stock rounds are all free. The same applies the Investor's railway corporation during the operating rounds. During the whole game the Investor will be director of one railway corporation only, which is alternately managed by the two players.

Only the rules that differ from the base game are listed below.

2. Preparations

Chose one of the scenarios for three players and lay out the game components as in the basic rules.

| Scenario 1 | Scenario 2 | Scenario 3 | Scenario 4 |
|------------|------------|------------|------------|
| RhE | BME | BME | BME |
| ADR | ADR | ADR | ADR |
| CCE | CCE | RhE | RhE |
| GVE | GVE | CCE | GVE |
| CME | MKB | MKB | MKB |
| KEG | KEG | CME | KEG |

In addition, place the investor sheet adjacent to the map. This determined the sitting position of the Investor, between the two players. Place the investor card in the bank pool for use after the first stock round.

Select one of the following railway corporations randomly and place its charter on the investor sheet. Lay the aligned private certificate on the Investor's railway corporation charter. The railway corporations owns this private company from the start!

| Code | Railway Corporation | Private Company | Scenarios |
|------|--------------------------------|-------------------|-----------|
| BME | Bergisch-Märkische Eisenbahn | Ruhrort Harbour | 2 / 3 / 4 |
| RhE | Rheinische Eisenbahn | Neuss Harbour | 1 / 3 / 4 |
| CCE | Cöln-Crefelder Eisenbahn | Uerdingen Harbour | 1 / 2 / 3 |
| ADR | Aachen-Düsseldorf-Ruhrorter E. | Uerdingen Harbour | 1 - 4 |

Lay the director certificate and three 10% certificates of the Investor's railway corporation on the investor sheet in the box 'Certificates of the Investor's Railway Corporation'. Shuffle the order cards and select randomly one card. The amount stated in the top right corner above 'Investor' is the starting stock market value of the Investor's railway corporation.

3. The Investor

All investor activities during a stock round are automated by rules.

3.1 The Investor in the Stock Round

The Investor activities during the Stock Round are as follows:

- The Investor does not buy any certificate in the **first stock round**.
- The Investor always holds a minimum of 50% of its railway corporation!
- The Investor acquires always stock certificates with the highest stock value of floated railway corporations. In case of a draw the railway corporation that acts first in the next OR has priority.
- When the Investor buys a stock certificate owned by a player's railway corporation, the bank pays the stock market value into that railway corporation's treasury.
- The number of stock certificates the Investor may acquire during a stock round depends on the game phase as indicated on the investor sheet.
- The Investor acquires not more than 20% of any players' railway corporation.

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- When the Investor's portfolio has achieved the certificate limit, and there are stock certificates of higher stock market value available, the Investor disposes one owned certificate with the lowest stock market value into the bank pool and acquires the stock certificate of a higher stock market value, either the bank pool or from a railway corporation. When there is a draw of qualified stock certificates in the bank pool and from a railway corporation, the stock certificate in the bank pool will be acquired first. The 20% limit still applies!
- The Investor quits a stock round when no certificate acquisition is possible. That means the Investor may not enter the current stock round again.

3.2 The Investor in the Operating Round

The player who hold the investor card manages the activities of the Investor's railway corporation during the operating rounds. All activities are free!

- The railway corporation must first build the shortest possible track link between its home station and the harbour station hex of the private company aligned to the Investor. This includes the upgrade of a blocked hex/tile.
- Once this link is established, the Investor may only upgrade tiles or pre-printed hexes, accessible via an available route.
- Place a station token:
 - o As soon as possible, the railway corporation must place its harbour station token.
 - o The holder of the investor cards decides about the placement of the other station tokens.
- Run trains to achieve the highest possible income.
- Always pays out the route(s) revenue as dividend except, it acquires a permanent train in the same operating round.
- Buy a train. The Investor's railway corporation has a train limit of two. When it owns only one train, it will acquire a second one, but never a train of a type it already owns (e.g. no second type 2-train). It will only acquire new trains from the bank and never sells a train to a player's railway corporation.

4. The Players

They start the game with purchasing the remaining private company certificates. In the first stock round, each player must buy a director certificate. After the end of the first stock round, the player with the most remaining cash must choose between the priority deal card and the investor card. The not chosen card goes to the other player.

After the end of the other stock rounds, when both players have passed, the player who has passed first receives the priority deal card.

The player owning the Investor card runs the Investor's railway corporation within the limits described above. After the Investor's railway corporation' last step in the operating round, the investor card moves to the other player.

Players may not sell a certificate that would transfer a director certificate to the Investor.

5. Investor Card Variant

Experienced players may use this variant only! After finishing the Investor railway corporation's turn in the operating round, the player owning the investor card may offer the other player any amount to keep the card for the next turn. When not accepting the offer, the other player has to pay the same amount for receiving the investor card.