

18RhI-LRH – The Short Game Variant

Introduction

The development of this variant aimed for a game that can be finished within one hour. To achieve this, the processes have simplified and some rules omitted. There is no stock round and operating round, but player rounds and train rounds. This makes it relatively easy for beginners to get to grips with the 18xx system. At the same time, a game was created that offers enough interesting decisions even for experts.

1. Game Material

- Map of 18RhI or 18LRA
- Stock market board of 18RhI or 18LRA
- Round token
- Game money
- Either railway corporation certificates of **18RhI-Rhineland**

Players	Corporation Certificates	Certificate Reduction	Total Certificates	Action Rounds	Train Rounds
3	70	-1*)	69	23	8
4	70	-2**)	68	17	9
5	70	-5 ***)	65	13	7

*) 10% certificate of MKB

**) one 10% certificate each of MKB and GV

***) one 10% certificate of MKB, GV, CCE, DEE, ADR

- Or railway corporation certificates of **18LRH-Lower Rhine Area**

Players	Corporation Certificates	Certificate Reduction	Total Certificates	Action Rounds	Train Rounds
3	69	0	69	23	8
4	69	-1*)	68	17	9
5	69	-4**)	65	13	7

*) 10% certificates of MKB

**) one 10% certificate each of MKB, KEG, GV and CME

- Use the following number of train cards

Trains	Type 2	Type 3	Type 4	Type 5	Type 6	Type 8
#	4	3	2	1	1	4

Commentary: the Short Game variant of **18LRA** is played with type 8-trains!

- Use the following game material of the chosen game variant
 - all station tokens except the revenue tokens and the stock price tokens.
 - 8 Railway Corporation charters
 - all tiles

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2. Preparations

Place the game board in the middle of the table and one station token of each railway corporation upside-down on the marked station places of the starting hexes.

Lay the stock market board adjacent to the map board. Place the railway certificates on the appropriate spaces in ascending order (*lowest number on top*).

Comment: Do not forget to eliminate the certificates not in use!

Select the necessary train cards (*see table above*) and place them on the train card spaces. When playing with four or five players, place a white token on the circle with '**PR 3**' below and place the round token on the white circle with '**PR 2**' below. When playing with 3 players place the round token on the circle above '**PR 3**'.

Comment: The stock market board is only used for the display of the certificates and the train cards and for tracking the game rounds.

Lay out the tiles. Turn the harbour station token to the side showing an 'H' in a colored circle.

Select a player as banker. The banker receives all charters together with the remaining station tokens and the order cards. After shuffling the order cards, the banker allocates one to each player. The player with the lowest number will start the game. The other players take their seats in ascending order of their order cards.

The players do not receive any starting capital. The game money is only used for dividend payments.

3. Game Play

The Short Game consists of **player rounds** (PR) and **train rounds** (TR). During a player round every player has two actions, one **stock action** (*see section 3.1.1*) and one **director action** (*see section 3.1.2*). In a 4- or 5-player game, there is a train round after every second player round. In a 3-player game, there are three player rounds before a train round. After the last player round perform a final train round.

All rules of the operating rounds of the base games apply for the corresponding actions of the Short Game, if not described differently below. The phase changes only apply to the availability of the track tiles and the income of the fields with phase dependent income value (red and grey).

3.1 Player Rounds

During their turn in a player round, the players have two actions, one player action and one director action. All actions are free (e.g. acquiring certificates or placing tiles on hexes with terrain costs). There are no sales of certificates.

3.1.1 Player Action

The players **must** take one of the top certificates from the display (not from the bank pool!). When players already own the limited number of certificates, they must take one certificate from the display as well. Before performing their director action, they must dispose one of their certificates into the bank pool in order to obey the certificate limit.

When taking a director certificate, the player receives also the corresponding charter with all remaining station tokens and the next available train card that is placed on the charter.

When another player acquires more shares of a railway corporation than its current director possesses, this player becomes the new director. The new director received the railway corporation's charter with everything on it and hands over certificates that represent the same shares of that railway corporation in exchange for the director certificate to the former director. If the former director now exceeds the certificate limit, they must dispose certificates to remain in that limit.

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3.1.2 Director Action

For the director action, players may select one of the following activities on behalf of **one** of their railway corporations:

- Lay one yellow track tile, or two yellow track tiles during the brown phase
- Upgrade a track tile or a pre-printed hex.
- Build a station
- Replace an obsolete train.
- Swapping trains of two railway corporations.

Definitions

Income Hexes

Hexes with cities, towns, and off-board destinations are income hexes. The income values of cities and towns are shown in a small white circle. The income of the off-board destinations varies with the game phases and shown in a white square box. Some grey hexes provide income indicated by white squares or by a small white circle. All other hexes considered terrain hexes and provide no income.

Routes

An **available route** consists of any number of hexes connected by track and containing a station token of the operating railway corporation on those tracks. The route may not use the same piece of track more than once, regardless how short this part of the track is. However, it may run via the same terrain tile twice, when using completely separate tracks there. A route may not reverse at a junction or change track at a crossover. An available route may not run through city hexes/tiles, completely occupied by station tokens of other railway corporations, but may use them as start or end. Station tokens of a not founded railway corporation do not block a route.

The railway corporations let their trains run via **income routes**. An income route must always use an available route. The length of an income route may not be longer than a train's route capacity or an available route, whatever is shorter. The minimum length of an income route requires two linked income hexes, one of them with a station token of the operating railway corporation.

3.1.2.1 Laying Track Tiles

Directors may expand an available route either by placing yellow tiles for one of their railway corporations. The placement rules of the base game apply here.

3.1.2.2 Upgrading Hexes

After the acquisition of the first type 3-train, yellow tiles or pre-printed yellow hexes may be upgraded with green tiles. Green tiles may be upgraded with brown tiles after the acquisition of the first permanent train (type 5-train). Directors may upgrade a hex that is part of an available route or will become a part after upgrade. The upgrade rules of the base game apply here.

3.1.2.3 Building Station

Directors may place one station token during their turn for one of their railway corporations only. The railway corporation must have an available route to the station place.

3.1.2.4 Acquiring new Trains

Differently to the rules of the basic game, obsolete trains are not automatically remove from the game. A railway corporation may run a type 2-train until the end of the game, but this is not recommended. From the information on the train cards, only the train type (2 to 8) and the text 'perma-

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ment' are relevant. A railway corporation owns only one train during the whole game. A railway corporation may only replace its train when it is obsolete; e.g., a type 2-train may be replaced when a type 4-train has been acquired by another railway corporation. When replace a train with a new train from the display, the replaced train is removed from the game.

Once a railway corporation owns a permanent train, it may no longer acquire a new train from the display on the stock market board.

3.1.2.5 Swapping Trains

Directors who hold the director certificates of several railway corporations may swap the trains of two of their railway corporations.

3.2 Train Rounds

In the **Short Game**, the railway corporations float after the acquisition of their director certificate. During a Train Round, each floated railway corporation run their single train once via an income route (*see 'Definitions'*). The bonuses listed in the Base Game also apply to the Short Game. Total route income is **always** paid out completely as dividends to the shareholders.

4. Miscellaneous

The special function stated on the corporation charters are not valid.

5. Game End

When a player has taken the last certificate from the display and finished the turn, a final Train Round follows. After payout of all dividends from this Train Round by the banker, each player counts the money they have received as dividend.

The richest player wins!

Credit:

The 18Rhl-LRA Short Game rules are based on '830 for the Young and Naïve', published in the **Rail Gamer Magazine #8** (October/November/December 1998). Special thanks to the author **Daniel W. Farrow IV** for the permission to use the 18xx-game variant he has developed.