

LEONHARD ORGLER'S 18 LILLIPUT



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Dedicated to Ferdinand de Cassan (1949–2017)

In 18Lilliput, players try to build the best railroad network by using action cards.

Components

10 Action Cards



5 Character Cards



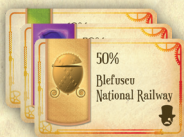
Scraped Trains, Train Pool, 1st Player, Copy Cards



8 Company Charters



32 Company Share Certificates



29 Train Cards



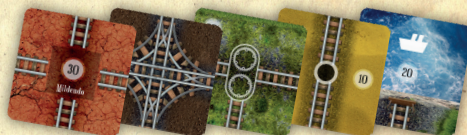
Banknotes



Share Price Index Cards, Help Cards, Turn Card



114 Track Tile Cards



Scoring Notepad



Share Price Index Board



33 Company Counters



These rules present the game as it is played with 4 players. Some rules are altered with lower player counts and the rule changes employed for 1, 2 and 3 player games are found at the conclusion.

Game Set-up

1. The red starting track tile (named “Mildendo”) is placed in the middle of the table.
2. The train cards are sorted by range: The 4D train cards are placed at the bottom, followed by the 3D, then 5 thru 2 descending, finishing with the 2-train-cards on the top of the stack. Place this prepared stack of train cards near the bank.
3. Sort the track tiles by type and display them somewhere out of the way so that all players can see them. Only the yellow tiles are needed at first, but the others are relevant to planning for the later stages of the game.
4. Shares, company charters, tokens, and money are also laid out near the bank.
5. The action cards are put face up, side by side on the table.
6. The “Share price index” board (or the share price index cards – whatever you prefer) is laid on the table. The turn counter marker is placed on space 1 of the turn counter table.
7. The five Character cards are put face up on the table.



8. Each player gets a “Dimen’s Land Copy” Card and £30 as starting capital.
9. A starting player is determined by whatever means deemed fair by the group. This player is given the starting player card.
10. In clockwise order each player chooses one of the four starting companies (red, blue, green, and yellow) or one of the five character cards. Then in reverse order each player makes his second choice (of the type of card he hasn’t chosen before). The remaining character card is out of the game.
11. Each of the four starting companies start with an advantage:



Slamecksan Railway (blue): starts on a Y-city (value 30).



Lilliput National Railway (yellow): starts with two 2-trains.



Glimigrim Valley Railway (green): The owner starts with £60 private starting capital instead of £30.



Mildendo Railway (red): Starts with a share price of £55 and £550 starting capital.

12. Each player puts the 50% director share and the company charter in front of him. The starting capital of each company is £500, (£550 for Mildendo Railway) put this on the right side of the company charter along with one 2-train (two 2-trains for Lilliput National Railway) below of it. He takes the 4 markers of the corresponding colour. One is put on space 50 of the share price index (top left space; for Mildendo Railway it is put on space 55, second left space in the top row). The other three are put on the company charter.
13. Immediately – when a player chooses a starting company – he lays a yellow track tile with a city (value 20) alongside of the red starting track tile “Mildendo” and puts his home station marker on it. The owner of Slamecksan Railway lays a yellow Y-tile (value 30) instead of a normal city tile for free.
14. Each company starts on a different side of the red starting track tile “Mildendo”.
15. Caution: You are not allowed to lay a Y-track-tile (even if you pay £50). Exception: Slamecksan Railway, which lays a Y-tile as home city for free.
16. When laying a track tile, you may lay it in any orientation.
17. The treasury of a company must be kept strictly separate from that of a player or another company!

Example of Game Set-up



3



8



12



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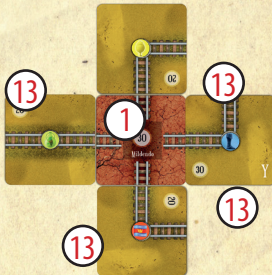


10

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4



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9



Gameplay

The game has 8 rounds.

A round consists of the following steps:

1. ACTIONS

Each player chooses an action card and performs one of the two possible actions. In a second turn each player chooses a second action card. The first turn goes in clockwise direction, the second turn counter-clockwise. The player who was last in the first turn is first in the second turn. Therefore he performs two action successively.

2. RUN TRAINS

All companies run their trains.

3. BUREAUCRACY

Details

1. ACTIONS

With 4 players you have 10 action cards to choose from. (With 3 players 8, with 2 players 6, with 1 player 4)

TABLE 1. ACTION CARDS

Card	Number of Players				Action	Alternative Action
	4	3	2	1		
	X				Place 1 track tile of any colour	Add £5 to private property
	X	X	X	X	Place 1 yellow and/or 1 green track tile in any order	Place 1 track tile of any colour
	X	X	X		Place 1 or 2 yellow track tiles	Add £5 to private property
	X	X		X	First sell as many shares you want and then/or buy 1 share	Place 1 track tile of any colour
	X	X	X		First sell as many shares you want and then /or buy 1 share	Add £10 to private property
	X				First sell as many shares you want and then /or buy 1 share	Add £5 to private property
	X	X			Purchase maximum 1 train	Place 1 track tile of any colour
	X	X	X	X	Purchase 1 or 2 trains	Add £5 to private property
	X	X	X	X	Buy and place a station marker	Add £5 to private property
	X	X	X		Add £50/70/100 to companies treasury, depending on game phase	Add £20 to private property

Each player begins the game with one Dimen's Land Copy Card. A player may exchange this card for the ability to use an action card previously selected this round. An unused Dimen's Land Copy Card is worth £20 at the end of the game.



Explanations to the actions

A) LAYING TRACK TILE

Track tiles must touch at least one track tile on the table at one side. Tiles laid must be an extension of track connected to a station marker of the company without being blocked by foreign station markers.

There are four types of yellow track tiles:

- Large cities (metropolis = Y)
- Cities
- Towns (Come with Character Cards or Scenario track tiles; harbours are treated like towns)
- Plain track

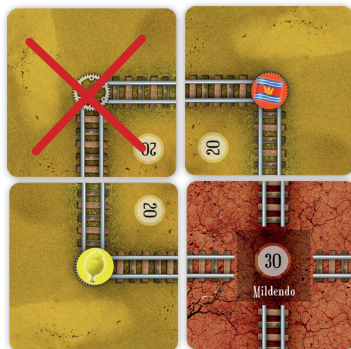


To lay a yellow metropolis (Y-city) it cost one of the player's company £50 which is paid out of the company treasury. (Exception: the home city of the Slamecksan Railway, which is free). The company must be able to follow the rules for laying a track tile. All other track tiles are laid for free.

CHECKERBOARD PATTERN RULE

- No city/metropolis may touch another city/metropolis at an edge. (Exception: Mildendo. All home cities touch Mildendo).
- No town/plain track tile may touch another town/plain track tile at an edge.
- Therefore town/plain track tiles and city/metropolis tiles are laid alternatively.

- As soon as the first 3-train is bought (or moves to the train pool during bureaucracy) green tiles become available.
- As soon as the first 5-train is bought (or moves to the train pool during bureaucracy) brown tiles become available.
- A green tile replaces a yellow one. A brown tile replaces a green one.
- All track segments on the replaced tile must be maintained in the same orientations on the new tile. Cities are replaced by cities, metropolises by metropolises (upgrade is for free), plain track tiles by plain track tiles.
- When a tile is replaced, all stations on the replaced tile must be placed on the new tile with the same connections as before. The replaced tile may be reused.



- An additional place for a station marker may result from an upgrade. If a tile has at least one free space for a station marker, routes can run through this city and companies can build beyond it.
- An upgrade of a Y-city from yellow to green or from green to brown doesn't cost anything.

B) PURCHASE TRAINS

- If a company buys a train, it buys a new one from the bank or a train from another company. (Only new founded companies and companies which keep dividends may/must buy trains from the train pool).
- New trains are bought from the bank at the purchase price printed on the train card. The new trains must be bought in ascending order (first 2-trains, then 3-trains and so on).
- Companies can also buy trains (even obsolete trains) from other companies (if the director agrees). The price is negotiable, but must be publicly stated. The purchase price must be at least £1.
- Obsolete trains may be returned voluntarily. They are put on the card "Train Pool".
- A company is not required to own a train. If a company doesn't own a train and wants to purchase one and doesn't have enough money to buy one, the director of the company may make up the deficit from his private assets. After the purchase the company has £0 of treasury.
- Action-card "Buy 1 or 2 trains": You may buy one train with two different companies.

Example: One of your companies buys the next available train from the bank then your other company buys it for £1.

The purchase or discard (during Bureaucracy) of a train may trigger an immediate phase change:

PHASE 1: STARTS AT THE BEGINNING OF THE GAME

- Only yellow track tiles available.
- The lowest value of action card "Add £50/70/100 to companies treasury" is valid.

PHASE 2: STARTS WITH THE PURCHASE OF THE FIRST 2-TRAIN

- Train limit 4 (Each company may own up to 4 trains).

PHASE 3: STARTS WITH THE PURCHASE OF THE FIRST 3-TRAIN

- Green track tiles are available.
- The middle value of action card "Add £50/70/100 to companies treasury" is valid.

PHASE 4: STARTS WITH THE PURCHASE OF THE FIRST 4-TRAIN

- Train limit: 3.
- 2-trains become obsolete (the train card is flipped over). The revenue of such a train is divided in half (rounded down; a revenue of 90 becomes a 40).

PHASE 5: STARTS WITH THE PURCHASE OF THE FIRST 5-TRAIN

- Brown track tiles are available.
- The highest value of action card "Add £50/70/100 to companies treasury" is valid.
- Train limit: 2.
- 2-trains rust (they are removed from the game).

PHASE 6: STARTS WITH THE PURCHASE OF THE FIRST 3D-TRAIN

- 3-trains become obsolete (the train card is flipped over). The revenue of such a train is divided in half.

PHASE 7: STARTS WITH THE PURCHASE OF THE FIRST 4D-TRAIN

- 4-trains become obsolete (the train card is turned around). The revenue of such a train is divided in half.
- 3-trains rust (they are removed from the game).

Normal Trains can be never rust or return voluntarily, but obsolete trains (= the train card was turned over and shows the grey side) may be returned to train pool voluntarily.

TRAIN LIMIT

Each company may possess a certain number of trains (depending on game phase). A company that already owns its maximum number of trains may not buy a new train even if by this purchase some of its own trains will rust and the company will be within the permitted train limit. A company may voluntarily return an obsolete train (grey train card) before a train purchase. This voluntarily returned train card is placed on the "Train Pool" card where old trains are stored.

If a company has to return a train because the train limit was reduced due to a phase change puts these train on the card "Train Pool".

If due to a phase change trains are rusted they are out of the game – you can store these trains on "Rusted Trains Card". This is also valid for trains in the Train Pool.

Train Pool



Rusted Trains
Out of the Game



c) SELLING / BUYING SHARES



First, the player may sell any number of shares he wants. The shares are put back into the bank.

First the player receives the actual share price for each share in private cash. Then, the share price marker drops down one space (if the share price marker is in the top row) or one space left and up (if the share price marker is in the bottom row) for each sold share. A marker which moves onto an already occupied space must be put under any markers that are already there.

Director shares (50% shares) can be never sold.

When buying a share the player

- either buys a 10% share of an already founded company from the bank. He pays the actual share price to the bank. It is allowed to buy a share which the player has just sold.
 - or buys a Director's certificate (and found new company):

FOUNDATION OF NEW COMPANY

- The player chooses an available 50% share of a company.
- He chooses a starting share price (any available price on the share price chart), puts one of the company's marker on this share price chart space and pays **five times** the share price to the bank.
- He takes the company charter, the three station markers and ten times the share price as treasury. The home token is laid in any available empty city or metropolis station slot. If there is no empty slot available, no company may be founded.
- Immediately the company may choose any one train out of the train pool (it need not to be the topmost). It pays the printed price to the bank.

- The Share Limit is 5. No player may own more than five shares. A Director's certificate counts as one towards this limit.
- A player may possess no more than 2 Director's certificates.
- A player may possess all shares of a company.
- Note: Only 80% of shares of a company are available. This is on purpose. The other 20% have been lost on their way to Lilliput.

D) PLACE A STATION MARKER

With the action card "Place a station marker", a company may place one token in a city circle to create a station. The following restrictions apply:

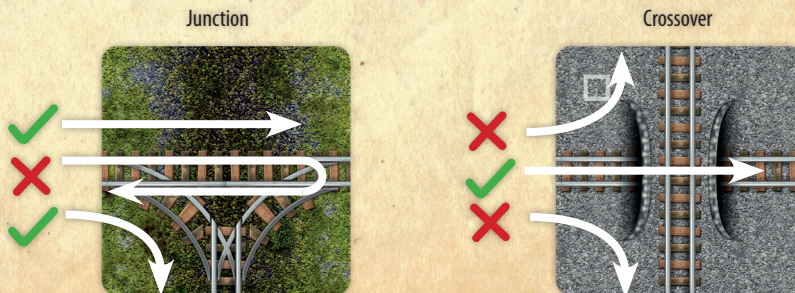
- The first extra station costs £40; each further station costs £100.
- The railroad may only place a token in an empty city circle.
- The railroad must be able to trace a *legal train route* of any length from one of its other stations to the city in which the token is being placed.
- Each tile can have only one station marker from each company.

Station markers serve the following purposes:

- Each route run by a company must contain one of its station markers somewhere on the route.
- A city fully-occupied by station markers can only be run through by companies owning one of the markers.
- A company can only build if the tile is on a route connected to one of its station markers.

DEFINITION OF A LEGAL ROUTE:

A route for a railroad is a continuous segment of track that connects to at least one city containing one of the railroad's stations. A route may not use the same section of track more than once. A route may not reverse at a junction. A route may not change track at a crossover. A route that enters a city on one track may exit the city on any other track.



E) ADD £5/10/20 TO PRIVATE PROPERTY

As it says add £5/10/20 to **private** cash.

F) ADD £50/70/100 TO COMPANY'S TREASURY

Depending on the game phase £50/70/100 are put into **company's** treasury of one or two companies in possession of the player. So you can split the amount between all the companies you possess in any way you choose.

Character Cards

Each character provides a player with a special ability (for all his companies) and one or two track tiles which can be laid additionally to any action during his turn.

TABLE 2. CHARAKTER CARDS

	Name	Special Ability	Special Track Tile(s)	Note
	Golbasto Monarem Evlame Gurdilo Shefin Mully Ully Gue (The Emperor of Lilliput)	Free laying of yellow Y-tiles (instead of paying £50).		Must be an upgrade of a yellow city tile (but not the home city and no Y-tile). The higher value count's for a company with a station marker in the castle.
	Limnoc (the General)	The cost to lay a station marker is reduced by 50%.		May be laid as a yellow city tile but must not be upgraded.
	Balmuff (the Grand Justiciary)	Receives £5 in private treasury or £20 in his companies treasury (distributed arbitrarily) at the start of each round.		Towns don't count to a train's range.
	Skyresh Bolgolam (High Admiral)	The costs for each train which is bought from the bank are reduced by 10%.		No track tile may run to an empty side of an Harbour tile. A Harbour is treated like a town (it doesn't count to a train's range).
	Flimnap (the Lord High Treasurer)	May be traded in for private money. The amount is round number multiplied by 10.		May be laid as yellow city tile, but only after brown phase started. Must not be upgraded.

TABLE 3. DETAILS FOR THE CHARACTER CARDS TRACK TILES

Character	Emperor	General	Admiral	Justiciary	Treasurer
May be laid with phase...	green	yellow	yellow	yellow	brown
Upgradable?	no	no	no	no	no
Counts as ... tile for the checkerboard pattern rule	city	city	plain	plain	city
Counts for the range of a train?	yes	yes	no	no	yes
Must be start or end of a route?	no	no	yes	no	yes
Note	Counts higher value for company with Token.		No track may lead to other sides of harbour tile.		

There are separate tiles if you play with the **Brobdingnag variant**.

2. Running trains

The railroads act in share price order. The one with the highest share price act first.

Each train owned by a railroad may run once on a route to create revenue. Revenue locations are: metropolises, cities, towns, Mildendo, or harbours.

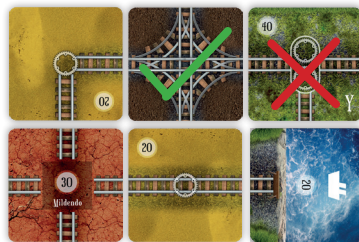
- The route must include of a series of two or more revenue locations that are connected by track.
- Each route must contain a station marker of the company operating.
- A city/metropolis that is completely occupied by station markers of other companies is blocked and cannot be run through. A route can begin or end at a blocked city/metropolis.
- A city/metropolis that is not completely occupied by station markers of other companies can be run through.
- Each train has a range (the number printed on the card). This is the number of stations (cities/metropolis) on the route. Towns (and harbours) don't count to the range number.
- No revenue location on the route may be omitted.
- A route may not visit any revenue location more than once.
- The city Mildendo if visited must be the start or end of a route.
- If a company possesses more than one train, each must run on a completely separate route. At revenue locations the routes can meet each other or cross-over, provided separate tracks are used in each case.

The revenue earned by each company is paid out by the bank.

The revenue of a company is the sum of the revenue from each train. The values of all cities/ metropolis/ towns/Mildendo is printed on the tile. For D-trains the values of all cities/metropolis/towns/Mildendo is doubled.

Once a railroad has run all of its trains, the director adds the totals of all of the runs together to arrive at the revenue for this railroad for the turn.

Track may lead to a track tile with no connection, but not to water



Price

£150

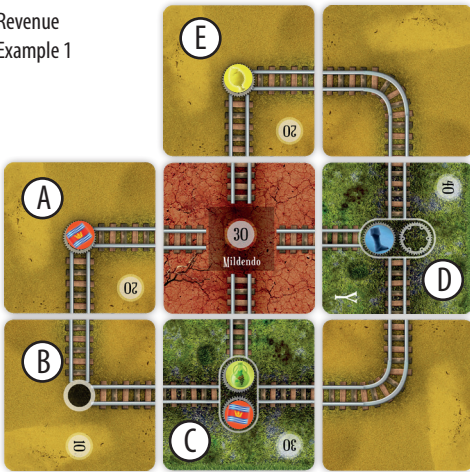
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Range (Type)

The revenue claimed must be the highest total revenue that any player can show.

The director of the company collects the revenue from the bank and then decides how this total revenue will be paid out. It can either be paid out to the stockholders (as dividends) or to the railroad itself (added to the corporate treasury).

Revenue
Example 1



Red Company has one 2-train and one 3-train.

3-train: Mildendo-D-C-B: 110 revenue.

2-train: Mildendo-A-B: 60 revenue.

A town (B) doesn't count to a range of a train. It may be end of a route.

Blue company has two 3-trains.

3-train runs: Mildendo-D-E: 90 revenue.

3-train runs: D-C: 70 revenue.

One 3-train can only visit two stops because the route is blocked with other station tokens.

Green has two 2-trains.

2-train: Mildendo-C-B: 70 revenue.

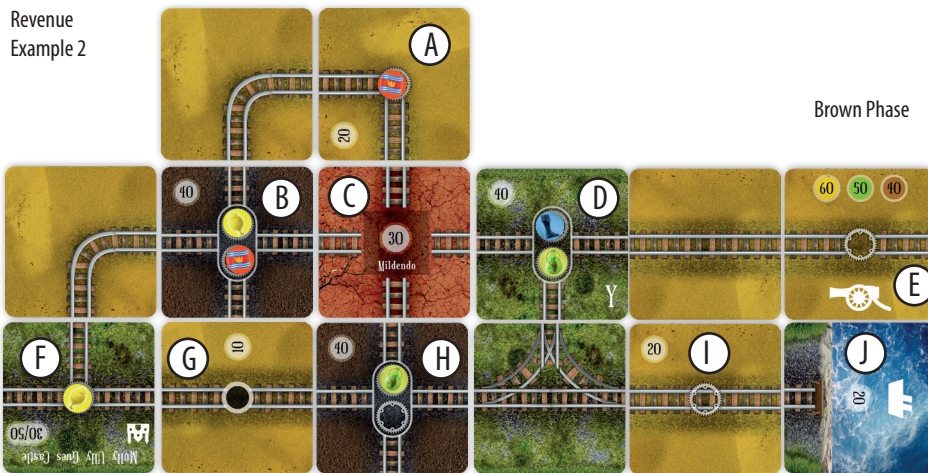
2-train: C-D: 70 revenue.

Yellow has two 2-trains.

2-train: Mildendo-E: 50 revenue.

2-train: E-D: 60 revenue.

Revenue
Example 2



Red has a 3D-train and an obsolete 3-train.

3D: F-B-C = $100 \times 2 = 200$ revenue.

Revenue is doubled.

3-Train: B-A-C = $90/2 = 45 = 40$ revenue.

Revenue is divided by 2 and rounded down.

Yellow has a 4-train.

4: C-B-F-G-H-I-J = 200 revenue.

The revenue locations G and J don't count for the range of the 4-train. The castle counts 50 because of the token there.

Green has two 4-trains.

4: C-D-E = 110 revenue.

4: F-G-H-D or F-G-H-I-J = 120 revenue.

Both trains run to only three cities (G doesn't count to the range) because no track segment may be used by another train of the company.

Blue has an obsolete 3-train.

3: E-D-H-G = $130/2 = 65 = 60$ revenue.

Revenue is divided by 2 and rounded down. The town G may be end of the route.

PAYING OUT DIVIDENDS

When companies pay a dividend, each player receives the share of the revenue corresponding to the shares they own. Shares in the Bank pay out to the bank. If a company pays out a dividend, the share price rises. The marker on the share chart is moved to the right one space. If the marker is at the end of a row, it moves up instead. A marker which moves onto an already occupied space must be put under any markers that are already there.

KEEPING DIVIDENDS

The director may decide to put all of the revenue into that company's treasury instead. If a company does not pay out a dividend, the stock price falls. The marker on the share chart is moved to the left one space. If the marker is at the end of a row it moves down instead. A marker which is moved to an already occupied space must be put under any markers that are already there. The company immediately may buy any train from the train pool.

3) Bureaucracy

- The next available train (the train card on top of the train card pile) is put into the train pool.
- The "Starting Player Card" goes to the next player clockwise.
- The action cards are put back to the middle of the table.
- The turn counter is moved one space forward.

Game end

The game ends after 8 rounds.

For the last round, all dividends are doubled. This means you count your revenue as in the previous rounds (all routes included) and multiply it by 2. In the last round you **must not** keep the dividends in your company.

- The marker on the share chart moves two spaces to the right.
- All players now count their cash and determine the current value of their shares.
- Money in company treasuries does not count for the player.
- A non-used Dimen's Land Copy Card gives the player £20 at the game end.

The player with the highest total value wins the game.

Rules Differences for 2 and 3 players

SPECIAL RULES FOR 3 PLAYERS

- The game goes over 9 rounds. At the end of the 9th round the dividend is doubled (instead of the 8th round).
- After each player has chosen one starting company, the fourth starting company is taken out of the game.
- After the starting companies received their trains only two 2-trains are put on top of the train cards stack, all other 2-trains are removed from game.
- There are only 8 action cards. See Table 1. Action Cards which ones are removed.
- Remove train cards as shown in Table 6. Trains.

SPECIAL RULES FOR 2 PLAYERS

- Both players get 2 Dimen's Land Copy Cards.
- After both players have chosen one starting company, the two other starting companies are taken out of the game. After the starting companies received their trains only two 2-trains are put on top of the train cards stack, all other 2-trains are removed from game.
- There are only 6 action cards. See Table 1. Action Cards which ones are removed.

: David

£ 30			£ 500		
1Rd	+25	55	TR2	-80	420
SY	-55	0	TK	-40	380
2Rd	+70	70			
2Y	+6	76			

1Rd – Income of Red company in 1st round

SY – Yellow share

2Rd – Income of Red company in 2nd round

2Y – Income of Yellow company in 2nd round

TR2 – 2-Train purchase

TK – Token purchase

Instead of using banknotes you can optionally use the scoring notepad.

- Remove train cards as shown in the Table 6. Trains.
- 2-player-game-variant: Each player chooses two character cards.

VARIANT FOR PROFESSIONAL GAMERS

The top most train card from the train cards deck is removed **before** step 2. Running Trains. Therefore trains could be rusted or removed from game before they could earn revenue.

Variants

“ALLENBECK-TOTTENHAM-EXPRESS”

Additional material:

- 3 brown city tiles with named cities: Tottenham, Allenbeck, Plips instead of the normal brown city tiles.
- If one train runs to three of the four named cities (Mildendo, Tottenham, Allenbeck, Plips) it gets a bonus of +£20.
- If one train runs to all four named cities it gets a bonus of +£50.
- This bonus is not doubled with a D-train.



“LAPUTA”

Additional material:

- 4 brown city track tiles with coloured track named “Laputa” instead of the normal brown city tiles.
- Only companies with corresponding colour may lay the tracktile.
- Only companies with corresponding colour may use the tracks. It functions as a normal track tile in all other ways, so it may be an upgrade of an existing track.
- With 3 or 2 players remove the cards with Laputa track tiles with the colors not in play.



“BROBDINGNAG”

Additional material:

- 30 tiles named “Brob”
- Use the Brob tiles instead of the normal tiles.
- In Brobdingnag the income of the trains is always paid 50% (rounded up to the nearest ten) to the shareholders and 50% to the company. It is still possible to withhold all earnings.

Solo Variant Rules


In the solo variant, the player plays against one dummy player called Gulliver.

Hint: Sometimes you have to decide between two possibilities. You may roll a dice (even and odd numbers).

SETUP

- First, randomly choose one of the four starting companies for Gulliver, but no character card.
- Gulliver gets his starting capital, the 50% director share of this company and the company charter. The company receives no starting capital.
- Choose randomly one starting city track tile (there are two possibilities: city with straight track or city with curve) and lay it alongside of the red starting city track tile “Mildendo” and put the home station marker on it. If it is a city tile with a curve choose randomly in which direction it is laid.
- Second the player chooses one of the three remaining starting companies and one character card.
- The other starting companies are out of the game.
- No Dimen’s Land Copy Cards are used in the solo variant.
- The following four action cards are laid on the table (see Table 1. Action Cards):





After the starting companies have received their 2-trains, build a train card deck with two trains of each type (but still unlimited number of 4D-trains).

GAMEPLAY

The game has 8 rounds.

1. ACTIONS

First the player chooses two action cards and performs one of the two possible actions of each card. Then it's Gulliver's turn. Gulliver performs his actions in the following order:

A. Track building

B. Station building

C. Additional plain track building

D. Share buying

E. Train buying

DETAILS:

A. Track building:

Gulliver lays one track tile. Building rules (execute the first possible step):

1. Upgrade a green city tile to a brown city tile.
2. Upgrade a yellow city tile to a green city tile.
3. Build a yellow city tile.
4. Build a yellow plain track tile.

Additional track tile laying rules:

- Only tiles with a station token of Gulliver's companies are upgraded. First the home station track tile. Then one of the possibly two other tiles (choose randomly if necessary).
- Green city tiles: The new track segment should point to Mildendo.
- Yellow city tiles: If Gulliver has several choices to place a yellow city tile he chooses the one which is nearer to Mildendo. If there is a tie, choose it randomly.
- Yellow curves (with or without city): Choose randomly which direction they are laid.

B. Laying a station marker

Gulliver lays a station marker in each yellow city he just built until all three station markers are laid. For Gulliver, this action is free.

C. Additional plain track building

If a city with one of Gulliver's station markers has a track segment leading to nowhere a plain track tile is laid to continue the track. Choose randomly if a straight or a curve is laid.

D. Share buying

- Gulliver never sells shares.
- If Gulliver can afford it, he buys one new 10%-share per round. Choose randomly if there is more than one to choose.
- Gulliver buys no more than three new 10% shares.
- His fifth and last share to buy will be the 50% director share of a new company. He buys it as soon as he can afford it (minimum £250). He buys it at the highest share price he can afford.
 - » Place the home token of Gulliver's new company on the home track tile of his first company if there is a space available. If not place it on the nearest city tile. If there is more than one choose randomly.
 - » Gulliver's second company doesn't place any other station marker.

E. Train buying

- Instead of putting the next available train card on the card "Train Pool" during bureaucracy it is added to one of Gulliver's companies.
- If Gulliver has two companies the next train card is allocated to the company with fewer trains. If there is a tie it is allocated to the company with the train card of the lowest number (3D is higher than a 5-train, 4D is higher than a 3D). If there is still a tie the train card is allocated to Gulliver's first company.
- If Gulliver's company is at its train limit, the train card with the lowest number is rusted (out of the game) to create space for the new train.
- If, due to a phase change, one or both of Gulliver's companies have too many trains, then the train card with the lowest number is eliminated (out of the game).

2. RUNNING TRAINS

Like in the basic game all companies run their trains. Gulliver's companies always pay out dividends. Both the player and Gulliver receive dividends for their shares.

3. BUREAUCRACY

- The action cards are put back to the middle of the table.
- The turn counter is moved one space forward.

GAME END

The game ends after 8 rounds.

Like in the basic game the dividend of the last round is doubled. The player with the highest total value of cash and stock wins the game.

Scenario Track Tiles

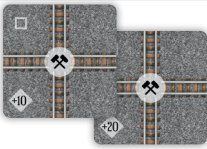



With the scenario track tiles, you can build a landscape before the game starts. It makes track building more difficult or provides special features. It is up to you which scenario tiles you want to use. You can build your own landscape. Some suggestions are displayed below.

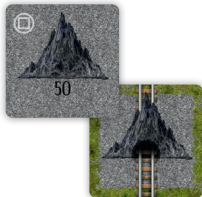

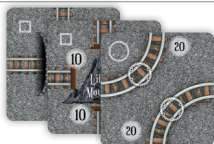
Scenario track tiles are placed before the game starts after Mildendo was laid. In order to observe the **checkerboard rule**, it is for most of the tiles important where the tiles can be played.

- Tiles marked with a circle are treated as city tiles. You must place them where a city tile is usually placed.
- Tiles marked with a square are treated as plain track tiles. You must place them where a plain track tile is usually placed.
- Tiles marked with a square and a circle can be placed anywhere.



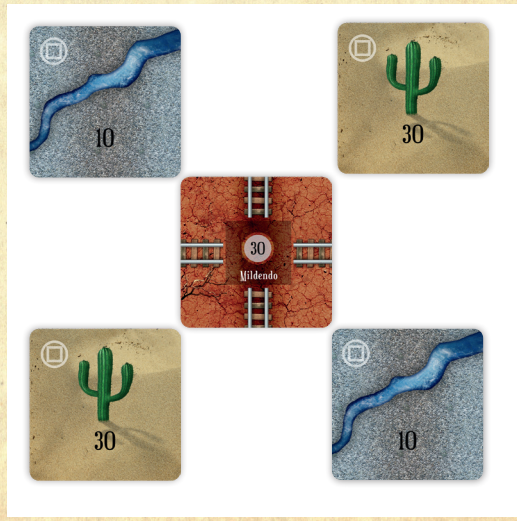
TABLE 4. SCENARIO TRACK TILES

Type	Explanation	Where to lay
	If a train runs through a mine the company gets +10/+20 into the treasury.	Only where plain track is planned.
	May be replaced by yellow city tile or yellow plain track tile. Pay terrain costs of £30. Paid by the company which is able to place the tile.	Anywhere
	May be replaced by yellow city tile or yellow plain track tile. Pay terrain costs of £10. Paid by the company which is able to place the tile.	Anywhere
	May not be overbuilt at all. No track tile may lead to the edge of a sea tile.	Anywhere

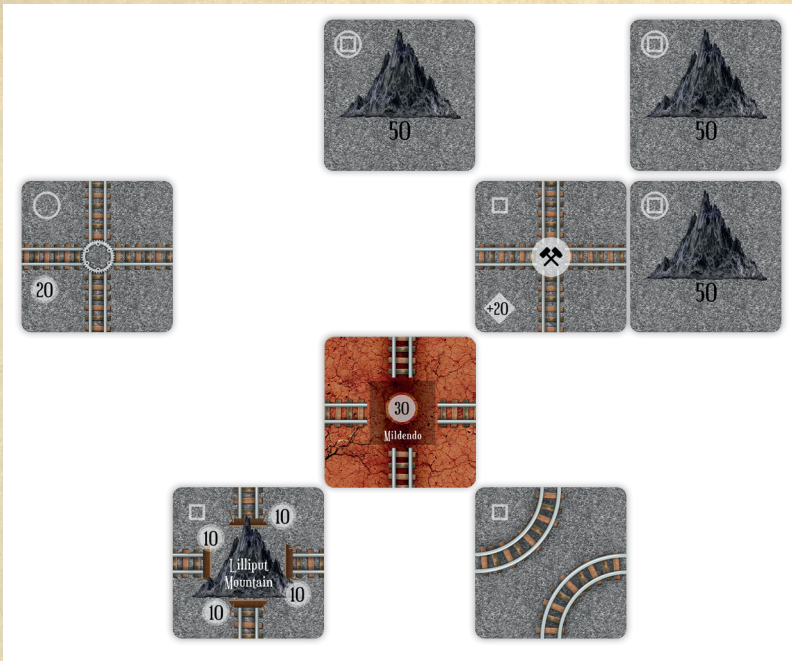
Type	Explanation	Where to lay
	May not be overbuilt except by the green edged tunnel tile which may be built from the green phase on for the cost of £50. Paid by the company which is able to place the tile. Replace one mountain tile by the tunnel tile.	Anywhere, but tunnel is treated as plain track.
	Must be the end of a route. Counts £60 for a company with a token in it.	Anywhere. The checkerboard rule isn't valid for Wiggwack (like Mildendo).
	Some come with, some without city. No upgrade.	Some are treated as plain track, some as city tile (as marked).

Scenarios

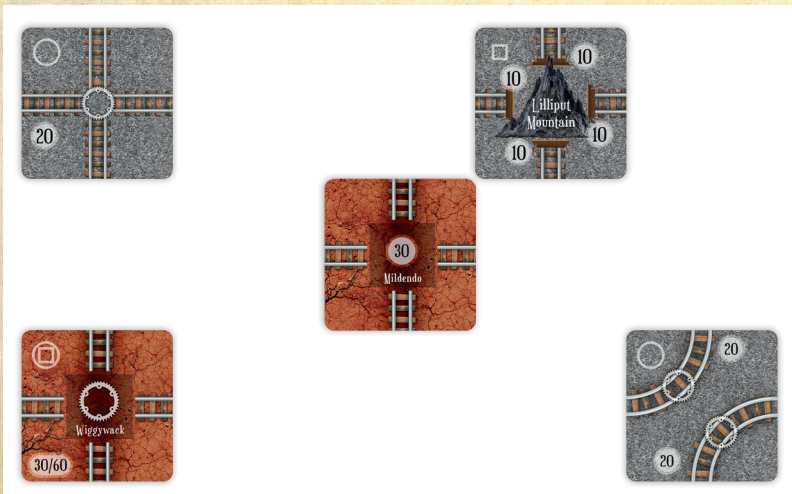
SCENARIO 1: LET'S START



SCENARIO 2: THE MOUNTAINS



SCENARIO 3: CITY ON CITY





SCENARIO 4: SEPARATED



Credits

Game design: Leonhard Orgler

Layout: David Hanáček

Graphic design: Martin Málek

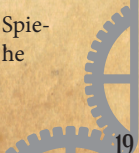
Illustration: Petr Štich

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Ferdinand de Cassan dedicated his life to games. He was the founder and organizer of the “Wiener Spie-
lefest”, and he supported everything and anyone who had anything to do with games. For example, he
personally encouraged me to publish “1837” in the early nineties. I owe him much.









Tables

TABLE 5. TRACK TILES

Variant	Tile	Yellow	Green	Brown	Red	Misc
Basic Game	Y-Cities	2	2	1		
	Cities	12	6	3		
	Plain Track	16	3	1		
	Starting Tiles				1	
	Character Tiles					7
Allenbeck	Cities			3		
Laputa	Cities			4		
Broddingnag	Y-Cities	2	2	1		
	Cities	12	6	3		
	Starting Tiles				1	
	Character Tiles					3
Scenario	Misc					23

TABLE 6. TRAINS (PHASES)

Type	Cost	Number of players				Obsolete ¹	Rusted	Phase		Train limit	
		4	3	2	1						
	80	5+2 ²	5+2 ²	5+2 ²	2			Yellow		4	
	150	6	5	3	2			Yellow	Green		
	300	5	4	3	2	2		Yellow	Green	3	
	400	4	3	2	2		2	Yellow	Green	Brown	2
	500	3	2	2	2	3		Yellow	Green	Brown	
	650	∞	∞	∞	∞	4	3	Yellow	Green	Brown	

¹Revenue of obsolete trains is divided in half

²Five 2-trains come with the four starting companies. After they were chosen – no matter with how many players you play – only two 2-trains remain on the train card pile.