

1849 The Game of Sicilian Railways

	3p	4p	5p	Scenario Changes
Certificate Limit (Scenario 5)	12	9		5 CORPORATIONS / REDUCED Trains
Certificate Limit (Scenario 6)		11	9	6 CORPORATIONS

- **CORPORATIONS** available for purchase in **ORDER**
- **CORPORATIONS** float at 20% **SHARES** sold
- **CORPORATIONS** fund **INCREMENTALLY**
- Maximum of **50% SHARES** in Bank Pool
- Privates **DO NOT** count towards **CERTIFICATE LIMIT**
- **CORPORATIONS** with a valid route must buy a Train
- Shareholder Limit **60%** of any **CORPORATION**

Phase	Rust	OR	Tracks	Train Limit	Corporation Start Value	Grey Values	Private Companies	Miscellaneous
4H		1	Y	4	68, 100	Low	May be sold to PLAYER	
6H		2	Y, G	4	68, 100, 144	Low	May be sold to CORP	
8H	4H	2	Y, G	3	68, 100, 144, 216	Mid		Bonds may be issued [Advanced Game]
10H	6H	3	Y, G, B	2	68, 100, 144, 216	Mid		
12H		3	Y, G, B	2	68, 100, 144, 216	High	CLOSED	Messina Earthquake E-Ticket may be bought [Elec. Dreams variant]
16H	8H	3	Y, G, B	2	68, 100, 144, 216	High		Blue zone
R6H		3	Y, G, B	2	68, 100, 144, 216	High		

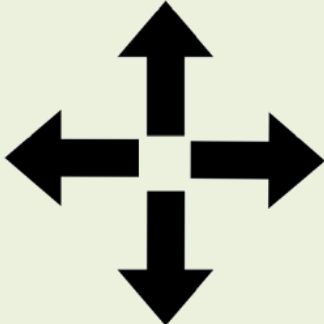
End Of Game	
Stock hits 377	Finish Operating Round of Company
Bank breaks	Finish all Operating Rounds

Advanced Options	
Outstanding Bonds	Reduce FINAL stock price by L.100
Personal Loan	Subtract L.750 from total money

Stock Round – PLAYERS
No selling of stocks unless FULLY OPERATED SELL then BUY/START In turn order, each PLAYER may
<ul style="list-style-type: none"> • Sell ONE OR MORE certificates to Bank Pool <ul style="list-style-type: none"> ○ May sell shares from multiple Corporations ○ ▼CORP PRICE for EACH share sold • Buy ONE certificate at current market value <ul style="list-style-type: none"> ○ From the Bank Pool – money to bank ○ From Corporate Treasury – money to Corporation Treasury ○ May not buy stock already sold in turn • Start the next available Corporation <ul style="list-style-type: none"> ○ President may buy up to 40% ○ Set price L.68, L.100, L.144 [Phase 8H], L.216 [Phase 10H] ○ CORPORATION buys 3 Tokens ○ CORPORATION places HOME token
After all players have consecutively passed Assign PRIORITY DEAL card Adjust CORP PRICE ▼ if ONE OR MORE certificates are in the Bank Pool Adjust CORP PRICE ▲ if NO certificates in the Bank Pool or Corporate Treasury

Operating Round – FLOATED CORPORATIONS
All PRIVATES pay owners In decreasing share value order each PRESIDENT
<ol style="list-style-type: none"> 1. May place or upgrade ONE track tile 2. May place ONE token [HOME token doesn't count] 3. Operate trains and calculate revenue 4. Pay or withhold dividends to shareholders <ol style="list-style-type: none"> a. Stocks in Bank Pool pay nothing b. Stocks in Corporate Treasury pay to Corporation c. Adjust CORP PRICE ◀ withheld ▶ paid 5. May Purchase a token from another corporation [Advanced Game] 6. May purchase one of more new trains. 7. May Sell Corporate Treasury Stock to Bank Pool [Not first Operating Round] 8. May Buy Corporate Stock from Bank Pool [ONE share] 9. Pay L.50 Interest on issued Bond 10. Repay L.500 Bond; Adjust CORP PRICE ▶ 11. Issue L.500 Bond; Adjust CORP PRICE ◀ Steps 9 to 11 Phase 8H onwards [Advanced Game]
If allowed in Phase, CORP may purchase PRIVATE at any time during turn for L.1 TO 2x par price

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Manipulate the Market		
	1 space up if no certificates are in the Bank Pool or the Corporate Treasury at the end of a stock round.	
1 space to the left if during an operating round in which an operating railway pays no dividend. [Advanced Game] 1 space to the left on issuing a bond		1 space to the right if during an operating round the railway pays a dividend greater than or equal to the current market value. [Advanced Game] 1 space to the right on repaying a bond.
	1 space down per share sold. 1 space down if there are certificates in the Bank Pool at the end of a stock round.	

Initial Private Company Auction
<ul style="list-style-type: none"> • PRIVATE Companies are offered at initial PAR price • In turn order, each PLAYER may take one action until all PRIVATE companies are sold: <ul style="list-style-type: none"> ○ Purchase the lowest cost PRIVATE available ○ Bid on a higher cost PRIVATE [min + L.5] ○ Pass turn • Each PLAYER must reserve sufficient funds to place bids • After a sale, if next available player has multiple PLAYER bids, conduct LIMITED AUCTION for PLAYERS with existing bids only; otherwise resume auction for all PLAYERS. • If all PLAYERS pass consecutively: <ul style="list-style-type: none"> ○ If the S.C.E. is unsold another stock round begins immediately with the S.C.E. reduced by L.5 ○ Otherwise if any other PRIVATE is unsold an OR takes place and all OWNED PRIVATE Companies pay REVENUE. Then start another Starting Round.

Major Companies			
Company Name	Abbreviation	Starting City	Token Cost
Archimede	ATA	Siracusa	30
Garibaldi	AFG	Open city	40
Lilibeo	CTL	Marsala	40
Akragas	SFA	Girgenti	40
Trinacria	IFT	Catania	90
Sicula	RCS	Alermo	130

Track Building				
Terrain	Narrow		Standard	
	Cost	Hex Count	Cost	Hex Count
Plain	L.0	2	L.0	1
Rough	L.10	2	L.40	1
Hills	L.20	2	L.80	1
Mountain	L.40	2	L.160	1
R6H train reverses gauge hex count rules				
Gauges can be switched at stations				

Electric Dreams Variant [Advanced Game]		
	12H	16H
First E-Token Cost	L.1100	L.800
Subsequent E-Token Cost	L.800	L.550
E Train Cost	L.550	
One E-Token per Corporation		
E Train has unlimited movement on Standard\Double gauge but cannot run on Narrow gauge		
E-Tokens can only be bought from the bank and cannot be traded		
E Train doubles revenue of Catania, Messina, Palermo, and Siracusa		