

18EU – Partial Sample Game with Examples (v2.0)

Introduction

This partial 18EU sample game is intended to illustrate the application of various aspects of the rules that are unique to 18EU. It presupposes familiarity with basic 18xx game mechanics, and in some instances requires the players to use their best judgment to understand concise descriptions (e.g., the placement of tiles). This write-up is truncated at the point at which all the unique rules have been exercised, during the third Stock Round.

The early portions of this game are adapted from a four-player game played at LASFS Second Sunday on 14 March 2004. Some elements have been changed in order to better illustrate certain points in the rules. The names of the players have not been changed since there are no innocent to protect.

The original version was distributed with the published game and was written by David G.D. Hecht based on notes taken at the session. This version is the product of a more careful editing by Lou Jerkich, whose assistance is gratefully acknowledged, and is both more correct and clearer than the original.

Game Setup

Terry, Stan, Gordon, and David decide to play. After each selects a numbered token from a randomizer, the initial order is as stated above. Terry gets the Priority Deal marker and becomes the initial Auctioneer.

Minor Company Initial Sale Round

Terry selects #11 to be auctioned and declines to start a standard auction. Everyone else also declines. Terry is now offered #11 at £90 and declines it at that price, as do all the others. All players decline #11 again at £80. Terry buys #11 at £70.

Stan selects #6 to be auctioned and declines to start a standard auction. This time, it gets down to £60 before he buys.

Gordon selects #8 to be auctioned, knowing that both Terry and Stan will be interested. He declines to start a standard auction, as does David. Terry bids £100. Stan bids £105. Although they could reenter the auction at this point, Gordon and David both pass. Terry bids £110, Stan passes, and Terry buys #8 for £110.

Although Terry was the last to buy, the order in which players become Auctioneer is unaffected. It is now David's turn to auction a company, and he selects #4, eventually buying it for £70.

In the second round of the ISR, Terry auctions and buys #5 for £80, Stan auctions and buys #1 for £130 after a competitive auction with Gordon, and Gordon auctions and buys #7 for £70. David, knowing that Stan wants #2, auctions it, and, after a spirited auction, Stan gets it for £125.

In the third round of the ISR, Terry auctions and buys #10 for £70. Stan auctions #15. Because he and Terry both have little money remaining (Terry has spent £330 of his initial £350 while Stan has spent £315 of his initial £350), they must automatically pass while the auction proceeds between Gordon and David. Gordon buys #15 for £70. Next, Gordon chooses #13 but declines to start a standard auction. David however, starts a standard auction at £100, winning #13 for that amount after three passes (two of them forced).

It is now David's turn as Auctioneer, and, taking cognizance of the situation, he points out that he and Gordon can split the remaining four companies (#3, #9, #12 and #14) between them, paying no more than £40 apiece. David points out that, due to the move order, each of them can get one of the companies they want for £30. Under this arrangement, David pays £30 for #3, Gordon winds up paying £40 for #9 (selected by Terry), David pays £40 for #14 (selected by Stan), and Gordon pays £30 for #12.

At the end of the ISR, Terry has #5, #8, #10, #11, and £20; Stan has #1, #2, #6, and £35; Gordon has #7, #9, #12, #15, and £140; and David has #3, #4, #13, #14, and £110.

The game strategies of the players are partly evident from their purchases. Terry appears to be planning to form a corporation or two south of the Alps. Stan seems to be aiming for the London-Paris-Brussels region, Gordon for Berlin and Amsterdam, and David could form a couple of corporations across the center of the map.

Although Gordon bought last, the Priority Deal marker is not affected and remains with Terry. The game now proceeds to the first of two operating rounds.

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First Operating Round

#1 builds to Brussels, laying tile 201 there, heading toward Lille. Normally, laying #2's home station tile would be prohibited, but, since Stan owns both #1 and #2, he “gives himself permission” to do this. The #1 earns £70, paying £35 to Stan and £35 to the company. #2 builds to Lille and Antwerp (heading for Rotterdam), and earns £90, paying £45 to Stan and £45 to the company.

#3 connects to Dijon (heading SE). #4 places tile 202 in Dresden (heading N and SW) and continues to Leipzig (heading SW). #5 places tile 201 in Venice (heading S and SW) and connects to Rome via U8. #6 connects to Brünn and M12 (heading SE), and #7 links to Magdeburg (heading NW). #8 connects to #6, and thus benefits from #6's construction, earning £70 instead of the £60 for a run only to Bucharest. #9 runs to Stettin and Thorn (heading SE). #10 places tile 201 in Milan (heading SE and S) and connects to the port through Genoa. #11 connects to Trieste. #12 places tile 202 in Amsterdam (heading SE and SW) and connects to #2 via Rotterdam, thereby earning £90. #13 places tile 201 in Munich (heading N and NW) and runs north to Nuremberg (heading NE). #14 places tile 201 in Strasbourg (heading SW and S) and then connects to #3, earning £80. #15 places tile 202 in Lyon (heading NE and S) and connects to the port via Marseille.

Terry and Gordon have each earned £120 from their Minor Companies in this OR. Stan has earned £100, and David gained £105.

Second Operating Round

In the second OR, only one yellow tile may be placed per company. Although they still earn revenue, the following companies have no legal builds: #1, #2, #3, #6, #8, and #11. #4 connects to #13 via Nuremberg, earning £80. #5 builds toward Florence via Bologna, #7 toward Hamburg via Hannover, #9 connects to Warsaw, #10 builds toward Florence via S6, #12 heads toward Bremen, #13 connects to Augsburg (heading toward Stuttgart), #14 builds toward Zurich via Basel, and #15 connects to Geneva (heading NE). (Note: Heading #15 northwest to ultimately connect to Paris would have been an alternative move, possibly better than this one which now dead-ends at Geneva.)

This time, David leads in earnings with £170, a gain of £65 over OR1's earnings. Gordon earned £140, Stan £120, and Terry £125. Their cash positions are now: Terry, £265; Stan, £255; Gordon, £400; David, £385. (In the Initial Sale Round, Gordon and David had paid out low sums to purchase their Minor Companies, thereby resulting in their current favorable cash positions.)

First Stock Round

Terry has the Priority Deal and £265. Terry could have connected #5 and #10 in the previous OR, but chose not to: if he had, he could have opened a Corporation including both of them at a £90 Initial Value. Terry's other two companies are also not connected: although both #8 and #11 are connected to #6, they are not connected to each other. Terry tried to persuade Stan to agree to fold his #6 company into a larger whole, but Stan declines, citing other priorities. So—for the moment at least—Terry passes.

Stan decides that it is a good time to open a Corporation using #1 and #2. With £255, it will be a bit skimpy, but he calculates that he can buy three shares at £82 for £246. Stan sets the Belge's Initial Value at £82, buys the President's Certificate for £164 (twice the Initial Value), and declares that he is merging #2. He gives the Belge #2's assets, including the 2 train and the accumulated Treasury of £95, and replaces the #2 token with a Belge token. He exchanges the #2 charter for a single-share certificate of the Belge. The Belge then pays £100 to the Bank for the other four tokens. The Belge now has a token in Brussels, four other station tokens, a 2 train and £159 (£164 + £95 - £100), while Stan has three shares of Belge (including the President's Certificate).

Gordon had initially planned to open a Berlin-based Corporation using #7 and #9 (they are considered connected because they are collocated in the same city hex), but—with £400—decides to open a Corporation using only the #12. He sets the NS Initial Value at £100, and performs the same process as Stan did with the Belge. When the dust has settled, the NS has a token in Amsterdam, four other station tokens, a 2 train and £190, while Gordon has three shares of NS.

David decides to form a Corporation with #3 and #14. He, too, starts by putting in #14. He calculates that, with £385, he can buy three shares at £100 and still have enough left over for a share of Belge, so he opens the SNCF at £100.

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Terry can now buy shares in any of the Corporations that have formed, but decides to wait until they are floated. Stan merges the #1 company, and—because he doesn't want to tempt David—he declines the #1's token (he can always put it back later). Gordon buys a share of NS. David merges the #3 company: since the #1's token is gone, David doesn't have the reciprocal worry that Stan had, so he replaces it with one of his own.

Terry passes again, and Stan, Gordon and David each buy the fifth share of their respective Corporations, floating them. Terry now starts buying Belge, of which he will ultimately buy three, and David buys a share of Belge as well.

At the end of the Stock Round, Terry has #5, #8, #10, #11, 3 shares of Belge, and £19; Stan has #6, 5 shares of Belge, and £9; Gordon has #7, #9, #15, 5 shares of NS, and no money; and David has #4, #13, 5 shares of SNCF, 1 share of Belge, and £3.

Terry bought last, so Stan receives the Priority Deal. The Belge is nearly sold out, but not quite, and so none of the Corporations rise in price.

Third Operating Round

The #1, #2, #3, #12 and #14 are merged, so play begins with #4. #4, #6, #8, #9, #11, and #15 have no legal builds. #5 connects to #10 via Florence, so #10 is also deprived of the opportunity to build a tile. #7 connects to Hamburg. #13 builds toward Zurich via Stuttgart. #10 buys #5's 2 train for all its cash, giving #5 a total of £205, or enough for a 3 train. Similarly, #13 buys #4's 2 train for all its cash, giving #4 a total of £215, also enough for a 3 train.

The NS connects to Hamburg via Bremen and runs a single 2 train for £120, of which £60 goes to Gordon and £60 to the Corporation. Because the NS dividend is greater than or equal to its Current Market Value, the NS CMV token moves to the right. The NS buys two 3 trains for £200 apiece, making green tiles and Pullman Cars available.

The SNCF lays a tile in Zurich, paying £60 from its Treasury, and connects to #13. With two 2 trains, it runs for £180, of which £90 goes to David and £90 to the SNCF, and moves its token to the right as well. The SNCF buys a single 3 train for £200 and a Pullman Car for £100.

The Belge upgrades Paris to green and places a token in the previously abandoned northern City circle. It runs its two 2 trains for £180, of which £90 goes to Stan, £54 to Terry, and £18 each to David and the Belge Treasury. It moves its token to the right as well. The Belge also buys a single 3 train for £200 and a Pullman Car for £100.

Fourth Operating Round

None of the Minor Companies have legal builds, except for #7, which lays a straight tile from Hamburg toward Berlin. #4 has no train, but it has £215, and it buys the last 3 train for £200. Terry gnashes his teeth, and #5—which had hoped there would be a 3 train left to buy—instead buys a 2 train from the #10 for all its money (£205).

#6 runs and then buys a 2 train from the Belge for all its money (£125). #7 runs and then buys #9's 2 train for all its money (£130). #8 runs and then buys #10's last train for all its money (£140). #9 has no train, but it buys #15's 2 train for £200, leaving itself £25 and giving #15 a total of £300. It then uses that £25 to buy a 3 train from the NS.

#10 buys #11's 2 train for £45, leaving itself £300. It then uses that £300 to buy the first 4 train, rusting all the 2 trains. #11 takes no action. #13 takes no action. #15 buys a 4 train.

The NS upgrades Berlin to green and runs for £170, paying out £85 to Gordon and £85 to the Treasury and moving forward.

The SNCF upgrades Munich to green tile 576 and runs for £240 (using the Pullman to double the value of Paris from £60 to £120), paying out £120 to David and £120 to the Treasury and moving forward.

The Belge connects Paris to London via H1, runs for £220 (using the Pullman to double the value of Paris from £60 to £120), and pays £110 to Stan, £66 to Terry, and £22 each to David and its Treasury, and moving forward.

Going into the second Stock Round, the players' cash positions are as follows: Terry, £314; Stan, £279; Gordon, £300; David, £343.

Second Stock Round

Stan has the priority. He buys the last share of Belge from the Treasury, giving him six.

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Gordon plans to start a new Corporation. He thinks about starting two, so he can save the #15, but decides against it. Instead, he announces that he will start the Prussian at £100 and merges the #7. He pays £200 to the Prussian's Treasury for the President's Certificate and then pays £100 from the Prussian's Treasury to the bank for his tokens.

David does much the same. He starts the Bavarian at £100, merging the #4 and completing the startup procedure.

Terry could start two Corporations by liquidating his position in the Belge, but he decides against it, since the second Corporation—lacking a train—would not operate the first OR. Instead, he, too, starts a Corporation (the FS) at £100, merging the #5.

Stan has no ambition to start another company. He buys a share of SNCF for £122, paying the money to the SNCF Treasury.

Gordon, David and Terry each merge their second company (#9, #13 and #10 respectively), exchanging them for shares of their new companies.

Stan passes. Gordon, David and Terry each buy a fifth share of their new companies, floating them. Stan retains the Priority. The Belge, being fully owned, moves up a row.

At the end of the Stock Round, Terry has #8, #11, 3 shares of Belge, 5 shares of FS, and £14; Stan has #6, 6 shares of Belge, 1 share of SNCF, and £57; Gordon has #15, 5 shares of NS, 5 shares of Prussian, and no cash; David has 5 shares of SNCF, 5 shares of Bavarian, 1 share of Belge, and £43.

Fifth Operating Round

There are no legal builds for the four remaining Minor Companies (#6, #8, #11, and #15). In addition, two of them (#6 and #8) have neither train nor money, so they take no actions whatsoever. #11 has money but nothing to do with it. #15 operates its 4 train for the usual amount (£70), which it distributes.

The NS upgrades Brussels to green tile 576 (it is not using Brussels in its run, but it anticipates the arrival of Phase 5, when brown tiles will be available and it could upgrade Brussels to brown and place a token there), runs for £170 as before, pays out and moves forward. It then sells five Treasury shares for ($£135 \times 5 =$) £675 and moves its CMV marker down one row to the ledge.

The SNCF improves Strasbourg to green tile 577, runs for £250, pays out and moves forward.

The Belge builds Cologne, runs for £230, pays out and moves forward.

The Prussian improves Amsterdam to green tile 578, runs for £150, pays out and moves forward.

The Bavarian improves Dresden to green tile 579, places a station token in Berlin, runs for £190, pays out and moves forward. It then buys a 4 train.

The FS improves Venice to green tile 577, connecting it to Trieste, places a station token in Trieste, runs for £150, pays out and moves forward.

Sixth Operating Round

The Minors operate as they did in OR5.

The SNCF improves K2 to green tile 83, with the new track pointing north, runs for £250, pays out and moves forward. It then buys the last 4 train and sells its remaining four Treasury shares for ($£150 \times 4 =$) £600 (since it is on a ledge, its CMV token does not move).

The NS improves Lille to connect it to London, runs for £180, pays out and moves forward (actually up). It then buys the first 5 train. This phase change causes a reduction in the train limit: the only Corporation above limit is the SNCF, which has a 4 train, a 3 train and a Pullman. Although the SNCF President might prefer to discard the 3 train, he is required by rule to discard the Pullman instead.

Now that brown tiles are available, the Belge takes advantage of having the tempo to upgrade Amsterdam to brown, and then drops a station token there. It can now actually run a “red-to-red” run, which is its best run: London-Amsterdam-Hamburg, for ($[£70 \times 2] + [£10 \times 4] + £50 + £50 + £20 =$) £300, which it pays out and moves forward (under the NS CMV token). It then voluntarily discards its Pullman and buys a 5 train.

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The Prussian improves Berlin to brown. Since it now has two station tokens in adjacent City circles, it removes one and puts it back on its charter for later reuse. A ‘red-to-red’ run (Hamburg-Berlin-Warsaw) would be worth (£50 + [£10 x 4] + £50 + £30 + £20 =) £190, whereas simply running Amsterdam-Hamburg-Berlin-(Thorn) would be worth (£50 + [£10 x 5] + £50 + £60 =) £210. Since earnings must be maximized, the Prussian performs the latter, pays out and moves forward. It then buys the 4 train from the #15 for £5.

The Bavarian improves Strasbourg and drops a station token there. It runs its 3 train on the same route as the Prussian for £210, and its 4 train runs Berlin-Dresden-Munich-Strasbourg-(Dijon) for (£60 + £40 + [£10 x 7] + £40 + £50 =) £260, for a grand total of £470. Everyone is very impressed! The Bavarian pays out and moves to the right.

The FS improves Vienna to green, and runs for £160, pays out and moves forward. It now sells three of its five shares to the Pool for (£122 x 3 =) £366, moving down one row to the ledge.

Since a 5 train was bought in this set of operating rounds, the players now perform the Minor Company Final Exchange Round.

Minor Company Final Exchange Round

Gordon’s Corporation, the NS, bought the first 5, so he is the first to exchange. He has one Minor Company remaining (#15). However, it is not connected to any Corporation: so it is discarded without compensation, and its Treasury reverts to the Bank. (Had #15 been able to build northwest from Geneva, it could have linked to the SNCF at Paris by now.)

David has no Minor Companies, so it is now Terry’s turn. Terry has two Minor Companies, #8 and #11. #8 is not currently connected to any Corporation, but #11 is connected to the FS. The FS has Treasury shares remaining, so Terry exchanges #11 for a Treasury share of FS. The FS receives the £120 that #11 has in its Treasury. (Although the FS would have gained £2 more by merely selling off a share to the Pool, the exchange for #11 will allow for a critical token placement in Vienna.)

Terry now has to decide whether to accept or decline #11’s token. If he declines it, neither #6 nor #8 can be exchanged: if he accepts it, both can be exchanged, but #6 will be exchanged for a Treasury share for which the FS will receive nothing. Unfortunately, this is necessary in order for Terry to exchange #8: in order to do so, #8 must be connected to the FS, and #8 can only be connected to the FS if the FS accepts #6’s token. In turn, the FS can only accept #6’s token if #6 is exchanged for a Treasury share of the FS. So, Terry accepts the #11 token.

Stan has only one Minor Company (#6). As previously described, Stan can only exchange for a share of FS, and he does so. #6’s only asset is its token, which the FS readily accepts, using its last station token.

Neither Gordon nor David have any more minors to exchange, so it is back to Terry, who must exchange #8 for a share of FS. Since there are no FS Treasury shares remaining, #8 is exchanged for a Pool share. #8’s token is therefore discarded, though in any event it could not have been exchanged, since the FS has no more tokens. Note that this brings Terry to a 70 percent holding in FS, which will force him to sell at least one share in the ensuing Stock Round. In effect, Terry has traded £122 in FS capital for £110 in cash.

With no more Minor Companies to exchange, the Exchange Round is concluded, and the players may continue with the third Stock Round.

At this point, Terry has £328, Stan has £425, Gordon also has £425, and David has £676, which is more than enough to start yet another corporation alone at £100 if he chooses. Regardless, David has a strong lead in cash assets.

Third Stock Round

In the third Stock Round, the two remaining Corporations will open. As there are no more minors, they open under the Phase 5 and subsequent rules. Stan has the Priority Deal, so he chooses to open the DR at £100, selecting Berlin as his base since there is an open City circle there. He will ultimately pay £500 to the Bank, at which point the remaining five DR shares are placed in the Pool, and he receives the DR with ([£100 x 10] - £100 =) £900 in its Treasury. The remaining Corporation, the KK, is opened in Budapest, on the site of the (now-defunct) #8, on the theory that the FS will have to improve his hometown (twice) in order to gain access to Bucharest.

Play will continue for an additional three sets of Operating Rounds (six ORs total), with David eventually winning.