

18USA

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Version 1.40

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1. INTRODUCTION

18USA provides an alternative to 1817 and requires a copy of 1817 to play. The game setup allows players to analyze a new scenario each game.

Use the tiles, trains, loan tokens, company charters, company tokens, and company shares from 1817. 18USA uses a different map, stock market, and set of private companies. It adds trains, tiles, and tokens that randomize the game setup.

These rules for 18USA are written as an addendum to the 1817 rules. Any rules from 1817 which are not explicitly replaced by the 18USA rules remain in effect. For convenience, the 18USA rules are written using the same section headings as the 1817 rules. All sections which are omitted from the 18USA rules indicate that the standard 1817 rules are used.

1.2. Game Components

1.2.1. Map

The 18USA map is an approximate representation of the United States. Many important cities are excluded from the game and some historically less important cities are used.

Rather than designing the game to be historically accurate, the cities and their values were chosen based on the approximate geographical locations needed to achieve a reasonable balance between different parts of the map.

Many hexes on the map have a resource icon printed on them (coal, oil, and ore). The resource tokens provided by some of the private companies may only be used on hexes which have the matching resource type. Two hexes, B10 and B12, have two resource types. This indicates that either or both resources may be placed when a yellow track tile is played on either of those hexes.

City hexes with a bridge icon indicate that a bridge token can be placed in that hex. A bridge token may only be placed in New Orleans if the city is not a metropolis.

1.2.2. Stock Market

The stock market values range between 42 and 800. Each value is approximately 5 percent higher than the preceding value. Taking out a loan moves a company's share value back two steps and paying off a loan moves the share value forward two steps. Each share in the market at the end of a share round will move the share value back two steps. A company which does not pay out moves back one step. A 5 or 10-share company which is

100% or more held by players moves up one step at the end of each share round. When a company pays out profits in the operating round, the share value will move forward by 1, 2, 3, or 4 steps when a company pays out at least 50%, 100%, 150%, or 200% of its current share price. If the company pays out a dividend less than 50% of the company's current share price, the share value does not change. The respective payouts needed to move the share value forward 1, 2, 3, or 4 steps are shown at the bottom of the box for each value in the stock market.

1.2.3. Bank of New York

The Bank of New York only allows loans to be paid back during the repay loans step if the company has not taken any loans during the current operating round. During an acquisition, loans acquired from another company may be paid back regardless of when the loans were taken out.

The Bank of New York is a double-sided sheet. Use the appropriate side for the number of players.

1.2.4. Private Companies

Thirty private companies are supplied with 18USA. A complete list of the private companies and rules to clarify the private company abilities are contained in the Appendix. A random subset of the private companies is used each game as described in section 4.2.

All abilities of the private companies may only be used by the company which owns the private company and the abilities may only be used on other assets which are owned by the same company unless the rules explicitly state otherwise. A company must be able to trace a legal route to the location being affected by any private company which modifies track, adds tokens, or has some other effect on a specific location on the game board.

1.2.5. Track Tiles

Additional track tiles are provided. All normal tiles are considered to be unlimited. In addition to some track and city tiles, 18USA adds non-city gray track tiles which have 5 or 6 spokes, replacements for the green and brown New York tiles, several tiles which are used by the private companies, and city-specific tiles.

1.2.6. Trains

Pullman cars may be purchased for \$200 beginning in phase 5. Each round, a Pullman is assigned to one train and increases the value of each city the train runs through by \$20. A Pullman may be purchased from the bank prior to the Run Trains step and used during the same operating round. Pullmans may also be purchased from another company for any amount during the company's Buy Trains

step. A Pullman car counts toward a company's train limit. A Pullman car may be scrapped for \$50 at any time the owning company may take an action, including during the share round or the merger and acquisition round. A company may not own two Pullman cars and a Pullman does not count as a train. Thus, a company that ends its operating turn with only a Pullman car will go into liquidation.

18USA adds two 3+ trains and one 4+ train. These trains become obsolete when the first 6 and 8-train is bought respectively. An obsolete train does not count against a company's train limit and may not be sold to another company. An obsolete train rusts at the end of the owning company's next Run Trains step.

Train Roster

Train	2-4 Players	5-7 Players	Notes
2	Unlimited	Unlimited	
2+	4	5	A 2+ train operates one additional time after a 4-train has been purchased.
3	12	12	
3+	2	2	A 3+ train operates one additional time after a 6-train has been purchased.
4	7	8	
4+	1	1	A 4+ train operates one additional time after an 8-train has been purchased.
5	5	6	
6	4	5	
7	3	3	
8	Unlimited	Unlimited	

1.2.11 Changes for 5+ Players

When playing with five or more players, add the following rules.

Add four trains to the bank (one of each: 2+, 4, 5, 6).

Use the modified Bank of New York for 5+ players. This sheet has four loan markers on the \$5 loan tier and six loan markers on all other loan tiers. The \$65 and \$70 loan tiers are not used.

Always include P10 Carnegie Steel before choosing the set of randomly included private companies.

2. GAME PHASES

There are no changes for phases 2, 3, or 4.

The following additional rules are used during phases 5 through 8.

- Pullman cars may be purchased for \$200, see section 1.2.6.
- When placing a new tile on an empty city hex, a green city tile must be used instead of a yellow one. This is treated as a yellow track placement rather than an upgrade.
- During a company's first operation, the company may place or upgrade its home city to a brown city tile. This is a free tile action in addition to the normal Lay or Upgrade Track actions.
- When placing or upgrading non-city track, a company may pay \$10 per additional color to place a higher-level track up to the current color allowed. Therefore, it would cost \$20 to place a brown non-city track in an empty hex, or \$10 to upgrade a yellow track to brown. Using this ability always counts as an upgrade, even when playing a new track into an empty hex.

3. GENERAL SEQUENCE OF PLAY

No changes.

4. SETUP AND START OF THE GAME

4.1. Starting Money and Certificate Limits

Players	2	3	4	5	6	7
Starting Capital	\$630	\$420	\$315	\$300	\$250	\$225
Certificate Limit	32	21	16	16	13	11

4.2. Private Companies

Place P1 Lehigh Coal Mine Co., P2 Fox Bridge Works, P3 Reece Oil & Gas, and P4 Hendrickson Iron into the market. For games with five or more players, also place the P10 Carnegie Steel Company into the market.

Randomly choose and add one of the remaining \$30 private companies, two of the remaining \$40 private companies, three of the \$60 private companies, two of the \$80 private companies, two of the \$90 private companies, and one of the \$120 private companies to the market. Return all other private companies to the box.

4.4. Metropolis Cities

Shuffle the player order cards and place them face-down on the six metropolis cities (labeled with an M: Atlanta, Chicago, Dallas-Fort Worth, Denver, Los Angeles, and New Orleans). Flip them face-up and for the cities with the 1, 2, and 3, place yellow metropolis tiles on those hexes, oriented according to the north arrow if one exists on the tile.

The three remaining metropolis city tiles are placed on the P10 Carnegie Steel Company private company if it is in play, otherwise they are returned to the box. If P10 does not make the city a metropolis, it is a normal city for the game.

Dallas-Fort Worth, Los Angeles, and New Orleans have dedicated metropolis upgrade tiles. If Atlanta, Denver, or Chicago are metropolis cities, use the green, brown, and gray B city tiles from 1817.

The company that IPOs in Denver may choose the orientation of the Denver metropolis city tile. If no company starts in Denver, the first company to lay a track connecting to the Denver hex may choose the tile's orientation.

4.5. Subsidy Cities

The map contains 14 cities with orange colored station circles. Each of these subsidy cities randomly receives a subsidy tile during initial setup. These subsidies are only activated if a company is started in the city which is offering the subsidy during the first stock round. At the end of the first stock round, all unused subsidies are discarded. Other than receiving one of the subsidy tiles during initial setup, the subsidy cities are identical to the normal cities with white colored circles.

Subsidy Tiles

Name	Quantity	Description
No subsidy	7	These cities do not offer a subsidy. The P29 Bankrupt Railroad private company receives a 2-train if it is used to start a new company in one of these cities.
Boomtown	1	Discard the Boomtown tile to upgrade the owning company's home city to green during the first operating round as a free bonus action. This subsidy is not an additional track placement.
Free Station	1	The company receives one extra station marker. This extra station may be placed in any city the company can trace a legal route to even if no open station circle is currently available in the city. If an open station circle becomes available later, the token will immediately fill the new opening.
+10	1	The city receives the +10 value token which improves the value of the city by \$10 for the remainder of the game.
+10 / +20	1	The city receives the +10/+20 bonus token which improves the value of the city by \$10 during phases 2, 3, and 4 then is flipped over at the beginning of phase 5 and improves the value of the city by \$20 for the remainder of the game.
Resource	1	The company receives its choice of one ore, oil, or coal token if one is available. An ore token is available if P24 Anaconda Copper is not in play, an oil token is available if P12 Standard Oil is not in play, and a coal token is available if either of P18 Peabody Coal or P28 Consolidation Coal are not in play. If all of these private companies are in play this subsidy is treated for all purposes as a "No subsidy" tile. Placing a track and the resource token from the Resource Subsidy is a free extra track lay in addition to the normal track placements. The type of resource provided by the resource subsidy tile is chosen when the resource is placed, not during the company's IPO.
\$30	2	The \$30, \$40, and \$50 subsidy bonuses are treated as additional cash in a player's hand for starting a company in the cities which are offering the subsidies. For example, if Portland has a \$30 subsidy, a player may start a company in Portland at \$106 (resulting in a \$53 share price) using \$76 in equity from their hand and the \$30 city subsidy. The new company's treasury would receive \$30 from the bank and the \$76 in equity from the player.
\$40	1	Same as the \$30 subsidy, except the value is increased to \$40.
\$50	1	Same as the \$30 subsidy, except the value is increased to \$50.

4.6. Red Areas

Randomly assign one of the red area value tokens to each red area. A complete list of the red area tokens is included in the appendix. The tokens have a pink back and show four values in sections of yellow, green, brown, and gray on the front which indicate the value of the red area during phases 2, 3 through 4, 5 through 6, and 7 through 8 respectively. The colors match the color of the track tiles which may be played based on the current game phase.

The 18USA map has seven red areas (Florida, Mexico, Montreal, Port of New Orleans, San Francisco, Seattle, and Winnipeg).

Florida, San Francisco, Seattle, and Winnipeg are all treated as cities which can be run through.

Mexico and Montreal must be at the beginning or end of a train's route. A company cannot have more than two routes which start or end in Mexico.

4.7. Conducting the Initial Auction

The 18USA initial auction is conducted as in 1817, except that it is possible to bid above face value for a private company. No seed money is used for 18USA. Instead, the minimum bid for a private company is half of face value, except for P14 Pyramid Scheme which has a minimum bid of \$5. The initial auction ends when all private companies have been sold or all players consecutively pass on starting an auction.

5. STOCK ROUND

5.1. New Company IPO

Bids for the president's certificate are in \$1 increments. Bids must be greater than or equal to \$100. There is no maximum bid. Any cash used as part of the winning bid is placed in the bank. The starting share price of the company is the winning bid divided by two, rounded down to the nearest value in the stock market between \$50 and \$200. The treasury of the company is taken from the bank and is two times the share price minus the value of any private companies owned by the company. If this calculation results in a negative value, the company's starting treasury is \$0.

6. OPERATING ROUNDS

6.1. Lay or Upgrade Track

See section 2 for additional track laying rules specific to 18USA which apply during phases 5 through 8.

6.2. Run Trains

A train may only pass through a Rural Junction tile or tiles with an ore, coal, or oil token once. Two different trains owned by a single company may both pass through and count a single Rural Junction, ore, coal, or oil token as long as no section of track is used more than once.

6.3. Repay Loans

A company may not repay any loans if the company took a loan during the current operating round. Loans are repaid for \$100. For each loan repaid, move the stock price for the company forward two spaces. The stock price may not advance beyond \$800.

6.4. End of the Operating Round

The train exporting schedule is changed:

- End of the operating round 1: Export all remaining 2-trains.
- End of the operating round 2: Export all remaining 2+ trains and begin phase 3 (do not export a 3-train).
- At the end of the third operating round 3: Do not export a train.
- End of operating round 4: Export all remaining 3-trains (do not begin phase 4).

For the remainder of the game, export the next available train at the end of each operating round.

7. MERGER AND ACQUISITION ROUNDS

No changes.

8. END OF THE GAME

No changes.

9. VARIANTS

9.1. Use 1817 Train Roster

18USA can be played using the same trains and exporting rules as are used in 1817.

The 18USA train roster and export rules reduce play time and make the game play differently than 1817. The 3+ and 4+ trains reduce the “poison train” issue which sometimes caused the game to stall (and take longer to play) as players avoid buying the last 3 or 4-train.

9.2. No 60% President Share Limit

The president of a company may exceed 60% ownership. Other players may buy shares from the president if the president exceeds 60% ownership and there are no other shares of the company available for purchase in the bank pool or on the company charter. Players buying shares from the president using this rule must pay the president 10% above the current share price.

This change allows the president to defend a healthy company against shorting.

9.3. Limited Maximum Starting Price

The maximum starting price for a company becomes \$300 after the first 5-train has been purchased or exported. If less than 50% of the shares of a new company are in players’ hands at the end of the company’s IPO stock round, the company is immediately moved to the Liquidation area to be sold during the next M&A phase. The liquidation rule applies to all phases of the game, not just after phase 5.

Allowing players to start a company at a higher share price provides a path to creating a new company during the midgame that can achieve a high share price (above \$600) by the end of the game. Without this option, the only path for creating very high-priced companies is by merging two 2-share companies together.

10. APPENDIX

10.1. Definitions

Empty hex. A hex with no track and no station markers.

Home city. The city where a company’s first station marker was placed during the IPO.

Metropolis. New York, the three M-labeled cities selected during initial setup, and the city selected by P10 Carnegie Steel if it is in play.

Obsolete. A train which is obsolete will rust at the end of the owning company’s next Run Trains step. It cannot be bought by another company and does not count against the company’s train limit.

Permanent train. A train which does not rust. This includes the 5, 6, 7, and 8-trains.

Red area. One of the 7 red colored areas on the edge of the map. Florida, Mexico, Montreal, Port of New Orleans, San Francisco, Seattle, and Winnipeg.

Rust. Remove a train or a private company from the game.

Subsidy city. One of the 14 cities with orange colored station circles. Boise, Columbus, Fargo, Helena, Jacksonville, Norfolk, Omaha, Phoenix, Portland, Sacramento, Salt Lake City, San Antonio, Santa Fe, and Tucson.

Train limit. The maximum number of trains which a company may own based on the current game phase.

10.2. Private Companies

P1. - Lehigh Coal Mine Co. - Value: \$30

Take one coal token. Coal tokens may only be used in a hex which contains a coal icon. A coal token increases the run of any train which passes through it by \$10. Placing a coal token allows the company to ignore \$15 difficult terrain costs on the hex.

Tiles with a coal token may be upgraded.

A train may only pass through a tile with a coal token once.

A coal token may only be placed as part of a yellow tile placement in a hex with a coal icon.

When placing a coal token, one end of the yellow track must point directly into a city hex. The track is not required to connect to a track segment on the city hex, but it must be possible to upgrade or place a tile on the city which would connect to the track.

P2 - Fox Bridge Works - Value: \$40

Take one bridge token. When placed on a city, the city's value is increased by \$10 for all companies. The owning company does not have to pay \$10 difficult terrain to lay track on river tiles.

Bridge tokens may only be placed in cities which have a bridge icon printed on the board.

A company must be able to trace a legal route to a city to place a bridge token on the city.

A bridge token may be placed after a tile has already been placed on a hex, as long as the hex had a bridge icon.

A bridge token may only be placed in New Orleans when New Orleans is not a metropolis.

If P27 Company Town is placed on a river hex with a \$10 difficult terrain cost, a bridge token may be placed on the Company Town tile.

P3 - Reece Oil and Gas - Value: \$30

Take one oil token. Oil is worth +10 and automatically upgrades to +20 at the start of phase 5. Oil tokens may only be placed on a hex with an oil icon.

Tiles with an oil token may be upgraded.

A train may only pass through a tile with an oil token once.

An oil token may only be placed as part of a yellow tile placement in a hex with an oil icon.

When placing an oil token, one end of the yellow track must point directly into a city hex. The track is not required to connect to a track segment on the city hex, but it must be possible to upgrade or place a tile on the city hex which would connect to the track.

P4 - Hendrickson Iron - Value: \$40

Take one ore token. Ore is worth +10 and may be upgraded to +20 by using an upgrade tile laying action after phase 3 begins. When placed, an ore token allows the company to ignore a \$15 difficult terrain cost on the hex. Track with an ore token may not be upgraded.

An ore token may only be used as part of a yellow tile placement in a hex with an ore icon.

Ore tokens must be placed when the first yellow tile is played on a hex. An ore token cannot later be added to a yellow tile even if the hex has an ore icon printed on the board.

The ore token may be upgraded to \$20 by using a tile upgrade action. This does not upgrade the tile. It only improves the value of the ore token to \$20.

When placing an ore token, one end of the yellow track must point directly into a city hex. The track is not required to connect to a track segment on the city hex, but it must be possible to upgrade or place a tile on the city hex which would connect to the track.

P5 - Nobel's Blasting Powder - Value: \$30

The owning company does not have to pay \$15 difficult terrain costs on mountain hexes.

No money is refunded when a coal or ore token is used by a company which owns this company.

P6 - Import / Export Hub - Value: \$30

Discard during a company's lay or upgrade track step to replace one red area value token with the 30/40/50/80 value token. The company must be able to trace a legal route to reach the red area.

P7 - Track Engineers - Value: \$40

Pay \$20 to lay three tiles, one of which may be an upgrade. This ability replaces the normal track laying action.

This ability may be combined with P11 Pettibone and Mullikan to lay one new tile, upgrade one tile, and upgrade one non-city tile.

P8 - Express Freight Service - Value: \$40

Place an extra station marker from the owning company in one red area. The company receives +10 revenue for each train which runs to that red area for the remainder of the game.

The station marker in the red area is not a normal station. It is only an indicator of which area the company receives the +10 revenue bonus.

During a merger or acquisition, the station marker in the red area must be replaced by a station from the acquiring company if one is available.

If during a merger or acquisition, the new company has more than 8 station markers (counting the station marker in the red area), the new company may choose to either keep or remove the station marker from the red area. If the station marker is removed during a M&A action the Express Freight Service private company is discarded.

P9 - Boomtown - Value: \$40

Discard this company during a company's lay or upgrade track step to upgrade a yellow non-metropolis city to green. This does not count as a normal track laying action.

The owning company must be able to trace a legal route to the city to upgrade it with this company.

P10 - Carnegie Steel Company - Value: \$40

When used to start a new company in one of the potential metropolis cities which did not receive a metropolis city tile during initial setup, the appropriate metropolis tile for the city is put into play immediately.

This company has no function if it is not used to start a new company in one of the three unselected metropolis city hexes.

The city is upgraded to a metropolis for the remainder of the game and will use either the B city tiles or the appropriate named city tiles.

P11 - Pettibone & Mulliken - Value: \$40

The company may upgrade two track tiles when paying \$20 to perform two track operations. Only one upgrade may be a city. The company may upgrade non-city track to a color one higher than the current phase normally allows.

May be combined with P7 Track Engineers to lay one new tile, upgrade one tile, and upgrade one non-city tile.

During phase 2, the owning company may upgrade non-city track to green. During phases 3 and 4, the company may upgrade non-city track to brown, and after phase 5 begins the company may upgrade non-city track to gray.

P12 - Standard Oil Co. - Value: \$60

Take two oil tokens. Oil is worth +10 and automatically upgrades to +20 at the start of phase 5. Oil tokens may only be placed on a hex with an oil icon.

See rules for P3 Reece Oil & Gas for rules about oil tokens.

P13 - Pennsy Boneyard - Value: \$60

Discard when the first 4, 6, or 8-train is purchased or exported to prevent one train from rusting. The train is instead treated as an obsolete train and will be discarded at the end of the company's next Run Trains step. Obsolete trains may not be sold to another company and do not count against the company's train limit.

This ability may only be used on a train which is owned by the same company that owns Pennsy Boneyard.

May not be used on 2+, 3+, or 4+ trains.

P14 - Pyramid Scheme - Value: \$60

This company has no special ability.

P15 - Western Land Grant - Value: \$60

The owning company may take one extra loan at a fixed \$5 per round interest rate. All other rules regarding loans are followed as normal.

Loans may be paid off in any order. The loan on the Western Land Grant will normally be the last loan a company repays.

Place a loan token from the Bank of New York on the "extra loan" space provided on the card.

P16 - Regional Headquarters - Value: \$60

Regional Headquarters may be used to upgrade a green or brown non-metropolis city after phase 5 begins.

May be placed on any existing normal city. Three of the track segments are optional and can be placed pointing toward water or other off map areas.

P17 - Great Northern Railway - Value: \$60

The owning company receives a \$30 revenue bonus when one train runs to both Fargo and Helena. Another \$30 bonus is received when the same train also runs to Seattle and Chicago. The revenue bonuses may only be received once per turn even if multiple trains run between the bonus cities.

The company may place one extra yellow track on the northern US border each turn and this tile ignores terrain costs. The free track placement ignores any difficult terrain costs. The extra track does not count as part of the company's normal Lay or Upgrade Track action.

The free track placement may only be used for hexes B4, B6, B8, B10, B12, B14, B16, B18, C19, and D20.

P18 - Peabody Coal Company - Value: \$60

Take two coal tokens.

See P1 Lehigh Coal Mine Co. for rules about coal tokens.

P19 - Union Switch & Signal - Value: \$80

Each turn, the owning company may allow one train to treat a single city as if it were a non-city hex with no station tokens. Other trains the company owns still treat the city as a normal city.

This allows a company to run a train past a city even if the city has no open station circles.

The train's route must still follow track segments going into and exiting the skipped city hex.

This company has no effect during the Lay Track step of a company's turn, it only applies during the Run Trains step.

P20 - Suem & Wynn Law Firm - Value: \$80

Discard during the lay or upgrade track step to place an available station token into any city which currently has no available open station circles. The station token will immediately fill a station circle in the city if one becomes available later.

This is an extra station token placement. A company may use this to place two station tokens in the same round.

P21 - Keystone Bridge Co. - Value: \$80

The owning company receives one bridge, ore, and coal token. Only one of either the ore or coal tokens may be placed. The decision on which type of resource token to use is not made until one of the two tokens are placed on a tile.

See P1 Lehigh Coal Mine Co., P2 Fox Bridge Works, and P4 Hendrickson Iron for rules on Coal, Bridge, and Ore tokens.

P22 - American Bridge Company - Value: \$80

The company receives two bridge tokens. When placed on a non-metropolis city the value of the city is increased by \$10 for all companies. Owing company does not have to pay \$10 difficult terrain costs to lay track on river tiles.

See P2 Fox Bridge Works for rules for bridge tokens.

P23 - Bailey Yard - Value: \$80

The company receives one bonus station marker.

P24 - Anaconda Copper - Value: \$90

Take two ore tokens.

See P4 Hendrickson Iron for rules on ore tokens.

P25 - American Locomotive Co. - Value: \$90

The owning company receives a 10% discount on all trains. During the owning company's turn, this company may be discarded prior to the Run Trains step to buy a train from the bank at a 10% discount.

This company is discarded when the first 6-train is purchased.

This company may be used to purchase the first 6-train.

The 10% discount only applies to trains bought from the bank.

May only be discarded to buy a train during the company's operating round.

Discarding this company to purchase a train may only be used if the company has room for another train.

Discarding this company to purchase the first train of a type before the Run Trains step triggers a phase change immediately. This may, for example, allow the company to lay brown tiles by buying the first 5-train.

P26 - Rural Junction - Value: \$90

The rural junction tiles may be placed in any empty city hex. All trains running through a rural junction receive +10 to their run and the junction does not count against the

train's city limit. Rural junctions may not be placed adjacent to each other.

A Rural Junction is treated as a city with the same name as the replaced city for all purposes except that it does not count against a train's city limit and a Rural Junction cannot be the start or end of a route.

A train may not run through the same rural junction twice.

Rural junction tiles may not be upgraded. Once placed, the tile will remain on the board for the rest of the game.

A bridge token may be placed on a Rural Junction tile.

A Rural Junction tile fulfills the requirement for oil, ore, and coal tokens to be placed on track pointing toward a city hex.

P27 - Company Town - Value: \$90

The owning company may place one Company Town tile on any empty hex not adjacent to a metropolis. When the tile is placed, the company receives one bonus station marker which must be placed on the Company Town tile. No other company may place a station on the Company Town tile and companies receive \$10 less for the city than the company which has a station marker in the city.

The Company Town may be placed on any hex, with or without a city circle, as long as the hex is not adjacent to a metropolis and has no track or station marker in it.

The value of the Company Town city is based on the current color of track available.

Only one of the three company town tiles may be placed using this company. The two remaining tiles are returned to the box after the first tile is used.

If Company Town is placed on a river hex with a \$10 difficult terrain cost, a bridge token may be placed on the Company Town tile.

Coal, ore, and oil tokens may not be placed on a Company Town tile even if the hex has an ore, coal, or oil icon.

When Company Town is used to replace a city, it retains the name of the replaced city for any private companies or other rules which reference a city by name.

If the station marker in the Company Town tile is ever removed, no other company may place a station marker in the open station circle.

P28 - Consolidation Coal Co. - Value: \$90

The company receives three coal tokens.

See P1 Lehigh Coal Mine Co. for rules on coal tokens.

P29 - Bankrupt Railroad - Value: \$120

When used to start a new company in an orange colored city hex which received a "No subsidy" tile, the company

immediately receives a 2-train which may be used during the company's first operating round.

The company may be used to start a company in any city, but if the city did not receive a "No subsidy" tile during setup, the company does not receive a free 2-train.

P30 - Double Heading - Value: \$120

Each turn, one non-permanent train may run to one extra city.

11. STRATEGY

These thoughts on 18USA strategy are based on close to 100 plays of 1817 and somewhere in the range of 50 plays of 18USA. These ideas may be completely wrong and/or based on groupthink, but they should at least provide some insight into the game for players familiar with 1817 as well as those playing 18USA for the first time.

The basic strategy in 18USA is different than 1817 due to the larger and more open board. The off-map areas which trains can be run through (San Francisco, Seattle, Winnipeg, and Florida), the Detroit-Toronto bypass giving access to New York, and the substantially larger number of cities on the map makes it fairly easy to run two permanent trains during the final operating rounds to generate company payouts beyond \$1000. The higher payouts and the higher maximum share price (\$800 in 18USA vs. \$600 in 1817) rewards players who can get multiple permanent trains on their companies to push their share price well above \$600. Having station tokens in high value cities is still important, but it is not as important in 18USA compared to 1817.

The requirement for more capital to buy two permanent trains and the fact that the 18USA share market extends up to \$800 vs. \$600 in 1817 means that it is often useful to delay growing from a 5-share company into a 10-share company until the share price is above \$250. An ideal situation is for a company to acquire a 4-train and a 5 or 6-train as a 5-share company, then grow into a 10-share company before the first 8-train is purchased to provide the capital necessary to buy a second permanent train. However, a 7 or 8-train with a Pullman can generate almost as much revenue as a company with two 5 or 6-trains.

Depending on the number of companies operating at the end of the game, players may wish to optimize their share portfolio during the final stock round by selling shares in companies with fewer loans and/or inferior trains, resulting in substantially lower final share prices for those companies, and thus, lower net worth for those owning those shares.

Another key moment early in each game is the third stock round / fifth operating round. The fixed train exporting schedule used in 18USA means that during the fifth operating round, there will be two 3+ trains available before the first 4-train is purchased. Usually at least one player has an incentive to make sure the 4-train gets purchased by a new company at \$200 to rust all 2-trains owned by companies priced below \$200. Thus, a common tactic is to try to merge two 2-share companies together after OR3 or OR4 to get a share price above \$200 with two trains on the company that will not be rusted when the 4-train is bought so that the company's 2-trains get to run one additional time.

12. ACKNOWLEDGEMENTS

Everyone who has helped to play test and offered suggestions to improve 18USA.

Craig Bartell and Tim Flowers, for designing 1817, the best 18XX game to date.

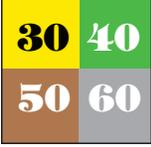
Allen Sliwinski, for designing 18??, which triggered the idea of designing an expansion to an already existing 18XX game and including randomization elements such as modifying the off-map areas and using a subset of the private companies each game.

Edward Sindelar, for the idea from 18OE to use random bonuses to alter the value of certain cities from game to game.

Francis Tresham, for inventing the 18XX system upon which all subsequent 18XX games have been built.

Mayfair Games, for publishing the first 18XX games and their continued support of the 18XX hobby.

13. TILE MANIFEST AND RED AREA TILES

Tile #	Tile #	Tile #	Tile #		
 2	 2	 4	 3		
 2	 2	 1	 3		
 3	 3	 3	 1		
 4	 4	 3	 1		
 4	 4	 3	 1		
 2	 4	 3	 1		
 1	 2	 1	 1		
 1	 1	 1	 1		
 1	 1	 1			
 1	 1	 1			
 1					
 1					
 1					
 1					
 1					



This red area marker
is used by
P6 Import / Export Hub.