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18Lilliput

The 18xx Card Game

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

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 2 and 3 player games are found at the conclusion.

Game Set-up (see picture above)

- The red starting track tile is placed in the middle of the table.
- 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.
- Sort the track tiles by type and display them somewhere out of the way that all players can see. Only the yellow tiles are needed at first, but the others are relevant to planning for the later stages of the game.
- Shares, company charters, tokens, and playing money are also laid out near the bank.
- The action cards are put face up side by side on the table.
- The turn counter card is set, the turn counter marker is placed on space 1.
- The three cards „Share price index“ are set side by side. The left-most card has the lowest values, with the right-most card having the highest values.
- The five Character cards are put face up on the table.
- Each player gets a „Dimen’s Land Copy“ Card and 30\$ as starting capital.
- A starting player is determined by whatever means deemed fair by the group. This player is given the starting player card.
- In clockwise order and then in reverse order each player chooses one of the four starting companies (red, blue, green, and yellow) and one of the five character cards. The remaining character card is out of the game.
- Each player puts the 50% director share and the company charter in front of him. The starting capital of the company of 500\$ is put on the right side of the company charter, a 2-train 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). The other three are put on the company charter.
- Immediately – when a player chooses a starting company – he lays a yellow track tile with a city (value 20) alongside of the red starting city track tile „Maputo“ and puts his home station marker on it. Each company starts on a different side of the red starting track tile.
- The treasury of a company must be kept strictly separate from that of a player or another company!
- Caution: You are not allowed to lay a Y-track-tile (even if you pay 50\$). Exception: Slamecksan Railway (see below).

When laying a track tile, you may lay it in any orientation.

Each of the four starting companies start with an advantage:

- Slamecksan Railway (blue): starts on a Y-city (value 30). So the owner lays a yellow Y-tile instead of a normal city tile for free.
- Glimigrim Valley Railway (green): The owner starts with 60\$ private starting capital instead of 30\$.
- Lilliput National Railway (yellow): starts with two 2-trains. The owner puts two 2-train-cards below his company charter.
- Mildendo Railway (red): Starts with a share price of 55 and 550\$ starting capital. Put the share price marker on space 55 (second left space in the top row).

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 before or after executing an action card.

Unchosen character cards are out of the game.

Name	Special Ability	Track Tile
Golbasto Momarem Evlame Gurdilo Shefin Mully Ullly Gue (Emperor of Lilliput)	Free laying of yellow Y-tiles (instead of paying \$ 50).	Track tile (green): Castle Must be an upgrade of a yellow city tile (but not the home city).
Limnoc (the General)	The cost to lay a station marker is reduced by 50%.	Track tile (Canon): Fort. May be laid as a yellow city tile but must no be upgraded.
Skyresh Bolgolam (High Admiral)	The costs for each train which is bought from the bank are reduced by 10%.	Track tile (blue): Harbour. No track tile may run to an empty side of an Harbur tile.
Balmuff (the Grand Justiciary)	Receives \$ 5 in private treasury or \$ 20 in one company treasury at the start of each round.	Track tiles (yellow): Two yellow towns.
Flimnap (the Lord High Treasurer)	May be traded in for number of round multiplied by 10.	Track tile (brown): Luggnagg May be laid as yellow city tile, but only after brown phase started.

	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	city	plain	city
Counts as city for the range of a train?	yes	yes	no	no	yes
Must be start or end of a route?	no	no	yes	no	yes
	Counts 80 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-player-game: Each player chooses two character cards.

Gameplay

The game has 8 rounds.

A round consists of the following steps:

- 1) Action: 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)

Cards in Play			Action	Alternative Action
4	3	2		
x			Place 1 track tile of any colour	Add \$ 5 to private property
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		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	Purchase 1 or 2 trains	Add \$ 5 to private property
x	x	x	Place a station marker	Add \$ 5 to private property
x	x	x	Add \$ 20 to private property	Add \$ 50/70/100 to companies treasury, depending on game phase

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 turn. 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 three types of yellow track tiles:

- Large cities (metropolis = Y)
- cities
- 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 starting city of the Slamecksan Railway, which is for free). All other track tiles are laid for free.

Checkerboard pattern rule:

No city/metropolis may touch another city/metropolis at an edge. (Exception: Maputo. All starting cities touch Maputo)

No plain track tile may touch another plain track tile at an edge.

Therefore plain track tiles and city/metropolis tiles are laid alternatevely.

As soon as the first 3-train is bought green tiles become available.

As soon as the first 5-train is bought brown tiles become available.

A green tile replaces a yellow one. A brown tiles 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.

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.

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.

Companies can also buy trains (even obliged trains) from other companies. The price is negotiable, but must be publicly stated. The purchase price must be at least 1 \$.

Obsolete trains may be scrapped voluntarily.

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.

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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 upper 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 lower value of action card „Add \$ 50/70/100 to companies treasury“ is valid
- Train limit: 2
- 2-trains are scrapped (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 obsolescent (the train card is turned around). The revenue of such a train is divided in half.
- 3-trains are scrapped (they are removed from the game)

Normal Trains can be never scrapped voluntarily, but obsolescent trains (= the train card was turned around and shows the grey side) may be voluntarily scrapped.

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 be scrapped and the company will be within the permitted train limit. A company may scrap voluntarily an obsolescent train (grey train card) before train purchase. This voluntarily scrapped train card comes on the card "Scrapped Trains".

c) Selling / Buying Shares

First the player may sell any number of shares he wants. The shares are put back to the bank. For each share the player gets the actual share price. For each sold share 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). A marker which moves onto an already occupied space must be put under any markers that are already there.

A Director's certificate 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:
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 one train out of the stack of scrapped trains on the scrapped train card. 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 gone lost on it's 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 or hex 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.

Routes:

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 property.

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. So you can split the amount between all the companies you possess.

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.

- The route must include of a series of two or more cities/metropolises/starting city 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 on the route. D-trains double their income.
- No stations/cities on the route may be omitted
- A route may not visit any city more than once.
- The Starting city if visited must be the start or end of a route.
- No route may use the same piece of track more than once.
- A route into a station can leave on any other track.
- If a company possesses more than one train, each must run on a completely separate route. At stations 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/starting city is printed on the tile. For D-trains the values of all cities/metropolis/starting city 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.

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 stock holders (as dividends) or to the railroad itself (added to the corporate treasury).

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 Pool 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 marker is at the end of a row it moves down instead.

A marker which goes on an already occupied space must be put under any markers that are already there.

The company immediately may buy any train from the stack „Scrapped trains“.

3) Bureaucracy

a) The next available train (the train card on top of the train card pile) is put on the card „scrapped trains“.

b) The „Starting Player Card“ goes to the next player in clockwise direction.

c) The action cards are put back to the middle of the table.

Game end

The game ends after 8 rounds.

For the last round the dividend is doubled. That means you count your revenue as in the previous rounds (all truncations included) and multiple 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 count now 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.

After each player has chosen one starting company, the fourth starting company is taken out of the game. 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 which ones are removed.

Remove train cards as shown in the table.

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. 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 which ones are removed. Remove train cards as shown in the table.

Variant for professional gamers:

The top most train card from the train cards deck is removed *before* calculating revenue. Therefore trains could be scrapped or removed from game before they could earn revenue.

Tables

Track tiles

	yellow	green	brown	Sum
Y-Cities	2	2	1	5
Cities	10	6	3	19
Plain Track	20	6	2	28
Starting City	-	-	1 (red)	1
Sum	32	14	7	53

Trains (Phases)

Type	Cost	Number			obliged	rusted	Phase	train limit
		4 P.	3 P.	2 P.				
2	80	$5+2^2$	$5+2^2$	$5+2^2$			yellow	4
3	150	6	5	3			green	
4	300	5	4	3	2			3
5	400	4	3	2		2	brown	2
3D	500	3	2	2	3			
4D	650	∞	∞	∞	4	3		

¹Revenue of obliged trains is divided into 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.

Variants:

„Allenbeck-Tottenham-Express“

Additional material:

- 3 tiles with named cities: Tottenham, Allenbeck, Plips instead of the normal brown city tiles.

If one train runs to three of the four (the fourth is Mildendo) named cities 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 tiles with coloured track named „Laputa“ instead of the normal brown city tiles.

On these tiles only companies with corresponding colour may use the tracks. It function 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.

„Brobdingnang“

Additional material:

- City tiles named „Brob“

Use the Brob city tiles instead of the normal tiles.

In Brobdingnag the income of the trains is always paid 50% to the shareholders and 50% to the company. It is still possible to withhold all earnings.