

# 18Kit

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## **18 KIT RULES**

### **1. INTRODUCTION**

#### 1.1 GAME STYLE

18 Kit can either use a new map created for each game to be played or the same map may be used if there is a record of its construction.

#### 1.2 GAME LENGTH

45 minutes or more. Time varies with size of map and number of players.

#### 1.3 PLAYER ETIQUETTE

- A. All game monies are public knowledge upon request and need to be neatly on charters or in front of players.
- B. Players should attempt to plan their moves prior to their turn to facilitate speed of play.
- C. Questions and suggestions are allowed but, once voiced, play must proceed forward.
- D. If the rules do not say you may take an action you may not.

### **2. GAME COMPONENTS**

- 2.1 14 Map Tiles
- 2.2 Tile Manifest and Tile Set
- 2.3 Game Setup Chart
- 2.4 Bank Money (12,000 - amount used depends on game size)
- 2.5 Train Cards
- 2.6 Open Market Card
- 2.7 Stock Market Chart
- 2.8 Railroad Charters
- 2.9 Share Certificates

- 2.10 Company Tokens
- 2.11 Private Company Cards
- 2.12 Turn Order and Priority Cards

### **3. SET-UP FOR PLAY**

#### **3.1 CHOOSING GAME PARAMETERS**

Players choose the number of map tiles to use in the game, which will impact the time required to play the game. Use the game chart to establish the following:

- a. Size of the bank
- b. Types of companies allowed
- c. Certificate limits
- d. Trains types and numbers available
- e. Red tiles available (R1-Rn)

#### **3.2 CREATE MAP**

Players are free to use any mutually agreeable method to build the map – this method is provided as the “official” method in case players cannot agree on an alternate method.

Choose a map tile at random and turn it over to provide the seed tile for the map. Choose a player at random to start building the map. Each player in turn, starting with that player, chooses one map tile at random and places it on the table such that at least one hex side touches a hex side of the map already on the table. It is perfectly acceptable to have “holes” in the middle of the map – such hexes are impassable and may not have tiles played on them. Once all the map tiles for the desired game size have been placed, the next player in turn chooses one of the red tiles in the game (R1-Rn, depending on the size of the game) and places it on one of the map tiles. The terrain covered does not matter, but it cannot be placed on another red tile and must be placed such that the three arrows point to playable hexes and the three blank sides point off the map edge. Each player in turn chooses and places a red tile until the required number have been placed, and the game is ready to begin. Note that it is important that the map is built prior to choosing priority to avoid giving that player incentive to make an unbalanced map.

#### **3.3 PRIORITY**

- A. After the seating cards are randomly dealt out to each player, the player with the number one card has priority. Thereafter, the player to the left of the last player to take action will be given priority in either a formation or stock round.
- B. Price protection (6.4) used in a stock round shifts priority to the left of the player who uses price protection. Price protection used in an operation round does not move priority.
- C. Priority does not move during formation rounds.

#### **3.4 AUCTION PRIVATES**

Lay out privates 1 through 8 in order for purchase or bid. Each player in turn, beginning with the person with Priority, chooses a private company to auction and bids at least 80% of the face value (rounded down), or passes. If all players pass consecutively instead of auctioning a private company, any remaining private companies are placed in the bank pool and are available for purchase at face value by players as a normal stock action in a later stock round or by any company during its operating round. For each private company, the players take turns either raising the bid or passing. If all but one player has passed, that player pays the bank their last bid and the auction continues with the next player clockwise from the player who put this

company up for auction.

After all private companies have been auctioned or all players declined to auction a remaining company, the game proceeds to a normal stock round.

### 3.4 DISTRIBUTE STARTING CAPITAL

(Originally \$1800 total, testing higher number to speed up early game) \$2,100 Total

2 Players = \$1050

3 Players = \$700

4 Players = \$525

5 Players = \$420

6 Players = \$700

### 3.5 LAY OUT TILE SET

See game chart and tile manifest for up-grade Information.

## **4. GAME PHASES AND FORMATION OF COMPANIES**

After the auction of privates, the normal round sequence begins, in the following order:

#### 4.1 Formation Round

In this round, players may form a new company by either buying the president's share or merging two corporations to form a system. There are three types of companies that may be formed:

##### a) Minor Companies

Minors may be formed until the first 5+3 is purchased. The player buys the president's share of the chosen minor company for at least \$40 and places that amount on the charter. This may not be done if there is either no minor company available or no charter available. A token of the minor company is placed in the "Minor" slot on the charter to show the type of company, and one is placed at the end of the minor company operation order track. The company immediately places its token in any available token circle, paying \$40 plus the cost of any improvements (see 8.5 and 8.6). Note that the president must put enough money into the company to cover the cost of the initial token. The president may also transfer any private companies he/she owns to the minor company at this time, and may use the ability of the private company during the token placement (for example, P5 would allow the L tile to be placed and the minor's token to be placed on it for free). Note that minor companies do not have stock values and never have more than one token on the map.

##### b) Corporations

Once the first 3+2 is purchased, corporations may be formed. A corporation must be available to start, and either a charter must be available or at least one minor must be folded into the corporation during this step. To start a corporation, the player chooses a starting value (those outlined in red on the stock market), and buys the president's share for twice that value. The money for the president's share and any private companies the president wishes to transfer are placed on the charter. One of the companies tokens is placed in the "Corporation" slot, one goes on the revenue chart, one on the chosen starting value, one on the "1x" stock value multiplier chart, one is immediately placed on a starting token circle, and one is available for placement later. The president may also choose to merge in any number of minor corporations at this time – the president of both companies must agree, and the corporation must have connectivity to the minor's token. The president of each minor that is exchanged receives one share of the corporation and the corporation receives all assets of the minor. The corporation president has three

tokens which he can use to exchange for minor tokens, and may choose which three to keep if more than three are merged in – any unused exchange tokens may not be placed normally and are only used during systems formation. At this point, the corporation pays \$100 plus any token improvements for the chosen token placement location (as above, a private company passed to the corporation can be used here). Unsold shares remain on the charter, and any minor certificates or charters merged in are available for reuse.

#### c) Systems

Once the first 4+2 has been purchased, systems may be formed by merging two corporations. Both presidents must agree to the merger, and select one of the two companies to absorb the other. The surviving company moves its charter token to the "System" slot and gets one additional token which may be placed for \$100 or used to exchange a token of the company being absorbed, and any exchange tokens not used to exchange minor tokens may also be used to exchange tokens of the absorbed company.

The stock market value of the system is the sum of two stock market values, less \$10 for each share not in player hands, rounded down to an available stock market value. The multiplier is chosen as small as possible to represent the required value. Each player who is not a president of either company, starting with the next player clockwise of the president of the surviving company, exchanges pairs of shares (of either merging company) for a single share of the surviving company. Any odd shares must be sold at 50% of new share price, which may be price-protected by the president (without moving priority or changing the order of sales). Then the president of the absorbed company exchanges pairs and sells any odd share, then the president of the surviving company exchanges pairs and sells any odd share. Pairs of treasury shares are exchanged, and any odd share in the combined treasuries are sold at 50% of the new share price. Finally, the surviving corporation gets all assets of the absorbed corporation, exchanges tokens on the map using any remaining exchange tokens and/or its newly acquired system token (tokens of the surviving company already on the map may not be removed). Any duplicate tokens are now removed, and are available for future placement at \$100. Lastly, the system may buy any shares in the bank pool at the current market value using only its treasury cash. Note that any sales during system formation do not affect the stock price.

The closed company is now available for reuse.

Note that any minor company which exists at the end of the first formation round after the purchase of the first 5+3 train is closed without compensation to its owner.

Priority does not move during the formation round, so the first player to take an action in the formation round is also the first player to take an action in the ensuing stock round.

#### 4.2 Stock Round

During the stock round, players may buy or sell shares. Note that a new company may not be started during the stock round (ie, President's shares may not be purchased). See 6 for details.

#### 4.3 Two Operating Rounds

There are always two complete sets of operating rounds. See 5 for details.

## 5. **COMPANY OPERATIONS**

In each operating round, all companies operate in the specified order:

#### a) Private Companies

Each private company pays revenue to its owner (exception: P5)

b) Minor Companies

Each minor company, in order by the Minor Company Operation Order track, operates.

c) Corporations and Systems

Each corporation or system, in order by current market value (including the effect of the multiplier), operates. In the case of a tie in stock value, the one with the highest multiplier operates first. If still tied, the rightmost company operates first. If they are in the same space on the stock market, the topmost company operates first.

## 5.1 Company Operating Round

At any time during its operating round, a company may purchase a private company from a player for a mutually agreed price between \$1 and the face value of the private company, and any special abilities of the private company may be used immediately. Each company performs the following operations in the specified order:

a) Lay track

Minor companies may lay up to two yellow tiles or upgrade one tile each round. Corporations may lay up to three yellow tiles or upgrade one tile and optionally play another yellow tile each round. Systems may lay up to four yellow tiles, upgrade one tile and up to two yellow tiles, or upgrade two different tiles each round. A tile may never be played and upgraded in the same turn, even if using the ability of a private company. All track lays or upgrades cost money, unless a private's ability is used.

b) Place token (if available)

If a corporation or system has an available token (not an exchange token), it may place it for \$100 plus the cost of any improvements to the selected hex.

c) Pay dividends

Minor companies always pay half of the total revenues to the president and half to the company's treasury.

For corporations and systems, the president decides whether to pay out full dividends, three-quarter, half, one-quarter, or retain all earnings. If a fraction is paid, the total earnings of the company are multiplied by the desired fraction and rounded up to the nearest multiple of 10 to get the total dividends paid – any remainder goes directly to the company treasury. Divide the total dividends paid by 10 to get the amount paid per share, and pay that amount to each share owner (the company receives dividends paid to treasury shares, dividends to shares in the bank pool are lost). The stock market token is moved according to the total dividends paid.

d) Buy train(s)

The company may buy one or more trains, subject to its train limit. A company may buy a new train from the bank at face value, or from any other company at a mutually agreed price of at least \$1. A company may not buy a train that would put it over its train limit.

***All companies are required to own a train, regardless of whether they have a valid route or not.*** See 9 for details.

## 6.STOCK ROUND

## 6.1 PLAYER ACTIONS DURING A STOCK ROUND

A. Players may buy shares from company, paying market value to company treasury. Players may purchase shares from the bank and paying the bank at current market value. Shares are always purchased by players one at a time.

- B. A player may buy, then sell the same share.
- C. A player may sell as much stock as legal in a single action (maximum five shares in the open market). The president's 20% share may never be in the open market.
- D. A player may redeem a share from the bank pool on behalf of a company he is president of by paying the current market value from the company's treasury and putting the purchased share into the company's treasury. Note that this action can be repeated as often as is desired and the company has sufficient funds to do so, and such redeemed shares are still available for purchase by players.
- E. A player may take no action when passing his or her turn in the stock round. A player may later take an action even after passing, but as soon as all players have passed, the stock round is over.

## 6.2 CERTIFICATE LIMITS

See game chart for limits by game and number of players. A player may never exceed certificate limits in a stock round. The president of a company may only exceed 60% of a company by using price protection.

## 6.3 CHANGE OF PRESIDENCY

Whether through selling or buying, should a player hold more shares than the current President, they take over all actions of the company including the President's 20% share.

## 6.4 PRICE PROTECTION

Selling player completes the entire turn, then the share or shares sold (in order of selling) can be price protected by the President(s) in order. Each President price protecting must have certificate space and cash available to protect their shares. The stock round continues with the next player clockwise from the last President to price protect (which may result in some players being skipped).

## 6.5 STOCK MARKET

The stock market controls values of both corporations and public companies. See stock market pay out chart for dividend information and stock market movement.

- A. The stock market controls the movement of company tokens, both public and corporate.
- B. The red-outlined hexes indicate the par starting prices.
- C. When companies move outside the hex areas, the President will select a hex with the same value inside the hex area.
- D. Hexes with a "D" following their value, will be doubled in value and find an appropriate hex to place their token. The companies' multiplier token is moved up to the next level.
- E. Companies moving into the Closed area are immediately closed without compensation to the owner, regardless of their stock multiplier. All tokens are removed from the map, its treasury goes back to the bank, any trains go into the bank pool, and the company is available for reuse.

# **7. LAYING TRACK**

## 7.1 TILE COST CHART

Plains.....\$20 (yellow)  
Farmland.....\$30 (green)  
Rivers.....\$40 (blue)  
Hills.....\$60 (beige with triangle, with or without mine)  
Mountains.....\$100 (brown with 3 triangles)

## 7.2 TILE DISCOUNTS

Private company discounts can reduce or eliminate tile cost. (see privates for details)

## 7.3 UPGRADING AND EXTENDING TRACK

New track must always maintain existing track. Upgrades cost the same as a new tile placed on the map, depending on the underlying terrain.

## 7.4 TILE UPGRADE MANIFEST

See manifest for all tiles and upgrade choices.

# **8. TOKENS**

## 8.1 STATION MARKERS

Each company receives at least one token.

## 8.2 MINOR TOKENS

Each Minor receives two tokens, a home token and one to mark the company type on the charter.

## 8.3 PUBLIC COMPANY TOKENS

A new public company receives three tokens, one to mark the company type on the charter, one for home station, and one additional station marker.

## 8.4 SYSTEM TOKENS

Corporations receive one token plus all the tokens from the two corporations merged. Keep one charter and move charter token from C slot to S slot. Consolidate all tokens to one company type.

## 8.5 TOKEN COSTS

Home tokens cost \$40 plus any hex improvements. All other tokens cost \$100 plus any hex improvements.

## 8.6 TOKEN IMPROVEMENT COSTS

\$0 - Unimproved city site  
\$20- Yellow city site  
\$40- Green city site  
\$50- Brown city site  
\$60- Gray city site  
\$100- Violet city site

## 8.7 MINING ACCESS TOKENS

Five mining tokens come with private company. Companies must have mining token to go to or through mine area.

## 8.8 FARMING ACCESS TOKEN

Five farming tokens come with private company. For companies to count farming revenue, they must have a farming token. Companies without a farm token may however run on the

farming track without receiving revenue.

## **9. TRAINS AND OPERATIONS**

### 9.1 GAME SETUP CHART

Based on map size, the game setup chart provides the appropriate number and type of trains to be used.

### 9.2 TRAIN TYPES

- A. First number is for cities (circles and red off-board areas)
- B. Second number is for towns or mines (dots)
- C. Cost is the price which must be paid to bank. Trains purchased between companies of same player must be purchased for at least \$1 or more.

### 9.3 TRAIN LIMIT REQUIREMENTS

See charters for specific company train limits.

### 9.4 TRAIN OBSOLESCENCE

See game chart for trains which rust. After the starting event, the rusted trains can run one more time before they are retired. These trains cannot be sold to any other company and do not count against the train limit.

### 9.5 TRAIN FUNDS

If buying a train, funds must come from the companies treasury, or it may be acquired from another of the players existing companies for a \$1 or more. (see 12.3 for bankruptcy information.)

### 9.6 OPERATION ROUNDS

All operation rounds are in sets of two rounds each.

## **10. TRAIN ROUTES AND DIVIDENDS**

### 10.1 ROUTES

- A) Routes are a continuous line of track containing at least one company token and two stops.
- B) A route can include red tiles at beginning or end of run.
- C) A route may end at a city which is blocked by another companies token.
- D) A city may be run through two or three times as long as no track section is used more than once.

### 10.2 ROUTE LENGTH

The route length is dictated by the type of train being run and may not exceed the number of stops on the train card – the large number is the number of cities or red tiles, while the small number is the number of towns or mines (town or mines may also be counted against the large number if desired – ie, a 4+2 train could be run as if it were a 3+3).

### 10.3 ROUTE VALUE

- A. The income is equal to the value of red tiles, cities and towns (and farms or mines if the company has the appropriate access token) that the train or trains run to or through.

- B. Investors in the railroad that is being run can point out the best run to take. The president may not choose to run a less valuable run.

#### 10.4 DIVIDENDS

See 5.1c for details on how dividends are paid.

## **11. PRIVATE COMPANIES**

### 11.1 TYPE OF PRIVATE COMPANIES

#### **P-1 Mud Creek**

**Cost** - \$50

**Revenue** - \$5

**Ability** - Owing company may place or upgrade one river tile without cost, after which the private is closed

#### **P-2 Wetlands Construction**

**Cost** - \$60

**Revenue** - \$10

**Ability** - Owing company receives a discount of \$20 off each river tile or upgrade played.

#### **P-3 Coal Power**

**Cost** - \$70

**Revenue** - \$10

**Ability** - Owing company may upgrade one 2+1 train it owns to a 3+2 train, by discarding the 2+1 train (it goes out of the game, not the bank pool) and flipping this private company to the back side. Revenue ceases when power is used. This train may not be sold, but may be part of a merger.

#### **P-4 Plains Grant**

**Cost** - \$100

**Revenue** - \$20

**Ability** - Owing company may place two yellow tiles or upgrade one tile on plains hexes per turn without cost.

#### **P-5 Mercantile Center**

**Cost** - \$120

**Revenue** - \$20

**Ability** - Owing company receives 4 "L" city tiles and immediately selects a hex at least two hexes from a map edge, then lays the yellow "L" tile and optionally a token at no cost. Upgrades cost the normal amount depending on the underlying terrain. Upgrades can only be made by owner unless permission is granted to another. "L" tiles can only be placed in this manner. Note that this private may be transferred to a minor or corporation during its formation so its initial token may be placed on the "L" tile for free.

#### **P-6 Union Mining**

**Cost** - \$140

**Revenue** - \$20

**Ability** - Once owned by a company, the company gets a free mining token and 4 additional Access tokens which may be sold for \$50 to other companies (owner may not refuse to sell) for developing mining hexes at normal costs. Owing company receives a \$40 discount on hill placements/upgrades and \$60 discount on mountain hexes. Mines count as a town against train route limits. Companies without a mine token may not run to or through a mine hex. If a

company ever has more than one mine access token, one of them is returned to the owner of this private if before phase 5 or the bank pool afterwards (so a later purchase will be paid to the bank not the owner of this private).

**P-7 Agrico**

**Cost** - \$150

**Revenue** - \$20

**Ability** - Once owned by a company, the owner may place or upgrade one farm tile per turn without cost. The owning company receives a free farm access token and 4 additional access tokens which may be purchased for \$50 by other companies owner may not refuse to sell). Companies without a farm token may pass through the tiles without penalty, but do not earn any farm revenue. Farms do not count against train route limits at all. If a company ever has more than one farm access token, one of them is returned to the owner of this private if before phase 5 or the bank pool afterwards (so a later purchase will be paid to the bank not the owner of this private).

**P-8 Boss Tweed**

**Cost** - \$160

**Revenue** - \$0 when owned by a player, Minus \$20 when owned by a corporation

**Ability** - Holding company receives \$20 off any tile played or upgraded. A company owning P8 must be paid \$20 by its president or the company performs no actions that operating round. The president must make this payment if he has the cash.

11.2 PRIVATE COMPANY REVENUE

Revenue is paid at the beginning of each Operation until phase 5 when revenue component ceases. Revenue is paid to the owning player or company. The only exception is "Boss Tweed". Revenue is paid by the president to the owning company (no payment is due if owned by the player). This is always the first action in an operation round. If not paid the holding company it goes on strike and takes no action until the payment is made in a later operating round.

11.3 PRIVATE SALE COSTS

Private companies may be sold for \$1 to face value to private companies. Purchase of a private company in the bank pool is always at face value.

11.4 PRIVATE COMPANY SPECIAL FUNCTIONS

Privates if purchased by companies in Phases 1 through 4 last the entire game except for P1 and P3, which close when their power is utilized.

11.5 PRIVATE COMPANY CLOSURE

Any private not purchased by a company before phase 5 is closed and removed from the game. All private companies except P8 cease paying revenue at phase 5, but continue providing other abilities if owned by a company.

**12. ENDING THE GAME**

12.1 ENDING CONDITIONS

When the bank runs out, whether in a stock round or operation round, the following operation rounds, or parts there of will be completed.

12.2 WINNING CONDITIONS

Total personal cash, total value of all stock certificates, and 20% of Railroad Treasury are all

added together for player's total worth.

### 12.3 PLAYER BANKRUPTCY

- A. If the president and railroad in question cannot raise the necessary cash to afford a train, either from company or personal treasury, they must sell stock up to the legal limits. If player still does not have sufficient funds than the game ends immediately.
- B. Creative bankruptcies are not allowed. (?)
- C. A bankrupt player always finishes last.

## **13. STRATEGY HINTS**

- Corporations will not have many tokens unless additional minors are merged into them or they are merged with other corporations that have more tokens on the map. Corporations without many tokens will not have effective routes late in the game, so you should strive to keep opening minors as often as possible in the early game.
- Minors cannot be folded into a corporation after its formation, so you have to have minors operating where you want tokens when you create the corporation.
- Your first corporation will probably not have three minors folded into it unless you didn't get any private companies, so you should plan on merging it with another corporation that has complementary tokens to get good runs as a system.
- Private companies can have quite varying values depending on the layout of the map – don't be afraid to leave a less valuable private in the initial auction, where a company can purchase it from the bank pool when it becomes worth buying.
- Farm revenue can be pretty dramatic at the end of the game, depending on the size of the game and how the map is laid out – clusters of farms especially tend to be developed quite well and easy to pick up most of them multiple times since they tend to have good interconnections.
- Watch out for all the corporations being gone near the purchase of the first 5+3 – minors that still have not been folded into a corporation at the end of the next formation round are lost without compensation. If you are unable to avoid it, at least move the assets to another company.
- P8 is expensive, doesn't provide income to a player, and costs the president money each operating round. However, the bonuses are provided on every tile lay and can be significant – this private needs to be used constantly for it to be a good value.