



How to Play Teaching Guides:

#13 1830

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #13 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Ever wonder how those financial jerks live with themselves after building a corporation up only to drain every cent out of it and leave it to die, or better yet dump that junk corporation onto an unsuspecting fellow investor? Well you will get the joy of feeling such guilt as you do just that in the game of the harsh financial world, 1830. Of course you could just build up a decent corporation and be happy to run it turn after to turn, only to see such a corporation's profits flatline, and be crushed by obsolescence.

Business is not for the faint of heart. 1830 and all the 18xx games teach you this harsh lesson. Businesses are all well and good but you must remember that they are only tools to make you money.

The object of this game is to invest in various railroad corporations so as to be worth the most money at the end of the game. You will be buying stock with your startup capital, to either start up a railroad corporation yourself or to own a piece of someone else's corporation so that you can earn money.

You can earn money in TWO ways

1. By investing in a corporation and having the stock value of that corporation go up, because that corporation is profitable.

OR

2. By owning stock in a profitable railroad corporation that pays out dividends you will get money for each share you own in that corporation.

Then you are going to take that money that you earned or that stock, and sell it to get money, to buy more stock to start new railroad corporations to try to make even more money.

At the end of the game, which usually occurs when the bank runs out of money, you take your cash on hand and add it to the final value of your stock and whoever has the most net worth is the winner of the game."

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The Meat - How to Play the Game

1. Introduce game structure;
 - 1.1 The game is played in 2 alternating phases
 - 1.2 Stock Round - In which you buy and sell stock
 - 1.3 Operating Rounds - In which you run your train corporations
 - 1.4 We will alternate between those two phases until the end of the game is reached, usually when the bank runs out of money.

Concept 1 - Starting a Railroad Corporation

1. You want to buy enough stock to start a corporation so that you can earn profits and make money by increasing your stock value
2. Stock Round
 - 2.1 On your turn you can do two things
 - 2.2 Buy one stock certificate
 - 2.3 Sell as much as you want
 - 2.4 Players take turns until all pass
 - 2.5 Person to left of last player to act gets “Priority Deal Card” - Will start next stock round, can be a significant advantage
3. How to float a corporation in the stock round
 - 3.1 Buy six of the ten shares of a corporation
 - 3.2 First turn must buy President’s Share
 - 3.3 Set Par Value (67-100) - Usually set it as high as possible
 - 3.4 Over the next 4 turns buy one stock certificate
 - 3.5 Company floats
 - 3.5.1 Take charter
 - 3.5.2 Take treasury for corporation (par value x 10)
 - 3.5.3 Put tokens on stock chart
4. MUST differentiate between personal money vs corp. money
5. How to decide which corporation to start
 - 5.1 Importance of starting location - C&O, B&O are good first

corporations because they are near many cities

5.2 Differing number of station tokens

6. Review Concept 1 - How and why to start a corporation and format of the stock round

Concept 2 - Operating a Railroad Corporation

1. Overview of Operating Round

1.1 Lay a track tile

1.2 Option to lay station token

1.3 Run trains

1.4 Decide what to do with money

1.5 Buy new trains

2. When first starting get starting station token

3. Laying Track Tiles

3.1 Must lay yellow tile

3.2 Extend track from starting station token

3.3 Free unless on terrain - pay cost printed on board from corporation

3.4 Trying to connect to as many cities as you can

3.5 Must use a tile that matches # of cities or towns on that hex:

3.5.1 Cities are white circles

3.5.2 Towns are black hash marks

3.5.3 Some locations, B, NY, OO have special tiles

4. Buying station tokens

4.1 Tokens tell you where you can run trains - must start, go through or end train routes with a token

4.2 Also can block other corporations from going through cities

4.3 First token \$40, Later tokens \$100

4.4 Can lay in any empty circle your track can reach without being blocked

4.5 Each corporation only gets 1-3 tokens

- 4.6 Option each turn to play one
5. Running Trains
 - 5.1 Train can run # of cities = to train number
 - 5.2 Add value of each stop to see profit of run
 - 5.3 Cities, Towns and Red Locations count as one “stop”
 - 5.4 Each route must start, end or go through one of your stations
 - 5.5 Can’t run on same track twice
 - 5.6 Can’t go through cities blocked by stations
 - 5.7 Can’t go through 1 city twice with the same train
6. What to do with money - Choose to Pay out Dividends or Withhold
 - 6.1 Pay dividends
 - 6.1.1 Divide profits by 10
 - 6.1.2 Pay out profit per share to stockholders
 - 6.1.3 Stock Value increases! (token moves to the right)
 - 6.2 OR when you need to - Withhold money for the corporation
 - 6.2.1 All money goes to the corporation treasury
 - 6.2.2 Stock Value decreases! (token moves to the left)
 - 6.2.3 This also happens when a corporation cannot run
7. Purchase Trains
 - 7.1 Must be bought in order sequentially
 - 7.2 Train # = number of stops, increase in price, diesel trains
8. Review Operating round
9. Review Steps: Tile, Token, Run, Distribute Money, Buy trains - order of these steps cannot change
10. Sample first turns
 - 10.1 First stock round start corporation with 6 shares
 - 10.2 First op. round lay tile, go left on stock chart, buy train
 - 10.3 Second stock round not much usually happens
 - 10.4 Second op. round lay tile, run train, pay out, go right on stock chart, you are on your way...

Concept 3 - The Train Progression

1. Purchasing higher numbered trains, leads game through different phases, and changes the rules of the game
2. Tile Availability
 - 2.1 When first 3 is bought now can upgrade from yellow to green
 - 2.2 Option to either lay a yellow or upgrade yellow to green
 - 2.3 Explain reasons for upgrading tiles
 - 2.4 Later brown tiles become available
3. Additional Operating Rounds
 - 3.1 After green tiles become available next turn we will play 2 Op. Rounds back to back before a stock round
 - 3.2 After brown tiles are playable we play 3 back to back Op. Rounds
4. Train “Rusting”
 - 4.1 When first 4 train is bought, 2 trains are removed from the game
 - 4.2 6’s rust 3 trains, Diesel rusts 4 trains
 - 4.3 Explain consequences of getting rusted
 - 4.3.1 Wont be able to run trains
 - 4.3.2 Must buy a new train
 - 4.3.3 May be forced to spend personal cash/stock to buy train
 - 4.3.4 Bankruptcy by a player ends the game
 - 4.3.5 Dont overcommit to smaller trains!
 - 4.4 5’s, 6’s, D’s are “permanent” trains, shoot for owning one

Concept 4 - Owning Two Corporations

1. Why to start a second company later in the game?
 - 1.1 Lots of track on the board free to use
 - 1.2 Be able to start with a better train
 - 1.3 Will allow you to be more fully invested and make more money
 - 1.4 Companies can buy trains from each other during the buy trains phase- if you own both you get to set the price as whatever you want!
 - 1.5 You could use this train buying to put all the money and trains

from one corporation into the other to prepare for “dumping” the company - lets talk about company “dumping”

Concept 5 - How to Play the Stock Market

1. Company “Dumping”

1.1 If anyone ever has more shares than the current president they become the new president and exchange for president share

1.2 To dump, pay attention to where the “Priority Deal” is

1.3 On your stock round, sell enough shares to the bank so that another player who has at least two shares becomes the president

1.4 Must be a player to dump it on with at least 2 shares

1.5 Can have an opposite situation. “A takeover”, but it’s less likely

2. Stock Round Rules

2.1 Sell as much as you want on a turn - goes in bank pool

2.2 Stock in bank pool pays money to the corporation on operation

2.3 Bank pool prices (Current) vs. Initial offering prices (Par)

2.4 Sell simultaneously so you get the maximum value

2.5 Stock price drops one square for each certificate sold

2.6 Can buy stock than sell it, to drop the value of opponent’s stock

2.7 “Shelves” can protect stock once further to the right

2.8 Limit of Stock certificates that can be held

2.9 Limit of 6 shares per company

2.10 Bank will only accept 5 shares of stock per corporation

2.11 Once you sell a corporation’s stock you cant buy it again that turn

2.12 Yellow, Orange and Brown Stock areas

2.13 Stock goes up if all sold - review four ways stock tokens move

3. Stock Round Advice

3.1 Buy stock in other player’s corporations

3.2 You can always buy one stock of a corporation “safely”

3.3 Dont buy stock in corporations that wont start that turn

3.4 Can pass and get back in stock round, but remember priority deal

3.5 Get fully invested by end of the stock round



Concept 6 - Private Companies

1. Purpose is to give some income and possibly special abilities
2. Difference between Corporations and Private Companies
 - 2.1 Private companies don't have an operating round, just make you some money each turn
 - 2.2 Eventually you will sell to corporation to give the corporation the income and a special ability
3. Private Company Auction at the beginning of the game
 - 3.1 "Waterfall Style" Auction
 - 3.2 6 available - on your turn buy lowest or place bid on a more expensive one
 - 3.3 When lowest is bought it can start a "waterfall" as all the other companies that have bids on them are resolved, provide example
 - 3.4 If just one player bid on a card the player gets it for that value
 - 3.5 If multiple bids - an auction begins between those players
 - 3.6 Be careful about choosing to buy the lowest, make sure to have stakes in more expensive companies.
4. What do Private Companies do?
 - 4.1 To start game they give you personal cash at the beginning of each operating round
 - 4.2 Private companies also block players from playing track tiles on their hex until bought
 - 4.3 After first 3 train is bought, you may sell your private to corporation for a price between half to twice the companies listed value
 - 4.4 Corporation pays you and corporation now gets income and can use special ability
 - 4.5 Consider starting a corporation that is nearby the hex of your private company
 - 4.6 You get a boost in cash for the next stock round
5. Private Companies go away when first 5 train is bought private companies. Make sure to use their abilities and sell them before then.
6. Go over special abilities of Private Companies and review auction

Review of the major concepts

1. How to start a corporation - 6 Shares of 1 company
2. How to run a corporation - track, station, run, money, trains
3. Train Progression - new tiles, more operating rounds, train rusting
4. Start a second railroad corporation
5. Stock Shenanigans - beware dumping, 4 ways to move on stock chart
6. Private Companies - waterfall auction, give money and special abilities

End of Game

1. Game ends when a player goes bankrupt or bank “breaks”
2. If the bank breaks finish SET of operating rounds with extra money
3. Add cash on hand to stock value and the most money wins the game!

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The Hamster - How to Win the Game

1. Increase your net worth faster than other players
2. Get at least one private company in the auction
3. Save enough money to start a corporation in the first turn
4. Pay out dividends as much as possible
5. Dont overcommit to early trains
6. Plan to get at least one permanent train
7. In the midgame get a second company using money from selling a private company. Take advantage of buying trains between companies
8. Avoid a “company dump” from your opponent
9. Stay fully invested to keep your net worth growing
10. Good luck and have fun!

Credits:

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