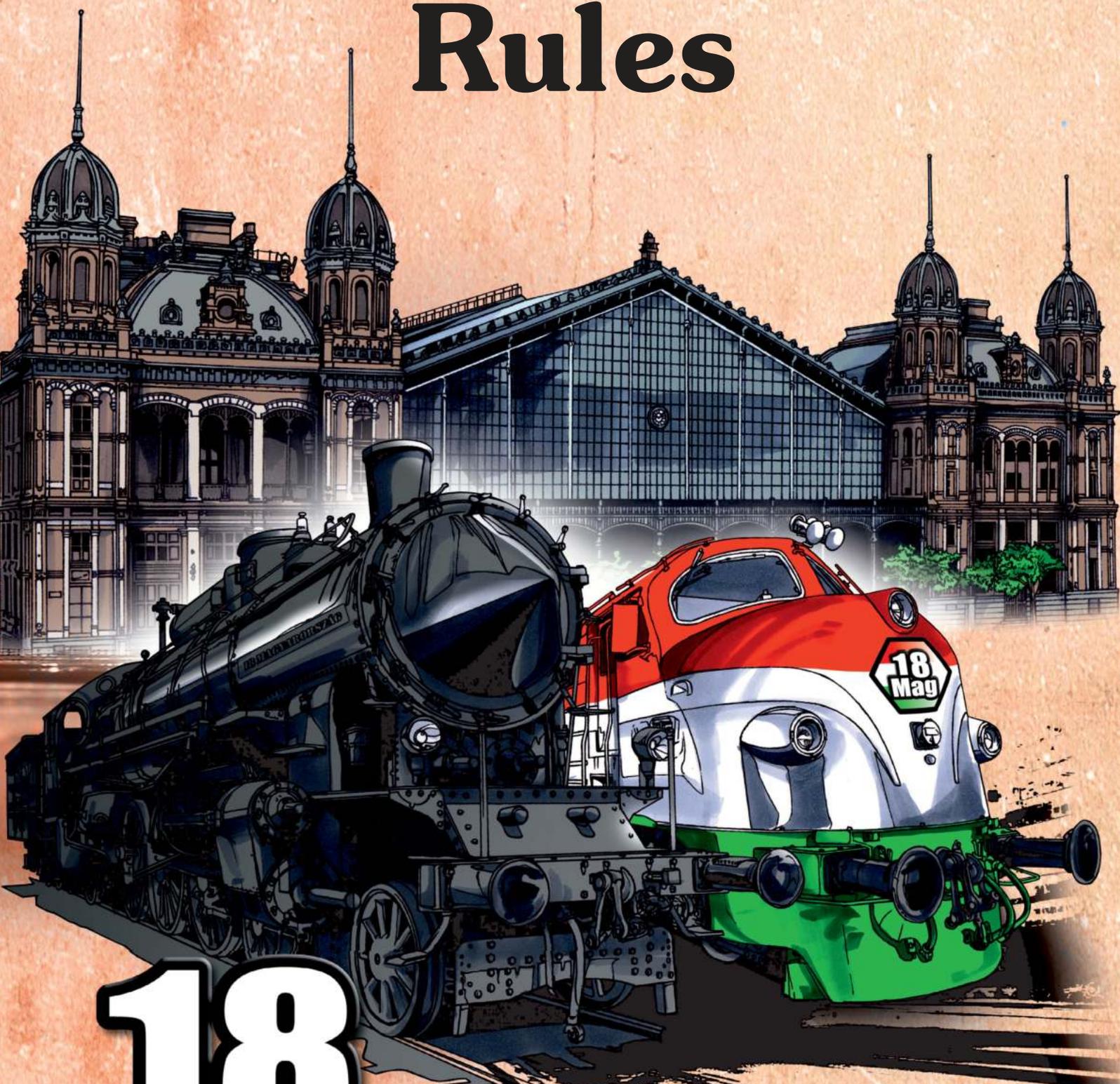


Leonhard Orgler

Rules



18
Magyarország

Short Rules (for 18xx enthusiasts)

1) Companies:

1.1) Minor Companies (thirteen)

- Do not count against the certificate limit.
- Operate until game end, never merge or close.
- Start with three station markers, a 2-train and 50 forints in treasury.
- Dividend is always divided 50/50 between company and owner.
- Train limit is always two.
- Operate in numerical order, lowest first.

1.2) Major Companies (seven)

- Starting share price between 60 and 80 by randomly-assigned starting share price card.
- Operate in share price order, highest first.
- They only place station markers and pay dividend. They do not run trains.

2) First Share Round

- Starting Package: All 13 minors and one 10% share of each major (for five and six players: two 10% shares).
- Each player chooses one paper for free up to limit. Then the priority deal card is moved to the left.
- Limit: 3/4/5/6 Players: 4/3/2/2 minors and 2/1/2/2 shares
- No sales in first share round.

3) Operating Rounds

3.1) Minor Companies

- Always lay or promote one tile. A second yellow tile may be laid before or after it by paying 10 forints into the yellow major company.
- Half of the cost of a station marker is paid into the yellow major company.
- For each terrain symbol (mountain and river) 10 forints are paid into the green major company.
- Some minors come with terrain tokens. For each token forfeited, the company's terrain cost of one hex is paid by the bank instead of the minor company's treasury.
- Many track tiles have a different back side.
- All four train types are available from the beginning. When buying the first train of a new type a phase change occurs. A new round indicator tile is placed, and the round indicator token is put on the red edged OR space.
- Trains never rust. A train may be scrapped voluntarily before running it.
- A train may be upgraded to a plus-train by paying into the blue major company, mine access can be bought from the gray major company, and a red off-board bonus can be bought from the red major company. These three bonuses are valid for one train for one OR only and can't be bought for a second train. In the next OR they can be bought again. The bonuses cost 10/20/30 (from brown phase on: 20/30/40) for the first/second/third.
- New trains are bought from the orange or purple major company. Half of the purchase price goes into these companies. The other half goes into the bank.
- All train types are unlimited. Trading trains between companies is allowed from the beginning.

3.2) Major Companies

- Director may place a station marker on any free space on the map board. Price is paid to the bank.
- The station marker blocks like any other station marker. It increases the city's value by 10.
- Director decides how much of the treasury is paid to the shareholders. The share price changes according to the table on the share price board.

4) Share Rounds

- Only 10% shares may be bought from bank. The price is paid into the bank. The first player holding two 10% shares exchanges them for the director share.
- Director shares must never be sold. They may be exchanged if another player holds more shares (min 20%).
- For each sale the share price drops 1 space whatever the number of shares sold.

5) Game end: Triggered by gray phase.

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CREDITS:

The game is based on Francis Tresham's railway games system.

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A special thank you to Ron Novicky who brought up the idea of the different sided track tiles.

Playtesting: Ron Novicky, Sascha Kreindl, Thomas Kranewitter, Matthias Mahr, Ernst Milletits, Julian Milletits, Clemens P., Eric Brosius, Justin Rebelo, Tyler McLaughlin and the players on 18xx.games.

Many thanks to Emmanuel Castanié-Magnard for editing the English rules.

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Did you know?

The first railway in Hungary opened in 1846 between Pest and Waitzen (present day Vác), a distance of about 33km. Hungary was at that time part of the Austrian Empire and this was naturally a major influence on railway development, including the choice of standard gauge (1435mm) for main line railway construction.



I. General Information

18Mag is a train-building and share-dealing game for 1-6 players. It is based on Francis Tresham's game 1829.

The player who has the greatest wealth in cash and shares at the end of the game is the winner.

A set of simple mechanisms forms the basis of 18Mag. You use the hexagonal tiles to create a track network on the map that connects train stations to each other. The trains (train cards) make journeys from one location to the next and thereby earn money. The (imaginary) passengers pay for their journeys. The more numerous and the more important the revenue locations on a train's journey are, the more money is earned for the company and its shareholders.

The game is divided into Operating Rounds and Share Rounds. During Operating Rounds you and your fellow players manage up to four Minor Railways. They run trains from one location to another to earn money and pay dividends to their directors. During Share Rounds you can buy shares of seven Major Railways. These give you benefits for your train operations. And they may pay dividends to shareholders.

The rule set describes the rules for 3 to 6 players.

For a 1- or 2-player game please look at the end of the rules.

II. Game Preparations

II.1 Etiquette

- Players should decide before the game starts what type of agreements are permitted.
- Players should decide before the game starts whether agreements are public and binding.
- Agreements between two players might encompass any aspect of game play. Agreements between more than two players are, in general, forbidden.
- All player and company holdings and all other game material should be open and clearly visible on the table at all times.
- To reduce playing time, during the other players' turns each player should think about what they are going to do in their turn.
- Have pencil and paper ready for the calculations at the end of the game.

II.2 Starting Capital

Players start with zero cash. They get the shares and minor companies offered in the first share round for free.

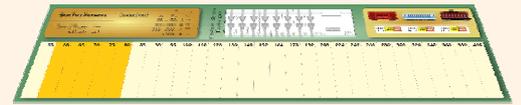
The bank size is treated unlimited.

II.3 Components

1 Map Board



1 Share Price Board



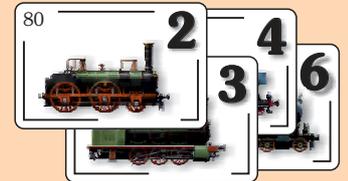
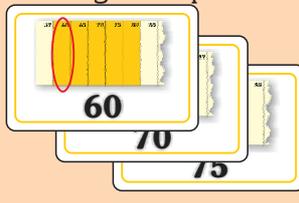
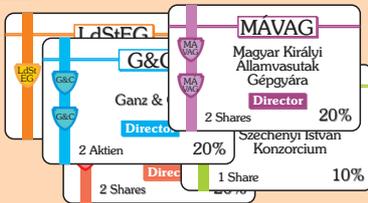
176 Cards

63 shares

10 starting share price cards

7 playing order cards

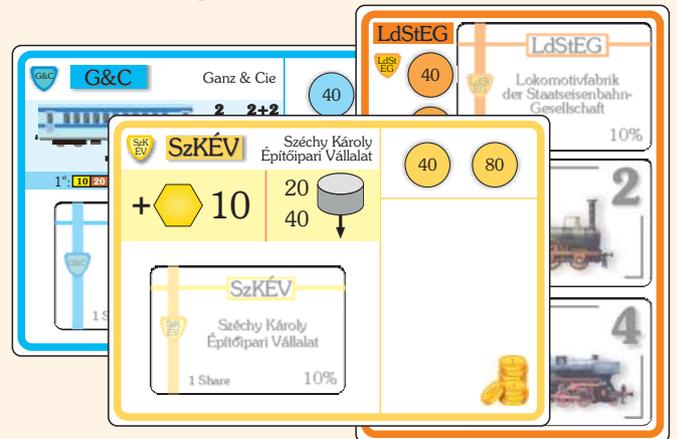
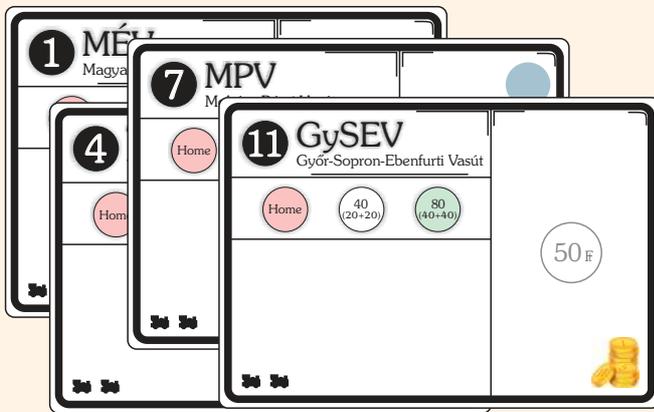
96 train cards



21 Charters

13 Minor Companies

7 Major Companies + 1 Extra Treasury Charter



85 Tokens

52 minor company tokens
(4 for each of the 13 minor companies)

21 major company tokens
(3 for each of the 7 major companies)



8 Terrain Tokens



1 Round Indicator Token



3 "No Train Sold" Tokens



Game Money



150 Track Tiles

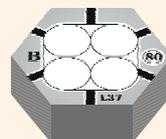
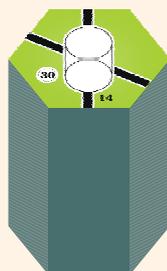
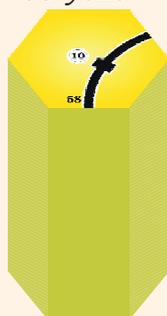
65 yellow

51 green

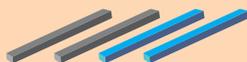
28 brown

6 gray

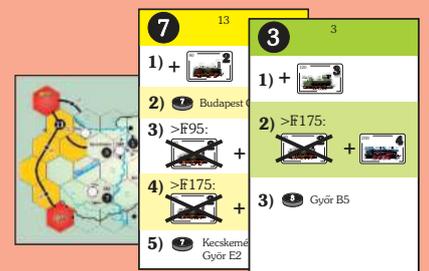
plus 4 round indicator tiles



4 Wooden Sticks



28 Extra Cards
for solo play only



II.4 Setup

1 Put the map board and the share price board on the table.

2 Lay out the charters of the 7 major companies, each with its 8 corresponding 10% shares and 2 major station markers (the "+10" ones) on its appropriate fields.

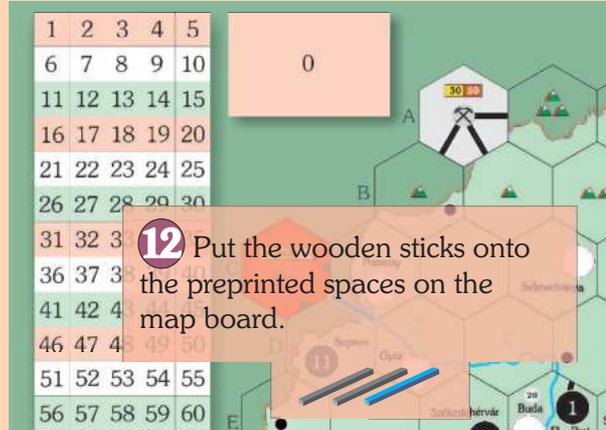
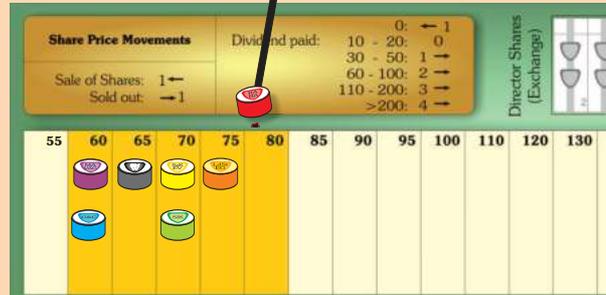
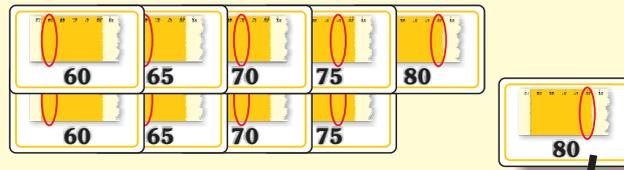
13 Take as many playing order cards as there are players, shuffle them, and deal one to each player to randomly determine the initial playing order. The player with the lowest-numbered playing order card gets the card "Priority Deal" and starts the game. Then put the playing order cards back into the box.

1 2 3 4 5 6

Priority Deal

8 Train cards are put on the appropriate fields of LdStEG (orange) and MÁVAG (purple) major companies' charters. They are all treated as unlimited.

3 All 7 share companies receive a randomly-assigned starting share price card. The share price token is put on the appropriate space of the share price board.



12 Put the wooden sticks onto the preprinted spaces on the map board.

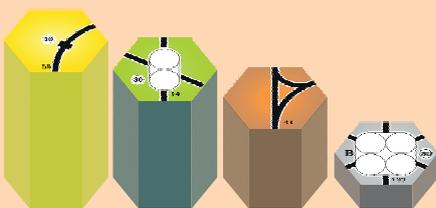
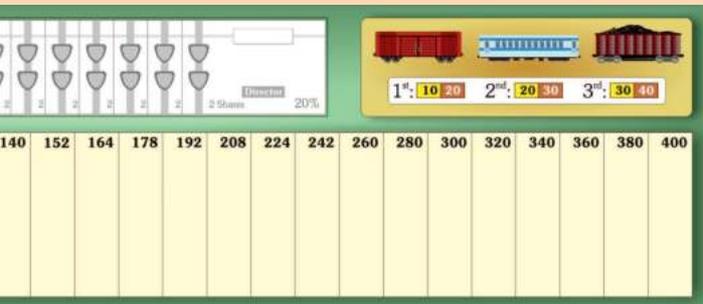
11 Put the round indicator token onto the space "SR" in the yellow hex on the map board.

10 Put the three "no train sold" tokens onto their spaces.



9 Put three round indicator tiles on the three stacks of the 3-, 4-, and 6-trains, green side on.

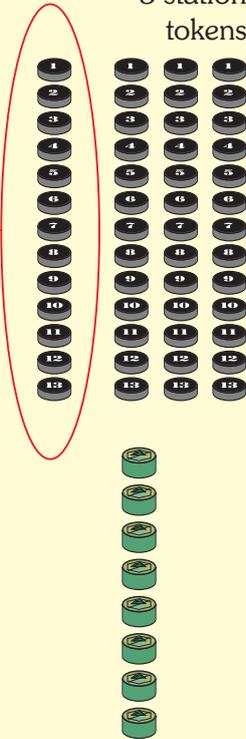
4 Put the 20% director shares onto the appropriate space on the share price board.



7 Put all the track tiles - sorted by colours - on the table. At the beginning only the yellow track tiles are in play.

5 Lay out the company charters of the 13 minor companies, their tokens and the terrain tokens.

1 token for the income table



6 Lay out the play money. It is considered unlimited. You may use poker chips instead.



III. Components in Detail

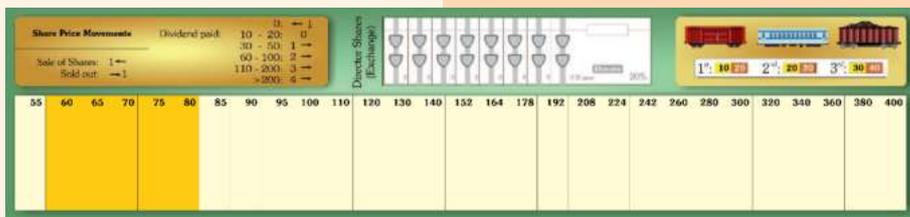
III.1 Map Board

The map shows the Hungarian part of the Austria-Hungarian Empire. Track tiles are laid on its hexagonal grid to create a railroad network. The map shows cities (named white circles) and towns (unnamed black dots).

The color of areas on the map show their usage:

- Light green is the main part of the playing area.
- Dark green indicates the edge of the map. No track tiles may be laid there.
- The red areas at the edge of the map imply routes continuing off the map. The colored boxes with numbers show their increasing value during the game. No track tiles may be laid there.
- Gray hexes show a mine and pre-printed tracks. The colored boxes with numbers show their increasing value during the game. No track tiles may be laid there.

The board also shows an income table to indicate the income of a minor company during an operating round.



III.2 Share Price Board

The share price board shows the share price chart. All major companies have a share price. The orange spaces are the possible initial share prices.

This board also shows a legend indicating how share prices change and a table showing how

much a minor company has to pay for the three rail car companies (see III.3.3). It has space for the director shares of the major companies.

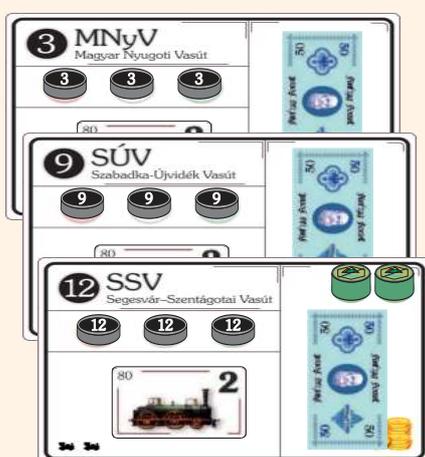
III.3 Companies

III.3.1 General Information

There are two classes of corporate entities called minor companies and major companies. They are described separately in the following sections.

III.3.2 Minor Companies

- Minor companies are chosen for free during the first share round.
- They may not be resold.
- Each minor company starts with a 2-train and a treasury of 50 forints.
- The train limit for a minor company is always 2.
- At the end of its turn, a minor company need not to own a train.
- Minor companies distribute half of their train income to their owner. The other half goes in the company's treasury.
- Trading trains between minor companies is allowed from the beginning for any agreeable price (at least 1 forint).
- Some minor companies come with green "terrain tokens". For each token forfeited, the company's terrain cost of one hex is paid by the bank instead of out the minor company's treasury (see page 13 top).



| Number | Name | Abbr. | Home | Terrain Tokens |
|--------|------------------------------|-------|----------------|----------------|
| 1 | Magyar Északi Vasút | MÉV | Pest | 0 |
| 2 | Magyar Keleti Vasút | MKV | Szatmár-Németi | 0 |
| 3 | Magyar Nyugoti Vasút | MNyV | Székesfehérvár | 0 |
| 4 | Tiszavidéki Vasút | TVV | Szeged | 0 |
| 5 | Első Erdélyi Vasút | EEV | Brasó | 3 |
| 6 | Kassa-Oderbergi Vasút | KOV | Kassa | 1 |
| 7 | Mohács-Pécsi Vasút | MPV | Mohács | 1 |
| 8 | Hrvatske Željeznice | HŽ | Zágráb | 0 |
| 9 | Szabadka-Újvidék Vasút | SzÚV | Petrovaradin | 0 |
| 10 | Arad-Temesvári Vasúttársaság | ATV | Temesvár | 0 |
| 11 | Győr-Sopron-Ebenfurti Vasút | GySEV | Sopron | 0 |
| 12 | Segesvár–Szentágotai Vasút | SSzV | Nagyszeben | 2 |
| 13 | Déli Vasút | DV | Fiume | 1 |

Table 1

III.3.3 Major Companies (Share Companies)

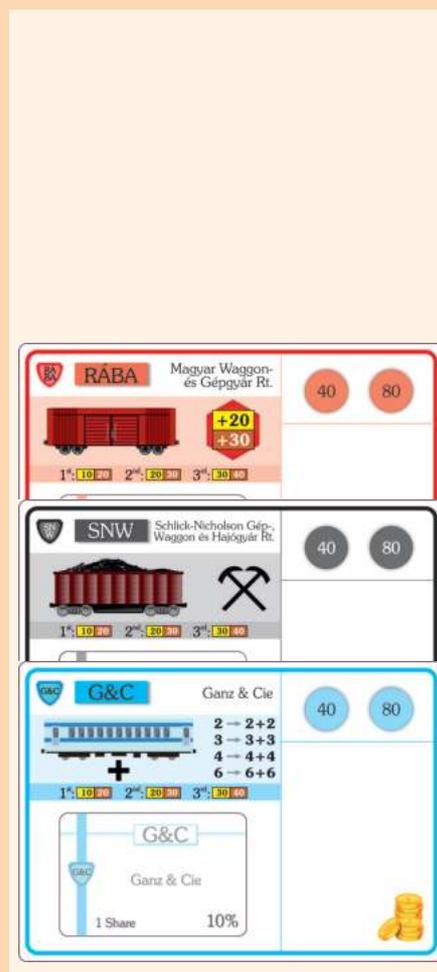
- All major companies have a share price, which is shown on the share price chart. The initial share price is randomly set by a randomly-assigned starting share price card. As each of the five initial share prices is shown on two cards, there are always several major companies starting with the same share price.
- Shares are traded during the share rounds. With the purchase of a share, a player acquires an interest in the major company.
- The player with the most and at least 20% shares of a company becomes its director. Only the director decides what a major company does or does not.
- The director certificate always corresponds to two standard shares but only counts as one certificate against the certificate limit.
- Only 10% shares are available for purchase. As soon as a player owns two 10% shares of one company he must exchange them into the corresponding 20% director share.
- The owner of a share is paid a dividend each operating round unless the Director has decided that the company spend its retaining to establish station markers or because it simply decides not to distribute dividends according to its strategies.

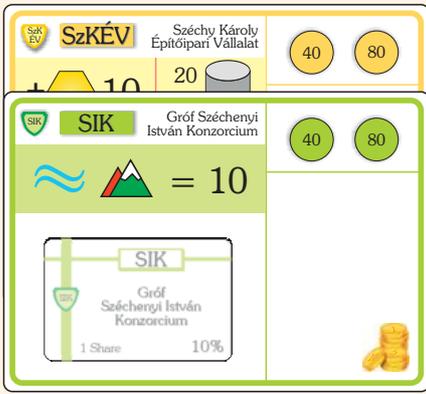
The seven major companies subdivide into three groups (see tables 2, 3, and 4). Their specific features will be described later on.

3 Rail Car Companies:

| Name | Abbr. | Color | rail car feature |
|--|-------|------------|-------------------------|
| Magyar Waggon-és Gépgyár Rt. | RÁBA | red | Off-board bonus |
| Ganz & Cie | G&C | light blue | Convert into plus-train |
| Schlick-Nicholson Gép-, Waggon és Hajógyár Rt. | SNW | gray | Mine access |

Table 2

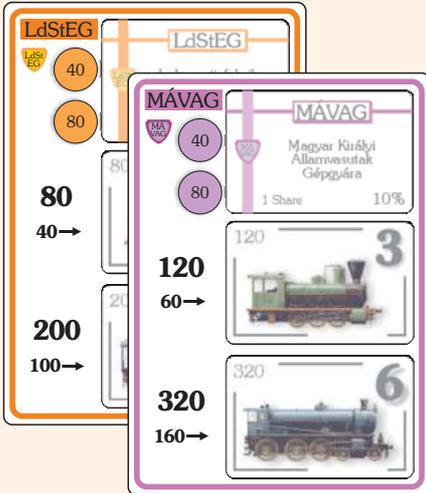




2 Building Companies:

| Name | Abbr. | Color | Build | Earns/Cost |
|-----------------------------------|-------|--------|---------------------------------------|----------------|
| Gróf Széchenyi István Konzorcium | SIK | green | rivers / mountains | 10 per symbol |
| Széchy Károly Építőipari Vállalat | SzKÉV | yellow | additional yellow tile station marker | 10 20 or 40 |

Table 3



2 Train Companies:

| Name | Abbr. | Color | Sell trains |
|--|--------|--------|-----------------|
| Lokomotivfabrik der Staatseisenbahn-Gesellschaft | LdStEG | orange | 2- and 4-trains |
| Magyar Királyi Államvasutak Gépgyára | MÁVAG | purple | 3- and 6-trains |

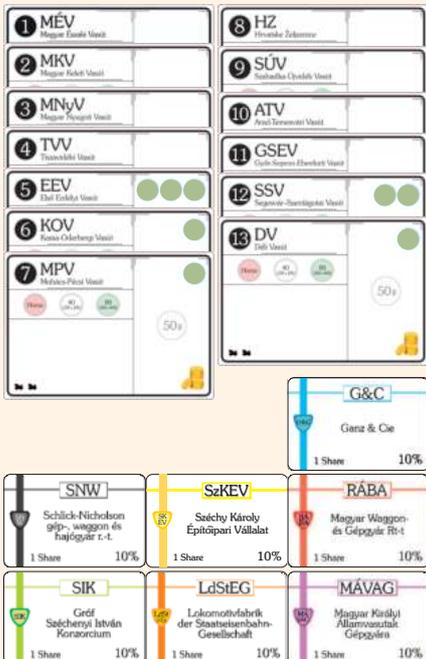
Table 4

IV. Game Play

The game starts with a stock round during which the players choose minor companies and shares of major companies from the starting package. Later, stock rounds and operating rounds alternate. When the game progresses there could be more operating rounds between two stock rounds.

During stock rounds, players use their personal assets to buy and sell shares in major companies. During operating rounds, the companies operate. For each minor and major company, the owner/director acts on behalf of the company.

Starting package for 3 and 4 players:



V. First Share Round



Lay out the starting package on the table.

- **Three and four players:** The starting package consists of all 13 minor companies and one share of each major company (20 in total).
- **Five and six players:** The starting package consists of all 13 minor companies and two shares of each major company (27 in total).
- In seating order the players must choose one share or minor company for free up to the limits shown in table 5 (see below).
- Then the owner of the priority card passes it to the player on his left. Now a second turn starts, each player chooses another share or minor company and so on.
- The turn order looks like this:
 - 3-player game: 1-2-3, 2-3-1, 3-1-2, ...
 - 4-player game: 1-2-3-4, 2-3-4-1, 3-4-1-2, 4-1-2-3, ...
 - 5-player game: 1-2-3-4-5, 2-3-4-5-1, 3-4-5-1-2, ...
 - 6-player game: 1-2-3-4-5-6, 2-3-4-5-6-1, 3-4-5-6-1-2, ...

The players may choose for free minor companies or shares up to the maximum shown in this table:

| Number of players | Group A: 13 Minor | Group B: Shares (1 or 2 per comp.) | Total |
|-------------------|-------------------|------------------------------------|-------|
| 3 | 4 | 2 (out of 7) | 6 |
| 4 | 3 | 1 (out of 7) | 4 |
| 5 | 2 | 2 (out of 14) | 4 |
| 6 | 2 | 2 (out of 14) | 4 |

Table 5

Example: If player A has already chosen 4 minor companies in a 3-player game he must not choose another one. He must choose a 10% share.

- If you have chosen a minor company you place the charter in front of you and put a 2-train card, three station tokens and 50 forints onto it. Put the home station token onto its indicated place on the map board. The fourth token goes to the space "0" of the income table on the map board.
- The minor companies which were not chosen are out of the game. Treat their home cities as normal cities where other companies may establish stations.
- The shares which were not chosen come back onto their stack.
- If players chose two shares of the same major company, they immediately change them into the corresponding 20% director share.

The game continues with an operating round. Move the round indicator token onto "OR" in the yellow hex on the map board.

The priority deal card remains where it is.

VI. Operating Rounds (OR)

VI.1 General Information

There are one or two operating rounds after each share round, depending on the game progress. The game ends with three operating rounds after the last share round.

Order of play in an operating round:

- First the minor companies operate in ascending order of number.
- Then the major companies operate in descending order of stock price.

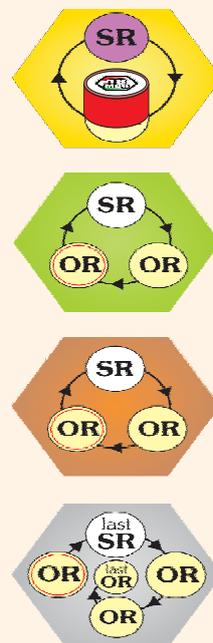
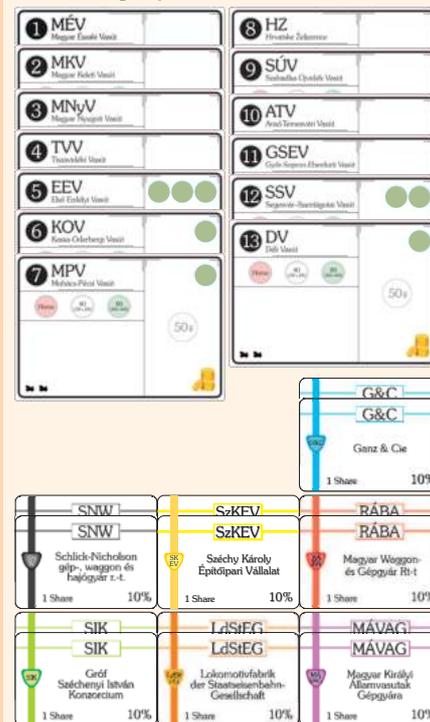
The operating round ends when all companies have had their turn.

VI.2 Definitions

Revenue location: a revenue location is a city, town, or red foreign location, i.e. each location which gains revenue. Mines are special revenue locations, see p. 13.

Route: A route consists of at least two different revenue locations that are connected by track. Each route must have at least one of the operating company's stations at some point along its length. A route cannot go over the same piece of track more than once (no matter how small the track section may be). However, it is permitted for a route to use separate pieces of track on the same tile. A route may not reverse at a junction. A route may not change track at a crossover. A route that enters a revenue location on one track may exit it on any other track. A red foreign location is mandatorily the start or end of a route (black arrow). A route can begin and/or end at a city where the company does not have a marker and which has no remaining free spaces for stations, but the route cannot go through such a "blocked" city. A route can go through a city that is not blocked by stations of other companies.

Starting package for 5 and 6 players:



Did you know?

While the greater part of the Hungarian main line network remained in State control until privatization in the 21st century, one remarkable independent railway (GySEV) has survived wars, the breakup of Empire and a period of Soviet domination to become a significant player in today's competitive international freight market.

VI.3 Minor Companies

VI.3.1 Actions for a Minor Company during an Operating Round

A company's turn consists of the following actions, which are executed in the order stated.

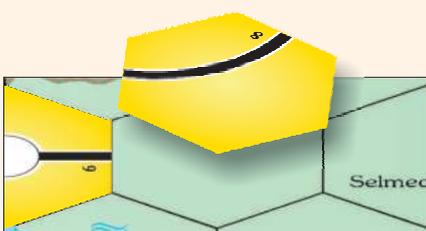
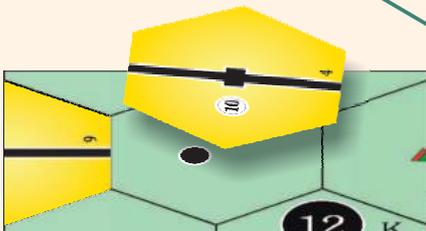
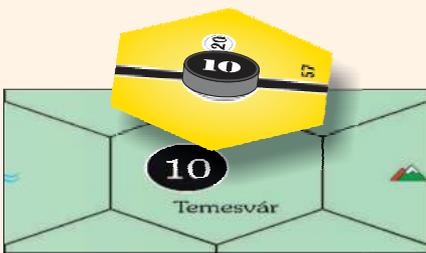
- Build track (optional).
 - lay one yellow track tile or promote a track tile that is already on the map
 - lay a second yellow track tile (10 forints)
- Buy and place station markers (optional).
- Scrap train(s) (optional).
- Run its trains to earn revenue (mandatory).
- Keep half of the income, pay out the other half to the owner (mandatory).
- Buy trains (optional).

VI.3.2 Laying Track

- The game board features a hexagonal grid. A minor company may lay hexagonal track tiles on this grid to construct railroad routes joining the various revenue locations portrayed on the map. The black arrows on the red hexagons represent already existing tracks. Tracks already exist on the gray hexes with a mine symbol. These hexagons may not be built on.
- At the beginning, only the yellow tiles are available and these may be placed onto the map.
- During its Operating Round each minor company can either place one yellow tile or promote a tile that is already in place. It may place an additional yellow tile if it pays 10 forints onto the yellow major company charter from the treasury of the minor company laying the tile. This additional yellow tile may be placed before or after the usual tile lay or upgrade.

The following rules apply:

- In its first turn a company must lay a tile on its home base (if it wishes to lay a tile), unless it starts from Budapest or a tile has already been laid in that hex.
- Further tiles laid must be reachable from an own station token via a route. This route must not be blocked by stations belonging to other companies.
- On a **town** (black point), only a tile with a black bar can be laid.
- On a **city** (white circle), only a city tile (white circle) may be laid.
- Some cities show the letters "OO". These hexes D19, G10, G13 and I13 may only have "OO" tiles laid on them, and "OO" tiles may be placed nowhere else.
- The Budapest city hex B12 may only have "B" tiles placed on it, and "B" tiles may be placed nowhere else.
- Some hexes are marked with the letter "K" (both inside and outside the hex). On these hexes I2, H23, and H27, you may lay regular yellow city tiles, but only the green, brown, and gray tiles marked "K". Those "K" tiles may not be placed on any other hexes.
- In open areas, only plain track without revenue locations may be laid.
- The first tile laid on a hex with mountain or river symbols incurs a cost. For each symbol shown in the hex the minor company has to pay 10 forints into the green major company from its treasury.



Example: Hex C14 shows two mountain symbols. Therefore it costs 20 forints to lay a yellow tile there. Hex H11 shows three river symbols. Therefore it costs 30 forints to build a yellow tile there. Hex D23 shows two mountain and one river symbol. Therefore it costs 30 forints to build a yellow tile there.

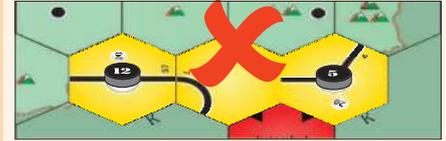
- Some minor companies come with green terrain tokens. For each token forfeited, the company's terrain cost of one hex (due to river or mountain) is paid by the bank instead of the minor company's treasury.

Example: To lay a yellow tile on hex D23 a minor company has to pay a terrain cost of 30 forints. It can either pay the 30 forints out of its treasury to the green major company, or it can use one terrain token so the cost of 30 forints is paid by the bank to the green major company. The token is out of the game.

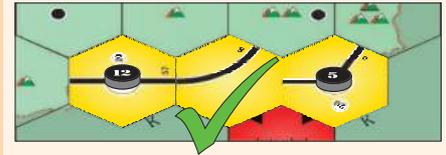
- No tile may be placed in such a way that one or more tracks head off the edge of the map to a place without a marked hex.
- A track tile may be built in such a way that it fails to connect to tracks on a neighboring tile.
- The appropriate tile must be laid onto the Budapest hex in a way that the river on the tile covers the river on the map board in the same way.
- Station tokens on the map board are transferred to the laid hex in the same way as they were.
- There are four impassable barriers on the map: two blacks and two blues. Use the wooden sticks to mark them. No track tile may be placed in such a way that one or more tracks lead to a barrier.
- The barrier at Lake Balaton (Hex F9) is a special one. A company may build a #7 or #8 tile on the northern or on the southern part of the hex (see pictures).



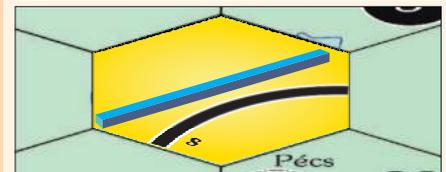
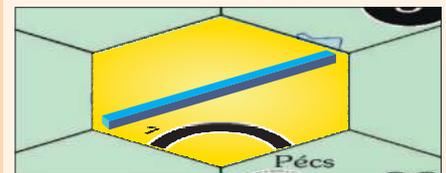
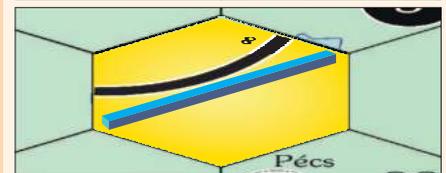
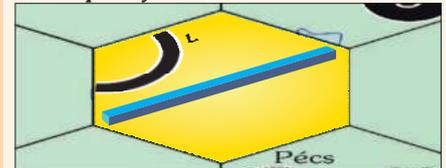
Not allowed (off the edge):



Allowed:



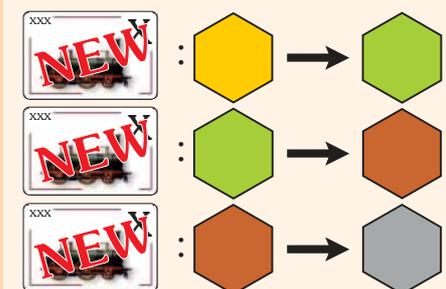
Examples for Lake Balaton:



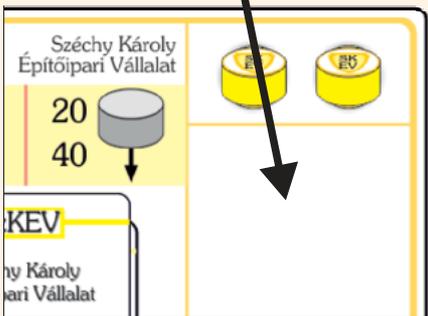
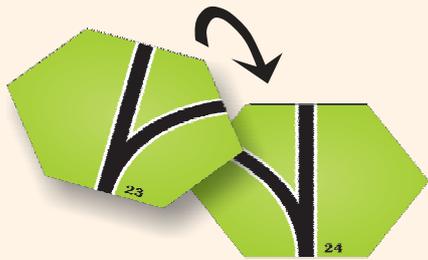
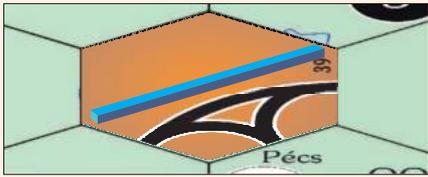
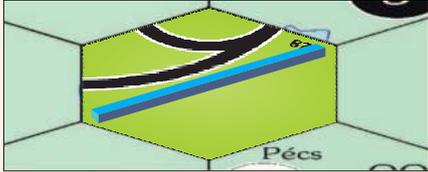
VI.3.3 Promoting Track

Instead of placing a yellow tile a company can promote a tile that is already in place.

- Yellow tiles are promoted to green.
- Green tiles are promoted to brown.
- Brown tiles are promoted to grey.
- Each time the first train of a new type is bought the next available color (in the order green, brown, grey) becomes available.
- A company may only promote a tile if, after the promotion, it contains track which is connected to a station of the company without being blocked by stations belonging to other companies. (It is not necessary that any of the new track on the tile is usable by the company.)
- Existing track may not be broken or lost as a result of a promotion.
- Tiles without revenue locations may only be promoted to tiles without revenue locations. Tiles with revenue locations must after promotion retain any revenue locations they had before promotion. These revenue locations must be of the same type as, and maintain all connections of, those that were present before the promotion.
- It is possible that, as the result of the promotion of a city tile, additional places for station markers become available.
- As long as a free space remains on a city tile, any company can trace a route through it for the purpose of laying or promoting tiles.



Examples for Lake Balaton upgrade:



- Exchanged tiles are available for re-use.
- Upgrading a OO-tile or the B-tile from yellow to green incurs a terrain cost (which did not occur when laying the original yellow tile).
- A tile on hex F9 (Lake Balaton) may be upgraded in such a way that no track leads to a barrier.



Look at the "Upgrade Chart" (page 27) to see what possibilities of upgrade are available.

VI.3.3.1 Track tiles:

A lot of track tiles show a different tile on the back side. Have a look at the track tiles overview on page 26 – the affected tiles are marked with curly brackets.

You may choose which side you want to lay. Once laid you may not change the side of the track tile by turning it around.

Example: There are six tiles numbers 23 (front) and 24 (back). You can use them, for example, as #23 six times or else as #23 four times and #24 two times.

VI.3.4 Establishing Stations

When a company places one of its tokens on a city circle, that token becomes a station for that company. Stations serve the following purposes:

- Each route run by a company must contain one of its stations somewhere on the route.
 - A city that is fully occupied by stations can only be run through by companies owning one of the stations (other companies may run to/from it.)
 - A company can only build a tile or place a token if it is on a route connected to one of its stations.
- During its turn during an operating round, a company may place one token in a city circle to create a station.
 - Only one station token (not both) may be placed during an operating round.
 - The first station that a company places costs 40 forints the second 80 forints. Half of these cost is paid into the yellow major company, the other half into the bank.
 - A company may place no more than one of its stations on each hex.
 - A company may only place a new station (after its home station) if there is an unblocked route between the location and one of the company's existing stations. The connection may be of any length, but it may not involve reversing at junctions.

VI.3.5 Scraping Trains

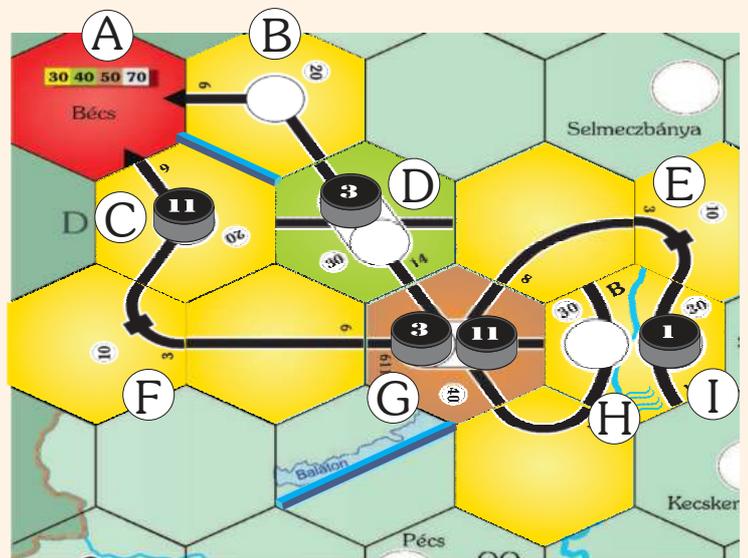
Before a company runs its trains, it may voluntarily scrap one or both. The train card goes without compensation back to its stack in the orange or purple major company.

VI.3.6 Operating Trains

Each train of a minor company must run once during its turn in an OR to earn revenue.

- A route consists of at least two different revenue locations that are connected by track.
- Each route must have at least one of the operating company's stations at some point along its length.

- Trains may travel through a number of revenue locations up to the number stated on the card. The actual length of the track is immaterial. You may not omit any of the revenue locations on the route.
- A route may not contain the same revenue location (including red off-board locations) more than once, but can contain separate cities on the same tile. Thus, a train may travel from Budapest to Budapest (which were – historically – two different cities until 1873: Buda and Pest) on the yellow B-tile or to the two cities on a green OO-tile.
- If a company owns two trains, the routes they run must be completely separate. The routes may meet or cross at revenue locations provided they use separate sections of track. A junction, for example on a green tile, may therefore only be used by one train in a game turn, because the two tracks merge together.



Examples (brown phase):

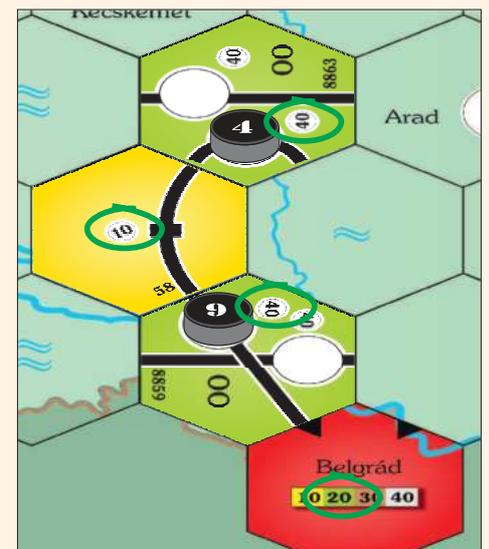
Minor #3 can run a 4-train: I-E-G-H for $30+10+40+30=110$
and a 6-train: A-B-D-G-F-C for $50+20+30+40+10+20=170$
The two trains use different track; they only meet in G.

Minor #11 can run a 4-train: H-G-E-I for $30+40+10+30=110$

Minor #1 can run a 4-train: I-E-G for $30+10+40=80$
(only three stations, then blocked)

VI.3.7 Calculating Income

- The revenue of a train is the sum of the revenue values for each revenue location on its route. The revenue of a company is the sum of the revenues of all of its trains.
- The revenue value of each city and town is printed on the tile or hex. Red hexes have different values in different phases of the game (see VI.3.9 phase changes). Paying the red company a certain cost increases revenue (see VI.3.6), tokens of major companies on the map board also increase revenue (see VI.4.2).
- The revenue claimed must be the highest total revenue that any player can show. It can be indicated with a token in the tables on the map.
- The revenue is always split equally between the company and its owner.
- Minor companies may pay certain amounts of money to the three major companies that provide rail cars to gain benefits, depending on how many rail cars each company wants to use during its operating round:



Green phase: Minor #9 running a 4-train for $40+10+40+20=110$

| Name | Abbr. | Color | Rail car feature |
|--|-------|------------|-------------------------|
| Magyar Waggon-és Gépgyár Rt. | RÁBA | red | Off board bonus |
| Ganz & Cie | G&C | light blue | Convert into plus-train |
| Schlick-Nicholson Gép-, Waggon és Hajógyár Rt. | SNW | gray | Mine access |

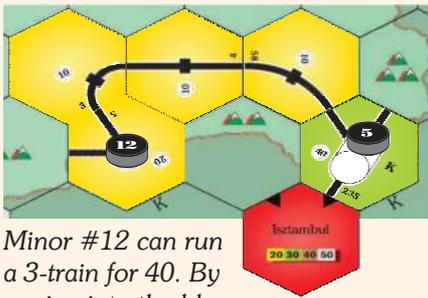
Table 2

| Minor Company pays for | in Phase yellow and green | in Phase brown and gray |
|------------------------|---------------------------|-------------------------|
| the first rail car | 10 forints | 20 forints |
| the second rail car | 20 forints | 30 forints |
| the third rail car | 30 forints | 40 forints |

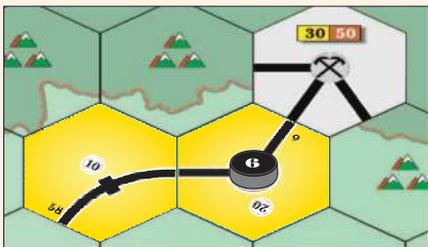
Table 6



Yellow phase: If minor #13 pays into RÁBA it runs for 60.

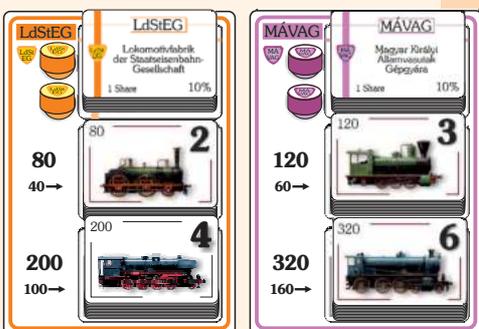


Minor #12 can run a 3-train for 40. By paying into the blue major company the 3-train turns into a 3+3 train and runs for 120.



Yellow phase: If minor #6 pays into the gray major company it runs for 30 (split 15/15 between owner and company) plus 30 into the company.

Maximum number of trains a minor may own: 2



- The red rail car of the RÁBA company increases the value of one off-board area. The rail car is only valid for one train of the minor company, not for both. Only one off-board area may be used for the bonus.
 - The blue rail car of the Ganz & Cie company upgrades one train of the minor company into a "plus" train. In addition to the revenue locations that one train may use according to its printed number, the train may include a number of towns to its run equal to its printed train number.
- Example: A normal 3-train may visit three revenue locations (cities, towns, off-board areas). With the blue rail car it turns into a 3+3 train. Now it can run to additional 3 towns (but no cities or off-board areas).*
- The gray rail car of the SNW company allows one train of the minor company to run to or through a mine in addition to all the cities it may run to. The value of the mine is paid fully into the minor company's treasury. If a company doesn't pay for a mine rail car it is not allowed to run to or through a mine.
 - A mine does not count toward the requirement of having at least two revenue locations on a train's route.
 - A mine doesn't count towards the range of a train.
 - The rail car is only valid for one train of the company, not for both. Only one mine may be visited, not more.
- A rail car may be used only once. A minor company has to pay again if it wants to use rail cars during a following OR.



3.8 Purchase of Trains

- As the last step of its turn a minor company may buy one or two trains, so a train can never be used in the same turn it is purchased. The purchase of a train may trigger a phase change (see VI.3.9 Phase Changes).
- The maximum number of trains any minor company may own is always 2.
- A minor company that already owns its maximum number of trains cannot buy a new train. However, a company may voluntarily scrap a train before it operates to make space for a new train (see VI.3.5 Scraping Trains).
- Unlike in other 18xx games all train types are available from the beginning.
- A company is not forced to own a train.
- Trains are sold from two major companies: LdStEG (orange) and MÁVAG (purple).
- If a minor company buys a train, half of the price goes into these companies. The other half goes into the bank.
- The following four different train types are in play:

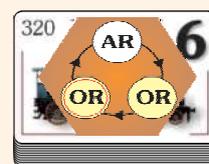
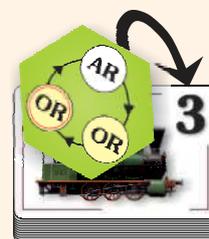
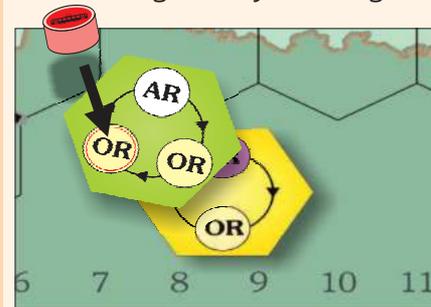
| Type | Price |
|------|--|
| 2 | 40 forints to the bank + 40 forints to LdStEG (orange) |
| 3 | 60 forints to the bank + 60 forints go to MÁVAG (purple) |
| 4 | 100 forints to the bank + 100 forints go LdStEG (orange) |
| 6 | 160 forints to the bank + 160 forints to MÁVAG (purple) |

Table 7

VI.3.9 Phase Change

- When the first 3-, 4- or 6-train is bought, put the green round indicator tile on the yellow indicator space on the map board. The other two round indicator tiles are then flipped to their brown side. Put the round indicator token onto the red circled OR space so that after the next share round, there will be two operating rounds between share rounds (except phase change).
- When the first train in another train stack is purchased the brown round indicator tile is put on the round indicator space on the map board. Put the round indicator token onto the red circled OR space, no matter how many ORs were played. The brown round indicator tile of the fourth train stack is then replaced by the gray round indicator tile.
- When the last train stack is touched, the gray round indicator tile is put on the indicator space on the map board. Put the round indicator token onto the red circled OR space, no matter how many ORs were played. After the next and final SR, the final three operating rounds are played.
- With a phase change new track tiles come into play. With the green phase green tiles, with the brown phase brown tiles, with the gray phase gray tiles.
- With a phase change the values of the red off-board areas increase as shown on the map board.
- Game play continues with the current OR, followed in any case by a share round.

Phase change from yellow to green:



VI.4 Major Companies

- The major companies operate in share price order, beginning with the company whose share price is highest.
- If two or more companies have their share price markers on the same space, the one whose marker is on top goes first.



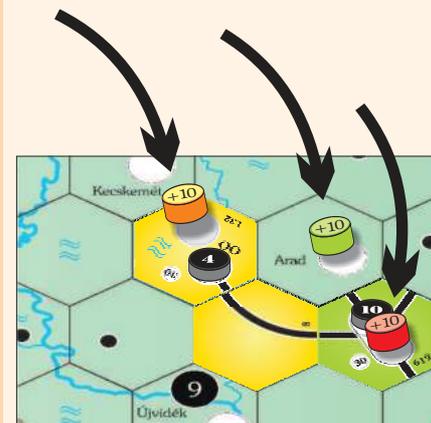
VI.4.1 Actions for a Major Company during an Operating Round

A major company's turn consists of the following actions, which are executed in the order stated.

- Buy and place station markers (optional)
- pay out income (mandatory)

VI.4.2 Buy and Place Station Markers

- Each major company has two station markers.
- The director may place a station marker (one per round) on any free space on the map board. The first station marker cost 40 forints the second 80 forints. The price for these station markers is paid to the bank.
- If a major company has insufficient money to pay for a station marker, it cannot place one.
- If a major company has no director, no station marker may be bought.
- A station marker of a major company may block routes of minor companies' trains like any other station markers. It is possible to have different major companies' station markers on the same city.
- Major companies' station markers increase the value of their city by 10. On tiles with more than one city (Budapest, green OO tiles), only the city of the station marker is increased by 10.



Did you know?

Budapest is the home of the oldest underground city railway in continental Europe. The first section opened in 1896, pre-dating the Paris Métro by 4 years. It was known as Millenniumi Földalatti Vasút (the Millennium Underground Railway), marking the 1000th anniversary of the traditional date for the founding of Hungary by Árpád, leader of the Magyars. The entire network of the Budapest Metró is currently 39.4 km long and has 52 stations.

VI.4.3 Pay out income

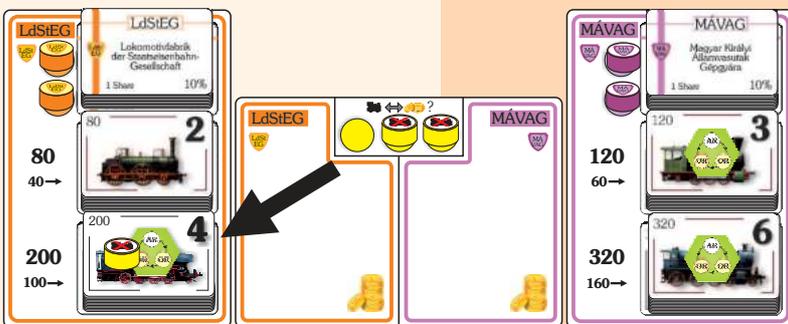
- Major companies receive money through minor companies when they pay for different services.
- The director of a major company decides how much money of its treasury (in multiples of 10) is paid out to the shareholders. When a company pays a dividend, players receive the amount of the revenue corresponding to the number of shares they own. Shares in the company pay out to the bank.
- Depending of the amount paid out, the share price rises according to table below (also shown at the share price board).

| Dividend paid: | Share Price Marker moves |
|-----------------------|--------------------------|
| 0 forints | 1 space to the left |
| 10 - 20 forints | 0 space |
| 30 - 50 forints | 1 space to the right |
| 60 - 100 forints | 2 spaces to the right |
| 110 - 200 forints | 3 spaces to the right |
| more than 200 forints | 4 spaces to the right |

Table 8

- All money which isn't paid out remains in the treasury of the major company.
- If a major company has no director, all of its treasury is paid out.
- If no train was sold during the current OR then put one "no train sold" token onto one of the train card stacks with a round indicator tile on it. As soon as the first train of a new stack is sold remove all the tokens. If you put the third "no sold train" token on a given train card stack, the game advances to the next phase:

The round indicator tile showing the next phase is put on the round indicator space on the map board. Put the round indicator token onto the red circled OR space, no matter how many ORs were played. Put all the "no sold train" markers back. The game continues with the current OR, and after all major companies had their turn the game continues with a SR.



VII. Share Rounds (SR)

VII.1 General Information

- During a share round the players buy and sell shares. Each player will usually have several turns.
- A transaction may only take place between a player and the bank. Transactions between players are forbidden.
- Shares are available from the major companies at the current share price shown by the company marker on the share price chart. The price is paid to the bank.
- During their turn a player may either pass or perform one or both of the following actions in this order:
 - sell as many shares as they wish subject to the constraints listed in section VIII.4
 - buy one share certificate

- A player wishing to neither sell nor buy passes. They still may take action in a future turn.

VII.2 Turn Order in a Share Round

- The starting player in a share round is the player with the priority deal card. Game play continues in clockwise direction. The stock round ends when each player has passed in sequence. The player on the left of the player who made the last action (sell or buy) receives the priority deal card for the next share round.



VII.3 Certificate Limit

- No player may own more certificates than is allowed by the certificate limit shown in table 9:

| | | | | | | |
|-------------------|---|----|----|----|----|---|
| Players | 1 | 2 | 3 | 4 | 5 | 6 |
| Certificate Limit | 8 | 10 | 18 | 14 | 11 | 9 |

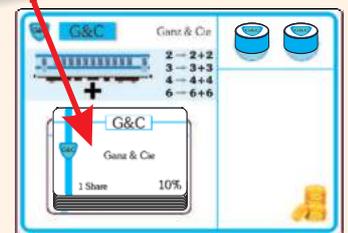
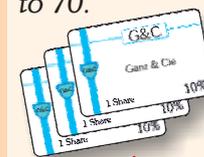
Table 9

- Only shares of major companies count against the limit. A director's share certificate counts as one certificate for the purposes of this limit.
- Players may not possess more than 60% of one major company.

VII.4 Sale of Shares

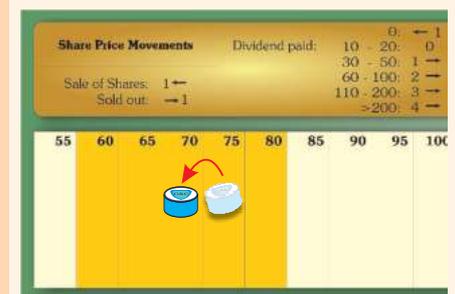
- During their turn in a share round, a player may sell as many shares as they wish with the following restrictions:
 - A player may not sell shares during the first share round.
 - A director's share certificate can never be sold to the bank. However, it is possible to exchange the director's share certificate if another player holds at least 20% of the company. See VIII.6 Change of Director.
- Sold shares are returned to their appropriate space on the company charters.
- The player receives from the bank the current share price for each share sold.
- A player who is selling shares in different companies chooses the order in which they are sold.
- After each sale by a player of one or more of a company's shares, the company's share price marker is moved left on the share price chart one space. (See X.3.)

Example for sale of shares: Player Q sells 30% of G&C. The share price was at 75. Q receives 225 Forint. The share price drops to 70.



VII.5 Purchase of Shares

- On a player's turn they may purchase a 10% share from the company charter of a major company.
- A player may only buy a share if they have sufficient personal cash.
- If a player has sold any number of shares in a company during a SR, they may not buy shares of this company during the same SR. The player may buy shares of that company during another SR.





Did you know?

„By settling the matter of transportation, we want to lay the foundation-stones for our home-country's financial prosperity ... The main lines should be routed so that they connect our country with the world and the beneficial effects can spread to every corner of the country.“

(Count István Széchenyi: Proposal for a Settlement of the Matter of Hungarian Transport, 1848 – István Széchenyi Analects, 1959)

VII.6. Change of Director

- If due to purchase or sales a player has more shares in a major company than the current director, a change of director takes place. No change of director takes place if the holdings are equal.
- When a company changes its director, the former director hands their 20% director's share certificate to the new director and receives in exchange two shares in the company from the new director.
- A director can only relinquish control of their directorship voluntarily by selling shares into the bank. Another player must own a percentage of the company which is at least as big as that corresponding to the director's share certificate (20%). The player with the most shares in that company becomes the new director and receives the director's share certificate, returning an equivalent amount in ordinary shares. If several players have the same number of shares, the one next in playing order after the former director becomes the new director.

VIII. Share Price Changes

VIII.1 General Information

- The share price of a major company is recorded on the share price chart. Minor companies don't have a share price.
- For all movements a marker that moves onto an already occupied space is put under any markers that are already there. If the price marker stays in the same space, it remains in its relative position within the stack of markers.

VIII.2 Changes during Operating Rounds

- Depending of the amount paid out by major companies, the share price rises according to this table (also shown on the share price board).

| Dividend paid: | Share Price Marker moves |
|-----------------------|--------------------------|
| 0 forint | 1 space to the left |
| 10 - 20 forints | 0 space |
| 30 - 50 forints | 1 space to the right |
| 60 - 100 forints | 2 spaces to the right |
| 110 - 200 forints | 3 spaces to the right |
| more than 200 forints | 4 spaces to the right |

Table 8

VIII.3 Changes during a Share Round

- After each sale by a player of one or more of a company's shares, the company's share price marker is moved down on the share price chart one space. If a company's share price marker is at the leftmost space on the chart the marker does not move.
- If all of the shares of a major company are in players' hands at the end of a SR, move its share price marker one space to the right on the share price chart. If the company's share price marker is at the rightmost space on the chart the marker does not move.

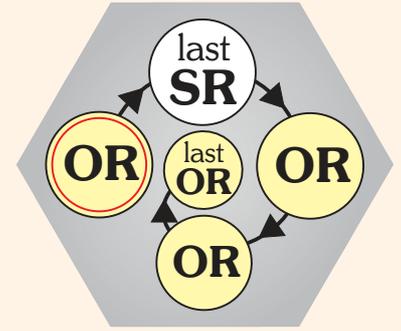
IX. End of the Game

IX.1 General Information

- The game end is triggered by the gray phase. The current OR is finished, followed by the last SR and three more operating rounds.

IX.2 Final Totals

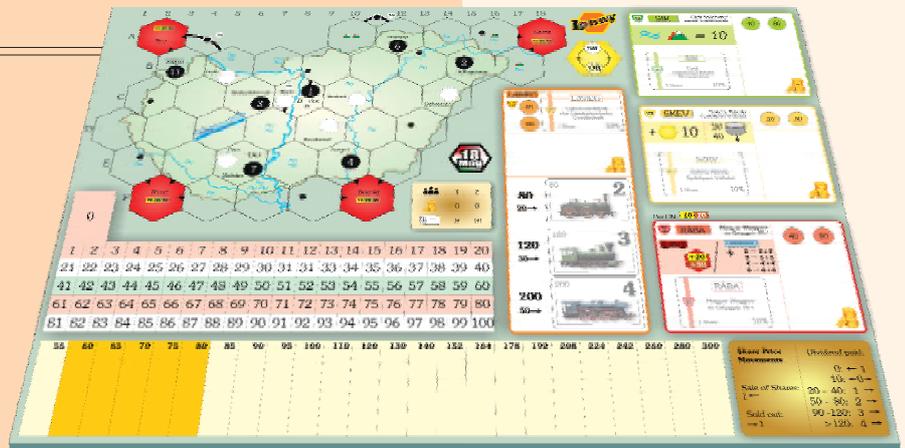
- Each player adds their personal cash and the value of their shares as shown on the share price chart.
- The player with the greatest wealth wins the game.
- Company assets in the form of trains or treasury play no part in the final reckoning.



X. Two Player Game

The same rules as in the basic game apply with the following exceptions:

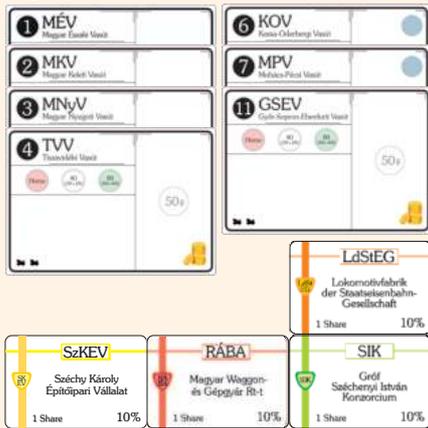
- Use the back of the map board showing Hungary with its current borders.
- Use only the minor companies with the numbers 1, 2, 3, 4, 6, 7, 11.
- Use only four of the major companies: LdStEG (orange), SIK (green), SzKÉV (yellow), RÁBA (red). The charters are printed on the map board. Put the shares onto their reserved spaces.
- Eliminate all 6-trains. Put the 2T, 3T, and 4T onto their reserved spaces of the orange major company's charter.
- The orange major company sells all trains. Only a quarter of each train's price is paid to the company, the rest to the bank.
- The bonus offered by the red major company is EITHER a bonus for one off-board location OR turning one train into a plus train. A minor company must not use both bonuses. To use one of the bonuses the minor company has to pay 10 forints (20 from brown phase on) to the red major company.
- Use the share price chart printed on the board. Highest share value is 300. Share Price Movement differs from the basic game (as printed next to the share price table):



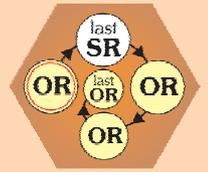
| Dividend paid: | Share Price Marker moves |
|-----------------------|--------------------------|
| 0 forint | 1 space to the left |
| 10 forints | 0 space |
| 20 - 40 forints | 1 space to the right |
| 50 - 80 forints | 2 spaces to the right |
| 90 - 120 forints | 3 spaces to the right |
| more than 120 forints | 4 spaces to the right |

Table 10

Starting package for 2 players:



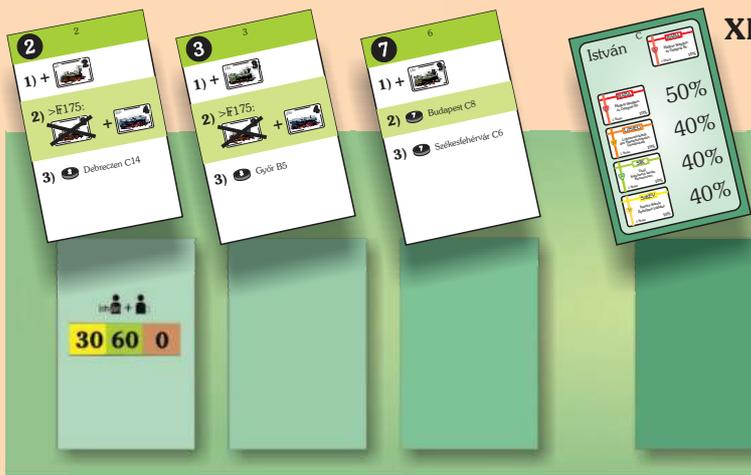
- Eliminate all gray track tiles. There is no gray phase. All other track tiles are in play.
- Use the special brown 2-player round indicator tile instead of the normal one. The game end is triggered by the purchase of the first train of the third stack. Brown phase starts. Finish the current OR, play one more SR, and then three more OR.
- First share round: Lay out all seven minor companies' charters and one 10% share of each major company. Each player will choose up to three minor companies and one share. The remaining two shares are put back on their stack. The remaining minor company is out of the game.
- Turn order in the first share round: The starting player chooses one certificate or charter. Then the other player selects a certificate or charter. The second turn goes in reverse direction, each player chooses another paper. The order looks like 1-2-2-1-1-2-2-1.
- Certificate limit is 10.



XI. Solo Variant

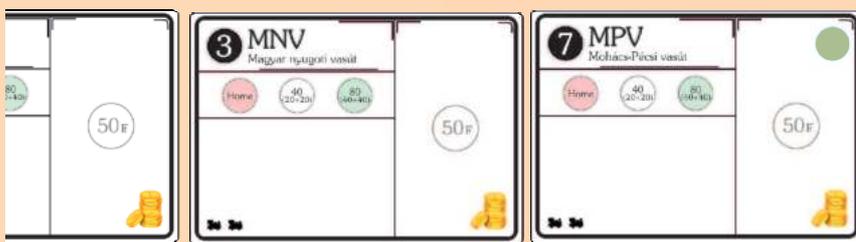
You will play against a virtual opponent named István.

The same rules as in the 2-player game apply with the following exceptions:

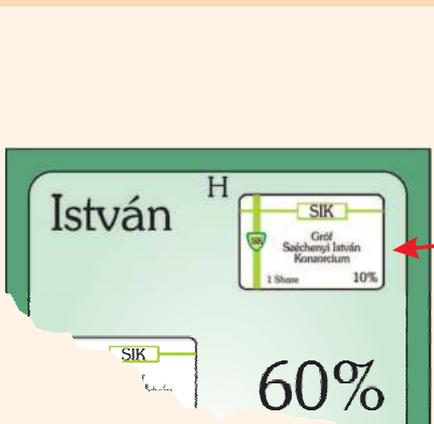


XI.1 Game Setup:

- Put István's board (back side of the share price board) on the table.

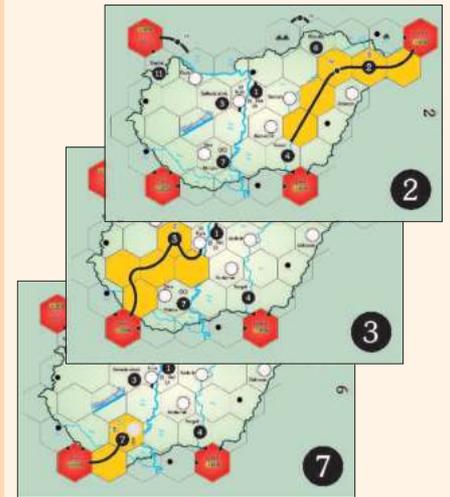


- Decide with how many minor companies per player you want to play: two (shorter game) or three (longer game). Deal two or three company cards of the same colour (green = easy, yellow = medium, or red = difficult) on the reserved spaces of István's board. Put the appropriate charters of the minor companies below the cards on the table.



- If you chose to play with two companies each leave the first space on István's board free. It shows an income table (30/60/0). Both players will receive the income at the beginning of each OR according to the phase. This income does NOT apply with three minor companies each.
- Choose randomly one SR-card for István and put it on the reserved space of his board. István receives the share shown in the top right corner of the card.
- Choose now the same number of companies for yourself out of the remaining.
- Choose one 10% share out of the remaining three.
- István gets the priority deal.

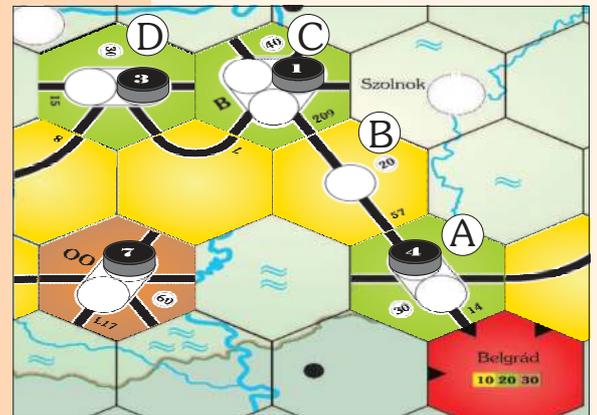
- For each of István's companies, lay the track shown on the back side of the company cards onto the board. Terrain costs are ignored.



XI.2 István's Moves during an OR: Minor Companies

XI.2.1 Laying and Promoting Track:

- István never lays yellow track tiles. Yellow track tiles for István's companies are laid before the game starts as shown on the back side of the company cards.
- István upgrades a city he can reach by track if the appropriate colour is available (according to the rules). István has unlimited terrain tokens, i.e. all terrain costs are paid from the bank into the green major company so he can always upgrade Budapest or the OO tiles.
- First István upgrades the home city of a certain minor company, then the nearest reachable city via a route in terms of hexes. In case of a tie the player may choose.
- The upgrade tile must be placed in a way that it connects as many unconnected tracks leading to the hex as possible. Apart from that the player may choose how to lay it.
- During the yellow phase István's minor companies (if they own a train) always pay 10 forints into the yellow major company.



Example:

Minor #4 order of upgrades:

- 1) A to brown
- 2) B to green
- 3) B to brown
- 4) C to brown

Minor #1 order of upgrades:

- 1) C to brown
- 2) B to green
- 3) B to brown
- 4) Player may choose: Either A or D to brown (both are 2 hex away)

XI.2.2 Establishing Stations, Scraping, Operating and Purchasing Trains

- All purchases are shown on the company card. The items are carried out consecutively. The next action can only be executed if the previous action was done in its entirety. Each action is only executed once.
- The purchases are carried out in the appropriate phase of the OR.
- Red company cards show a permanent valid action: If the company doesn't have a train it buys a 2-Train.
- If István could use the benefits of the red major company, he does so. He uses the bonus which earns him more money.

Explanation of the symbols on the card:



Company starts with an additional token.



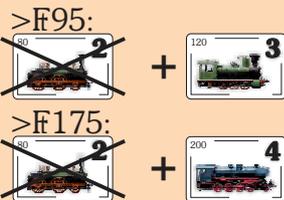
During the entire course of the game, if the minor company doesn't have a train it buys a 2-train. No other action is performed before this is executed.



Buy the specified train from the bank.

 Debreczen C14

Place a station marker on the specified hex.



If a minor company has more than 95 (175) forints in treasury at the step "Scraping Trains" it scraps a 2-train and buys a 3-train (4-train) [after running the remaining train.], even if it's the only 2-train.



Buy a 2-train from another of István's companies for 30 forints if it can afford it. It buys it from the next company in numerical order counting upwards. If it is not possible (highest number) do not buy any train. Skip it.



Buy a 2-train from another of István's companies. First try a company with a higher number and buy it for 30 forints. If this is not possible buy it from a company with a lower number for 80 forints.

2 16

1) +  2 F 30

2) >F95:  + 

3) >F95:  + 

4)  Debreczen C14

5)  Szolnok C10

Example: Red company card for minor #2

During the entire course of the game, if the minor company doesn't have a train it buys a 2-train.

As first action minor company #2 buys a 2-train from another of István's companies for 30 forints if it can afford it. It buys it from the next company in numerical order counting upwards.

Only after it has bought a 2-train from another company it may perform the next action: If it has more than 95 forints in treasury at the step "Scraping Trains" it scraps a 2-train and buys a 3-train after running the remaining 2-train.

Only after it has bought a 3-train it may perform the next action: If it has more than 95 forints in treasury at the step "Scraping Trains" it scraps another 2-train and buys another 3-train.

Only if it has two 3-trains it will buy a station marker in Debreczen if it can afford it.

Only if the minor company has a station marker in Debreczen may it buy another station marker in Szolnok.

If all actions are executed István does not make any further purchases.

XI.3 István's Moves during an OR: Major Companies

- Major companies of which István is director never lay tokens. They always pay out all its treasury.

XI.4 István's moves during a SR

- Certificate limit for both players is 8.
- István buys shares if he can afford it according to his share card. If he can afford several, he buys them in the specified order on the share card (top to bottom) up to the maximum numbers stated.

The share card on the left shows: István starts with a 10% share of SzKÉV.

Example for a share purchase (if share card A lies on István's board):

Share prices are: SzKÉV 120
RÁBA 75
SIK 80
LdStEG 65



István already owns 40% SzKÉV, 10% RÁBA, 20% SIK, 30% LdStEG.

If István has 80 forints he will buy 10% RÁBA.

If István has 70 forints, he will buy 10% LdStEG.

If István has 190 forints, he will buy 10% SzKÉV and 10% LdStEG.

If István has 400 forints, he will buy 20% SzKÉV, 10% RÁBA, and 10% SIK.

Assumed that all these shares are still available.

István

A

 SzKÉV
 Széchy Károly
 Építőipari Vállalat
 1 Share 10%

| | |
|--|-----|
|  SzKÉV Széchy Károly Építőipari Vállalat 1 Share 10% | 60% |
|  RÁBA Magyar Wagon- és Gépgyár Rt. 1 Share 10% | 20% |
|  SIK Gróf Széchenyi István Konzorcium 1 Share 10% | 50% |
|  LdStEG Lokomotivfabrik der Staatseisenbahn- Gesellschaft 1 Share 10% | 40% |

XII. Tables

3 rail car companies:

| Name | Abbr. | Color | rail car feature |
|--|-------|------------|-------------------------|
| Magyar Waggon-és Gépgyár Rt. | RÁBA | red | Off-board bonus |
| Ganz & Cie | G&C | light blue | Convert into plus-train |
| Schlick-Nicholson Gép-, Waggon és Hajógyár Rt. | SNW | gray | Mine access |

Table 2

| Minor Company pays for | in Phase yellow and green | in Phase brown and gray |
|------------------------|---------------------------|-------------------------|
| the first rail car | 10 forints | 20 forints |
| the second rail car | 20 forints | 30 forints |
| the third rail car | 30 forints | 40 forints |

Table 6

2 buidling companies:

| Name | Abbr. | Color | Build | Earns/Cost |
|-----------------------------------|-------|--------|------------------------|---------------|
| Gróf Széchenyi István Konsorcium | SIK | green | river / mountain | 10 per symbol |
| Széchy Károly Építőipari Vállalat | SzKÉV | yellow | additional yellow tile | 10 |
| | | | station marker | 20 or 40 |

Table 3

2 train companies:

| Name | Abbr. | Color | Sell trains |
|--|--------|--------|-----------------|
| Lokomotivfabrik der Staatseisenbahn-Gesellschaft | LdStEG | orange | 2- and 4-trains |
| Magyar Királyi Államvasutak Gépgyára | MÁVAG | purple | 3- and 6-trains |

Table 4

Design Notes:

I wanted to create a game in which the minor companies operate until the end of the game and don't merge into larger companies. But how should the players invest the money they have earned? So I still needed public companies after all. First I introduced cards for each public company, which regulated the dividend payment and share price rising. There were also private companies with special features that should apply to one minor company each round. In the course of developing 18Mag, I eliminated the private companies. Their special properties were now offered by the public corporations against payment. This also earned them money that they could distribute to the shareholders.

A word about the first share round: I'm not a big fan of auctions at the start of the game. With an auction, the game author gives the evaluation of a paper or a company to the players. New players don't know the real value of a certificate, and I've seen many 18xx games where the winner has been determined after the starting package was auctioned. That's why I'm looking for alternatives to make a game start quickly, but not static.

Did you know?

During the dualism (1867-1918) the Hungarian Royal Railroad was founded which was the predecessor of MÁV (Magyar Államvasutak Zrt ie. Hungarian State Railway Ltd). In 1871 the first factory to be founded produced engines and locomotives for the Hungarian market only but after the success of the world exhibition in Paris, where Ganz factory won grand prix for its locomotives, the factory also produced for the international market (for example for the Italian one).

Track Tile Chart

| Tile number | quantity |
|-------------|----------|
| 7 | 4 |
| 8 | 21 |
| 9 | |
| 3 | |
| 58 | 13 |
| 4 | |
| 5 | |
| 57 | 10 |
| 6 | |
| L32 | 4 |
| L33 | 1 |



| Tile number | quantity |
|-------------|----------|
| 16 | 2 |
| 19 | |
| 20 | 1 |
| 23 | 6 |
| 24 | |
| 25 | 2 |
| 26 | 4 |
| 27 | |
| 28 | 2 |
| 29 | |
| 30 | 2 |
| 31 | |
| 209 | 1 |

| Tile number | quantity |
|-------------|----------|
| 204 | 3 |
| 88 | 6 |
| 87 | |
| 619 | |
| 14 | 8 |
| 15 | |
| 8858 | 1 |
| 8859 | 1 |
| 8860 | 1 |
| 8863 | 1 |
| 8864 | 1 |
| 8865 | 1 |
| 236 | 1 |

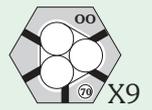
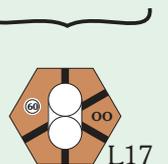
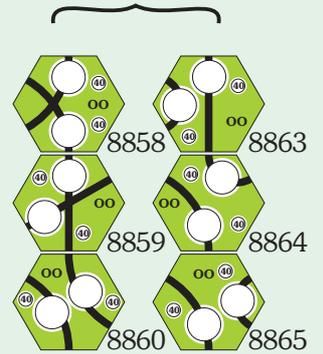
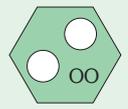
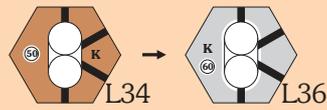
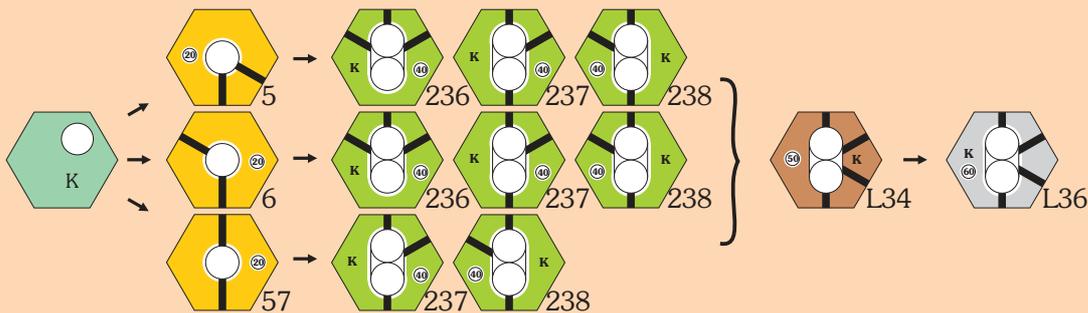
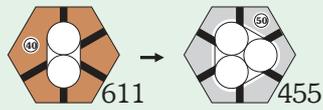
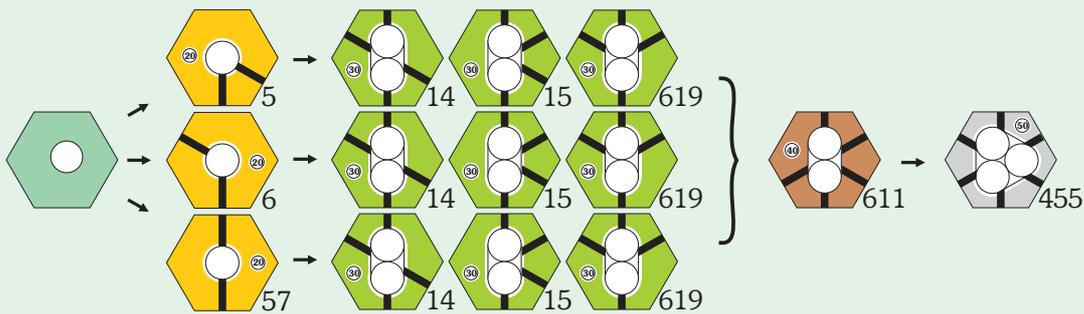
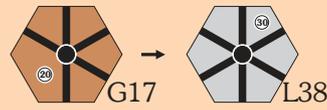
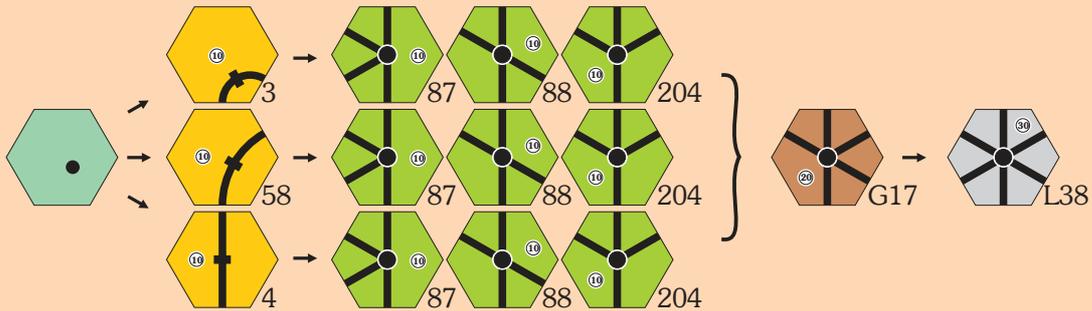
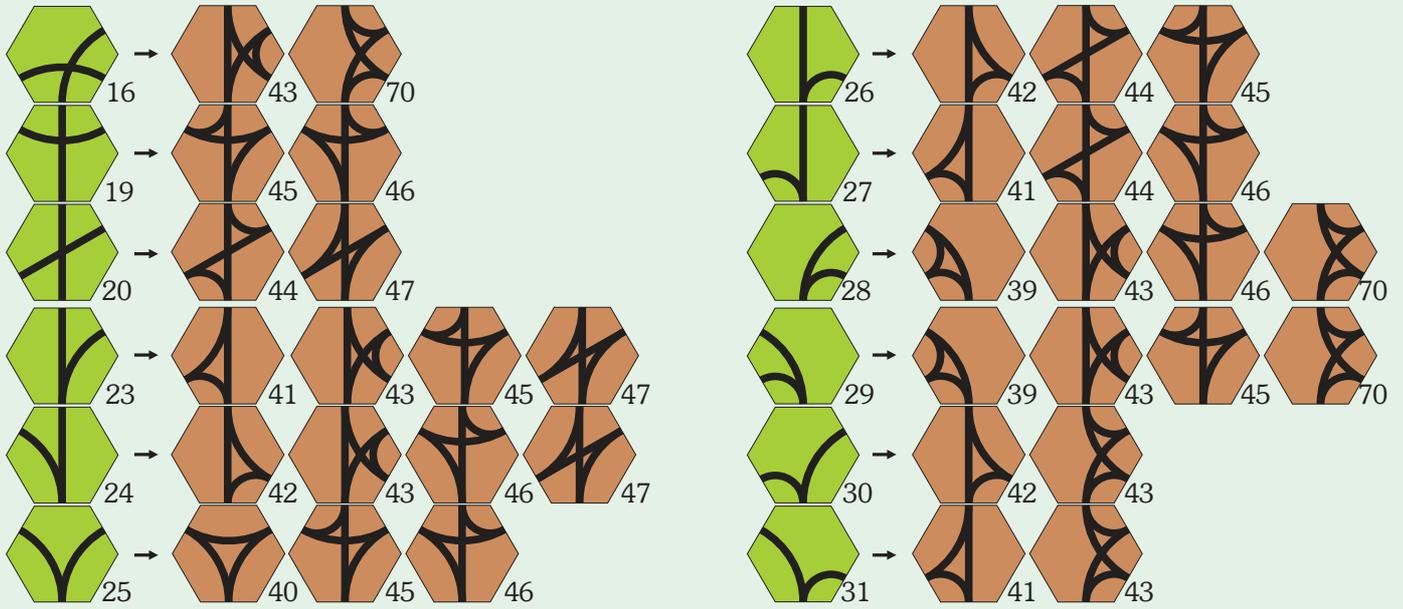
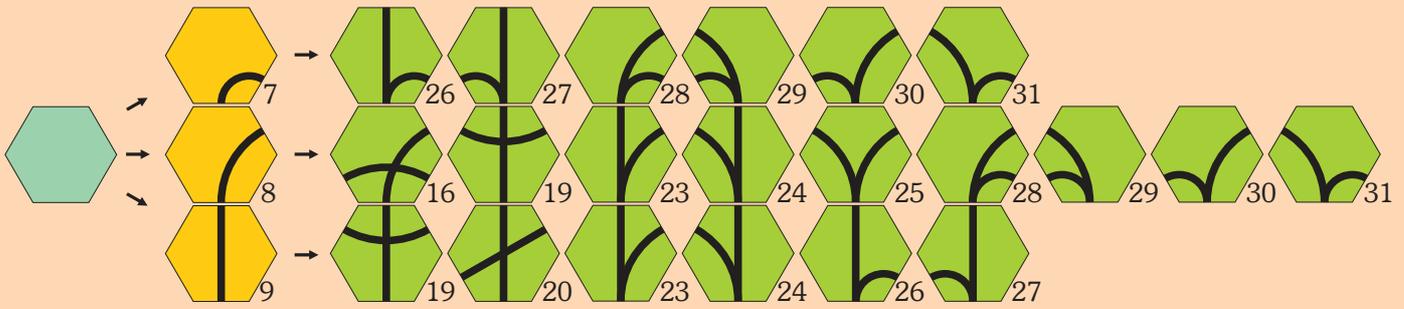
26

| Tile number | quantity |
|-------------|----------|
| 39 | 2 |
| 40 | |
| 41 | 2 |
| 42 | |
| 43 | 2 |
| 70 | |
| 44 | 2 |
| 47 | |
| 45 | 2 |
| 46 | |
| 237 | 2 |
| 238 | |

| Tile number | quantity |
|-------------|----------|
| G17 | 4 |
| 611 | 8 |
| L17 | 3 |
| L34 | 2 |
| L35 | 1 |
| L38 | 1 |
| 455 | 2 |
| X9 | 1 |
| L36 | 1 |
| L37 | 1 |



Upgrade Chart



| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 |

| |
|---|
| 0 |
|---|

| | | | |
|----|----|----|---|
| 3 | 4 | 5 | 6 |
| 0 | 0 | 0 | 0 |
| 18 | 14 | 11 | 9 |

| | | | | |
|----|----|----|----|----|
| 61 | 62 | 63 | 64 | 65 |
| 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 |
| 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 |
| 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | | |
| 94 | 95 | 96 | | |
| 97 | 98 | 99 | | |



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28