

- deal one Level 1 locomotive to each player to start
- shuffle remaining Level 1 and 6 Level 2 locomotives into the top deck
- shuffle 6 Level 2 locomotives and all 12 Level 3 locomotives into bottom deck along with the Re-Shuffle cards in play for the game
- combine decks (top deck on top)

2) deal cards to players using the following:

- deal 1 card to each player
- deal out 3 cards per player face up in the middle of the table
- starting with the player to the dealer's left, each player may in turn select one card for his hand. After the dealer makes his selection (last player) the order reverses with the dealer getting a second selection, then the player on his right, etc.
- each player makes a total of 2 card selections to his hand.
- the remaining cards are shuffled back into the BOTTOM deck. Each player starts with 4 cards total.

3) place deck in center of table as the draw deck

4) form the selection pool by placing one card per player face-up beside the draw deck, (the discard pile will be on the opposite side of draw deck - discards are face-up)

5) play begins with the player to the left of the dealer and proceeds clockwise

Ending the Game

The game ends when the last card from the draw deck is taken. When this happens, each player gets one more turn. The player that caused the last card to be drawn, either by taking it himself, or by taking a selection pool card which is then replaced, may finish his turn, but does not get another turn.

After the last card from the draw deck is taken, all players (including the current player) are limited to taking only 1 card from the selection pool.

Winning the Game/Scoring

The player with the most victory points at the end of the game is the winner. Points are awarded for each route a player has created during the game and points are deducted for each Re-Shuffle card a player has in his hand at the end of the game (-25 points per Re-Shuffle card). Route points are based on the value of the cities in the route, minus any Private RR cards used in the route (-1 per Private RR).

Additionally, for each Corp RR card a player holds at the end of the game he is awarded bonus points for each of his routes that is connected to that Corp RR's home city. If the player holds both cards from a specific Corp RR, then the qualifying routes are counted twice. In effect, such routes are counted double for holding 1 Corp RR card and triple for 2 cards. Routes may also provide these bonus points for as many different Corp RRs as the player has Corp RR cards and routes connected to those Corp RR's home cities. For example, player has a route Rich-Wash-Balt (6 points) and another route Balt-Lanc-Alt (4 points). If he has 2 PRR cards and a B&O card he would get an extra $[2 \times (4+6)] = 20$ points for the PRR cards, and an extra $[1 \times (4+6)] = 10$ points for the B&O card. The total for these 2 routes and the 3 Corp RR cards would be 40 points.

Tie breaker; player with highest Corp RR card bonuses total.

Second tie breaker; highest valued single Corp RR.

1833

The 19th Century Railroad Card Game

Introduction

1833 is a card game of 19th Century railroad building loosely based on Avalon Hill's 1830 board game. Two to six players compete to build the most lucrative train routes by collecting specific card combinations representing rail line connections between major North American cities of the early 1800s. Some routes may be created using small private railroads to get to hard to reach connections; however using these private companies does come at a price. Some routes can be leased to large public railroad corporations which can be highly profitable to the player; if he plays his cards right.

General Course of Play

Players take turns performing any or all of the following actions during their turn. A player may not pass when it is his turn; he must perform at least one of the following actions. He may perform any of these actions in any order he wishes. When he is done with his turn, he announces such and play proceeds to the next player.

The player actions are:

- 1) discard cards from his hand
- 2) draw cards up to his hand limit
- 3) create or extend a route (he may not do both)
- 4) play a "Re-Shuffle" card

Cards

There are 5 different types of cards in 1833;

- **Locomotive cards;** 3 different levels of locomotives (1,2,3); 12 of each type in the deck. Locomotives are needed to create routes with the level determining the maximum length of a route.
- **City cards;** city cards have the name of the city on the top, and a list of other cities to which a route may be created (connections) at the bottom of the card. The victory point value of the city is in the upper left hand corner of the city card. City names are color coded based on the number of that city's cards in the deck; blue means there are 3 cards, red means 2 cards, black means 1 card.
- **Private RRs;** Private Railroads list the name of the railroad on the top of the card and a "-1" indicator in the upper left hand corner (the victory point penalty for using the card in a route). The words "Private RR" appear at the bottom right hand corner of the card. There is only 1 card for each of the 6 private RRs. Each Private RR card lists the cities to which it connects.
- **Corporate Railroads;** there are 6 different Corporation Railroads (Corp RR); Canadian Pacific Railroad (CPR), New York Central (NYC), Pennsylvania Railroad (PRR), Chesapeake & Ohio (C&O), Baltimore & Ohio (B&O), and the Erie Railroad; each Corp has 2 cards in the deck. The name and company logo are shown on the Corp RR cards and the home city for that RR is in the bottom left hand corner. Corp RR cards provide bonus points for routes connected to their home cities.
- **Re-Shuffle cards;** Re-shuffle cards have the picture of a famous 19th Century RR personality and the word "Re-Shuffle" across the top of the card. When this card is played, the game deck, discard pile and selection pool cards are reshuffled to form a new selection pool and draw deck. The number of re-shuffle cards in the deck is determined by the number of players.

Drawing/Discarding Cards

During a player's turn, he may discard a single card from his hand face up on top of the discard pile. Immediately after the discard, each player may (in player turn order) opt to add the discarded card to their hand (subject to their hand limit). If none of the other players picks up the discarded card, the current player may make no further discards in his current turn. If any player does pick up the card, the current player may make subsequent discards during his current turn, following the same process.

Players may draw cards from either the draw deck (top card), the selection pool or the top card from the discard pile. Whenever a selection pool card is taken, it is immediately replaced with the top card from the draw deck. Selection pool cards must be drawn 1 at a time (and then immediately replaced). Players may draw as many cards as their hand limit allows during their turn from any or all of the 3 card sources. However, a player may only take one card off the discard pile (the top card), and may not take the same card he discarded during his same player turn.

Hand Limit

A player may never have more cards in his hand than his current hand limit. This is especially important when drawing and discarding cards; the order is important. At the start of the game, all players have a hand limit of 5 cards. The hand limit is increased by 1 for the first Level 1, 2 and 3 locomotive routes a player creates (not extends); up to a maximum hand limit of 8.

Creating/Extending Routes

A route is a specific set of cards played from a player's hand indicating a railway link (or connection) between cities. A route is comprised of 1 locomotive card (only 1) and at least 2 city cards. The maximum number of city cards included in a route is determined by the level of the locomotive card played for that route; Level 1 = 2 city max, Level 2 = 3 city max, Level 3 = 4 city max. The city cards played for a route must be connected; i.e. they must list another city on the route on the "connected to" portion of their card.

Route cards are laid out on the table in front of the player. Not all cities in the route need to be connected to each other as long as each city card connects to at least one other city card (or Private RR) on the route. The route locomotive card can be placed under (but visible) any of the city cards.

The standard layout of routes is in the order of the route connections; this applies mainly for straight line contiguous routes. However the routes are not constrained to follow a contiguous path; they may be arranged as branched routes (1 city with 3 connections), and/or loops (end city connects back to the starting city) depending on the connections being made by the route. The only requirement for route layout is that the connections being established are arranged such that the connecting city cards (or Private RRs) are adjacent to each other. "Adjacent" means the card edges (not corners) are touching. Cards that do not have a connection between them (either by the player choosing not to establish the connection or because the connection is not valid/legal) may not be arranged adjacent to each other. Connections on a route must be displayed unambiguously to the other players.

A route connection may not be played if there is an existing route connection in play (by any player) directly between the two cities in question.

A route may also include a Private RR card used to link 2 otherwise unconnected cities. A Private RR is played similarly to that of a city card, but may only be used in conjunction with at least 2 cities being connected via the Private RR. Use of a Private RR decreases the

overall value of the route (by minus 1). Note that connections to Private RRs are excluded from the above rule for making a duplicate connection between 2 cities (e.g. Albany to Ithaca may use either or both of the 2 Private RRs that connect them). Use of a Private RR card in a route does not count against the locomotive limit.

A route may be extended (add new cities) in 2 ways. For routes that have less than their locomotive limit of cities, a new city card(s) is simply added to the route connected to one of the existing cities (or Private RR). For routes that are at their locomotive limit (Level 1 or 2 locomotives only), the locomotive card is replaced with a higher level locomotive and a new city card(s) is added to the route. In cases where a lower level locomotive is replaced to extend a route, the lower level locomotive card is removed from the game. A locomotive card may not be removed without actually extending its route (i.e. adding a new locomotive AND a new city card). You may not alter existing connections when you extend a route. You may add a Private RR as part of an extension.

A player's routes are considered "connected" if they share a common city. Similarly, routes are also considered connected if they are both connected to the same route. In this manner, multiple routes may be linked together in a connection. For example; route 1: New York-Newark-Allentown, route 2: Allentown-Reading-Lancaster, route 3: Reading-Philadelphia-Baltimore would all be connected to each other; routes 1 & 3 are connected via route 2. Player's routes are never connected to other player's routes.

Re-Shuffle Cards

Whenever a Re-Shuffle card is played, shuffle all the cards in the discard pile and the selection pool back into the draw deck and create a new selection pool. A Re-Shuffle card is "played" either by a player during his turn or if it comes up as a replacement in the selection pool. The played Re-Shuffle card is removed from the game (not shuffled back into the new deck). A Re-Shuffle card may not be played after the last card in the draw deck has been drawn (end game conditions). Also, a player may not play a Re-Shuffle card until all players have had at least one turn since the last Re-Shuffle card was played (by a player or from the selection pool). This rule does not apply to Re-Shuffle cards that appear in the selection pool; in this case a Re-Shuffle/Change of Direction occurs regardless.

If the last card from the deck is a Re-Shuffle card, it is played and the deck re-shuffled. Additionally, Re-Shuffle cards may never be discarded by a player from his hand, and a player may only play 1 Re-Shuffle card per turn. Re-shuffle cards remaining in a player's hand at the end of the game cost him 25 victory points.

If a Re-Shuffle card comes up during the formation of a new selection pool after a Re-Shuffle, the new Re-Shuffle card is not played but instead is shuffled back into the draw deck and replaced in the selection pool with a new card from the draw deck.

Whenever a Re-Shuffle card is played, the player order is reversed; clockwise to counter-clockwise, or vice versa, as soon as the current player completes his turn.

Starting the Game

- 1) remove all locomotive and Re-Shuffle cards from the deck
 - shuffle remaining cards and separate into 2 roughly equal sized decks (top & bottom decks)
 - remove 1 of the Re-Shuffle cards from play if there are fewer than 6 players, remove a 2nd Re-Shuffle card from play if there are fewer than 5 players, and remove a 3rd Re-Shuffle card from play if less than 4 players
 - separate the locomotive cards by level (1, 2, &3)