



List of McGuffins in 1848 Australia – the game's more specific or different rules. October 2009

Setup

- Bank of England has a private £ 2000 bank in addition to the regular bank size of £ 10,000.

Private companies

- They do not count for the certificate limit
- Close with first 5 Train
- They're auctioned off in a dutch-style auction (completely different from 1830 - see manual)
- May be sold to the companies by the price printed on the cards
- First company does nothing,
- Second company builds ONCE on a desert hex for £ 40 less than it would cost, and this power isn't lost with the closing of the company.
- Third company can place the blue Tasmania tile in one of the two possible spaces in addition to a company's regular tile placement. It counts against a train's range. When the company closes, the owner must place the tile immediately.
- 4th company gives a one-time discount for the purchase of the 2E Train. Power isn't lost with the closing of the company.
- 5th company gives a 10% share of QG.
- 6th company gives Director's share of CAR, with the opening share price of 100. Closes when CAR buys a train.

Share rounds

- Shares can't be sold on the first stock round.
- Share prices go down per SET of shares sold. One has to sell multiple times for it to drop more.
- Share price does not “bounce from the ceiling” (when the price is at the top, it does not go down-and-right if the shares are entirely sold to players)
- Players can sell and buy, in that order.
- In a 3-player-game, each player can own up to 70% of the company. 4+ players, 60% limit.
- Normal capitalization (floats at 60%, receives 100% of the money)
- Shares of the Bank of England are always bought at the current indicated price, depending on the number of loans issued to companies. Money is paid to the “normal” bank. It does not change with the selling or the buying of the shares.

Commonwealth Railways:

- Can be started after the purchase of the first 6+/6 train OR when there's a route built from Sydney to Adelaide (station markers don't block this test)
- Home stations are placed on the hex (on the edge of the tile) even if there isn't any space on it. If it upgrades and opens up a space, the COM station fills it immediately.
- It operates according to its share price (if the condition was met by a company with a share price lower than COM, it operates only on the next operating round)

Bank of England:

- Loans can be taken after the first 3/3+ train is purchased
- Dividend is the minimum (0/100/200/300 in Yellow/green/brown/grey phases) + city value of each station owned by a company in receivership. If a station has two markers from absorbed companies, it counts the city twice.
- When the second and the fifth company is taken over by the bank, the cheapest permanent train on sale in the Bank is removed from the game. This can trigger a phase change.
- Bank of England operates (pays dividend) before the train companies.

Company management and Loans:

- After the Green phase starts, companies can build up to 2 yellow tiles (but still just 1 promotion)
- K hexes on the map can only be built over with the K tiles.
- When a company builds a route that goes from one color region to another, this must be marked with a white track gauge cylinder. They count as a "0" value city in train routes. "Plus" trains can ignore one of these markers.
- Players CANNOT contribute their money to the buying of a train (must take loans)
- Loans are of £ 100 each and are never paid back (only the share price drops two spaces)
- Only one loan can be taken per operating round, except during a compulsory train purchase.
- A company has a 5-loan limit, except during a compulsory train purchase
- If a company takes more than one loan in a turn due to a compulsory train purchase, the second and subsequent loans make the share price move 3 spaces to the left.
- Can only take these bonus loans (second, third) if the train purchase is from the bank
- The 2E train DOES NOT COUNT as an obligatory train a company must have.
- Diesels become available after the purchase of the SECOND 6/6+ train.
- When the first 8/D train is going to be purchased on phase 7, one can trade a 4/4+ only for a D train (not for an 8 train) for a £ 300 discount.
- Each company can own only ONE 2E train, and they can't be traded between companies.
- Can only buy and sell trains between companies of the same director (minimum price of \$1)
- A company can buy more than one train per turn.
- If the company is at it's train limit, it cannot buy more trains even if the new train would rust some of its old trains

Receivership

- Happens when the company reaches the left-hand rectangle of the share market.
- Company must pay compensation at the **initial** share price for all non-director shareholders. If the company does not have money (it can't take any more loans to pay), the director has to pay (even if it takes selling shares, following the usual rules). If even after selling shares the director can't pay, the bank pays and the director owes this money to the bank (paying as soon as he gets it, interest free).
- Share limit is reduced according to the table.
- Trains from the company are removed from the game.
- If a company would have to take a loan after the 20 loans were already given, it's placed in receivership independent of its current share price.

Running the routes:

- Small stations do not count against the train's range.
- Harbours do not count against the train's range, but Tasmania does.
- The map's different regions show different gauges used. This is simulated with the white tokens, they are placed in the borders of the regions and count as a "0" value city in the train's route. (A 3 train can go from Southport to Newcastle, without being able to reach Sydney or Brisbane)
- The "+" trains can go through ONE gauge marker without it counting against its range.
- The 2E trains go from a company's station to Alice Springs, going through and not counting any (unblocked) cities and towns on the way. Does not accumulate the K+K bonus.
- K+K bonus is paid when the route includes a number of K cities.
- Shares in the bank pool or the initial offering do not pay to the company.

End of the game

- Bank runs out of money OR company reaches maximum share price OR Bank of England has given 16 loans OR 5 or more companies are administered by the Bank of England
- In each case a complete set of operating rounds is played.