
MM's KLEINE SPIELE GALERIE

THE GAME OF STREETCARS IN BERLIN

1881



Foto: DVN -Denkmalpflege-Verein Nahverkehr Berlin e.V.

A business game for **3 – 6** players by Michael Mette

Inspired by the 18xx games by F. G. Tresham

GAME COMPONENTS

1 rulebook

1 gameboard

A hexagonal grid is superimposed on the gameboard. During the game, the track tiles are laid on this grid. The playable area has a beige background. You cannot lay tiles on dark brown fields/areas. Some hexes have markings (stations, values, names, colours, ...). There are woodland areas (olive) and rivers/lakes (blue) on the map. The red line in the centre shows the city limits of Berlin in 1881.

On the stock market table, tokens track the price of company stocks as they change during the game. Circles indicate the initial prices.

1 tram token

The tram token is used to indicate the priority deal.

9 company charters

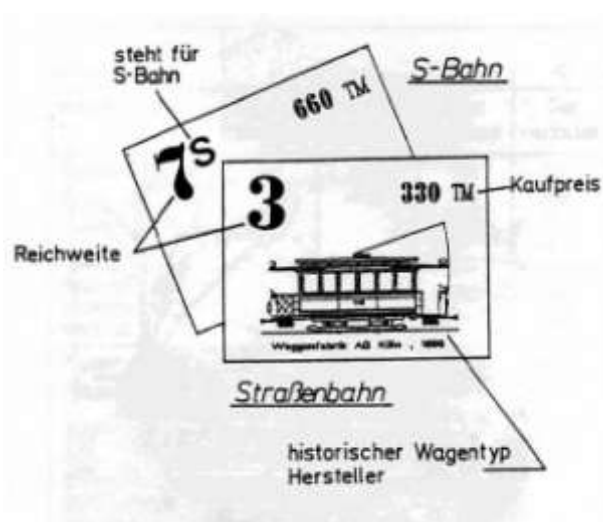
As a player can be director of several companies during the game, all trams, tokens and money of each company are kept separate for each company on its company sheet.

150 track tiles

Yellow, green, brown and gray tiles are used during the game to build a trolley and elevated-RR network. They are enumerated in table 6.

33 trolley cards

There are 27 streetcar (Straßenbahn) cards and 6 el-train (S-Bahn) cards. These represent the trolleys used in the game. The price and the range of each vehicle are indicated on its card, with a drawing of a vehicle from the different time periods.



91 share certificates

There are two types of shares:

1. the trolley company shares, consisting of 8 single share certificates representing 10 % each, and 1 director's share certificate, representing 20

% of the company.

2. the S-Bahn company shares, consisting of 15 single share certificates representing 5 % each, and 4 share certificates for the board of directors. The president's share certificate represents 10 %, and the other 3 vice-presidents' share certificates represent 5 % of the company.



40 tokens

The tokens are used to indicate the depots and the share price of the different companies. Each company has a number of tokens of a single colour. The numbers and colours are listed in table 3. One token of each company is used as a price indicator on the stock market table.

Game money

The game money consists of 30 notes each of 1 TM, 3 TM, 10 TM, 30 TM, and 100 TM, and 20 notes of 300 TM. In total there is 10.320 TM (TM = Tausend Mark = a thousand Marks) in the game.

1 game round marker

6 envelopes — for the initial bid

5 paperclips — for the optional rule "trains on credit" (15.)

Table 3 — the Companies

Nr.	Name	Acronym	Starting location	Tokens
1	GROSSE BERLINER STRASSENBAHN AG	GBS	Alexanderplatz	2 yellow
2	BERLIN CHARLOTTENBURGER STRASSENBAHN	BChSt	Bhf. Zoo	5 red
3	BERLINER ELEKTRISCHE STRASSENBAHN AG	BESTAG	Breitscheidplatz	5 black
4	STÄDTISCHE STRASSENBAHNEN CÖPENICK	SSC	Köpenick	3 green
5	NEUE BERLINER STRASSENBAHN NORDOST AG	NBSN	Weissensee	4 blue
6	SÜDLICHE BERLINER VORORTBAHNEN	SBV	Marienfelde	4 white
7	STRASSENBAHN DER GEMEINDE HEILIGENSEE	SHG	Wittenau	4 orange
8	SPANDAUER STRASSENBAHNEN	SpS	Spandau	3 violet
S	BERLINER STADTBAHN			
	S-Bahn			6 ochre / burgundy red

INTRODUCTION

The history of the tramway started some 180 years ago, with the first horsedrawn tram, in 1828 in Baltimore/Ohio. In 1865 the first horsedrawn tram in the German countries rode through Berlin. But the heyday of the tramway came with the development of electric trams.

At the world exhibition of 1879 in Berlin, the first electrical powered rail vehicle was presented by the Siemens & Halske company. No more than two years later it operated,

on May 16 1881,

the first “**electric**” one in the world,

in Groß-Lichterfelde near Berlin.

Soon the electric tram became the leading means of urban transportation for decades to come.

In 1913 in Berlin and its suburbs, 15 trolley companies operated more than 6000 vehicles on over 150 lines. When Greater Berlin (Groß-Berlin) was created in 1920, the city’s government aggregated the trolley companies into the “Berliner Straßenbahn”, which then became the Berliner Verkehrs-Aktien-Gesellschaft (BVG) in 1929. Together with the Stadtbahn (S-Bahn), which started operating in 1882, and the Hoch- & U-Bahn, which arrived in 1902, the Berliner Elektrische had one of the most effective public transport networks in the world.

The car boom of the 50s brought the tramways slowly to a halt in many cities. Thus on February 10 1967 the last electric tram rode in West-Berlin. But nothing lasts forever. While I was working on this game, the Berlin Wall came down, and meanwhile the trams are rolling through West-Berlin again.

1881 is an economic game, with the development of Berlin, by the tramways, as its theme. The players try to make money from the growth of the Elektrische by buying shares. By controlling the majority of shares they can become director of a tramway company, which allows them to perform the track building and company management.

As usual, the richest player wins the game.

1. PURPOSE OF THE GAME

The purpose of the game is to earn the largest fortune of all players, by skilful tram company management and stock trading. A player’s fortune is the value of his stock portfolio and his private cash.

1881 is a game for 3 - 6 players.

Table 1 — player related data

	Number of players			
	3	4	5	6
Starting capital	720	620	520	420
Number of notes				
300 TM	1	1	1	-
100 TM	3	2	1	3
30 TM	3	3	3	3
10 TM	3	3	3	3
Certificate limit	21	18	15	12

2. PREPARATION

Setting up the game

2.1. Lay the gameboard and the stock market table on a large table. Next to it, lay the stock certificates and the tokens, sorted by company, as well as the tram cards, sorted by range (the “2” ones on top). Sort the rail tiles by colour, and put the yellow ones in an orderly fashion next to the board. The other tiles can be put aside until they are needed later in the game.

2.2. Nominate a player as the banker. The banker then gives each player his starting capital as detailed in Table 1.

2.3. After all players have acquainted themselves with the geography of the game map, the initial bid is made.

The initial bid

2.4. Nominate a player as the auctioneer, who will supervise the initial bid procedure. The initial bid determines who will be the starting player in the first round, as well as the player order for the share distribution and the first *stock round*.

2.5. All players secretly determine how much of their cash they are willing to bid, and put that amount in an envelope. When all have done this, each player names the amount he bid.

2.6. The minimum bid is 20 TM. A bid must be a multiple of 10 TM.

2.7. The player with the highest bid becomes the *game leader* (he gets the tram token), and exchanges his envelope with the envelope of the

lowest bidder. Then the player with the second highest bid exchanges envelopes with the second lowest bidder, and so on. When there is an odd number of players, the middle bidder keeps the money he bid.

2.8. If several players have made equal bids, than the one closest to the auctioneer, in clockwise order, goes first. Thus, he who is seated farthest away has the “lower” of the equal bids.

2.9. Starting with the game leader, and in order of bids, every player can now buy up to four ordinary trolley company shares (4.22: *appointment of directors*).

Start of the game

2.10. All remaining shares are stacked next to the board, sorted by company. If no shares of a company were sold, the director’s share is put on top of the stack. These shares cannot be bought until later (4.12). A token for each company is put on its initial value point of the stock market table.

2.11. The game begins with the first stock round!

3. GAMEPLAY

GENERAL

3.1. The game consists of *rounds* and *phases*.

3.2. A *round* begins with a *stock round*, during which shares can be bought or sold. Next come one to three *operating rounds* (the number depends on the phase), during which track can be built and operated over.

3.3. A *phase* consists of an indefinite number of rounds. Each phase starts when the first tram of a new type is bought.

3.4. The *game leader* is always the player currently possessing the tram token. A new game leader is determined at the end of each round, at the conclusion of the stock round (4.7).

3.5. The funds of the players and of the companies must be kept rigorously separated!!!

4. GAMEPLAY

STOCK ROUNDS

Course of a stock round

4.1. A stock round consists of several turns. Starting with the game leader, each player in clockwise order can *buy one* share and *sell any* number of shares.

4.2. The director’s share cannot be sold. It only

changes hands when the majority shareholder changes.

4.3. All transactions are made with the bank. Trade between players is forbidden. Shares can only be paid for out of a player’s private funds. Companies cannot acquire stock (*exception: 10.9*).

4.4. No player can hold more share certificates than the *certificate limit* (table 1). Each share card counts as one certificate, regardless of the percentage of company ownership it represents. Shares which value is in the yellow zone of the stock market do not count towards this limit. If, through a change in directorship, a player holds more certificates than allowed, he must sell the excess, as soon as it his turn again, in a stock round.

4.5. No player can own more than 60 % of the shares of a company.

4.6. The stock round ends when all players consecutively decline to buy another share. Sale of shares does not influence this.

4.7. At the end of the stock round, the player seated left of *the last player to buy a share* obtains the tram token and becomes game leader. He will have the first chance to buy and sell in the next stock round.

4.8. If a player has sold shares of a company, he cannot buy shares of that company until the next stock round.

4.9. Shares are sold for their current market value. These *market shares* go into the *bank pool*, which must be kept separate from *shares in the initial public offering*. Director’s shares cannot be sold.

4.10. *Shares in the initial public offering* (shares that are sold for the first time) are sold for the price printed on them.

4.11. *Market shares* (from the bank pool) are offered at the current market value.

4.12. When the *initial public offering* of one of the companies currently in the game is sold out, the shares of a new company are available. The first player to buy shares of a new company determines which company that will be.

4.13. The first share sold of a new company must be the director’s share.

Changes in stock market value

4.14. When shares of a company are *sold* during a stock round, its value *decreases*: the company’s token is moved one space *to the left* on the stock market table.

4.15. A share's value cannot decrease below 10 TM through share sales; hence share sales cannot cause the bankruptcy of a company.

4.16. If at the end of a stock round **all** shares of a company are **held** by players, then its value **increases**: the company's token is moved one space **to the right** on the stock market table.

4.17. If a company's value reaches 400 TM because of this, the game ends at once.

4.18. If a company's token reaches the edge of the stock market table, its value can not increase or decrease further through share trading.

4.19. If two or more tokens are in the same space of the stock market table, the last token arriving is stacked underneath the others.

4.20. Stock prices can also change through company operations (9.9).

Appointment of directors

4.21. A company starts operating when 60 % of the shares in the initial public offering are sold. (*Special case: see the section on the S-Bahn.*) Market shares, in the bank pool, count towards this.

4.22. When the required number of shares are sold, a director is appointed. The player who holds the most shares of the company becomes its director. He exchanges two of his shares for the director's share in the bank.

4.23. When a company is offered for sale later in the game, the first share sold must be the director's share.

4.24. Each time a player acquires more shares in a company than its current director, he immediately becomes its new director. He exchanges two of his shares for the director's share. Mind the certificate limit (4.4)!

4.25. In case of a tie for majority, the first player to purchase that number of shares is the director.

Start of operations

4.26. As soon as a company starts operating (4.21) it obtains the total value of all its stock (ten times its initial value) as **starting capital**, and its tokens. One of these tokens is immediately placed on its starting location on the map.

4.27. The new company operates, for the first time, in the next operating round.

5. GAMEPLAY

OPERATING ROUNDS

5.1. Companies operate in order of descending current share price. If two companies have the same share price, the one with the marker on top operates first (4.19).

5.2. All actions of a company are executed solely by its director.

5.3. The number of operating rounds depends on the game phase (table 2).

5.4. While operating, a company can execute the following actions, **in this exact sequence**:

1. - Build track (6. ff)
2. - Establish new depots (7. ff)
3. - Operate its tramways (8. ff)
4. - Determine its income (9. ff)
5. - Buy new trolleys (10. ff)
6. - Check for a phase change (11. ff)

Actions 1, 2, 3 and 5 are optional.

6. TRACK BUILDING

6.1. In an operating round a company can lay one track tile. (*it can lay two tiles during phase 1.*) Instead of laying a new tile, a tile on the map may be upgraded with a tile of the next colour.

6.2. During phase 1 (11.2) only yellow tiles are allowed. With each new phase additional tiles become available (table 2).

6.3. Yellow tiles can only be placed on the beige hexes of the gameboard, including those partially covered by water or woodland.

6.4. On yellow hexes only green track tiles can be placed; on green hexes only brown track tiles.

6.5. A track tile cannot be placed on brown or gray hexes, or on hexes completely covered by water or woodland. On hex D3, you cannot lay a tile so that track crosses the lake there.

6.6. Green, brown and gray track tiles can only be placed on the map by upgrading a tile of the previous colour. They can never be placed directly on a beige hex. The order of the colours is:

YELLOW – GREEN – BROWN – GRAY



Tiles nr. 56 and 58 are exceptions. These are placed like brown tiles, but only become available with the gray tiles (in phase 4).

6.7. Each tile has track sections, and often also a

halt (*Haltestelle*) or a station drawn on it. Therefore, tiles can only be upgraded by a limited number of other tiles (*table 6*). Tile placement is governed by the following rules (6.8-6.14):

6.8. Map hexes *without* halts or stations can only receive track tiles without halts or stations. Track tiles without halts or stations can only be upgraded by tiles without halts or stations.

6.9. Halts must always be upgraded by halts, and stations must always be upgraded by stations.

6.10. Upgrades that cause existing track sections to disappear are not allowed.

6.11. Track tiles must be placed such that no track section on it abuts on a map edge or on the edge of an unbuildable woodland or water hex.

6.12. Each new track tile must extend a route of the company that builds it. Such a route begins at a company depot (7 ff), and may not pass through depots of other companies.

6.13. Only S-Bahn-tiles may be placed on S-Bahn-hexes, and such tiles may not be placed anywhere else. S-Bahn-tiles must be placed such that the S-Bahn track follows the S-Bahn route, which is predrawn on the map.

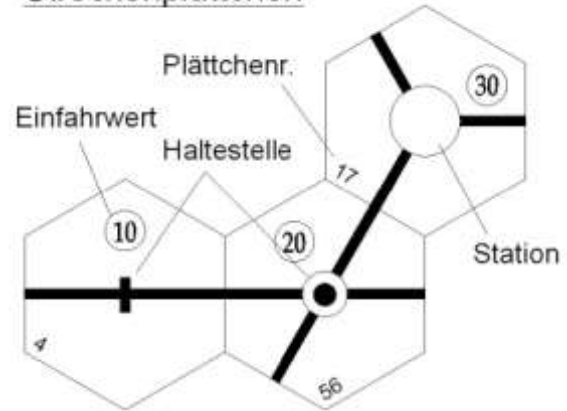
6.14. There are special track tiles for the green and some of the yellow hexes on the map. Only these tiles may be placed on these hexes. These tiles are marked with an abbreviation of the station name where they are to be placed. *Table 5* lists the assignment of tiles to hexes.

6.15. The first track tile, placed on a hex that is partially covered by woodland, river, canal or lake, has a **building cost** of 50 TM. This cost must be paid for, out of the company treasury, **before** the tile is placed. Upgrading of such tiles has no further costs.

6.16. A few hexes bring a **bonus** when they become connected to the rail network. The bonus amount is printed in parentheses on the map (e.g. (+50)). If a company wants to build track on such a hex, it must be able to pay the full building costs before it receives the bonus.

6.17. Upgraded track tiles are removed from the board and are available for reuse.

Streckenplättchen



7. ESTABLISHING NEW DEPOTS

7.1. Each company can place a new depot as its second action in an operating round, and for this, each company has a number of additional tokens (*Table 3*).

7.2. Establishing the first new depot, after the starting depot, costs 40 TM, paid from the company treasury. The second costs 80 TM and the third 120 TM.

7.3. The new depot can only be placed in a station which can be reached from another depot of the company (*as in 6.14*). Stations marked with an “S” can only be used by the S-Bahn.

7.4. Companies can have only one depot in a station that has room for several depots (more than one circle).

7.5. You cannot place a depot on the starting location of a company that has not yet entered the game.

7.6. A depot is required to extend (6.14) and operate (8.2) routes. It can also be used to block other companies, when all depot circles in a station are occupied.

7.7. S-Bahn depots do not block the construction and operation of trolley routes, and trolley depots do not block the construction and operation of S-Bahn routes, as long as only one type of depot is present in the station. If a station is fully occupied by both trolley depots and S-Bahn depots, it blocks all companies not present.

7.8. Depots cannot be removed. However, a depot can be bought by another company, if that company still has a token available, and if it can reach the depot from one of its established depots. The selling company must place its token in the most expensive free slot on its company sheet.

8. STREETCAR OPERATIONS

8.1. As its third action in an operating round, a company operates its trolleys.

8.2. A trolley operates on a continuous stretch of track, which has one of the company depots situated along it. A run cannot extend past a station which contains only depots from other companies (*see also 7.7*). (Note from PL: it's unclear to me from the wording of the German rule text whether or not a station must be completely occupied for this rule to be applicable: "*Stationen, die ausschließlich von fremden Depots besetzt sind*".) (Note from JFD - I'd assume rule is 'all station circles occupied', as in other 18xx games)

8.3. Once a run has left a hex or a tile, it may not reenter that hex or tile. Double track is an exception to this rule (*14.*).

8.4. On track tiles with a switch, the run may must follow either part of the switch track (no reversal on the sharp junction). At a station, a run may turn in any direction.

8.5. A run must begin at a station and end at another station. Halts cannot be used as start or endpoint of a run. Only in the first rounds after a company becomes operational, if that company does not yet have a connection to another station than its home station, is that company allowed to end its run at halts.

8.6. The run may include any number of halts. The number of stations in the run is limited by the **range** of the trolley (*table 7*). E.g. a trolley with a range of 3 can visit at most 3 stations (including start and end station) on its run.

8.7. If a company operates more than one trolley, then the runs of these trolleys must be completely different. That is, no piece of track may be used in more than one run. Stations (and in later phases of the game also halts) can be visited by different runs, if each run enters and/or leaves it on a different piece of track.

8.8. Only tile nr. 53 (Breitscheidplatz) can be included twice in the same run: it counts as two stations.

9. DETERMINING INCOME

9.1. Each station and each halt has a value. This value is indicated next to it on the gameboard.

9.2. To determine the income of a company, add the values of all stations and all halts that are located along its runs. If a location is included in multiple runs, then the value is added multiple times. However, for clarity's sake, the income of each run

should be calculated separately.

9.3. There is a bonus for running to stations that have a ferry pier (40 TM each for Wannsee, Kladow, Müggelheim, Rahnsdorf). The bonus is added to the run income.

9.4. A further bonus is paid to a company that, by placing or upgrading a tile in the current turn, connects a station on the perimeters of Berlin with the centre of Berlin. A station on the perimeters of Berlin is a station that is situated on the edge of the gamemap. The centre of Berlin is all stations located within the red 1881 city limits, including Bahnhof Zoo and Breitscheidplatz. Other companies' depots do not block for the purpose of determining connection. The bonus is 100 TM, and is paid only in the turn the connection is made.

Payment of income

9.5. A company receives its income from the bank.

9.6. The director of the company decides whether to **withhold** earnings or pay **dividends**. If he withholds, the income is added to the company treasury.

9.7. The dividend is 10% of the income per share (20% for the director's share), and is paid to all shareholders. The dividend for shares in the bank pool is paid into the company treasury.

9.8. The income cannot be split in a part withheld and a part paid as dividends. However, if dividends are paid, the bonus income can be kept separate and paid into the company treasury. This does not affect the stock value of the company.

Adjusting the stock value

9.9. If a company has paid dividends (including or excluding bonus), its share value increases. Its token is moved one space downwards on the stock market table.

9.10. If a company has withheld earnings, or has not realised any income, its share value decreases. Its token is moved one space upwards on the stock market table.

9.11. If a token would be moved over the edge of the stock market table, then it is moved to the left or the right instead, as indicated by the arrows.

9.12. If the share value of a company reaches 400 TM, then the game ends (*13.1*).

9.13. If the share value of a company decreases to 10 TM, then it is declared bankrupt. The company is out of the game. Its shares have no value and are

removed from the game. Its treasury and trams are returned to the bank.

10. BUYING NEW TROLLEYS

10.1. A company can buy a new trolley, as the last of its actions. The company pays the printed price, out of its treasury to the bank. If the company does not have enough money in its treasury, the president may supply additional capital to his company, and pay up to 25% of the trolley's price out of his private funds. A company may buy several trolleys at once.

Table 7 — Trams

Type	Number	Reach	Price
2 trolley	9	2	220 TM
3 trolley	6	3	330 TM
4 trolley	4	4	440 TM
5 trolley	4	5	550 TM
6 trolley	4	6	660 TM
4 S-Bahn	4	4	300 TM
7 S-Bahn	1	7	600 TM
9 S-Bahn	1	9	900 TM

10.2. New vehicles can be operated for the first time in the *next* operating round.

10.3. A company must buy the cheapest available trolley ("2" trolleys at the start of the game). After all vehicles of a type have been sold, the next longer-range type becomes available for purchase. S-Bahn trains become available as an alternative in phase 2. In case of a bankruptcy, the trolleys of the bankrupt company become available for purchase by the remaining companies.

10.4. Vehicles that are made obsolete by a phase change are removed from the game, and can not be repurchased.

10.5. A company can buy one or more trolleys from another company during its operating turn. The price of these trolleys is to be negotiated with the seller. A company cannot sell its vehicles during its turn.

10.6. The bank will not buy vehicles back. Trolley companies cannot scrap their trolleys to make place for new trolleys.

10.7. The number of vehicles that a company may own depends on the game phase (Table 2).

10.8. A company **must** buy a vehicle if it does not

own any.

10.9. Trolley companies cannot buy nor operate S-Bahn trains. However, a trolley company can buy or sell 1 S-Bahn company share, during the trolley purchase phase of its operating turn. Dividends of these shares are paid into the company treasury. By buying shares, a trolley company may gain control over an S-Bahn company subnet. In that case, its director also manages the S-Bahn company subnet.

11. PHASE CHANGE

11.1. When the first (plain, not S-Bahn) trolley of a new type is sold, the game, at once, enters a new phase (Table 2). The purchase of the first "3" trolley triggers phase 2; the purchase of the first "4" trolley triggers phase 3, and the purchase of the first "5" trolley triggers phase 4.

11.2. When a new phase begins, additional track tiles become available, older trolley types rust, and the number of operating rounds increases (Table 2).

11.3. The game starts in phase 1.

Table 2 — game phases

Phase	1	2	3	4
triggered by	game start	first 3 trolley	first 4 trolley	first 5 trolley
available trolleys	2	3 4 S	4 4 S 7 S	5 6 7 S 9 S
rusted trolleys			2	3 4 S
available tiles	yellow	yellow green	yellow green brown	yellow green brown gray
vehicle limit	4	4	3	2
number of operating rounds	1	2	3	3

12. THE S-BAHN

12.1. The S-Bahn shares, track tiles and trains enter the game in phase 2. After that the S-Bahn shares can be bought. The S-Bahn shares are sorted by their number and must be sold in that order: the first available share is share nr. 1, the 10% share. There are 15 plain S-Bahn shares that represent 5%, three vice-presidents' shares that represent 5%, and

one president's share that represents 10%.

12.2. No player or company may hold more than 30% of the S-Bahn stock. The president's share may not be sold by its owner. It can only change hands through a change of the majority owner.

12.3. If a player or company owns more shares than the current president, he must exchange two of his plain shares for the president's share (4.24). The president's share and the vice-presidents' shares may be owned by the same player or company. However, in that case the subnet of these vice-presidents is considered to be connected to the main net.

12.4. When 30% of the S-Bahn shares have been sold, the S-Bahn company starts operating in the next operating round. Its starting capital is the total initial value of all shares: 1680 TM. The president starts running the company with 25% (420 TM) of the starting capital. For each vice-president's share sold, an additional 25% are paid to the new vice-president.

12.5. Every vice-president receives an S-Bahn depot with his share. He can put it anywhere along the S-Bahn trunk. He manages his subnet of the S-Bahn independently with his 25% of the starting capital, until his section becomes connected to the main net (the president's net section). For every operating round that the subnet is not connected to the main net, and that the subnet pays dividends, the vice-president (or the director of the trolley company owning the vice-president's share) can take 20 TM from the subnet treasury as a success bonus. When a vice-president's share is sold to the bank, the entire subnet, including its trains and treasury, go to the main net for the remainder of the game.

12.6. The president manages the main net as its director. The vice-presidents can *veto* his actions (except the operating of trains). If an action is vetoed, the board (the president and the 3 vice-presidents) must vote on the proposed action. If there is no majority, the president decides.

12.7. New S-Bahn trains become available in phases 3 and 4. The "4S" trains rust in phase 4. No S-Bahn trains may be bought in excess of the train limit. However, in contrast with the trolley companies, an older S-Bahn train may be discarded when a new one is bought.

12.8. Each president must buy a train for his subnet (except if the subnet is connected to the main net).

12.9. The president and the vice-presidents can buy

trains from each other (10.5). The S-Bahn company cannot acquire nor control other trolley companies.

12.10. The S-Bahn company can establish only one additional depot. It costs 40 TM.

12.11. For the rest, the rules for building and operating trolley companies apply to the S-Bahn company as well.

Share price

12.12. If the majority of S-Bahn presidents pay dividends, then the share price increases as for a trolley company. If the majority withholds earnings, then the share price decreases. If there is no majority, the share price does not change.

Dividends

12.13. The earnings of all subnets that pay dividends are added and paid to the share holders as for a trolley company. The dividends for shares in the bank pool are paid into the main net section treasury.

13. GAME END

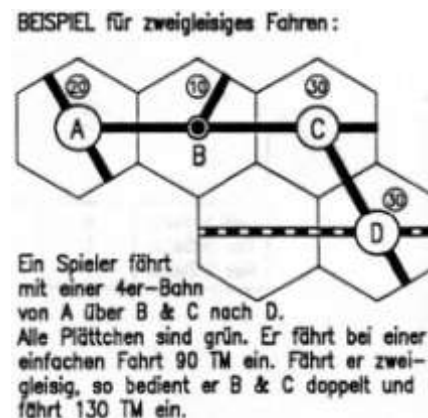
END & FINAL CALCULATIONS

13.1. The game can end in two ways.

1. - The bank runs out of money. If this happens in an operating round, that operating round is completed (with accounts of income and dividends kept on paper, and added to each player's fortune at the end). If it happens during a stock round, the game ends immediately.

2. - A company's stock value reaches 400 TM. As soon as that company's dividends are disbursed, the game ends.

13.2. Each player's cash is added up, and combined with the values of all shares they own. The player who has made the largest fortune wins.



Example for double track: a player runs a 4-trolley from A to D via B and C. All tiles are green. A

single run earns 90 TM. If he opts for a shuttle run, then B and C are served twice, and the income from the run is 130 TM.

14. VARIANT 1

DOUBLE TRACK AND SHUTTLE ROUTES

- 14.1. This variant applies only to streetcars.
- 14.2. Double tracks enable shuttle traffic, bringing in more revenue.
- 14.3. Track is 'double' if, between two Stations, there are continuous green, brown or grey tiles (or hexes), beginning at a green, brown, or grey station, and ending at a green, brown, or grey station.
- 14.4. Trolleys can 'shuttle' only if the starting and ending points of the run and the tiles in between are completely on double-railed tracks.
- 14.5. When a trolley 'shuttles', the revenue from all stations and halts on the route, between - but not

including - the starting and ending points, is doubled. (see also the example)

15. VARIANT 2

TRAMS ON CREDIT

- 15.1. If a company has no more trains or trolleys, and the amount (in cash or shares) in its treasury is not sufficient to acquire new rolling stock, it can acquire a train on credit.
- 15.2. A paper clip is attached to a train purchased on credit.
- 15.3. If a Company owns a train bought on credit, it must save until it can completely pay for the train. During this time, it may not use its working capital for purchase of further trains, depots or S-Bahn shares.
- 15.4. A train purchased on credit may not be sold to another company.

Thank you to all whose playtests and criticism contributed to this (hopefully) final version.
Translated and edited from the German rule version 4 (Nov. 2006) by John F. Desmond and Pieter Lust.

-1881-

Das Berliner Straßenbahnspiel

Berlin 1990 by

MM's KLEINER SPIEGALERIE

Table 1 — player related data

	Number of players			
	3	4	5	6
Starting capital	720	620	520	420
Number of notes				
300 TM	1	1	1	-
100 TM	3	2	1	3
30 TM	3	3	3	3
10 TM	3	3	3	3
Certificate limit	21	18	15	12

Table 2 — game phases

Phase	1	2	3	4
triggered by	game start	first 3 trolley	first 4 trolley	first 5 trolley
available trolleys	2	3	4 4 S	5 6

		4 S	7 S	7 S 9 S
rusted trolleys			2	3 4 S
available tiles	yellow	yellow green	yellow green brown	yellow green brown gray
vehicle limit	4	4	3	2
number of operating rounds	1	2	3	3

Table 3 — the Companies

Nr.	Name	Acronym	Starting location	Tokens
1	GROSSE BERLINER STRASSENBAHN AG	GBS	Alexanderplatz	2 yellow
2	BERLIN CHARLOTTENBURGER STRASSENBAHN	BChSt	Bhf. Zoo	5 red
3	BERLINER ELEKTRISCHE STRASSENBAHN AG	BESTAG	Breitscheidplatz	5 black
4	STÄDTISCHE STRASSENBAHNEN CÖPENICK	SSC	Köpenick	3 green
5	NEUE BERLINER STRASSENBAHN NORDOST AG	NBSN	Weissensee	4 blue
6	SÜDLICHE BERLINER VORORTBAHNEN	SBV	Marienfelde	4 white
7	STRASSENBAHN DER GEMEINDE HEILIGENSEE	SHG	Wittenau	4 orange
8	SPANDAUER STRASSENBAHNEN	SpS	Spandau	3 violet
S	BERLINER STADTBAHN	S-Bahn		6 ochre/burgundy red

Table 5 — Stations

Name	Acronym	Tiles
Alexanderplatz	A	54, 61
Bahnhof Zoo	Z	53, 61
Breitscheidplatz	B	33, 53

Köpenick	K	50
Moabit	M	31, 51
Spandau	S	52, 60
Wannsee	W	32
am Müggelsee	MUG	7
Steglitz, Wittenau, Weißensee, Tempelhof	X	10, 20, 58

Table 6 — Tile manifest

YELLOW 56 tiles

Tile Nr.	Amount	Possible upgrades
1	8	11, 12
2	8	11, 12, 13, 14
3	6	11, 12, 13
4	6	15, 16
5	4	15, 16
6	6	15, 16
7	2	none
8	6	18, 19
9	6	17, 18, 19
10	4	20

GREEN 56 tiles

Tile Nr.	Amount	Possible upgrades
11	4	37, 38, 39
12	4	37, 38, 39
13	2	36
14	2	none
15	4	56 (from phase 4)
16	4	56 (from phase 4)
17	3	41
18	2	41, 42
19	2	41, 42
20	4	56 (from phase 4)
21	8	43, 44
22	2	43, 44
23	1	43
24	1	44
25	2	none
26	1	45, 46
27	2	45, 46
28	1	45, 46
29	1	45, 46
30	2	48
31	1	51

32	1	none
33	1	53
34	1	47

BROWN 27 tiles

Tile Nr.	Amount	Possible upgrades
35	1	none
36	1	none
37	2	none
38	2	none
39	2	none
40	2	none
41	2	59
42	2	59
43	1	none
44	1	none
45	1	57
46	1	57
47	1	none
48	1	none
49	1	none
50	1	none
51	1	none
52	1	60
53	1	none
54	1	61
55	1	61

GRAY 11 tiles

Tile Nr.	Amount	Possible upgrades
56	4	none
57	1	none
58	2	none
59	2	none
60	1	none
61	1	none

Table 7 — Trams

Type	Number	Reach	Price
2 trolley	9	2	220 TM
3 trolley	6	3	330 TM
4 trolley	4	4	440 TM
5 trolley	4	5	550 TM
6 trolley	4	6	660 TM

4 S-Bahn	4	4	300 TM
7 S-Bahn	1	7	600 TM
9 S-Bahn	1	9	900 TM

GAME OVERVIEW

At the beginning, (2.4 ff)

all players secretly place their 'Initial Bid', in cash, into an envelope. (At least 20 TM). Exchange of the envelopes: Highest bid against smallest etc. Player with highest bid becomes play leader. In the order of the bids, all players can buy up to four shares. A marker of each opened company goes on the stock market table.

Course of play (3. & 13.)

A Round begins with a Stock Round, after which up to three Operating Rounds follow. The game ends if the bank breaks or if a stock price rises to 400 TM.

Stock round (4.)

Beginning with the play leader all players can buy 1 share, and sell as many shares as desired. Several turns are possible, until all players, in sequence, do not want to buy. The player to the left of the last buyer becomes the new play leader and receives the tram token.

- Sales of shares of a company > move the share price marker 1 box to the left.

- Shares of a company completely in the players' hands > move the share price marker 1 box to the right.

Operating round (5.)

When 6 Initial Offering shares are sold, a company 'floats' and receives 10x its stock issuing price as working capital, and one of its markers is placed on the box with its Initial Offering price. The majority shareholder becomes director.

Depending upon the game phase, up to three operating rounds take place.

1. Track building (6.)

Lay or upgrade a track tile. Colour sequence: YELLOW – GREEN – BROWN - GRAY. Building track on hexes with forest and/or water cost 40 TM.

2. Building depots (7.)

Building additional depots costs 40 TM for the first, 80 TM for the second, 120 TM for the third.

3. Running the trains (8.)

Each train can operate once. The route must go from a station, and end in another station, passing through one of that company's own depots (*exception: 8.6*). The range of the train is the number of stations it can run through. Halts do not count against a train's range. Each piece of track can be used only once (*exception: 14.*). If several trains run to or through the same station, they must use completely different tracks.

4. Revenue (9.)

The run revenue is the sum of the values of the stations and halts that a train runs through. Ferries and edge connections bring bonuses. If the revenues are paid out as dividends (10% for each share, 20% for director share), then the stock price increases by moving one box downward. If the revenues are kept as working capital, then the stock price decreases by moving one box upward.

5. Purchase of trains (10.) and shares in the S-Bahn (10.9)

New trains can be purchased from the bank or from other companies. The 'smallest' available train is always the one purchased from the bank. Also, starting from phase 2 (the green phase), a trolley company can purchase 1 S-Bahn share each operating round.

6. Phase change (11.)

The game phase changes with the purchase of the first train of a new generation. New tiles and trains are added, older trains are scrapped, the number of operating rounds and the train limit may change (*see table 2 or game sheets*).

S-Bahn (12.)

Starting with the phase, the S-Bahn shares are available. S-Bahn tracks are built only along the marked routes. When the first 30% of the S-Bahn shares are sold, the main subnet starts up. With each other director's share sold, another subnet begins with 25% of the working capital.

Game end (13.)

The game ends if the bank breaks, or if a company reaches a stock market value of 400 TM.

The 1881 house rules, from Bjorn Rabenstein's website

(the main clarifications are in the S-Bahn section)

Stock rounds

- Initial Bid: Everyone secretly offers an amount, divisible by 5, from 0 TM up.
- Sales are possible in the first stock round.
- If you sell a share in a company, you may not buy shares in that company until the next Stock Round.
- No limit on percentage of company's stock that can be in the Bank Pool.
- Everyone may hold only 60% of a streetcar company and 30% of the S-Bahn.
- Trolley companies float with 60% of shares sold and full financing (1830), S-Bahn opens with 30% sold shares.
- S-Bahn starting depots are free of charge (4 depots; first the president, then each director places one).
- S-Bahn shares are only available from the green phase on.
- Stock price decreases with sales (1835).
- 'Sold out' shares rise at the end of the stock round.

Operating rounds

- How many: yellow - 1, green - 2, brown/gray - 3
- In each OR first the trolleys operate, then the S-Bahn main subnet operates, and then the other S-Bahn subnets.
- In the yellow phase, a company may lay 2 track tiles, in the green phase and later only one.
- Lakes and forests cost 50 (not 40 as in overview)
- D3: you may not build over the lake
- Tiles 56 and 58 replace green tiles, but only become available with the gray tiles in phase 4.
- Building bonus: as printed (+50/+100).
- Connecting bonus (+100) with first connection of an edge station (see station list) with a station within the old city limits of Berlin (marked by red line) including also Zoo and Breitscheidplatz. (including via change of streetcar company and S-Bahn tracks, and even if route is blocked by other companies' depots)
- Only one connecting bonus per turn.
- Halts (small stations) do not count against locomotive range
- Start and end points of a route must be large Stations, but if a company does not possess such a route, it may end a run at a halt.
- Streetcars can run through stations occupied by S-Bahn depots.
- S-Bahn trains can run through stations occupied by streetcar depots.
- Bonus of +40 for each ferry pier on a route. The ferry pier does not count as a station against the train's range.
- If the stock price sinks under 10, through retaining earnings, then the company is closed, and cannot be opened again. Its working capital, locomotives and depots go to the bank.
- If a company earns, the sum of the earnings and bonuses can be paid or retained, or the earnings paid as dividends and the bonuses retained in the company treasury.
- Paying or retaining the bonuses does not effect the stock price.
- Dividends for shares in the bank pool are paid into a company's working capital.

Stock Broking

- In each round a company can buy a S-Bahn share, and sell as many as desired.
- The S-Bahn share price does not decrease with a sales by a streetcar company.
- Maximum possession: 30% of the S-Bahn shares.
- A streetcar company can be the president or a director of the S-Bahn.

Train purchasing

- A company without vehicle must purchase trolley or train, if appropriate rolling stock is available in the bank.
- Trolleys or trains can be purchased from other companies for at least 1 Mark.
- It is always possible for a director to contribute up to 25% of the purchase price of new rolling stock for

his company.

- If a company is forced to purchase rolling stock, the following sources are tapped, in sequence: company working capital, sales of the S-Bahn shares, cash of the director, shares of the director. The director of the company required to buy rolling stock may not change. If all this is not enough, the player is bankrupt and out of the game

S-Bahn

- 1 * 10% president's share, 3 * 5% directors' shares, 15 * 5% simple shares.
- Each 5%-share has the value indicated on the exchange rate table.
- Each 5%-share counts as a certificate against the certificate limit.
- The president acts for the backbone network, the directors for the subnetworks.
- Each main and/or subnetwork receive their own station and 420 TM, can build a depot on any station on the S-Bahn route, (only the backbone network can build 1 additional depot), lays track, operates, and must buy a train.
- The revenues are retained or paid to all S-Bahn shareholders.
- If a subnetwork, not connected to the main network, pays a dividend, the director of the subnetwork receives a 20 TM commission from the company cash, if available. The president does not receive a commission.
- Dividends for shares in the bank pool go into the backbone network treasury.
- The S-Bahn share price rises if more than half of the subnetworks pay dividends. If half the subnetworks pay, then the share price does not move, otherwise it falls.
- S-Bahn subnetworks may scrap an old train, if they purchase a newer one.
- The president's share changes hands only if the majority holding of all S-Bahn shares changes.
- The directors' shares are lost only through sales or by being exchanged for the director's share.
- A subnetwork becomes attached to the backbone network, and no longer operates independently, when it has a track connection to the backbone network. (This is effective after the subnetwork builds and operates, pays dividends, and the 20 TM director's commission is paid. Subnetworks may be connected among themselves.) The director's share is sold to the bank (the subnetwork cannot be revived as such.)
- The director of the subnetwork becomes the S-Bahn president.
- A streetcar company (ie, the player who is its director) can be the president or director of the S-Bahn.
- Each director can demand, once in an operating round, a reversal of the following actions of the director: building of track, building of a new depot, purchasing of a train (if the purchase is forced, it cannot be prevented). The 3 directors and the president vote, and the vote of the director counts double. A reversed action may not be replaced by another.

End of game

- If the bank breaks, or a share price reaches 400 TM during an operating round, the OR is played to its end.
- If an end condition is reached during a stock round, the game ends immediately.