



# 18 ROYAL GORGE RULES OF PLAY

# COMPONENTS

**We want to call out three important notes up front:**

**Sticker Sheet:** You may notice an extra Colorado Midland sticker on your sheet. This was a printing mistake and is not needed in the game. Please ignore it.

**Brothel Token:** The Brothel token is double-sided, which is correct.

**Money Supply:** The money cards are unlimited. If you ever run out during play, just substitute coins, poker chips, slips of paper, or whatever works at your table.

## General Components

- 1 Game Board
- 4 Player Aids
- 1 Payout Chart
- 11 Company Charters
- 1 Rulebook
- 8 Gold Mine Tiles
- 1 Sticker Sheet (includes an extra, mistaken Colorado Midland sticker)
- 12+ × 50¢ Pieces
- 100+ Money Cards (effectively infinite — substitute if supply runs out)

## Private Asset Cards (25 total)

- 8 Yellow
- 9 Green
- 8 Brown

## Train Deck

- 30 Train/Event/Phase Cards (with numbered backs)

## Company Shares

- 99 Share Cards (9 for each of the 11 Companies, matching the Charters)
- 10 Share Cards for Colorado Fuel & Iron (CFI)
- 10 Share Cards for Victor Gold Company

## Wooden Components

(After applying stickers)

- 7 Debt Markers
- 7 Rio Grande Tokens
- 6 Santa Fe Tokens
- 4 Florence & Cripple Creek Tokens
- 6 Pueblo & Arkansas Valley Tokens
- 6 Denver South Park Tokens
- 5 Colorado Midland Tokens
- 6 Kansas Pacific Tokens
- 4 Colorado & Southern Tokens
- 5 Denver & New Orleans Tokens
- 4 Colorado Springs & Cripple Creek Tokens
- 5 Silverton Railroad Tokens
- 1 St. Cloud Hotel Token
- 1 Brothel Token (Double-Sided)
- 1 Buckhorn Exchange Token
- 4 Ghost Town Tokens
- 1 Large Round Marker
- 20 Gold Cubes
- 20 Coal Cubes
- 30 Steel Cubes
- 1 Wooden Revolver (First Player Marker)

## Punchboard Track Tiles

- 3 Triple-Hex Double-Sided Gorge Tiles
- 5 × #3
- 5 × #4
- 3 × #5
- 4 × #6
- 4 × #7
- 12 × #8
- 12 × #9
- 5 × #14
- 5 × #15
- 1 × #16
- 2 × #23
- 2 × #24
- 2 × #25
- 2 × #26
- 2 × #27
- 1 × #28
- 1 × #29
- 1 × #30
- 1 × #31
- 2 × #39
- 1 × #40
- 1 × #41
- 1 × #42
- 1 × #43
- 1 × #44
- 1 × #45
- 1 × #46
- 1 × #47
- 2 × #63
- 2 × #87
- 2 × #88
- 1 × #204
- 2 × #143
- 3 × #911
- 1 × #171 (Silver Tile)

## Additionally you should have

- 5 x "S" tiles (1 Yellow, 2 Green, 2 Brown)
- 3 x "R" tiles (1 Yellow, 1 Green, 1 Brown)

# BLOOD ON THE TRACKS

*In the late 1870s, two ambitious railway companies—Santa Fe Railway and Denver & Rio Grande—vied for control over the vast and untamed Colorado landscape. Their sights were set on expanding into New Mexico, but one formidable obstacle stood in their way: a single path through the treacherous Royal Gorge.*

*Carved by the relentless forces of the Arkansas River, the Royal Gorge is a breathtaking 10-mile stretch of canyon with towering 1,200-foot walls. Only one railway could lay claim to this narrow passage, and the competition was fierce. In 1878, the Royal Gorge War erupted, with both companies resorting to every tactic imaginable—from sabotage to legal battles, and even hiring notorious gunslingers like Doc Holliday to defend their stakes.*

*The final showdown came not on the rugged tracks but in a courtroom, where the "Treaty of Boston" was signed. Denver & Rio Grande emerged victorious, securing the rights to the gorge but at the cost of paying Santa Fe nearly \$2 million for their work.*

*18RoyalGorge transports 2–4 players into the thick of this historic conflict. Manage your railroad empire, hire gunslingers, deliver precious gold, and outwit your rivals to become the most powerful tycoon in Colorado's railroading history.*

*But beware... at this table, there are no allies...*

## SETTING UP THE GAME

1. Place the game board in the middle of the table.
2. Sort the train/phase deck by the numbers on the back of the cards (1–25). Once sorted, flip the deck over so that the cards are face up and place them on the designated space on the game board. The yellow phase card (#25) should now be face up at the top of the stack. Place it on the matching phase space beside the train deck, revealing the 2+ train.
3. Set the Santa Fe and Rio Grande company charters near the board. Then, shuffle the remaining company charters and select three at random; place these near the board as well. Place the tokens matching the five companies near their respective charters.
4. Give each player one of the remaining company charters. Players should place these face down in front of them turning them over to reveal the "Player Cash" side. This serves as a mat for storing personal money. Any unused charters can be returned to the box.
5. Locate the shares for the five companies selected in Step 3. Place the shares of the two earliest-established companies (indicated by the year on the company charter below the company name) in the two yellow share boxes in the upper-left corner of the board. Ensure that the double "President's Share" is on top of the face-up stack of shares. Place the shares of the next two earliest-established companies in the two green boxes in the same manner. The shares of the final company are placed in the brown box.
6. Form a bank with the provided money and give each player their starting capital according to the chart on the board. Players should place their starting capital on their cash mats.
7. Locate the shares for the Victor Gold Company and place them in the Victor Gold Company's space on the board, along with all of the gold cubes.
8. Locate the shares for CF&I and place them on the CF&I plaque on the board. Place one steel cube on each of the yellow, green, and brown spaces in the steel market. Set the remaining steel cubes aside as a general supply. Additionally, place \$50 on the CF&I plaque as a starting dividend.
9. Assign the priority deal marker (Revolver) to the player who most recently "shot someone in cold blood" for attempting to build train tracks through the Royal Gorge. If no such player exists, assign the marker randomly.
10. Place a debt token on the "60" space on the share value track. Place a gold cube and a steel cube on the "45" space of the share value track. Place the remaining debt tokens near the train/phase deck.
11. Shuffle each set of private company cards (with yellow, green, and brown backs). Deal two yellow cards, two green cards, and one brown card. Place them in a line, starting with the yellow cards, followed by the green, and then the brown. (If any privates refer to "coal" place the coal cubes near the board as a general supply)
12. Place the revenue chart near the board.
13. Finally, separate the track tiles by color and type, and place them within reach of all players. Place the yellow gorge tile on the gorge space on the board, with the "B" side facing down. Ensure that the other gorge tiles are also placed with the "B" side facing down.
14. You are ready to play!



# A FEW IMPORTANT CONCEPTS

## PLAYER MONEY VS. COMPANY MONEY

In this game, players operate train companies to earn money. These companies pay dividends to shareholders, meaning that not only does the company president profit, but anyone invested in the company does as well. Players must keep their personal money on their cash mat and the company's money on the company charter. These two pools of money should never be used interchangeably unless stated otherwise. It is important to ensure that the correct entity pays for expenses. For example, when buying a share, the money comes from the player's assets, but when purchasing a train or paying for terrain costs, the money comes from the company charter. Players should help each other remember this rule, especially during the first few games.

## STOCK VALUE MOVEMENT

The stock value track, or stock market, tracks each company's share price. When moving tokens, place them below existing tokens, including when a company first starts. Stack the tokens or arrange them in a column to maintain their order. After a company operates and increases in value, turn its token face down to show that it has completed its turn. After the operating rounds, return the tokens to face up while maintaining their order. This helps players see which companies have operated and which have not.



## PHASE CHANGES

Throughout the rulebook, you will see references to different "Phases." The game begins in the "Yellow Phase," indicated by the permanent "Yellow Phase" card on the board. As the game progresses, phase changes occur when a phase change card is revealed during the purchase or export of trains from the train deck. Once a phase change card is revealed, the phase shifts immediately, with the new card placed on top of the previous phase card on the board. These phase changes are pivotal—they unlock access to new track tiles, allow more companies to be started, and introduce additional strategic options, keeping the gameplay dynamic and engaging.



## RESOLVING EVENTS

As players purchase trains from the deck, they reveal key events that dramatically influence the game. These events, such as the rusting of trains, reflect the obsolescence of older technologies, forcing players to adapt quickly. The "Treaty of Boston" event, central to the game's theme, represents the historic court case over the Royal Gorge. Each event is resolved immediately upon being revealed, adding urgency and depth to the gameplay as players navigate unfolding challenges and opportunities.

### Treaty of Boston:

When this event occurs, Rio becomes the primary owner of the Royal Gorge and places two additional tokens on the newly placed green gorge tile. The two debt cards are distributed to Santa Fe and Doc Holliday, representing the debt owed to them. The indebted parties must purchase these debt tokens to settle their obligations. Details about debt are explained later in the rulebook.

### Rusting Events:

Rusting events represent the obsolescence of train technology. When these events occur, older trains are removed from the game. As a result, the holding company receives a small compensation (salvage) for the loss of these trains.

### Game End Card:

This card triggers the end of the game. Players will finish the current set of operating rounds, complete a stock round, and then play one final set of operating rounds. (See Triggering Game End for details.)



# "ROUTES"

Many rulebooks tend to overcomplicate explanations, and we've made every effort to avoid that in this rulebook. However, some concepts are critical to understand, and Routes is one of the most important. For simplicity, throughout the remainder of the rulebook, we want you to have a clear understanding of what a Route is, as well as what it means to Run routes and Use track. If you ever need a refresher, feel free to refer back to this section.

What is a Route?

Throughout the game, players will lay new track on the board to create Routes on the map for their train companies to operate (or Run) their trains on. This is, in fact, the core premise of (almost) all 18XX games: lay track to reach new revenue centers and use your trains to collect revenue, earning money for yourself and other shareholders.

A route is any length of unobstructed and usable track (i.e., not blocked by station tokens from other train companies). However, when a company's trains Run these Routes to produce revenue, those routes must include **at least** two revenue centers.

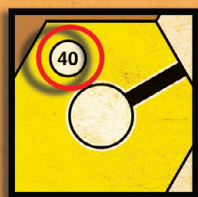
"Ahh... but we've skipped ahead of ourselves again. Let's first talk about what a Revenue Center is."



## Revenue Centers

Revenue centers are areas on the board, tiles, and tokens that represent earning potential—or "Revenue"—for train companies. These are mostly represented by a white circle with a number in it, though there are other types as well. Let's take a closer look at each of them...

### CITIES



This large white circle represents a city. It currently has a potential revenue of \$40 but can be upgraded later to higher-paying tiles. Unless otherwise stated by the rules, cities will always remain cities and **must** be upgraded with tiles that also contain cities, such as the ones shown here.



### TOWNS



These black dots on the map represent "Towns" in more remote areas and typically have smaller revenue. They do not generate any revenue initially but can be upgraded with tiles that display the town icon (a dash mark, or dot) shown here. Similar to cities, unless stated otherwise, they will remain "Towns" for the rest of the game.



Off-board locations, shown here, represent distant destinations beyond the confines of the game. Running to these destinations represents a longer thematic route leading to the final destination listed on the off-board location (in this case, Kit Carson). These locations are never modified by players but will change their revenue as the phases of the game progress. In this example, Kit Carson's revenue will increase to \$40 once the game enters the green phase.

### OFF-BOARDS



### Routes for track laying...

Routes are important for determining "Legal" track placement. For example, in order to lay a new tile, a company must be able to run a route on some portion of the newly placed tile, in addition to following other tile placement rules. However, when placing track, a company does not need to reach any revenue centers at all. They simply need to be able to trace a route back to one of their stations from the newly placed track, and this route must not be blocked by other companies station tokens, or unusable track such as a hairpin (sharp) turn, (see diagram to right).

When determining routes for placing new track on the board, the trains are considered "imaginary" and can run an "infinite" length of track—even if the company doesn't have a train that can cover that distance or doesn't own any trains at all! The only restriction is that the route must not be blocked by station tokens.



It is also not required for the company to use the newly placed track on the turn they place it—in fact, they are never required to use that track at any point in the game.

### In conclusion...

A route is any length of consecutive, unobstructed, and useable (no hairpin turns etc.) track pieces extending from the companies stations.

### But...

When running trains on these routes to produce revenue, the route must contain a station token, and at least two revenue centers.

### TOKENS

There are also several tokens in the game that represent additional revenue centers for some or all train companies running to those destinations. These tokens are tied to private assets that players can use to create additional revenue centers at their discretion. Refer to the specific rules for each private asset to understand how it operates.

These tokens **are not revenue centers themselves**; instead, they increase the value of existing revenue centers or, in some cases, even plain track hexes on the board (such as ghost towns).



## PRIORITY DEAL

The priority deal marker (revolver) determines which player will act first in each stock round, offering a strategic advantage. This advantage can shield players from stock price drops and mitigate the impact of other players' actions. The way the priority deal marker is assigned evolves throughout the game.

**During the setup phase**, the priority deal is **assigned randomly**, giving each player an equal chance to start with the advantage.

**After the initial auction** concludes, the **player with the most cash** on hand receives the priority deal, allowing them to lead the first stock round. This initial advantage can be crucial for setting the tone of the game.

From this point on, at the end of **each stock round** (including the first), the priority deal shifts to the player sitting to the **left of the last player who took an action**. This rotation ensures that the privilege of acting first continually changes hands, maintaining a dynamic and competitive game environment.



## PRIVATE ASSET AUCTION

The private asset auction allows players to purchase private asset cards, which provide income each round and offer special abilities. For detailed information on each private asset card, refer to the private asset reference tables (pg. 18).

The cards are auctioned in left-to-right order, starting with the two yellow-backed private asset cards and ending with the single brown-backed asset card.

Starting with the player who has the priority deal and proceeding clockwise, each player may place a bid. Bids must be in \$5 increments and higher than the previous bid. Bids cannot be lower than the "Initial Bid Price" on the private asset card (see Fig. 1).

If a player passes on an asset card, they are out of the current auction. If all players pass on an asset card, the card is removed from play, and the auction restarts with the next card in the queue.

Once all but one player has passed, the player with the highest bid pays the amount to the bank and places the asset card in their play area. They now personally own the asset card, but it can sometimes be sold to a company later in the game.

The player who won the auction then starts the auction for the next asset card, following the same procedure.

Once all asset cards have been auctioned, the initial auction is complete, Priority deal is assigned, and play proceeds to the first stock round of the game.



**Remember:** after the final private asset auction, priority deal goes to the player with the most remaining money.

**Initial Bid Price**  
(FIG. 1)

### Example:

Jim, Derek, and Lesley are locked in a heated auction for the Ghost Town Tour Company. Jim, holding the priority deal card, knows this asset could be a game-changer. He confidently starts the bid at \$65, determined to claim it. Derek, with his sights set on the next asset, "William Palmer", decides to pass and sits out the rest of the auction.

Lesley isn't particularly interested in the Ghost Town Tour, but she knows Jim is eager. She ups the bid to \$75, testing Jim's resolve. She could have gone up by just \$5, but she wants to see if Jim will blink. Not one to back down, Jim counters with \$80, still intent on securing the asset.

Lesley senses that Jim really wants this one, so she raises the stakes to \$85, hoping to push him to his limit. Jim, frustrated by the escalating price, reconsiders. Maybe it's not worth the fight after all. Reluctantly, he passes, letting the Ghost Town Tour slip through his fingers.

Victory for Lesley! She wins the auction and, with a mix of satisfaction and surprise, hands over \$85 to the bank, placing the Ghost Town Tour Company card in front of her.

With the first auction behind her, Lesley takes a deep breath and prepares to start the bidding for the next prize: the coveted William Palmer card.



# STOCK ROUND



*Stock rounds are key moments in the game where players strategically invest their money in lucrative holdings, aiming for dividends and growth in value.*

Starting with the player holding the priority deal marker and moving clockwise, each player has the chance to invest in one of the five powerful train companies, CF&I, or the Victor Gold Company, positioning themselves for financial gain.

The stock round concludes when all players have consecutively passed. The priority deal marker then shifts to the left of the last player who made a move, setting the stage for the first operating round and the unfolding of your investments.

## Selling:

Sell shares they own to the bank putting their share certificate/s into the bank pool space on the board and receiving the money **from the bank** equal to the share price of the share times the number of shares sold.

## Additional rules about selling:

You must perform all of your “sell” actions before you buy.

No more than 50% of a company’s shares may be in the bank pool. If a sale would cause the shares in the bank pool to exceed 50%, the sale is not allowed.

**If the president of a company sells** that company’s shares, the **share price for that company drops**. Move its share price token left on the stock market (down in value) for each share the president sold. This adjustment occurs even if the sale results in a change in presidency.

## Starting a company:

When starting a new company, the president (i.e., the player purchasing the president’s certificate) sets the initial share price by placing the company’s share value token on to the stock value track. The optional starting prices depend on the game phase, as indicated by the colored areas on the stock market (Fig. 2). These colors are also mirrored on the share piles in the top left of the board, showing which companies can be started during that phase (Fig. 1).

The player then pays twice the chosen share price (president’s certificate is 2 shares) to the company treasury and takes the president’s certificate and charter, placing them in their player area. They are now the company president. The remaining share certificates are placed on the company charter, and **the company’s home station is immediately placed in its starting location on the board.**

**Yellow Phase:** May set price anywhere in the indicated yellow region.

**Green Phase:** May set price anywhere in the yellow or green regions.

**Brown Phase:** May set price anywhere in the yellow, green, or brown regions.

**Silver Phase:** Same as brown phase

(FIG. 2)

Initial share prices are based on the current game phase.

(FIG. 1)

Only companies shares on the current phase, or an earlier phases matching color are available.

## Buying:

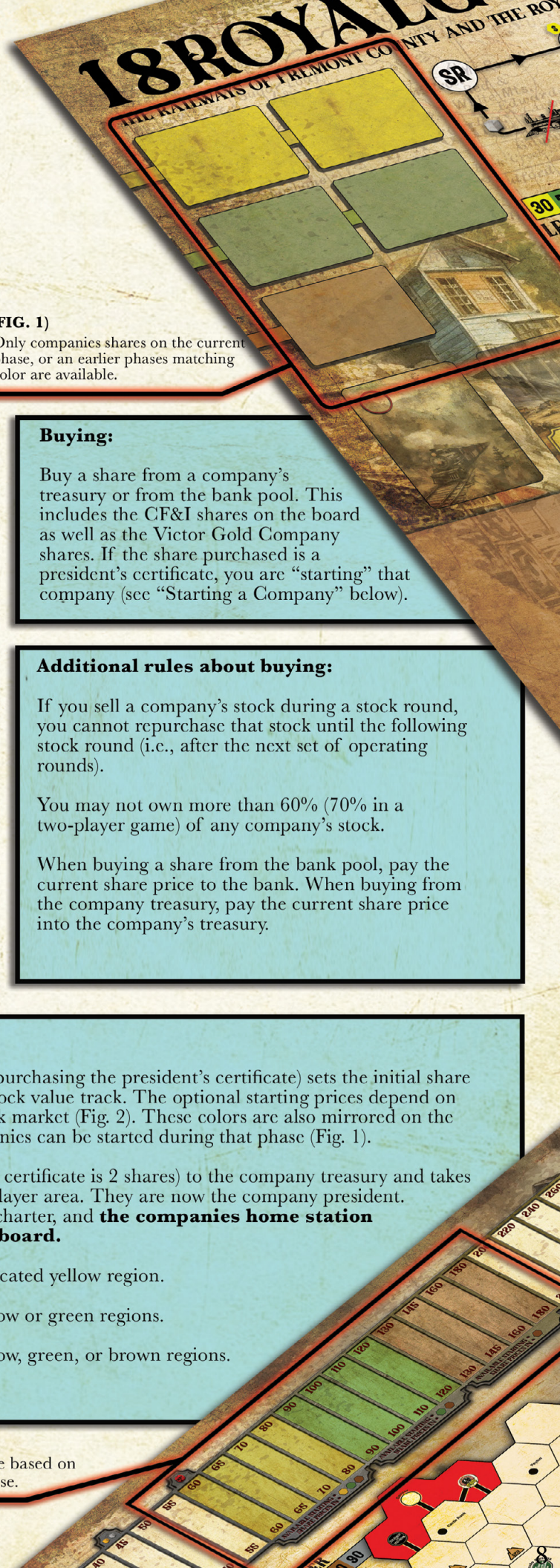
Buy a share from a company’s treasury or from the bank pool. This includes the CF&I shares on the board as well as the Victor Gold Company shares. If the share purchased is a president’s certificate, you are “starting” that company (see “Starting a Company” below).

## Additional rules about buying:

If you sell a company’s stock during a stock round, you cannot repurchase that stock until the following stock round (i.e., after the next set of operating rounds).

You may not own more than 60% (70% in a two-player game) of any company’s stock.

When buying a share from the bank pool, pay the current share price to the bank. When buying from the company treasury, pay the current share price into the company’s treasury.



## ABOUT PRESIDENCY

Train companies are owned by players. Ownership is relative to how many shares each player holds.

Whichever player owns the most number of shares in the train company will **always** be the president of that company and will make decisions on behalf of the company during the operating rounds. If at any point in the game, a player other than the president, has more shares than the president of that company, then that player immediately becomes the new president for that company, and will make all decisions on their behalf.

The new president will exchange two of their 10% shares for the 20% president's share that the outgoing president has, and will also move the company's charter into their play area, including all cash and trains that the company owns.

This exchange of presidency can happen in two different scenarios:

1. A player purchases shares during a stock round and now has more shares than the current president.
2. The current president sells shares of the company and now owns less shares than another player.

**Important note:** A president's certificate cannot be sold to the bank unless another player owns at least 20% of that company. **A company must always have a president.**

The exchange of presidency is always immediate, and compulsive. A player is not able to refuse the exchange.

After the exchange is complete play continues as normal with the player whose turn it was when the exchange began.

## CERTIFICATE LIMITS

Players may only own a certain number of "Certificates." A certificate is a single card that represents either a 20% share or a 10% share (e.g., a president's share is 1 certificate). **Each personally owned private asset card is also considered a certificate.** The number of certificates each player is allowed to own is determined by the player count, as indicated on the chart on the game board.

	2 PLAYER	3 PLAYER	4 PLAYER
STARTING CAPITAL	<b>\$800</b>	<b>\$550</b>	<b>\$400</b>
CERTIFICATE LIMIT	<b>20</b>	<b>14</b>	<b>12</b>

Additionally, no player may own more than 60% of any given company, including CF&I and Victor Gold Co.

### Example Stock Turn:

Jim has the priority deal and begins the stock round. He decides to start Rio Grande. Since the game is in the Yellow Phase, he can start the company at \$60, \$65, \$70, or \$80 per share. He decides to start high, choosing \$80 per share. He puts \$160 of his own money on the Rio Grande charter and places it in his play area. He then places one of Rio Grande's tokens on the "80" space of the share value track. Jim takes the 20% President's Share of Rio Grande and places it on his personal cash mat. The remaining shares go on Rio Grande's charter. Jim is now the president of Rio Grande.

Next up is Derek. He bought quite a few privates in the initial private asset auction and only has \$110 left. The lowest he can start a company for is \$65 per share, meaning a President's Share would cost a minimum of \$130. Derek can't start a company with so little money, so he decides to invest in Jim's company, Rio Grande. He gives Jim \$80 (the price Jim previously set), and Jim gives him a 10% share of Rio Grande from Rio Grande's charter. The \$80 is placed in Rio Grande's charter.

Now it's Kayla's turn. Kayla has plenty of money but isn't interested in the other company currently available to start. She thinks she'll profit more by investing in steel because Jim's company will definitely be laying track. So, she buys a share of CF&I. Since the game just started, this share costs \$45. She pays \$45 to the bank and takes a 10% share from the CF&I shares. Kayla is smart to do this. Not only will she profit from steel dividends, but it will also make Jim think twice about laying lots of track, as it could make Kayla rich.

It is now Jim's turn again.

## END OF A STOCK ROUND

The stock round continues until all players have passed. The priority deal marker then moves to the player to the left of the last person to act in the stock round.

If a player passes but other players take actions afterward, they may choose to reenter the stock round and take actions; however, they risk losing the priority deal marker.

At the end of the stock round, if a company's shares are **100% held by players**, the stock price moves one space to the right (increases).

### Sold out shares:

If by the end of the SR all shares for a company are held by players the price of that company goes right by one column. This applies to the gold company and steel company.

# OPERATING ROUNDS



During operating rounds, players step into the driver's seat of the corporations they control, calling the shots and churning out profits for shareholders. The president of each company that has been started (i.e., the president's share has been purchased) will make all key decisions on behalf of that company. This includes where to lay track, where to invest in building stations, which routes their trains will travel to generate revenue, and which trains to buy.

Operating rounds follow a specified order based on each company's position on the stock market. The company with the highest share price operates first. If multiple companies have the same share price, the one positioned higher on the stock market (i.e., the company that reached that price first) will take its turn first (see Fig. 1). Each company will complete its entire operating round before the next company begins.

## Example of turn order:

In the below scenario, Rio Grande will operate first, then Santa Fe, followed by Pueblo Valley, and finally Denver and New Orleans.



(Fig. 1)

After all players receive income from private assets, each company operates in turn order, performing the six (possibly seven) steps outlined below. Once all companies have completed their operating turns, the operating round ends, and the second operating round begins. If this is already the second operating round, players will then move into a stock round.

## Income:



Private assets pay income to their owners (players or companies) at the start of each operating round. All owners receive money from the bank before the round begins. Note that private assets only pay income during certain phases—check each card's details to confirm when it applies. Since this step is easy to overlook, players should remind each other to ensure everyone receives their income. If someone forgets, they should collect their income as soon as they remember.

1. Lay Track
2. Build a Station
3. Run Trains
4. Pay or Withhold
5. Buy Trains
6. Pay Debt (some companies)

## Possible 7th action: Buying Private Assets (any time during turn)

After Green Phase is triggered, train companies may buy private assets from players for  $\frac{1}{2}$  to 2 times the face value of the private company (i.e. the minimum bid price, not what it actually cost during the initial auction).

A train company may offer to buy any player's private, (usually their own). If the owner of the privates agrees to the offer the train company will pay the money offered from the company treasury to the player who owns the private company taking the private company into the train companies treasury.

**The private asset now pays into the train company's treasury at the beginning of each operating round.**

It also allows the train company to use the private's special ability if it has any. Remember though, not all private assets are able to be owned by a company. Only privates with the locomotive logo in the upper corner can be held by a company.

Once the game enters the **silver phase**, privates **may no longer be purchased**.



## KNOW THE IMPORTANCE OF EACH ACTION.

### Laying Track

Laying new track opens up longer routes or connects to richer revenue centers. Always seek out paths that boost the company's profits!

### Building Stations

Trains can't reuse any track, no matter how small. New stations let you start from fresh spots on the map!

### Run Trains

Running your trains generates the game's most vital resource: money. Hunt down the most profitable route you can!

### Pay/Withhold Revenue

You're a shareholder too! Keep the money or invest in terrain, stations, and new trains? The choice is yours!

### Buy Trains

Your current trains have limits, and as technology advances, they might become obsolete. It's time to build bigger, better trains. Lead the industry!

### Buy Private Assets

Buying private assets unlocks powerful advantages for your company! Which ones will you choose?

# I. LAY TRACK

Laying track is the key to expanding your railway empire, reaching new revenue centers, and boosting profits.

Each operating train company may lay **up to six tracks per turn**, provided they have the necessary funds and legal permissions. The type of track allowed depends on the current phase of the game, with only tracks from the current or previous phases being permitted. Additionally, rules for placing special Royal Gorge tiles, linked to events in the train deck, are provided at the end of this section.

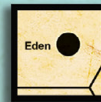
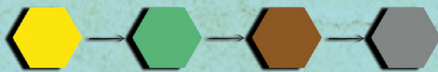
**Yellow Phase:** Only yellow track tiles may be built.  
**Green Phase:** Green and yellow track may be built.  
**Brown Phase:** Brown, green, and yellow tracks may be built.  
**Silver Phase:** All track is available

**Lay/Upgrade up to 6 track tiles per operating round**

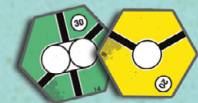
## 5 RULES OF TRACK LAYING

### RULE 1: TRACK MUST BE UPGRADED IN ORDER

Yellow track can be placed directly on the board.  
 Yellow upgrades to green.  
 Green upgrades to brown.  
 Brown upgrades to silver.



Towns must be upgraded with track that has a town on it. (Dash or dot)

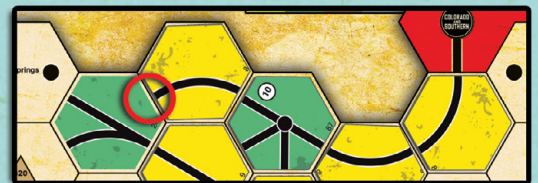


Cities must be upgraded with track that has a city space on it.

**Exception:** If a company's home station is on a space with a town, that space must contain a city tile, even if the company has not started yet. This applies to the starting tiles of two companies. If that company is not in the game, the space will remain a town for the entire game. Additionally, some private companies may grant an exception to this rule; in such cases, the rules on the card take precedence.

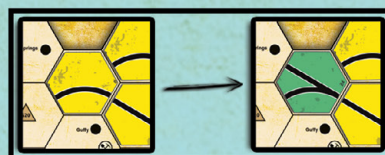
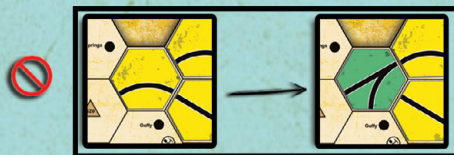
### RULE 2: TRACK MAY NEVER DEAD-END OFF THE BOARD

Track is never allowed to run into the edge of the board, but it is allowed to run into the edge of other previously laid tiles. Some hexes have special tiles (Such as the "S" tiles for Salida) so that players can expand routes without running off the board. This includes the red "Off-Board" areas, you may only run track to a red off-board at the pre-printed track areas.



### RULE 3: PREVIOUS TRACK MUST ALWAYS BE MAINTAINED WHEN UPGRADING

Any track that has been previously laid by players, must be maintained when upgrading that track. There are no exceptions.



This includes tiny pieces of track like the one shown to the right.



### RULE 4: THE COMPANY LAYING TRACK MUST BE ABLE TO (POTENTIALLY) "RUN" ON THE TRACK

The company does not need to use the new track during this operating round or at any point in the future, but it must theoretically be able to run a train route on at least one portion of the new track segments. For this determination, it is assumed that the company has a train (even if it does not) and that this train can run an unlimited distance, even if the company's actual trains could never travel that far, and even if the company has no trains at all. (See. "Important Concepts - Routes")



#### Example:

Colorado Southern is running from Denver, and wants to upgrade two yellow tiles to the green tiles shown in the example on the left.

**Tile 1:** C&S added a straight leg to the north. this is a legal tile placement because the train station in denver can run to that new track.

**Tile 2:** C&S added a sharp turn below the straight track. This is not a legal placement, because the trains are not allowed to do a sharp turn. (See running trains)

### RULE 5: EACH TRACK LAY REQUIRES THE PURCHASE OF ONE STEEL FROM CF&I

Every newly placed yellow tile, and each upgrade to a tile requires a steel cube be purchased from the steel market (CF&I) area on the board. There are stipulations on how the steel can be purchased, which are explained on the next page.

## BUYING STEEL FROM CF&I

Players must acquire steel from the CF&I steel market to expand their railways. As steel demand rises, each subsequent purchase drives the price higher, making large-scale construction a costly endeavor. Payments for steel are made to CF&I, with the money placed on its space on the board. At the end of the operating rounds, CF&I shareholders receive dividends based on the amount of money on the CF&I board. It always starts with \$50, so players will never receive less than \$5 per share.

**Yellow Phase:** Only yellow steel columns are available

**Green Phase:** Green and yellow steel columns are available.

**Brown Phase:** Brown, green, and yellow columns are available.

**Silver Phase:** All steel columns are available

## 2 RULES OF BUYING STEEL

### RULE 1: THE STEEL PURCHASED MUST MATCH THE TRACK TILE

If you are laying a **yellow tile**, the steel must come from a **yellow column**.

If you are laying a **green tile**, the steel must come from a **green column**.

If you are laying a **brown tile**, the steel must come from a **brown column**.

If you are laying a **silver tile**, the steel must come from a **silver column**.

### RULE 2: ONLY BUY FROM ONE COLUMN OF EACH COLOR PER OR

You may only use one column of each color per operating round. For example, if the game is in the green phase, a player may choose to buy steel from one column of yellow (\$0, \$10, \$20, \$30, \$40, \$40, etc.) and one column of green (\$20, \$30, \$40, \$40, etc.). They cannot upgrade a green tile to a brown tile until the brown phase of the game is reached. The columns that one company chooses do not influence the other companies in the game. Each company may choose a different column, and they may even choose a column that has steel missing from it.

Each column is technically infinite. If a column runs out of steel cubes, steel can still be purchased for \$40, but no cube will be moved to the “used steel” area.



### Example:

Using the steel market shown above, a company plans to buy the tiles shown below. This action will cost them \$130: \$60 for the three yellow steel tiles (\$10, \$20, \$30) plus \$70 for the green steel tiles (\$30, \$40). This is only 5 tracks, so the player can still lay one more track if they wish. That track, whether yellow or green, would cost \$40, since both columns chosen now have no steel left.



## SPECIAL RULES FOR LAYING TRACK

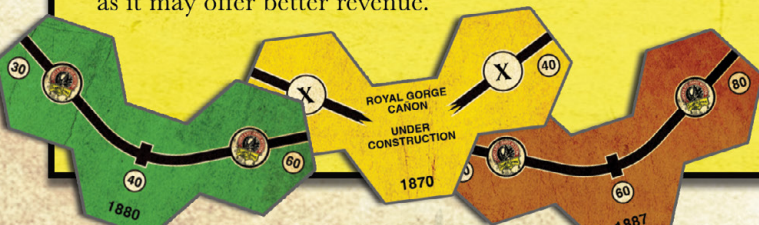
### GOLD MINE SPACES

When laying a tile on a space with this symbol, place one gold cube from the supply onto the tile for each gold mine symbol on that hex.



### ROYAL GORGE TILES

The Royal Gorge tiles shown below are placed only in the Royal Gorge space on the board, and the station spaces are exclusively reserved for Rio Grande (Indicated by the “X” on the yellow tile. The green tile cannot be placed by **any** company but will be automatically placed during the “Treaty of Boston” event (see Events). Although the station spaces are reserved for Rio Grande, the brown tile may be placed by any company during their operating turn, as it may offer better revenue.



### TERRAIN COSTS

Some spaces on the map require terrain costs. These are always paid by the company (to the bank) that is laying the track in those spaces.



### LETTER TILES

Some cities on the board require a special “letter tile” with a matching abbreviation. If a city has a letter abbreviation and a corresponding tile for the current phase, that tile must be used. If no matching tile is available, any legal tile can be placed. Some letter tiles offer multiple upgrade options, as shown on the right. In these cases, the player decides which to use, potentially adding more station spaces. However, tiles cannot be upgraded in a way that reduces the number of station spaces, even if they are not currently in use.



## 2. BUILD A STATION

Each train company has a limited number of stations it can build throughout the game, with some companies boasting more than others. Placing these stations opens up new routes for your trains, but more crucially, they serve as strategic tools to block your rivals from accessing the revenue centers they desperately need. Station placement is often less about benefiting your own company and more about hindering your opponents. Be strategic and deliberate in where and when you build your stations—you only have so many opportunities.



**Important:**  
This step is skipped for a company's first operating turn since they have already placed their home station token.

### PLACE A STATION IN 3 STEPS

#### STEP 1: CHOOSE AN EMPTY STATION SPACE THAT IS "CONNECTED" TO AT LEAST ONE OTHER STATION OF THAT COMPANY

An empty station space is considered connected to the company's other stations if the company has a valid route to that station (i.e., not blocked by opponents' station tokens), even if the company's actual trains cannot reach that far or if the company has no trains at all (see "Running Trains"). (see Fig. 1).

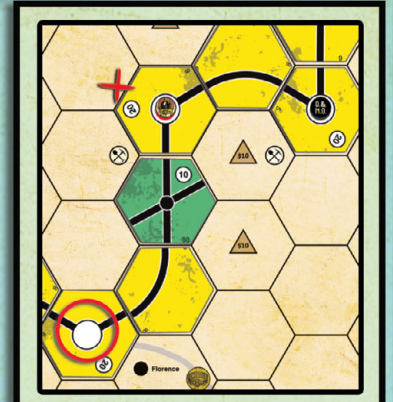
**Important:**  
Home stations for companies who have yet to be started, are reserved for that company, and may not be used.

#### STEP 2: PLACE THE NEXT STATION TOKEN (PERMANENT LOCATION)

Tokens are used from left to right from the company charter, starting with the "Free" (home station) token, which must be laid on the first operating turn. Players may not opt to use the more expensive tokens.

#### STEP 3: PAY THE TOKEN COST TO THE BANK

Below each token on the company charter is a price. This is the amount that must be paid to the bank to place the token. Remember, this payment must come from the company's funds, so it must be taken from the company's charter. Players cannot use their own money to pay for station tokens.

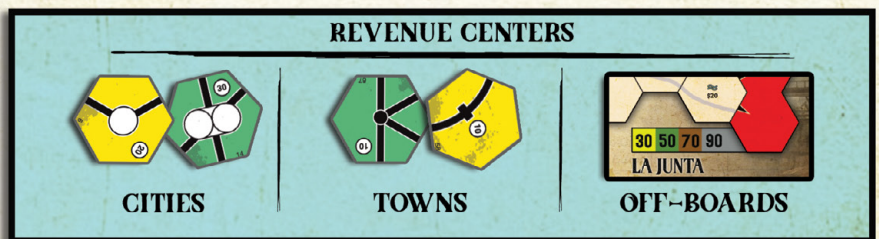


**Example:**  
D&NO wants to build a station in the highlighted city, but they are blocked by Rio Grande's token, so they are unable to do so.

(FIG. 1)

## 3. RUN TRAINS

Running trains is the lifeblood of every railway company, fueling its growth and success. The income generated from these runs can be used to pay dividends to shareholders, acquire more trains, build new stations, settle debts, and purchase private assets. This is the core of the game—the true essence of 18XX. Each operating turn, the company's president must strategically expand, conquer new territories, and secure higher-paying revenue centers (Fig. 2), driving the company toward dominance in the ever-evolving railway empire.



(FIG. 2)

At the bottom of each company charter, there are two spaces to tuck your trains. A company can only have two trains under its charter at any time. Each train must run on completely unique tracks; however, trains may run to the same revenue center (city, town, or offboard) as long as they use different tracks to get there. The number in the lower right-hand corner of the train card indicates how many revenue centers the train is allowed to use. Some trains have slightly different rules (see Fig. 3). For more detailed information on each train, see the reference at the back of the rulebook.

### TRAINS – AT A GLANCE

**Plus "+" trains:** The "+" means (plus towns). These trains can use 2 to 5 Cities or Off-Boards, plus (+) as many towns (2+, 3+, 4+, 5+) as they can reach in that route

**6x2 trains :** These trains can only hit 6 total revenue centers (towns, cities, or off-boards) and then they double the revenue total.

(FIG. 3)

## 3 RULES ABOUT “RUNNING TRAINS”

Each of a company’s trains must run on a route that contains at least two revenue centers. In addition, the following must also be true...

### RULE 1: ROUTES MUST INCLUDE AT LEAST ONE STATION OF THE OPERATING COMPANY

This does not mean that they have to start or end at the station token, it simply must be included somewhere within the route.

### RULE 2: A ROUTE MAY NOT REUSE A REVENUE CENTER

This means that a single train may not enter the same city more than once, even if you are coming into or leaving the city on a different segment of track. However, a different train owned by the same company may use that same city on its run, as long as it uses different tracks than the first train.

### RULE 3: A ROUTE MAY NOT REUSE TRACK (NO BACKTRACKING)

Each of the company’s trains must run on completely unique routes and may not double back on any segment, no matter how small. However, they may pass through the same revenue centers, as long as they enter and exit those revenue centers using different track segments.

#### DONT FORGET:

#### TRAIN ROUTES MAY NOT PASS THROUGH OCCUPIED STATIONS

If all station spaces in a city are occupied by other companies’ tokens, the operating company may not run through that city. However, they can still run to the city to collect its revenue. If there are any free station spaces on a city tile, a company may run through that city.



#### REMEMBER: NO SHARP TURNS ARE ALLOWED

Some track can only be ran in certain direction or else it would result in a very tight hairpin turn that no train could actually do. These turns are not allowed.



## SHIPPING GOLD

Each company may ship **one gold cube per round** on a route they are running.

To “ship” gold, take the desired gold cube from the route and place it in the lowest-valued vacant space on the gold dividends track on the game board (see Fig. 1).

As before, only the spaces that match the current game phase are available for use. The red space can never be used, which means a **maximum of 5 gold can be shipped during a set of operating rounds.**

As cubes cover the spaces, dividends for the Victor Gold Co. will increase to a potential maximum of \$350.



Remember! Only one gold cube per company can be shipped per operating turn, no matter how many trains they run. However, if there is still space on the gold shipment track in the next operating turn, they may ship another gold. This means each company is guaranteed the ability to ship one gold per set of operating rounds, but if they miss that opportunity, another company can ship gold again. Remember that each gold you ship, adds \$50 to your revenue.



(+\$50)

## CALCULATING REVENUE

After you determine the route for each train your company has, add up the revenue numbers of each stop that each train made. This is your total route revenue. If the company shipped a gold cube this operating turn, add \$50 to the total route revenue.

# 4. PAY DIVIDENDS OR WITHHOLD REVENUE

Once your company begins generating revenue, you, as the president, face a critical decision: What will you do with that money? Will you reward the shareholders who trusted you with their hard-earned dollars, believing your company to be a sound investment? Or will you hoard the cash to finance new trains, depriving everyone—including yourself—of the chance to profit?

This decision is pivotal and cannot be overstated. While withholding funds occasionally to prepare for upcoming expenses is prudent, doing so too often can backfire, stalling your stock's relentless march upward in the market. The path you choose will shape the future of your company and your fortune. Choose wisely.

## PAY DIVIDENDS

To pay revenue to shares, divide the total revenue by 10 and distribute it per share. (from the bank)

- If a player owns the share, they add the money to their cash mat.
- If the share is on the company charter, the money goes to the company's treasury.
- If the share is in the bank pool, skip paying; the money goes to the bank.

After paying revenue to shares, the **stock price moves** based on the amount paid:

- If revenue is **less than the share price**, the stock price doesn't change.
- If revenue **equals or exceeds the share price**, it moves one step right.
- If revenue is at least **double the share price**, it moves two steps right.
- If revenue is at least **triple the share price**, it moves three steps right.
- If **no revenue is paid out**, either because the company withheld the revenue, or because the company didn't produce any money, the share price moves down (left) one space. (This will always occur in a company's first operating round)

OR

## WITHHOLD REVENUE

If withholding, the full revenue goes to the company's treasury, and the stock price moves one space left on the stock market.

The revenue board (shown below) helps players calculate payouts per share. Instructions for using the revenue tracker are provided on the tracker itself.

### Example:

Jim's company ran two trains, totaling \$120 in revenue. Jim decides to pay dividends because he owns 6 shares and needs money for the upcoming stock round. From the bank, Jim gets \$72. Derek owns one share, so he receives \$12, and Tony, with 3 shares, gets \$36 from the bank. Chad, with no shares, gets nothing.

# 5. BUY TRAINS

No train company can thrive without trains, and as time goes on, you'll need more of them. But beware—trains "rust" (become obsolete) as newer technology rolls in. Staying ahead of your rivals means planning your train purchases wisely. Your ultimate goal? Securing a "permanent" train that won't rust for the rest of the game. But timing is everything—choose carefully when and what to buy to outmaneuver your competition.

## BUY FROM THE TRAIN DECK

To purchase a train, simply pay the price listed in the top left corner of the train card from the company's treasury to the bank.

## BUY FROM ANOTHER COMPANY

If two companies' stations are connected by a valid route, the acting company can buy a train from the other if both presidents agree (often the same person). The train can be purchased for as little as \$1 or up to any amount the buying company can afford, with payment going to the selling company's treasury in exchange for the train.

## IMPORTANT RULES ABOUT TRAINS

### RULE 1: A COMPANY MUST OWN AT LEAST 1 TRAIN (WITH EXCEPTIONS)

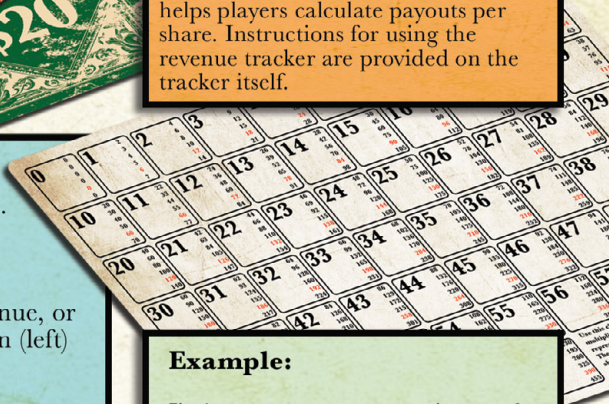
If the company can't afford a train, the president must cover the difference with their personal funds. If there are still insufficient funds to complete the purchase, the president must initiate an "Emergency Fundraising" (see "Emergency Fundraising" on the next page). **EXCEPTION:** If the company does not have a "Route" on which it can run a train, they do not have to own a train.

### RULE 2: A COMPANY MAY TEMPORARILY EXCEED THE TRAIN LIMIT

You may temporarily exceed the 2-train limit if the purchase causes one of the company's two current trains to rust.

### RULE 3: YOU MAY NOT DISCARD TRAINS

Once a train is purchased, it must remain with the company until it becomes obsolete or is bought by another company.



## EMERGENCY FUNDRAISING

If a train company can't afford a train, the president **must** contribute personal funds to cover the difference. If funds are still insufficient, the president **must** perform emergency fundraising by selling shares until they can afford the train.

The following rules apply:

- Any shares are eligible to be sold, not just those of the company raising funds.
- Shares cannot be sold if it would change company ownership.
- Shares cannot be sold if it would cause the bank pool to hold more than 50% of the company's shares.
- Once the train is purchased, there will be no money left in the company's charter.

All normal rules about stock price movement apply. If a player sells shares of a company they are president of, the share value will drop.

## BANKRUPTCY

**If emergency fundraising still results in an insufficient amount of money to buy a train, the player is bankrupt, and the game immediately ends (see "End Game Triggers"). All of the player's cash is contributed to the company. For scoring, this player will only evaluate their remaining shares.**

## 6. PAY OFF 1 DEBT (SANTA FE AND RIO GRANDE)

Once the "Treaty of Boston" event occurs (see "Triggering Events"), the debt marker will begin to rise each operating round, representing the accumulating interest on the debts each company owes. Companies must work to pay off this debt by the end of the game, or face severe consequences, such as plummeting share prices.

When to pay off these debts is entirely up to the president, but keep in mind that only **one debt marker can be paid off per operating round**, and time is not on your side. Be strategic—don't let the clock run out before your debts are settled!



(FIG. 1)



(FIG. 2)

### RIO GRANDE

When the Treaty of Boston event occurs, Santa Fe gains 4 "Debt" tokens on their charter. Rio Grande must buy these tokens from Santa Fe, placing them left to right on their debt card (see Fig. 1). If all debts aren't paid off by the end of the game, Rio's share price will drop by the highest uncovered white number. The money paid goes on Santa Fe's charter.

### SANTA FE

When the Treaty of Boston event occurs, Doc Holliday gains 2 "Debt" tokens on his card. Santa Fe must buy these tokens from Doc Holliday, placing them left to right on their debt card (see Fig. 2). If all debts aren't paid off by the end of the game, Santa Fe's share price will drop by the highest uncovered white number. The money paid for the debt tokens goes to the player who owns Doc Holliday. **If Doc was not selected during setup his debt tokens are placed on his card, near the bank, and the money goes to the bank when Santa Fe Purchases them.**

Remember, the debt price token only moves once the Treaty of Boston event occurs. To help new players, consider placing this token slightly above the stock market track until the event occurs.



# BUY PRIVATE ASSETS (OPTIONAL)

You can make this move anytime during a company's operating turn. Buying private assets into the company unlocks powerful abilities that can give your company a competitive edge. But that's not all—it also allows you, the savvy tycoon, to siphon capital from the company straight into your own pocket. This is a crucial, game-changing move. Strike while the iron is hot!

Remember! Only private assets with the train symbol can be purchased by a company.



## BUYING PRIVATE ASSETS

If **Green Phase is triggered**, train companies may now buy private companies from players for  $\frac{1}{2}$  to 2 times the private's face value. If a train company offers to buy a private company and the owner agrees, the train company pays the agreed amount from its treasury to the player, acquiring the private company into its treasury. The private then contributes to the train company's treasury until it closes and grants any special abilities it has. This sale is permanent, and that private will remain in that company's possession till the end of the game.

Once the game enters the **Silver Phase**, privates can no longer be bought into train companies.

FOR SPECIFIC RULES ON EACH PRIVATE, THERE IS A REFERENCE PAGE AT THE BACK OF THE RULEBOOK.

# END OF OPERATING ROUND

After each company has operated in descending share price order, the operating round concludes. If this was the first operating round; the round marker advances to the next round, and the process repeats. However, if it's the end of the second operating round, a series of upkeep steps must be performed. Follow the process outlined in the tables below.

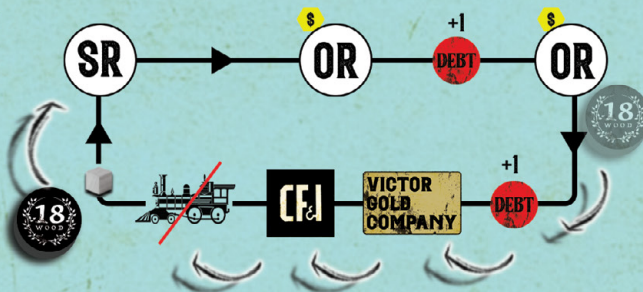
## 1ST OPERATING ROUND

Advance the round marker to the next operating round (OR) space, and perform the debt action according to the table below.



## 2ND OPERATING ROUND

Advance the round marker to the next stock round space, performing actions listed in the table below, as the round marker passes over the icon.



If the Treaty of Boston event has occurred, move the debt marker one space right. If not, ignore this effect.



Export a train: Remove the next train from the train deck and return it to the box. If the train deck shows a 2+ train, export all 2+ trains.

Pay dividends to Victor Gold Company shares as you would for any other dividends. The revenue paid equals the lowest uncovered space on the gold shipment track.



Add up all the money in CF&I's dividends box and pay that amount to CF&I shareholders as you would any other dividends. Then, return all but \$50 to the bank.



Finally, **after the second Operating Round (OR)**, refill the steel market just as you did during the initial setup. Place one steel cube in each empty space on the market until all spaces are filled again. Keep in mind, this refill happens only at the end of the second OR, **not after every operating round**.



Don't forget! After the first set of operating rounds, any remaining 2+ trains are exported. This ensures the game always enters the green phase, allowing two more companies to be started.

# TRIGGERING END OF GAME

*The game has reached its final stop, and it's time to reveal who among you is the most ruthless and cunning railway tycoon.*



## 3 WAYS TO END THE GAME

### ENDING 1: BANKRUPTCY

If any player goes bankrupt, the game immediately ends. Players move directly to final scoring without completing the current operating round.

### ENDING 2: STOCK VALUE CAP

If a company's stock marker reaches the red spaces of the stock market, players will finish the current **set** of operating rounds and then total their scores. This applies even if the game end was previously triggered by the purchase or export of a train.

### ENDING 3: SILVER PHASE IS REACHED

If a company buys a train and reveals the "Game End Triggered" event card, the players finish the current set of operating rounds, complete one more stock round, followed by a final set of operating rounds, and then the game ends. Everyone then adds up their scores.

## CALCULATING SCORES

Each player receives money for the shares they possess at the end of the game. To calculate this, take the final stock value of each share, multiply it by the number of shares you own in that company, and collect that amount from the bank. Repeat this process for every company in which you hold shares. (Money is not limited, but scores often exceed the provided tokens; therefore, it is typically easier to use pen and paper to tally the scores.)

Players then add all the money collected from shares to any remaining cash they have on hand. This total is their final score. The player with the highest total sum of money is the winner. In the event of a tie, the tied players should shake hands and agree to a rematch.

**Money and trains left on company charters do not count for anything. These companies were merely a means to an end—your true success lies in the wealth you have personally accumulated.**

## GAME PLAY VARIANTS

Although the variability in 18RoyalGorge is already quite high from game to game, players who wish to change things up even more can introduce the following variants. Additionally, most of these can be combined with each other.

### Auction Variant:

Each time a player wants to start a new train company, they must auction off the rights to do so. The initiating player begins the bid at any \$5 increment. In clockwise order, players may place higher bids, also in \$5 increments. When all but one player has passed, the highest bidder pays their bid to the bank. (This payment does not contribute to starting the company.) The winning player then starts the company according to the normal rules. If the auction winner is different from the initiating player, play resumes with the initiating player.

The auction variant helps balance perceived (or real) differences between companies. We recommend using this variant for every game after your first.

### 2-Player Variant:

The two-player variant is identical to the standard game, except that players may own up to 70% of any given company. This includes owning up to 70% of Victor Gold Company and Colorado Fuel and Iron.

### Hand-Picked Variant:

Private asset cards are one of the most enjoyable parts of the game, and sometimes it's fun to choose the ones you want to include. During setup, instead of selecting the private asset cards at random, all asset cards are given to the player to the left of the priority deal player. That player selects one private asset card to include in the game and passes the remaining cards to the next player, who chooses another card. This process continues until there are two yellow, two green, and one brown private asset in play. If the first player selects a brown private asset card, no other player may choose a brown card.

### No Privates Variant:

When introducing new players to the game, private assets can feel overwhelming. To simplify the game, players can choose to remove private assets altogether.

### Alternate Gold and Steel Prices:

Instead of setting the prices for gold and steel at \$45, follow these steps:

Before dealing out private asset cards, shuffle the cards labeled Y1, Y2, Y3, G1, G2, and G3 together. Randomly choose a yellow private asset card and set the steel price to the minimum bid price on that card. Then, flip a green private asset card and set the gold price to the minimum bid price on that card. After this process, proceed with selecting private asset cards as usual.

### Shorter Game:

To play a slightly shorter game, when the end game is triggered—regardless of the condition—finish the current set of operating rounds and then calculate scores. If the game ends due to the export of a train, players must still complete the stock round and the set of operating rounds. In other words, this variant limits the end game to, at most, one complete set of operating rounds.

# YELLOW PRIVATES REFERENCE

## ST. CLOUD HOTEL (Y1)

The St. Cloud Hotel began its journey in 1879 in Silver Cliff, Colorado, during the height of the silver boom. As the town's fortunes faded, so did the need for the grand hotel. But rather than face abandonment, the St. Cloud was dismantled and moved, piece by piece, to Cañon City in 1888. Reassembled in its new home, the hotel quickly became a beacon of luxury and a hub for travelers exploring the stunning Royal Gorge. Its remarkable relocation and rebirth in Cañon City reflect the resilience and ambition of the era, transforming it into a storied landmark with a rich history.

**Income:** Provides \$5 of income beginning in Yellow phase

**Closes:** Never

**Notes on ability:** The token is placed on the board as soon as the private asset is purchased by a train company. Remember that only the owning company receives this income. This company also never closes, meaning that the token will never leave Cañon City once it's moved, and the \$5 income will continue to be paid into the company charter. The quadrant diagram on this card is intended to help players remember where these locations are.



## GHOST TOWN TOUR COMPANY (Y2)

The "Ghost Town Tour Co." may be a fictional private asset, but it's deeply rooted in Colorado's rich gold mining history. During the gold rush, countless towns sprang up overnight, thriving on the promise of fortune. However, as the gold veins ran dry, many of these bustling boomtowns quickly turned into ghost towns, abandoned and forgotten. The Ghost Town Tour Co. lets one player profit from this inevitable decline, capturing the eerie charm of these once-thriving communities that now echo with the whispers of Colorado's past. In fact, Colorado is home to nearly 1,500 ghost towns, each with its own story of boom and bust.

**Income:** Provides \$15 of income beginning in Yellow phase

**Closes:** First 5 train

**Notes on ability:** The company may pass through several ghost towns in a single run, and as long as route rules are followed, multiple trains can run through the same ghost towns. The tokens are removed after closing.



## COAL CREEK MINES (Y3)

In the 1870s, Coal Creek, Colorado, emerged as a bustling mining town during the height of the coal boom. Located near the rich coal fields of Fremont County, the town quickly grew as miners flocked to the area in search of work. Coal Creek was a typical frontier mining town, with its economy centered around the extraction of coal to fuel the expanding railroads and the growing industrial needs of the region. The town's development was closely tied to the nearby Denver & Rio Grande Railway, which transported coal from the mines to various parts of Colorado. Despite its initial prosperity, Coal Creek, like many mining towns of the era, faced the boom-and-bust cycle typical of the period, with its fortunes rising and falling with the demand for coal.

**Income:** Provides \$5 of income beginning in Yellow phase

**Closes:** First 5 train

**Notes on ability:** This coal can be spent on the same train, or two different trains. The quadrant diagram on this card is intended to help players remember where the location is. The coal mine card can be placed near Coal Creek as a reminder.



## WILLIAM PALMER (Y4)

William Jackson Palmer was a key figure in Colorado's 19th-century development. A Civil War hero and Union Army general, Palmer founded the Denver & Rio Grande Railway in 1870, envisioning a narrow-gauge railway to connect Colorado's rugged terrain. His railway was crucial in opening the Rockies to commerce and settlement. Palmer also co-founded Colorado Fuel and Iron (CF&I), which became a major industrial force, providing steel for railroads and fueling the state's industrial growth. His legacy includes the city of Colorado Springs, which he founded, and his lasting impact on Colorado's infrastructure and industry.

**Income:** Provides \$5 of income beginning in Yellow phase

**Closes:** First 5 train purchase

**Notes on ability:** None



## COLORADO STATE PRISON LABOR FORCE (Y5)

In the late 1800s, inmates at the Colorado State Prison, now known as the Colorado Territorial Correctional Facility, were integral to the expansion of the region's infrastructure, including the construction of railroads. These prison work crews were tasked with some of the most grueling labor, including laying tracks, building tunnels, and maintaining the railroads that connected Colorado's growing towns and cities.

The use of inmate labor was a pragmatic solution to both the prison's overcrowding and the state's need for a cheap, reliable workforce. Prisoners were sent out under heavy guard to remote and rugged areas where they helped carve out routes through the mountains and across the plains. Their work was crucial in enabling the rapid development of the rail network that would become a lifeline for Colorado's economy, transporting people, goods, and resources across the state and beyond.

This practice not only provided the state with vital infrastructure at a fraction of the cost but also exemplified the harsh conditions inmates faced. The legacy of these work crews is still evident today in the railroads that traverse Colorado's rugged terrain, a testament to the labor of those who toiled under the watchful eyes of prison guards over a century ago.

**Income:** Provides \$10 of income beginning in Yellow phase

**Closes:** First 5 train purchase

**Notes on ability:** None



## LOCAL JEWELER (Y6)

The "Local Jeweler" may be a fictional private asset, but it's a nod to Colorado's vibrant history of gold mining and the art of fine jewelry crafting. During the gold rush, prospectors swarmed the Rocky Mountains, striking it rich in glittering veins of gold. As fortunes were made, skilled artisans transformed these precious finds into exquisite jewelry, symbolizing the wealth and prosperity of the era. The Local Jeweler captures this legacy, representing the journey of Colorado's gold from raw nuggets pulled from the earth to the beautifully crafted pieces that adorned the pioneers and high society of the Old West.

**Income:** Provides \$5 of income beginning in Yellow phase

**Closes:** First 5 train purchase

**Notes on ability:** Due to the delay in funds, this money cannot be used for emergency fundraising.



# GREEN PRIVATES REFERENCE

## DOC HOLLIDAY (G1)

Doc Holliday, the infamous gunslinger and gambler, was a key figure in the Old West, known for his deadly skills and close friendship with Wyatt Earp. During the Royal Gorge War in the late 1870s, a fierce battle erupted between the Atchison, Topeka, and Santa Fe Railway and the Denver and Rio Grande Railroad over control of the lucrative rail route through the Royal Gorge in Colorado. This conflict, though largely a legal and financial struggle, had its rough edges, with armed men hired by both sides to assert control.

Holliday, with his reputation as a deadly shot, was recruited by the Santa Fe Railway to provide some muscle. The conflict reached its climax when both railroads hired gunmen to defend their interests. Though Holliday's involvement in the Royal Gorge War was brief, it added to his legendary status as a man who was feared and respected in equal measure. Eventually, the war ended with a legal settlement, but Holliday's role in the skirmish remains a fascinating footnote in the history of the American West.

**Income:** Provides \$10 of income beginning in Yellow phase

**Closes:** Immediately once both debt tokens are paid for by Santa Fe.

**Notes on ability:** This private asset can't be acquired by a company, but it allows for intriguing strategic moves with Doc Holliday, particularly if controlled by the player who is the president of either the Rio Grande or Santa Fe railway.

## 13LB GOLD NUGGET (G2)

In the late 1800s, during Colorado's Gold Rush, a massive 13.5-pound gold nugget was discovered in the rugged hills, becoming one of the largest ever found in the state. Known as "Tom's Baby" after its discoverer, Tom Groves, who carried it like a child from the mountains, this nugget symbolized the untamed wealth that drew thousands to the Rockies, embodying the era's spirit of fortune-seeking and adventure.

**Income:** Provides \$5 of income beginning in Yellow phase

**Closes:** On the purchase of the first 5+ train

**Notes on ability:** This is not in "addition" to the \$50. It increases it from \$50 to \$130.

## HANGING BRIDGE LEASE (G3)

The Hanging Bridge in Royal Gorge, built in 1879, is a stunning feat of engineering. Suspended on girders anchored to towering granite cliffs, it was designed to allow trains to pass through the gorge's narrowest point, where traditional rail beds were impossible. This bridge was vital in connecting Denver to Colorado's mining towns, driving the state's economic boom. Today, it still serves the Royal Gorge Route Railroad, offering passengers dramatic views and a glimpse into the ingenuity of the past.

**Income:** Provides \$10 of income beginning in Yellow phase

**Closes:** On the purchase of the first 5+ train

**Notes on ability:** This is paid after the run, and does not affect the dividends paid to shares. Does not allow for token placement beyond the gorge.

## FLORENCE OIL FIELDS (G4)

The Florence oil fields in Colorado are historically significant as the location of the first commercial oil well west of the Mississippi, drilled in 1881. This discovery marked the beginning of the state's oil industry, leading to rapid development in Florence. By the 1890s, the town was home to several refineries, including the United Oil Company, which refined Florence's high-quality crude. The area became a major oil production center, contributing to Colorado's economic growth and playing a key role in the early American oil industry.

At its peak, the Florence oil fields produced millions of barrels of oil annually, and the town flourished with the influx of workers and businesses. This boom period helped establish Florence as a key player in the western oil industry, and its legacy continues to influence the region.

Kayla Ross and Denman Scofield, both of whom grew up in Florence, were deeply inspired by this rich history.

**Income:** Provides \$25 of income beginning in green phase

**Closes:** Never

**Notes on ability:** None.

## METALS INVESTOR (G5)

Colorado Fuel and Iron (CF&I), now known as "Pueblo Steel," was a cornerstone of Colorado's industrial boom, founded in 1880. As the first integrated steel mill west of the Mississippi, CF&I played a pivotal role in the development of the railroads that connected Colorado to the rest of the country. The steel rails produced in Pueblo laid the tracks for Colorado's expanding railroad network, crucial in linking the state's mining towns and agricultural areas with national markets.

This steel helped drive the economic growth of the American West, turning Pueblo into a hub of industrial activity. CF&I's influence extended beyond steel production, as the company also controlled vast coal and iron ore resources, feeding the demand for rail expansion.

The Metals Investor private asset is designed to embody the rich financial legacy of steel that emerged from southern Colorado.

**Income:** Provides \$5 of income beginning in green phase

**Closes:** On the purchase of the first 5+ train.

**Notes on ability:** This means the next stock "Round," not "turn." In other words, there will be two operating rounds before they can be sold.

## COAL DEPOT (G6)

Fremont County, Colorado, is steeped in the rich history of coal mining, a legacy that dates back to the late 19th century. As railroads began to carve their way through the rugged terrain, the demand for coal surged, and Fremont County quickly became a vital hub for the industry. Towns like Florence and Coal Creek thrived, with mines dotting the landscape, fueling the locomotives that powered the expansion of the American West. The coal extracted from these mines not only drove local economies but also played a crucial role in Colorado's broader industrial growth, particularly in supporting the booming steel industry in nearby Pueblo. Today, the remnants of these once-bustling mines serve as a reminder of the hard work and resilience that built the region, leaving an indelible mark on Fremont County's identity.

**Income:** Provides \$5 of income beginning in yellow phase

**Closes:** On the purchase of the first 5+ train.

**Notes on ability:** During the bidding for this company, you may still increase your bid by \$5 increments; however, the price paid is rounded down to the nearest \$10 increment. For example, if the winner paid \$95 for the card, the card would start with 9 coal cubes on it.



# BROWN PRIVATES REFERENCE

## SILVER MINES (B1)

Fremont County, Colorado, played a key role in the late 19th-century Colorado Silver Boom. Towns like Silver Cliff and Rosita emerged as bustling mining communities, fueled by the discovery of rich silver veins. Although the boom was short-lived, as silver prices fell and mines were exhausted, these silver mines contributed significantly to the early economic growth of the region. Today, remnants of these mining operations serve as historical reminders of the county's silver-rich past.

**Income:** Provides \$25 of income beginning in brown phase

**Closes:** Never

**Notes on ability:** Counts as a certificate.

## SULPHUR SPRINGS (B2)

Sulphur Springs, Colorado, is steeped in history, with its hot springs long revered for their healing properties. Indigenous peoples, including the Ute tribe, were among the first to discover and use the mineral-rich waters, believing them to be sacred and medicinal. When European settlers arrived in the 19th century, they quickly recognized the springs' value, leading to the establishment of a bustling resort town. Visitors flocked to the springs, seeking relief from ailments and the restorative powers of the natural baths. The sulfuric waters, with their distinctive scent, became a symbol of rejuvenation, attracting tourists and health seekers from across the country. Sulphur Springs' hot springs remain a cherished destination, echoing the past while continuing to offer the timeless allure of healing and relaxation.

**Income:** Provides \$50 of income beginning in brown phase

**Closes:** Never

**Notes on ability:** Note that ANY company can lay track to Sulphur Springs to earn the income. When upgrading from a town to a city, the color does not change. Replace the current town tile with the matching color city tile using the special SU tiles.

## STEEL DEPOT (B3)

Colorado Fuel and Iron (CF&I) had a profound impact on Colorado's railroading history. As the state's largest steel producer, CF&I supplied the essential steel rails that connected Colorado's mining towns and agricultural regions to national markets. The company's steel mill in Pueblo was integral to the expansion of the rail network, driving the economic growth of the state and facilitating the rapid development of the American West. CF&I's contributions helped shape Colorado's infrastructure, making it a key player in the region's transportation and industrial history.

**Income:** Provides \$10 of income beginning in yellow phase

**Closes:** On the Purchase of the first 5+ train

**Notes on ability:** This does not allow a player to lay MORE track per turn. It simply provides a cheaper option for purchasing steel when the market is depleted by other players. The additional storage card can be placed by the steel market as a reminder

## GOLD MINER (B4)

Gold miners in Colorado, especially during the late 19th and early 20th centuries, often earned low wages despite extracting valuable gold. To supplement their income, some miners engaged in "high-grading," the illegal practice of stealing small bits of gold ore from the mines. In towns like Victor and Cripple Creek, miners would smuggle out pieces of high-grade ore hidden in their clothing or lunch pails. Despite the risks, including searches and surveillance by mine owners, high-grading persisted as a way for miners to make extra money, reflecting their frustration with low pay and the harsh conditions they endured. This practice also contributed to the broader labor tensions in Colorado's mining industry.

**Income:** Provides no income

**Closes:** On the Purchase of the first 5+ train

**Notes on ability:** The dividend is not split by 12. Consider these as "ghost shares" that pay in addition to the 10 real shares. In other words, if the dividend is \$100, a total of \$120 would be paid out. This additional 20% payment does not count toward Victor Gold Company's share movement.

## TRACK ENGINEER (B5)

In the 1800s, "Track Engineers" were vital to the expansion and efficiency of the railroads. They were responsible for designing, constructing, and maintaining railroad tracks, ensuring they were properly aligned, graded, and supported. Their work involved surveying land, designing track layouts, and overseeing the construction of bridges and tunnels.

Track engineers also conducted regular inspections and repairs, ensuring tracks were level and secure, which helped prevent accidents and allowed trains to run faster and carry heavier loads. Their expertise enabled trains to travel longer distances efficiently, playing a key role in the successful expansion of railroads across the United States and driving economic growth during the 19th century.

**Income:** Provides \$10 of income starting in the yellow phase

**Closes:** On the Purchase of the first 5+ train

**Notes on ability:** This ability may not affect the same train as the coal depot.

## US MINT WORKER (B6)

The U.S. Mint in Denver, Colorado, has a rich history intertwined with the state's mining and railroad industries. Established in 1906, the Denver Mint was built in response to the immense wealth of precious metals—particularly gold and silver—extracted from Colorado's mountains during the late 19th century. The railroads played a crucial role in this, as they were the primary means of transporting these metals from remote mining towns like Leadville and Cripple Creek to Denver for minting.

The proximity of the Denver Mint to the railroads was no accident. The efficient movement of gold and silver via rail was essential to the Mint's operations. Trains would carry raw ore and bullion directly to Denver, where it was processed and transformed into coins. The presence of the railroads made Denver an ideal location for a mint, strategically positioned to handle the flow of wealth from the Rocky Mountains.

Working as a mint worker in the late 1800s would have been a demanding yet prestigious job. The workers were responsible for handling vast quantities of precious metals, weighing, melting, and striking coins with precision. Security was paramount; the Mint was heavily guarded, and employees were under constant scrutiny to prevent theft. Despite the risks, working at the Mint offered steady employment with the federal government, a rare and sought-after opportunity during a time when many jobs were physically grueling and unstable.

**Income:** Provides \$5 of income starting in the yellow phase

**Closes:** Immediately after used

**Notes on ability:** None



# EXPANDED CONTENT

## ALTERNATE GOLD SHIPMENT TRACKS

These alternate gold mine tiles were (mostly) previous iterations of the gold market used during the game's development. Some new iterations are also included. While the board's design is balanced to our liking, that doesn't mean these alternate tiles are inferior by any means.

**Setup:** During set up, shuffle all 8 tiles and choose one at random, overlay this tile on the board so that it covers the original gold shipment track.

### Additional rules:

1. Certain tiles contain no yellow shipment spaces and cannot be shipped to until the green phase is triggered. This is indicated to players by the symbol on the right.
2. Tile G pays out based on the current stock value of gold (X) plus an additional amount. For example, if the tile payout is 'X + 70' and the current value of gold is \$55, the dividend will be \$125 (55 + 70), or \$12.50 per share. Since using this tile may result in half-dollar payouts, several half-dollar tokens have been provided.



## ALTERNATE DOC HOLLIDAY (GI<sub>A</sub>, GI<sub>B</sub>)

Play as Doc, Annie Oakley, or the fictional "Mrs. Holliday"

**Setup:** If Doc Holliday is selected to be in the game during setup, the player who wins Doc Holliday can choose which version to play. All other rules remain the same.



## PASSENGER TRAIN (G7)

Passenger trains played a crucial role in Colorado's rich railroading history, connecting towns and fueling economic growth. In this game, your passenger train can generate steady income but comes at a cost to your company. Over time, neglect and wear may force you to retire the line altogether, reflecting the challenges of maintaining these lifelines on the rugged frontier.

**Income:** Costs \$15 per operating round

**Closes:** When the company can't pay for it any longer OR on the first 5 train purchase.

**Notes on ability:** This ability ONLY affects a holding company. The card has no affect on the player who purchased it.



## HEAVY WINTER (B7)

Winters in Colorado are notoriously harsh, with icy winds and relentless snow. Time your moves carefully to freeze your opponents in their tracks when it matters most.

**Income:** Provides \$10 of income starting in the yellow phase

**Closes:** Only after used

**Notes on ability:** This ability freezes the stock market only for one operating round, NOT for the "set" of



## ELIJAH MCCOY (B5<sub>A</sub>)

Elijah McCoy, a pioneering Black inventor, revolutionized the railroad industry with his innovative oil-drip cup, which automatically lubricated locomotive engines, eliminating frequent stops for maintenance. His genius invention kept trains running smoothly and reliably, inspiring the phrase "the real McCoy" as a mark of genuine excellence.

**Income:** Provides \$10 of income starting in the yellow phase

**Closes:** On purchase of first 5+ train

**Notes on ability:** This card is alternate art for B5 "Track Engineer."



## BUCKHORN EXCHANGE STEAKHOUSE (Y7)

The Buckhorn Exchange, Denver's oldest steakhouse, is a living legend of the Old West, serving up frontier spirit with its iconic game meats and rich history. Founded in 1893, this National Historic Landmark boasts walls adorned with taxidermy and tales of gold rush prospectors, presidents, and cowboys who dined beneath its rustic charm.

**Income:** Provides \$15 of income starting in the yellow phase

**Closes:** Never

**Notes on ability:** None



## MADAM EVENS (B7)

Madam Laura Evens was a savvy and determined entrepreneur who rose to prominence as the operator of one of Colorado's most successful brothels. In an era where few women wielded influence, she built a thriving business that catered to miners, travelers, and townsfolk alike. Despite the societal stigma surrounding her profession, Laura amassed significant wealth and respect, becoming a symbol of resilience and independence in the heart of the Rockies. Her legacy endures as a testament to ambition and survival on the rugged frontier.

**Income:** Provides \$5 of income starting in the yellow phase

**Closes:** Never closes

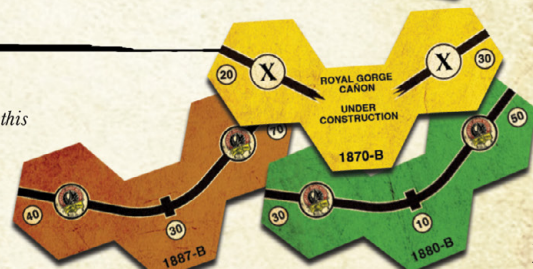
**Notes on ability:** The additional income only affects the holding company.



## ALTERNATE GORGE TILES

Take the power away from Rio Grande with this variant. Some players don't like how powerful Rio Grande is, and this variant offers a weaker version of the company. Can you make it sing still?

**Setup:** During setup, players can decide which set to use: either the original tiles or the 'B' side, which makes Rio less powerful.



# UPGRADE CHART

This chart is intended to help players see what tiles upgrade to.


# HISTORICAL NOTES

The Royal Gorge War was a dramatic and intense conflict that played out in the rugged and spectacular Royal Gorge of Colorado during the late 1870s. This deep, narrow canyon, carved by the Arkansas River, features towering granite cliffs rising over 1,000 feet on either side. The Gorge was not only a natural wonder but also a critical passageway, offering the most direct route to the booming silver mines of Leadville, one of the richest mining districts in the West. This made it a highly coveted prize for two of the most powerful railroads of the time: the Denver & Rio Grande Railway (D&RG) and the Atchison, Topeka, and Santa Fe Railway (Santa Fe).

The conflict began in earnest in 1878 when both railroads laid claim to the narrow corridor through the Gorge. The topography of the Royal Gorge was such that only one railroad could realistically build a track through the narrow passage, leading to a bitter struggle for control. The stakes were incredibly high, as the railroad that secured this route would dominate the transportation of valuable ore and supplies to and from Leadville, reaping enormous profits.

The “war” between the two railroads escalated quickly. Both companies engaged in a series of legal maneuvers, but when the courts failed to provide a swift resolution, the conflict spilled over into physical confrontations. Armed guards were hired by both sides to protect their construction crews and sabotage the efforts of their rivals. These guards, often referred to as “railroad gangs,” were sometimes composed of notorious gunslingers from the Old West, adding an element of danger and lawlessness to the conflict.

Among the most famous of these gunslingers was Doc Holliday, the infamous gambler, dentist, and sharpshooter, who is best known for his role in the Gunfight at the O.K. Corral. Holliday was hired by the Santa Fe Railway to provide some muscle during this tense period. His presence, along with other hired guns, brought a volatile mix of bravado and violence to the Royal Gorge, making the conflict as much about Old West showdowns as it was about legal disputes.

The situation in the Gorge became increasingly dangerous, with both sides engaging in acts of sabotage, including the destruction of tracks, the blocking of construction sites, and even skirmishes between the rival gangs. The conflict reached its peak with what became known as the “Battle of Royal Gorge,” a tense standoff where armed men from both sides faced off against each other, ready to defend their company’s interests at all costs.

Ultimately, the Royal Gorge War could not be settled by force alone. The dispute was taken to the courts, where both railroads presented their case. The legal battle was complex and drawn out, reflecting the high stakes involved. Finally, in 1880, the conflict was resolved by the Treaty of Boston, a settlement negotiated far from the battlefields of Colorado, in Boston, Massachusetts.

The Treaty of Boston awarded control of the Royal Gorge to the Denver & Rio Grande Railway, allowing them to complete their line to Leadville and secure the lucrative business of transporting ore and supplies. The Santa Fe Railway was compensated for their efforts and agreed to withdraw from the Gorge, redirecting their expansion plans elsewhere.

This resolution marked the end of the Royal Gorge War, but its impact was long-lasting. The Denver & Rio Grande’s victory solidified its position as a dominant force in Colorado’s railroad industry, and the completion of the Royal Gorge route became one of the most iconic and scenic railway journeys in the United States. The conflict also highlighted the lengths to which corporations would go to secure their interests in the rapidly industrializing American West, where the lines between legal maneuvering and outright violence were often blurred.

The Royal Gorge War is remembered not only for its legal and economic significance but also for the colorful characters and dramatic confrontations that defined this unique chapter in the history of the American railroads.

This game is a heartfelt tribute to our upbringing in Fremont County, where the echoes of history are deeply woven into the landscape. Growing up surrounded by the rich heritage of railroads and mining towns, we couldn’t help but be captivated by the stories of the past. Coupled with our love for 18XX games and train games as a whole, we felt compelled to create something that would not only entertain but also educate and immerse players in the history that shaped our region.

We wanted to bring the history of the Royal Gorge and the surrounding areas to life, which is why we meticulously crafted the private assets, the debt mechanism, and the Old West-inspired graphics. Each element was carefully designed to evoke the feel of the late 19th century, a time when railroads were the lifeblood of the American West, and fortunes were made and lost in the blink of an eye. The private assets reflect the real-life characters and enterprises that played pivotal roles in shaping the region, while the debt mechanism adds a layer of strategy that mirrors the financial gambles taken by the railroad companies of the time.

We truly hope that as you play, you’ll feel the theme resonating with every decision you make and every mile of track you lay. We’ve poured our hearts into this game, striving to create an experience that’s not only fun and challenging but also rich with the spirit of the Old West. Our greatest wish is that you’ll get as much out of the game as we put into it, and that it leaves you with a deeper appreciation for the history and the stories that inspired its creation.

## CREDITS

**Game Design:** Kayla Ross  
Denman Scofield

**Artwork:** Mark Melnikov

**Developers:** Brandon Bashein, Jim Miller, Derek McCabe

**Graphic Design:** Denman Scofield

**Rule Book Writer:** Brandon Bashein

**Online Implementation:** Jonathan Cox (TTS)  
Michael Brandt (18xx.games)

Thank you to Dave Berry for his valuable recommendations on the rules. His feedback greatly improved this rulebook. Thanks, Dave!

## PLAYTESTERS

Scott Petersen, Phil Chen, Michael Wang, Brandon Stover, Derek McCabe, Jim Miller, Jen McConnell, Tony Fryer, Brandon Bashein, Greg Holton, Michael Brandt, Jon Cox, Chad Jacobson, Wayne Williams, Oleg Savelyev.

And thank you to all the 18XX designers that have come before us. This game is not only the result of our design skill, but of every designer who has come before us. Francis, Lonny, Ohley, Wolfram, Dixon, TraXX, Hecht, Hutton, Lawson, Derrick, Lehman, and many more... thank you!

18RoyalGorge was developed using 18XX-Maker.com We can’t thank them enough for helping make this game real.

The 18XX game system was originally created by Francis Tresham

**FORGIVE ME IF I DON'T SHAKE HANDS.**

**~DOC HOLLIDAY**

