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Avalon hill gettysburg 1977 rules pdf

Have had this game for a few years now and it's a compact and easy to learn boardgame revolving around the battle of Getttysburg. The game is based on hexes and unit counters, easy to grasp rules of movement and combat. Units arrive according to the historical conditions and the units having their own combat rating based on who's side they are on and what type of unit it is. The game takes place over 3 days, and can be broken up in a way so that you only play one day as a mission, or a 3-day campaign. Victory is achieved through control of important locations that at the end of the turn are rewarding the one holding them with a set number of victory points. Easy to set up, easy to learn, fun for both veteran and newbie boardgamers and there is enough depth and tactical decisions in there to give you a good replay value. Check the whole review on my blog:linkpicture Founded in 1954, game company Avalon Hill specialized in producing a variety of strategy-based board games and war simulation games. In 1976, Avalon Hill purchased rival game company 3M, and continued publishing a wide range of games first popularized by the Minnesota company, including the 3M Bookshelf Games Series. The series was named for the vertical slipcase style box which housed the games and resembled spines of books when stored on the family bookcase. The games adhered to high production standards, and welcomed designs from anyone, including independent game designers Sid Sackson and Alexander Randolph. Avalon Hill continued production of bookshelf games until 1998, when the company and its properties were purchase by toy giant Hasbro. Today, both 3M and Avalon Hill bookshelf games are recognized as influential and prized collectibles in the gaming community, often considered precursors to current German "Eurogames." Many electronic games also recognize the significance of the games, as the complex and computational methods of their gameplay parallels that of some electronic games. As a result, designers have published several bookshelf game titles in electronic versions. Board game company Avalon Hill Games Inc. TypeSubsidiary [1] Industry GameFounded gamesOwner Hasbro Parent Hasbro Interactive (1998-2001) Wizards of the Coast (2004-2020) Hasbro (2021-present) Websiteavalonhill.wizards.com Avalon Hill Games Inc. is a game company that publishes wargames and strategic board games. It has also published miniature wargaming rules, role-playing games and strategic board games. It has also published miniature wargaming rules, role-playing games and strategic board games. It has also published miniature wargaming rules, role-playing games and strategic board games. It has also published miniature wargaming rules, role-playing games and strategic board games. 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[2] Avalon Hill introduced many of the concepts of modern recreational wargaming, including the use of a hexagonal grid (a.k.a. hexgrid) overlaid on a flat folding board, zones of control (ZOC), stacking of multiple units at a location, and board games based upon historical events.[3][2] History The Avalon Game Company Home of Charles S. Roberts during the 1950s, located on a hill in the Avalon Game Company sold mailorder games from the garage for six years 1952–1958.[4] Avalon Hill was started in 1952 outside Baltimore in Catonsville, Maryland by Charles S. Roberts under the name of "The Avalon Game Company" for the publication of his game Tactics. It is considered the first of a new type of war game, consisting of a self-contained printed map, pieces, rules and box designed for the mass-market.[3][4] Other war games published over the prior half-century, which Roberts drew inspiration from, were either not designed for the commercial market and/or used miniatures with selfmade maps/terrain.[5] Roberts sold Tactics by mail from his home in the Avalon neighborhood of Catonsville; his house overlooked the Patapsco River valley and B&O Railroad for which Roberts, his father and grandfather worked.[4] Following the success of Tactics, Roberts sold Tactics by mail from his home in the Avalon Game Company" to "Avalon Hill" in 1958 because of a naming dispute with another company, and the Avalon house was on a hill.[4][3] The number of games released per year was erratic until 1964 as the company under the name of "Avalon Hill" was the second edition of Tactics, titled Tactics II, published in 1958.[3][6] AH published two other games that year, Gettysburg and the railroad game Dispatcher.[3] In 1959, Roberts moved Avalon into an office space on Gay Street in Baltimore and took on its first outside designed game, Verdict, by two corporate lawyers. After another office move, in August 1960 Thomas N. Shaw, a high school friend of Roberts, was hired to design games.[3][4]6 In 1960, Avalon published the first mostly dice-less sports game in Football Strategy esigned by Thomas N. Shaw which was followed by two sister games, Baseball Strategy and Basketball Strategy line, the football and baseball versions were previously privately published by Shaw in 1959.[4]7 With a recession occurring, debt began to pile up starting in 1961.[3] Avalon launched a pre-school children's line in 1963 with four games, Imagination, What Time Is It?, Doll House and Trucks, Trains, Boats & Planes, which flopped. Roberts gave up and planned to file bankruptcy on December 13, 1963. [4]p7 Instead his creditors, Monarch Office Services and J.E. Smith & Co. interceded and took over. Monarch had printed all but the boxes, which were done by J.E. Smith.[9]:175 The company was reorganized by retaining only one staff member, Shaw, moved, cut costs and appointed J.E. Sparling as president.[4]p7,8 In 1964, AH set a two-game per year release schedule.[4]5-8 Avalon Hill published Blitzkrieg in 1965. This game was an abstract combat game, featuring two sides (red and blue) and some neutral countries. Many rules variants were created for Blitzkrieg. The company also published simulations of actual battles and campaigns, such as Midway, Afrika Korps, and The Battle of the Bulge. Avalon Hill published PanzerBlitz in 1970, designed for the company by Jim Dunnigan's Simulations Publications, Inc. (SPI) on a royalty basis from SPI's Tac Force 3 game.[4]p9 Monarch Avalon division Monarch bought out J.E. Smith & Co., Avalon Hill's co-owner, on November 30, 1971. Thus the company became a division of a renamed Monarch Office Services, Monarch Avalon.[4]p10 The company acquired several successful games including Acquire, TwixT and Feudal from the purchased in December 1976. Both lines increased the retail outlets that would take AH games. The Aladdin Industries game line was another acquisition in March 1977. With the SI line, the company started a sports game division in May 1977 with Bruce Milligan hired to head the division and launch All Star Replay sport games magazine. While from the 3M line, Facts in Five became its top selling game.[4]p5,12 During the 1970s, Avalon Hill published a number of popular games such as Outdoor Survival, Panzer Blitz, Squad Leader, and the Statis Pro sports line.[3] Avalon Hill also purchased many games from smaller companies and republished them. Heritage Models sold AH its Battleline Publications in October 1979.[4]p5,15 Much of the Battleline line, including Wooden Ships and Iron Men and Machiavelli (a variant of Diplomacy set in Renaissance Italy), was republished by Avalon Hill, along with the popular Diplomacy. AH also acquired Jedko Games' The Russian Campaign and War at Sea, and Hartland Trefoil's Civilization. 1830 was developed by Avalon Hill, but based on Francis Tresham's 1829. In 1974, a new game developer attempted to pitch his concept to Avalon Hill. Gary Gygax and Dave Arneson had co-developed a new type of co-operative game that used role-playing, and turned down his offer.[11] Gygax was forced to form TSR Inc in order to self-publish his game. In less than five years, TSR would be the dominant player in the new RPG market. Avalon Hill entered the role-playing game market a decade later by publishing Powers and Perils in 1983 and Lords of Creation in 1984.[12] The licenses to RuneQuest and the board games White Bear & Red Moon (republished as Dragon Pass) and Elric, were acquired in a complex agreement in 1983 with Chaosium, and Avalon Hill published the popularity of the long-established competitor, Dungeons & Dragons. Avalon Hill became an early publisher of computer games in 1980[15] with its video game division Microcomputer Games, adapting some of its boardgame titles to various computer platforms (TRS-80, Vic-20, Commodore 64, Apple II, etc.) on several data formats (cassette tape and 51/4" disk). Sales of these products were decent, but the only outstanding success was Achtung Spitfire!, published relatively late in the company history. Gulf Strike was introduced by the company in 1983 and was based on the Iran-Iraq War then updated after the cease-fire in 1985. AH published The Dr. Ruth Game in 1985 which sold initially well then dropped off.[16] Facing an economic downturn in 1990 and a three year period of losses, Monarch Avalon closed its New
York office, sold its toy division and reduced inventory. AH also published its timely game expansion, Desert Shield, that sold out in weeks after its October 1990. [17][18] In 1991, Hobbycraft Canada was sharing office space with Monarch Avalon. [16] The AvalonCon World Boardgaming Championships was first held by AH in 1991.[19] In December 1992, AH hired Jim Rose to lead its computer game division, [20] with the goal of reviving this part of the business in the face of flagging board game sales. [21] AH reentered the computer game market in 1994 with a good review of "Flight Commander 2". The company added Pogs to its game line up in 1995.[22] By June 1995, Rose had left the company to found TalonSoft.[23] In 1995, Monarch Avalon Hill's return to computer games proved unsuccessful: Terry Coleman of Computer Gaming World reported in late 1998 that "no AH game in the past five years [had] sold even 50,000 units worldwide".[25] Hasbro subsidiary Monarch sold Avalon Hill to Hasbro on August 4, 1998 for \$6 million.[26] Coinciding with the purchase, Hasbro laid off AH's entire staff.[27] Hasbro, seeking popular board games that could be converted to computer versions, purchased the rights to the Avalon Hill trademarks, copyrights, inventory, tooling and divisions, Avalon Hill Software and Victory Games, [24] and placed them under its video game subsidiary, Hasbro Interactive was sold to Infogrames; [28] Avalon Hill was not included in the sale and Hasbro later transferred control of the company to its subsidiary, Wizards of the Coast, in 2004.[10] Hasbro has released new titles under the Avalon Hill name, and added the Avalon Hill imprint to older titles such as Axis and Allies that were not originally made by Avalon Hill management back under its own control from Wizards of the Coast beginning in January 2021.[29][30] Game rights to many of Avalon Hill's more complex games have been licensed or sold to other game publishers, or have reverted to their original owners and been republished by other companies: Multi-Man Publishing acquired a license to Advanced Squad Leader and the Great Campaigns of the American Civil War series, and has since published new materials for these. Valley Games published new editions of Avalon Hill's early card-driven wargames We the People (retitled Washington's War), Successors, and For the People, and a descendant of Advanced Third Reich/Empire of the Rising Sun named A World at War. Mayfair Games now has the rights to 1830 (one of several 18XX games they publish). Victory Games One of Avalon Hill's competitors, Simulations Publications, Inc. (SPI), produced wargames that were more complex and realistic simulations than those that Avalon Hill published. [citation needed] In 1982, after SPI was purchased by TSR, Avalon Hill hired away some of SPI-style games, it met with critical and commercial acclaim. [citation needed] In 1989, Victory Games brought on Leonard Quam, a veteran from West End Games, and hired Kevin Boylan as a product developer. Victory Games continued to developer and release new products, including 3rd Fleet and Carrier. The New York office closed in early 1991 after Quam left the company. Victory's final two games, Flashpoint Golan and Across Five Aprils, were developed by Boylan alone, who worked remotely in collaboration with Avalon Hill's art department. [31] In addition from 1983 to 1987, the imprint also published an officially licensed tabletop role-playing game of the James Bond spy fiction media franchise, James Bond 007: Role-Playing In Her Majesty's Secret Service. Magazines The General Main article: The General Magazine Avalon Hill also had its own house organ which promoted sale and 1998. The magazine offered a wide array of features, including articles on both strategies of play and tactics for specific situations, historical analyses, semi-regular features devoted to individual games, columns on sports and computer games by AH, listings of vendors and opponents, answers to questions on game rules, ratings for both games and players, discount coupons for mail orders, and insider information on future AH projects. All-Star Replay This magazine was for Avalon Hill's sports games. A total of 19 issues were published quarterly (later bi-monthly) from 1977 to 1981. Heroes In early 1984, on the occasion of the release of third edition RuneQuest, Avalon Hill included in all RuneQuest boxes a single advertising flyer (see image, right) announcing the launch of HEROES, its own role-playing magazine. HEROES ran for ten issues from 1984 to 1986[32] and had the main purpose to promote all four of Avalon Hill's role-playing games: James Bond 007, Lords of Creation, Powers and Perils, and RuneQuest. See also List of Avalon Hill games References ^ a b c "Business Entity Summary: AVALON HILL GAMES, INC". Corporations Division Corporate Search. Massachusetts Secretary of Commonwealth. Archived from the original on September 23, 2015. Retrieved August 5, 2015. a b c Carlisle, Rodney (2009). Encyclopedia of Play in Today's Society. SAGE Publications. p. 53. 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to Avalon Hill Management". Wizards Play Network. September 8, 2020. ^ Dunnigan, James F. (1997). "Into the 1980s". Chapter 5: History of Wargames. The Complete Wargames Handbook (2nd ed.). Archived from the original on 2006-10-31. Archived from the original on 2006-10-31. Archived from Shannon Appelcline's website External links The Avalon Hill Home Page at www.wizards.com Web-Grognards: Avalon Hill Ludography The Fall of Avalon Hill from GIS.net Retrieved from " 2Board games based on 19th century railroads A game of 18FL in progress, depicting the gameboard with track tiles and station tokens. 18XX is the generic term for a series of board games within the series use particular years in the 19th century as their title (usually the date of the start of railway development in the area of the world they cover), or "18" plus a two or more letter geographical designator (such as 18EU for a game set in Europe). The games 2038, set in the future, and Poseidon and Ur, 1830 BC, both set in ancient history, are also regarded as 18XX titles as their game mechanics and titling nomenclature are similar despite variance from the common railroad/stock-market theme. The 18XX series has its origins in the game 1829, first produced by Francis Tresham in the mid-1970s. 1829 was chosen as it was the year of the Rainhill Trials. 1830 was produced by Avalon Hill in 1986, and was the first game of the series widely available in the United States; it is seen as the basic 18XX game by the U.S. audience.[1][2] In addition to traditionally published by low-volume game companies.[3][4] With few exceptions (such as 2038), 18XX titles are multiplayer board games without random variables in their game mechanics. Gameplay Common features 18XX games vary, but most follow this general pattern:[5] The objective is to enhance personal wealth, not the assets of any companies a player may be operating. Personal wealth consists of cash, company stock (which increases wealth both by receiving dividends and by capital appreciation), and other investments (such as private companies). Players don't directly interact with the game board, but do so indirectly through companies they control. Generally, the player who owns the most stock of a company is the president of that company and makes all decisions on behalf of that company Usually, the president is also required to help fund the company when it lacks sufficient funds to pay a required expenditure (such as a train). Game play alternates between "stock rounds" and one or more "operating rounds". In a stock round, players buy and sell stock (some games have company actions during a stock round as well), while in an operating round players take actions on behalf of companies they control, including laying track, placing station tokens, operating trains, withholding income or paying dividends, and buying track, placing station tokens, operating trains, withholding income or paying dividends, and buying track, placing station tokens, operating trains, withholding income or paying dividends, and buying track, placing station tokens, operating trains, withholding income or paying dividends, and buying track, placing station tokens, operating trains. preventing snowball effects resulting from early leads by some players. The "President's certificate" (or "Director's certificate") represents a greater percentage of corporate stock than other certificates (e.g., 20% as opposed to 10%), and is usually the first one purchased for a company (with its purchaser setting the price, or "par value", for regular shares of stock in many titles in the series). If another player accumulates more shares in a company that the current president, they acquire the President's certificate (with attendant side-effects for both players regarding certificate limits) in exchange for their own lesser shares, and becomes the new controller of the corporation. Certain games may impose restrictions on the order in which companies may be started (generally to impose a historical context upon the game), and they vary in how many shares must be purchased before the company may operate ("floats"). The map is usually a hex grid that depicts cities and terrain features. Hexagonal "track" tiles (representing available land-rights) are laid on top of this map to represent the growth of railroad networks, and tokens are placed on the board to represent stations (as well as special abilities from private companies). Cities have values which can vary based on which tiles have been laid on the city, the phase of the game, or even which type of train is used to reach them. Different color tiles are available in succession, and in phases. These phases are typically determined by the first purchase of a more advanced type of train. A company's stock price is adjusted based on the revenues earned and whether the president chose to pay dividends or to withhold the earnings in the company treasury. Stock prices are usually also affected by actions in the stock round, and some games have other mechanisms that affect the stock price. Scarcity (forcing future-turn planning by players) of available corporations, shares thereof, train types and track tiles. Trains become obsolete, and must be replaced by ever more expensive trains that also have greater capacity for earning revenue. Purchase of a new type of train usually triggers other events in the game, such as when older trains become obsolete, the availability of different sets of tiles, closure of private companies, etc. Game end is usually determined when the bank runs out of money, and also by player bankruptcy (when a player cannot pay the debt of a company they control). Some games do not end when a player goes bankrupt, while others add other conditions for ending the game such as when a stock reaches a certain value on the stock market, or the most advanced type of train has been purchased. Other games do not feature bankruptcy at all, and enable a player to place a moribund company in "receivership", or be incorporated into a government railway, and walk away from debts. Differences While adhering to common similarities (see preceding section), each 18XX game differs from the others in subtle or significant ways in rule set as well as game map. As with games in general, each individual mechanic has probably been used before, but a new game can put together a set of mechanics which provide a new and interesting challenge. Some typical areas of difference are:[5] Initial Auction - there are many different ways to distribute the initial privates and corporations. Private Companies - most 18XX games have private companies which are entirely owned by one player, and represent the earliest companies in the game or provide special abilities. "Privates", as they are called, generally do little other than provide revenue, but in some games they control access to or enhance the revenue of certain hexes on the map. Some games have very similar private companies, some have very different private companies, and some dispense with having private companies at all. Some titles (e.g., 1835 and 1861) also have Minor Companies, which are again owned entirely by one player but play a more dynamic role than Privates. Corporation Funding - some games have full funding for a corporation as soon as it floats, while others have the company receiving money only as each share is sold. Some games require the corporation to reach a historically relevant destination in order to receive some of its capital or earn the best level of income. Company Types - some games have multiple company types. These types may vary based on how many shares are available for purchase, the funding model for the company, the number of station tokens available, or which types of trains may be purchased by the company. Corporate stock-ownership - some games enable companies to hold their own stock, purchase private corporations, and/or own the stock of other companies (even to the point of owning or as prelude to merger). Train Types - some may offer multiple types of trains with distinct capabilities or lifetimes. Some trains may "degrade" into other train types upon certain events (for example, delayed obsolescence of 4-trains in 18MEX, or normal trains becoming H-trains in 1844). Trains may become available in unusual sequences. For example, in 1830, diesel engines are available as soon as the first, In 1824. G-train availability is controlled by when normal trains are purchased. Certain trains may be restricted in terms of which locations they may run to or may count revenue from, or they may provide bonuses for running to off-board locations. In 1844, H-trains are prohibited from running to off-board locations. For example, in 1844, H-trains are prohibited from running to off-board locations. In 1854, only Orient Express trains may run to certain off-board areas. In 1889, diesels get special bonuses for off-board locations. locations. In 1826, E-trains and TGVs ignore dot-towns. TGVs in 1826 and 4D-trains in 18MEX double the value of the mine rather than it being potentially paid to stockholders. Theme - a few titles eschew the common railroad/stock-market theme. For example, 2038 involves space exploration of the asteroid belt, while Ur, 1830 BC involves building dams and canals in ancient Mesopotamia (in the latter game, "corporations", "presidents" and stock "shares" are represented by kingdoms, rulers and parcels of land). Conventions and tournaments A number of conventions have at least some emphasis on 18XX games, including the Chattanooga Rail Gaming Challenge, held in January or February in Chattanooga, Tennessee and run by Mark Derrick.[6][7] 18XX games also figure prominently in various "RailCon" and "Puffing Billy" tournaments at many conventions.[8][9] Play by email and Online 18xx games are often played remotely using various tools that support play by email games. Many games in the genre are implemented on 18xx.games,
which is open-source and supports a large number of 18xx titles is BOARD18. BOARD18 was designed for use in play by email games and is not recommended for live play, [10] List of 18XX titles Note: Many titles are out-of-print and difficult to find. 1800 Colorado, published by All-Aboard Games and Deep Thought in 2011. 1817 Designed by Craig Bartell and Tim Flowers and published by All-Aboard Games and Deep Thought Games in 2010. 1822: The Railways of Great Britain Designed by Simon Cutforth and published 2016 by All-Aboard Games. Winner of "Golden Elephant Award" for "Best Heavy Game of 2016" by Heavy Cardboard. [11] 1822CA Designed by Robert Lecuyer and Simon Cutforth, and published 2018 by All-Aboard Games. This game, strongly and the strongly game of 2016 by All-Aboard Games. This game, strongly game of 2016 by All-Aboard Games. based on 1822: The Railways of Great Britain, takes place in Canada, features a larger number of private companies, and includes an innovative scale change halfway across the map to account for the larger expanse between cities in Western Canada. 1824 1824 was published by Double-O Games in 2005. The game was designed by Lonny Orgler and Helmut Ohley, and is set in Austria-Hungary. It is a smaller and simpler version of Lonny's 1837, and adds some ideas from his later 1854 and Helmut's 1844. 1825 Great Britain, released 1995 (Unit 1) by Hartland Trefoil, 2000 (Unit 2) and 2004 (Unit 3) by Tresham Games, designed by Francis Tresham. The game has subsequently had many revisions, reprints, add-on kits and variants. 1826 1826 was published by Chris Lawson in 2004 and Deep Thought Games in 2004[12] and set in France and Belgium. As David Hecht's first design, it is the most conventional, and only one to use "traditional" green and brown plain track upgrade tiles. 1826 started out as "1830 on a different map", but rapidly evolved into a game of capital and technology management: the game's key decisions revolve around when to "grow" a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company, and which trains to buy to optimize a company train trains train trains to buy to optimize a company train train trains trains train train train train train trains train tra game in the 18XX series, published by Hartland Trefoil Ltd (UK) in 1974 from an original design by Francis Tresham. A second version, 1829 (North) was published in 1981. The game has subsequently had many revisions, reprints, add-on kits and variants. 1830: The Game of Railroads and Robber Barons 1830 was published by Avalon Hill in 1986 and its popularity led to the creation of many other 18XX games. The game has subsequently had many revisions, reprints, add-on kits and variants. 1832 1832 was published by Deep Thought Games in 2006.[12] The game was designed by Bill Dixon and is set in the Southeastern United States. It retains the new rules Bill introduced in 1850 and 1870 for share price protection, stock redeeming, and reissuing, while adding new rules to model the mergers that shaped the South's railroads. 1835 1835 was designed and published by Hans im Glück in 1990 and distributed in the United States by Mayfair Games.[13] The game board covers most of Germany. It was the first 18XX game use the concept of 'minor' companies, which operated like the normal stock companies (with some limitations) but are owned by a single person like a private company. 1837 Austria-Hungary, released and designed 1994 by Lonny Orgler 1841 1841 was published by Chris Lawson in 1996. The game was designed by Federico Vellani with assistance from Manlio Manzini and is set in Italy. With its complicated financial rules and very steep train gradient (i.e., the trains get very expensive very quickly), it emphasizes stock manipulation and funding train purchases over route building. 1844 1844 was designed and published by Helmut Ohley in 2003. Peter Minder collected extensive background material and drew the map. 1844/1854 A 2016 Mayfair and Lookout Games in 2005,[12] with a second edition by GMT Games in 2016. The game was designed by Tom Lehmann and is set in the Mid-western United States. It features a linear stock market (like 1829), n/m trains (which count n cities but may run through m total cities) and a simplified private companies, and the number of players, and the resulting game is shorter than most 18XX games. 1847 Germany-Pfalz, selfpublished in 1996, and in 2015 a 2nd Edition by Wolfram Janich 1849 Sicily, released 1998 by Chris Lawson, designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Federico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Pederico Vellani 1850 1850 was published by Deep Thought Games in 2006.[12] The game was designed by Pederico protection and stock redeeming/reissuing, 1851 Tennessee, released 1998 by Chris Lawson, designed by Francis Tresham. In 2009 there is a 2nd Edition release from Lookout/Mayfair Games, which comes also within revised rules, 1854 1854 was published by Francis Tresham. both Lonny Orgler in 2002 and Deep Thought Games in 2005.[12] The game was designed by Lonny Orgler and is set in Austria. It features a hexagonal stock market, local railways which operate on a smaller map (which takes place on two hexes of the large map), mail contracts, 150% capitalization, and player share options. There are also tunnels which allow you to build under other track and terrain features, such as avoiding small cities. The local map versus getting locked out of important locations on the main map, and the tradeoff between getting good revenues on the local map versus getting locked out of important locations on the main map is an important decision to make. The game was republished (with revision) as 1844/1854 1856 1856 was published by Mayfair Games. [14] The game is set in Upper Canada, including the upper reaches of the St. Lawrence River, and the Toronto to Detroit area for southern Ontario. 1858: The Railways of Iberia 1858 was designed by Ian D. Wilson, and published in 2012 by All-Aboard Games. 1858 is set in Spain and Portugal in the late 19th and early 20th centuries 1860 Isle of Wight, released 2004 by JKLM Games, designed by In D. Wilson 1862 was designed by Helmut Ohley in 2002. The game covers the entire width of the United States and parts of Canada. 1862: Railway Mania in the Eastern Counties East Anglia, England; designed by Mike Hutton and published in 2013. It is being re-released by GMT games in 2019. 1870 Mississippi Valley and central United States, released by GMT games in 2019. 1870 Mississippi Valley and central United States, released by GMT games in 2019. 1870 Mississippi Valley and central United States, released 1995, designed by Bill Dixon and published by Mayfair Games[15] 1880 China, released 2010, designed by Helmut Ohley and Leonhard Orgler, Self-Published by Double-O Games 1889 are essentially the same as 1830, except on a much smaller and terrain-heavy map and different privates. The goal is to make a quick and relatively simple game which explores the history of railroads on Shikoku. 1890 Osaka Japan, released 1999 by Nobuhiro Izumi, designed by Shin-ichi Takasaki 1895 Namibia, released 2005, designed by Helmut Ohley and Adam Romoth 1899 China and Korea, released by Chris Lawson, designed by Dirk Clemens and Ingo Meyer 18?? A variant of 1870 played on a somewhat larger fictionalized map, with additional privates and other rules variations. Designed by Allen Sliwinski and self-published by Scott Peterson. 18AL 18AL was self-published by Mark Derrick in 1999 and later by John David Galt. It is set in Alabama, United States and aims to provide a quicker and simpler introduction to the 18XX series. It is very similar to 18GA. 18C2C (aka Coast to Coast) was published by Designs in
Creative Entertainment in 2003. The game was designed by Mark Frazier and covers the entire United States and Southern Canada. This is an extremely large game that attempts to model the entire history of railroading in the United States, and accordingly takes a long time to play. It consists of a 38"x68" map, 34 public companies, 18 private companies, and 108 trains. 18Dixie Published 2015 by Deep Thought and designed by John Merrick, this is set in the Deep South US during the post-Civil War Reconstruction era. Also includes two upgraded smaller games, 18GA and 18MS. 18EU 18EU was published by Deep Thought Games in 2004.[12] The game was designed by David G.D. Hecht, and is set in the heart of Europe, reaching from Paris and London to Rome, Budapest and Warsaw. 18EU is a compact game, played on four map panels. Unlike most 18XX games, there are no private companies and before the sale of the first 5 train, share companies in 1835, 1837 and 1824) are auctioned off. These companies represent regional or private-sector rail companies. There are eight possible share companies, and before the first 5 train at least one minor company must be merged into a share company to form it.[16] 18FL was published by Deep Thought Games in 2006.[12] The game was designed by David G.D. Hecht and is set in Florida, United States. It is very similar to Mark Derrick's 18AL and 18GA in that it is a simple game intended as an introduction to the 18XX game system for new players. Unlike 18AL or 18GA, the "ultimate" train is a 6 (or a 3E) train. This means that 4 trains never become obsolete, and the greatest deterrent for new players), a massive "train rush" when permanent trains are first available, is substantially mitigated. 18GA 18GA was self-published by Mark Derrick in 1998 and later by John David Galt. It is set in Georgia, United States and aims to provide a quicker and simpler introduction to the 18XX series. It is very similar to 18AL. Republished with 18Dixie in 2015. 18GB: The Railways of Great Britain 18GB was published by Deep Thought Games in 2018. It was designed by Dave Berry and is set in Great Britain. It combines elements of 1860 and 1830, and also features a twist to the usual 18xx rules for laying tiles. 18GL was published by Deep Thought Games in 2006.[12] The game was designed by Dave Berry and is set in the Great Lakes area, United States. It uses basically the same rules as David G.D. Hecht's 1826 (specifically, H-trains, loans, trainless companies get merged into a government railroad) except that there are Diesel trains. The map is guite different, and the private companies have the effect of altering how the map develops depending on the combinations of private companies and corporations particular players get. 18GM: The 18XX GameMaster Self-published in 2000 by Mike Schneider 18Ireland Web-published in 2016 by Ian Scrivins, republished in 2017 by All-Aboard Games. 18MEX 18MEX was published by Deep Thought Games in 2005.[12] The game was designed by Mark Derrick and is set in Mexico. 18NEB was published by Deep Thought Games in 2010.[12] Designed by Matthew Campbell, it supports 2-4 players and plays in 2-4 hours. 18NL Netherlands, self-published in 2005 by Wolfram Janich. 18NY Designed by Pierre LeBoeuf, published by Deep Thought Games. 18OE: On the Rails of the Orient Express Designed by Edward Sindelar and published by D.I.C.E. (Designs In Creative Entertainment) in 2014. 18Ozarks Set in the Ozarks region of Missouri and Arkansas; includes a resource delivery mechanic. Designed by Thomas Mangan. Unpublished; in play testing (2017). 18SA 18SA, set in South America, designed by Peter Mette and published by Deep Thought Games in 2005.[12] The game is one of the smaller 18XX titles, and was designed by David G.D. Hecht in order to introduce gamers to some of the more "exotic" systems used in other designs. 1856-style minor companies, and market-priced incremental capitalization rules as in 1851 and 1826. 18TN 18TN was published by Deep Thought Games in 2006.[12] The game was designed by Mark Derrick originally in 1996, and upon discussions with Chris Lawson it was modified and published by Chris as 1851 in 1998. The two games were sufficiently different that the publication of the original was warranted. 18US was published in 2006. by Deep Thought Games.[12] The game, designed by David G.D. Hecht as an "advanced" 18XX game, is set in the continental United States. Unlike 18C2C or other, similar products, it is a very compact game; the entire "Lower 48" only takes up two map panels. 18VA was published by Deep Thought Games in 2005.[12] The game, designed by David G.D. Hecht, is a smaller 18xx game, originally intended to be similar in scope to Mark Derrick's "one-state" games 18AL and 18GA. Set in Virginia and Maryland, it is slightly more complex than either of the above. 18West was published in 2007 by Deep Thought Games.[12] The game, designed by David G.D. Hecht, is set in the western United States. Many of the mechanics are quite different from other 18XX games. 2038 2038, by Tom Lehmann, has the game mechanics of an 18XX railroad game but with an asteroid mining theme. Its financial aspects are fairly similar to those of 1835, including a set of minor companies and a larger merger company. Its board features include asteroid mines that can be improved (the equivalent of cities), a small exploration reward for companies which explore asteroids (the equivalent of laying a tile, but requiring a spaceship/train), and two different types of corporations (those that start with full monetary assets and "growth companies", which start with fewer assets and a lower stock price but retain earnings from their unsold stock). Poseidon Aegean Sea, designed by Helmut Ohley and Leonhard "Lonny" Orgler, and drawn by Klemens Franz, and published through Lookout Games and Z-Man Games, is a shorter (two hours) variant 18xx game set in ancient Greece with shipping lines instead of railroads.[17] Powerrails By Tom Schoeps, Based on 1830 and 1835.[18] Steam Over Holland Netherlands, designed by Bart van Dijk; publisher Vendetta. Based on 18IR. Ur 1830BC is loosely adapted from the 18XX series, and features irrigation and kingdom management in ancient Mesopotamia. It was designed by Jeroen Doumen and Joris Wiersinga and published by Splotter Spellen. As with all games in the 18XX series, play centers around ownership of valuable networks. Ur 1830BC replaces the rail networks found in most 18XX games with networks of irrigation canals, shares with parcels of land, companies with kingdoms, trains with irrigation technologies (such as reservoirs and pumps), and company presidents with kings. While typical 18XX games rail networks generate income by irrigating lands within kingdoms. 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