

MAX D. MICHAEL

CREDIT MOBILIER

GRAPHICS: MARCEL-ANDRÉ CASASOLA MERKLE

A speculative railroad game of building track, moving goods, and buying shares for 2-5 players for about an hour.

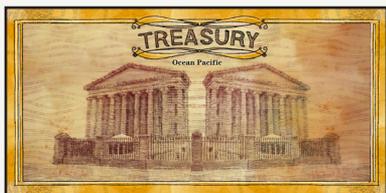
During the building of the transcontinental railroad the owners of the Union Pacific Railroad Company set themselves up as the owners of a construction company - The Credit Mobilier. They proceeded to award themselves fat contracts, paid for by the U. S. Congress, to construct their own railway. In this game four fictional railways race to construct track and move goods westward while the players invest in the railways and the Credit Mobilier.

CONTENTS

- Game board
- Goods in 4 colors (pawns)
- Colored track markers in 4 colors
- Stock in 5 colors
- Company Treasury cards in 5 colors
- Five dice
- Money chips (Blue = \$25, Red = \$5, White = \$1)

SET UP

Place the colored goods pawns in the box lid, randomly draw them out and place one in each of the squares on the board. Leave the space at the western end of the board (Pacific Coast) empty. Remove the unused goods from the game.



Place the stock in a handy location. Line up the company treasury cards on the side of the board.

Give each player \$3 in chips.

Give each player one Credit Mobilier stock (purple).

Randomly determine who goes first and hand this player the dice. After their turn play proceeds to the left.

SEQUENCE OF PLAY

Each player does all of the following during their turn:

- **Roll the five dice.**
- **Choose one of the colors rolled to use for actions.**
- **Choose a type of action to perform.**

ACTIONS

Actions include:

- **Build Track**
- **Move a Goods Pawn**
- **Buy Stock**
- **Pay Dividends**

A player may choose only one type of action to perform for one of the colors rolled on the dice. If a player rolls more than one die of a single color they may perform multiples of the action selected for that color. For example a player that rolls two greens cannot build one green track and buy one green stock, but could build two green tracks.

A player must perform an action and may not pass. A player is not required to use all of the actions they are entitled to. For example if they roll three green they may choose to buy only one green stock. A player may never perform one action with one color and another action with another color.

EXAMPLE

A player rolls one blue, two greens, and two reds. The player chooses one of the colors rolled and one type of action to perform.

They may choose to perform one blue action and use the action to build one blue track. Or they may choose to perform up to two green actions and move one green good up to two spaces or two green goods one space each. Or they may choose to buy two red stocks for \$1 each.

PURPLE

The red, yellow, green and blue dots all correspond to the color coded railroad companies in the game. The Purple dots may be used in one of two ways.

Purple as Wild

Purple may be used as wilds to match the red, yellow, green, or blue dots rolled. When wild, the purple dice can only be used to match a color that is rolled. Purple may never be used as orange.

Purple as Credit Mobilier

Purple may be used to act for the Credit Mobilier.

The only actions that the rolling player may choose to take with purple is to buy Credit Mobilier stock (purple) or, if orange is rolled, to pay dividends from the Credit Mobilier treasury.

EXAMPLE

Two reds, a green, a blue and a purple are rolled. The purple may be used as a red, green or blue, but cannot be a yellow.

One yellow and four purple are rolled. The rolling player may take as many as five yellow actions as long as they are all the same type of action.

Two purple, a red, green and a yellow are rolled. The rolling player may choose to not use the purple as wild and instead buy two Credit Mobilier stocks for \$1 each.

A purple, an orange, and three red are rolled. The rolling player may take one round of Credit Mobilier payout or four rounds of red payout.

ACTION: BUILDING TRACK

To build track take a track section matching the color selected from the die roll and place it between two spaces on the board on top of the track symbol. Only one track section may be placed between any two spaces on the board. When placed, a track must be directly connected by an uninterrupted line of track (any combination of colors) to the eastern side of the board.

For every track section built take \$2 from the bank and place it in the Credit Mobilier treasury.

EXAMPLE

A player elects to use the 3 yellows rolled on the dice to build track. They select up to three yellow track pieces and place them on the board where no other track has yet been built and in such a way as to continue the existing tracks that connect to the eastern edge of the board. Six dollars are moved from the bank to the Credit Mobilier treasury.

Why do you think they were called "Robber Barons?" Every section of track is paid for by the U. S. Treasury.

ACTION: BUYING STOCK

To buy stock pay \$1 for each stock purchased. Players may only purchase stock for a company of a color that was rolled that turn. Players may purchase stock up to the number of times the color was rolled. The bank receives all money paid for purchasing stock.

EXAMPLE

A player rolls three reds, a green, and a yellow. The player may purchase three red stocks for \$3; or purchase two red stocks for \$2; or purchase one red stock for \$1; or one green stock for \$1; or one yellow stock for \$1.

ACTION: MOVING GOODS

To move goods take a good which matches the color rolled and move it one space along a track. A player may move one goods pawn one space for every die showing the color of the pawn.

Goods cannot be moved east (directly away from the Pacific Coast). Goods may be moved north, south or west – even back to a space they occupied on a previous turn. There is no limit on the number of goods pawns that may occupy a single space.

Goods pawns must stop and can no longer be moved when they reach the Pacific Coast.

Moving a goods pawn one space west earns \$2 for the company that owns the pawn. Moving a goods pawn one space east also earns \$2 for the company that owns the track over which the goods pawn was moved. Moving goods north and south does not generate any income for either company. Money earned is taken from the bank and placed on the company treasury.

EXAMPLE

Two red, two blue and one yellow is rolled. The player chooses to use the red dice and to move red goods. They may move one red pawn two spaces or two red pawns one space each.

The player chooses to move one red goods pawn west over a blue track. Two dollars are placed in the red company's treasury and two dollars are placed in the blue company's treasury.

The player chooses to move another red goods pawn west over a red track. Four dollars are placed in the red company's treasury.

ACTION: PAYING DIVIDENDS

Dividends are paid from a company's treasury to players that own stock in that company. Whenever a player rolls one or more orange they may choose to have one of the companies (including the Credit Mobilier) pay dividends to the stock owners. They may only choose a company if its color is also present in the roll and there is at least one dollar in its treasury. The maximum number of rounds dividends may be paid depends on which is larger, the number of orange rolled or the number of the selected color and wilds rolled.

To pay a round of dividends follow this procedure:

1. Starting with the player whose turn it is and continuing to the left, pay \$1 to every player that has at least one share of the stock selected to pay dividends.
2. Starting with the player on turn pay each player with at least two of the selected stock an additional dollar.
3. Starting with the player on turn pay each player with at least three of the selected stock an additional dollar.

Continue in this way until all of the selected stock owned by the players has earned \$1 per share or the selected company treasury is empty. When every share owned by the players has earned \$1, a round of pay dividends is over.

Additional pay dividend rounds

If money remains in the company treasury and another round of paying dividends is allowed by the die roll and desired by the player on turn, perform another round of paying dividends.

Empty Treasuries

Dividends payments stop immediately whenever a company's treasury is empty regardless of the number of stocks owned by players that have not yet earned \$1 each or the number of rounds of pay outs allowed by the die roll.

EXAMPLE

One orange, two red, a yellow and a purple are rolled. If pay dividends is chosen, up to three rounds from the red company or two rounds of payout from the yellow company may be paid. Or one round of paying dividends from the Credit Mobilier could be chosen.

Two orange, two red, and yellow are rolled. If pay dividends is chosen, up to two rounds of pay outs from the red or yellow company may be paid.

PAY DIVIDENDS EXAMPLE

Connie, Randy and Aaron are playing. It is Connie's turn. Connie rolls two orange, two purple, and a red. Because she rolled at least one orange, she may choose "pay dividends" as her action. She does. She selects the red company to pay out dividends.

She may attempt up to three rounds of paying dividends from the red treasury because she can use the two purple as wild for red. Without the purple she could only pay red dividends twice, based on rolling two orange. (If she had chosen to pay out dividends from the Credit Mobilier treasury, she could attempt up to two rounds of payouts for the purple stock.)

The red company's treasury contains \$4. Connie owns two red stocks. She takes \$1 from the red company's treasury and places it on one of her stocks. She proceeds to the left (Randy). Randy does not own any red stock and will not receive any dividends this turn. The next player (Aaron) owns one red stock. She takes another \$1 from the red company's treasury and places it on Aaron's red stock. Connie continues the round and takes another \$1 from the red company's treasury and places it on her remaining red stock that has not yet earned a dividend. This completes one round of pay outs. Connie and Aaron remove the money from their stocks and add it to their personal totals.

Connie chooses to perform a second round of pay out by removing the final \$1 from the red company's treasury and placing it on one of her red stocks. The company treasury is now empty and pay out ceases. Connie adds the final \$1 to her personal total.

Connie has earned \$3, Randy \$0, and Aaron \$1.

ENDING THE GAME

The game ends immediately when only 2 colors of goods remain outside of the Pacific Coast space.

DETERMINING THE WINNER

The winner is the player with the most cash at the end of the game. In the case of tie, the player with the most total stock wins.

CREDITS:

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