Close: In brown phase.

Credit Mobilier

Owning company has a discount on train purchases: Green: f100, Blue: f150, Brown: f250.

Cost: f200 Revenue: f10

Verveers

Close: In brown phase or when power used.

Owning company may mark a train so that it will run one more time after it rusts, and will then immediately rust.

Cost: f180 Revenue: f20

Close: In brown phase. Kabinet-Rochussen

Owning player may declare at SR end that an unfloated company with 30% bought from the IPO is floated. Company is then 70% capitalised & three shares are put in the market along with 3*par. That money is paid to the company as those shares are bought.

Revenue: f10

Close: In brown phase.

Beyer, Peacock & Company

Owning company sells train markers (3) to other companies for f200 each (f50 to treasury, f150 to bank). Marked trains run one more time after they rust and then rust.

Cost: f240 Revenue: f25 / f0

Fabriek van Rijtuigen en Spoorwagens J. J. Beijnes

May be converted by the owning company to any single train prior to brown phase.

Auto-converts to a brown train at the start of brown phase if owned by a company.

Revenue: f0

Close: In brown phase.

Cost: f260

Close: In brown phase.

Nederlandsche Fabriek van Werktuigen en Spoorwegmaterieel

Owning company may buy a train, as usual or as an emergency purchase (if it has no train), at any time during its operations.

Cost: f210 Revenue: f20

Close: In brown phase or when power used.

Ketwich & Voombergh

In yellow phase or later, during a stock round, owning player can re-par a company they just floated. Re-parred company is capitalised at the new rate.

Revenue: f50 / f0

Revenue: f30

Close: In brown phase.

Cost: f320

Rotterdamsche Bank

Owning company may draw freely on their president's assets for station, track and train expenses, including causing the president to sell shares as if the expense were an Emergency Train Purchase.

Close: In brown phase.

Cost: f200

Maatschappij tot Exploitatie van Staatsspoorwegen

Owning player or company is paid the revenue value of each town or city that a company that player or company controls connects to a station marker for the first time.

Cost: f180 Revenue: f? / f0

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Cost: f200

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