

HJSM

Hollandsche IJzeren Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80

f80

f80

f100 extra capital when floated.

L2

Lokaalspoorwegen #2

Assets, Treasury & Trains

2 x f

2 x f

f80

AMS

Aken-Maastrichtsche Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80

f80

f80



Lokaalspoorwegen #1

Assets, Treasury & Trains

2 x f

2 x f

f80



Lokaalspoorwegen #4

Assets, Treasury & Trains

2 x f

2 x f

f80



Lokaalspoorwegen #6

Assets, Treasury & Trains

2 x f

2 x f

f80



Lokaalspoorwegen #3

Assets, Treasury & Trains

2 x f

2 x f

f80



Lokaalspoorwegen #5

Assets, Treasury & Trains

2 x f

2 x f

f80



Lokaalspoorwegen #8

Assets, Treasury & Trains

2 x f

2 x f

f80



Nederlandsche Centraal-Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80



Lokaalspoorwegen #7

Assets, Treasury & Trains

2 x f

2 x f

f80



Maatschappij tot Exploitatie van Staatsspoorwegen

Assets, Treasury & Trains

Free

Free

f80

f80

f80

NRS

Nederlandsche Rhijnspoorweg- Maatschappij

Assets, Treasury & Trains

Free

Free

f80

ZHESM

Zuid-Hollandsche Electrische Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80

f80

f80

NBDS

Noord-Brabantsch-Duitsche Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80

f80

NWS

Nederlandsch-Westfaalsche Spoorweg-Maatschappij

Assets, Treasury & Trains

Free

Free

f80

f80

f80

**Koninklijke Fabriek
van Stoom en andere
Werktuigen**

Revenue

Use to track the revenue of
the blue private company:
Koninklijke Fabriek van Stoom
en andere Werktuigen.

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Revenue

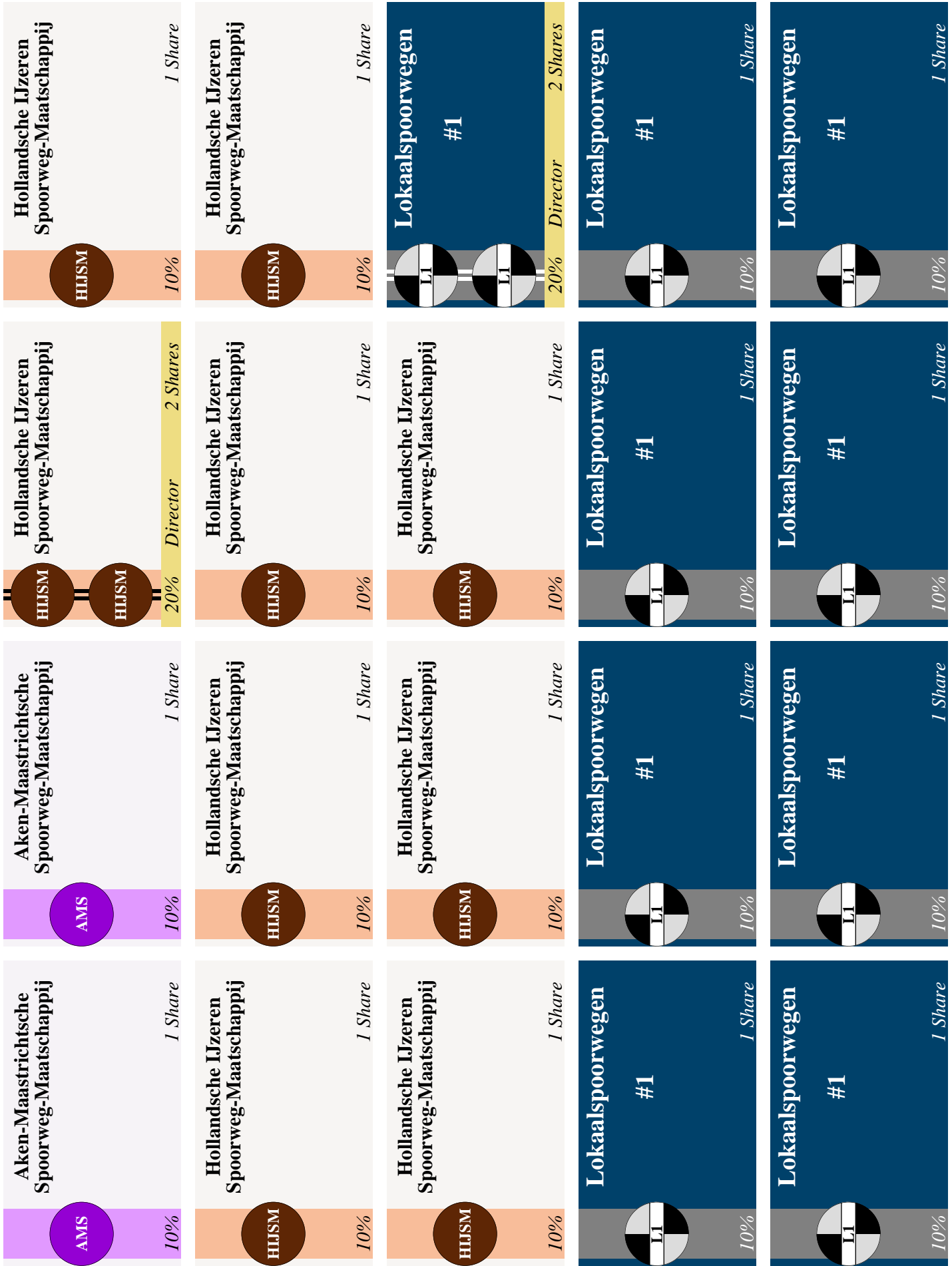
Use to track the revenue of
the blue private company:
Koninklijke Fabriek van Stoom
en andere Werktuigen.

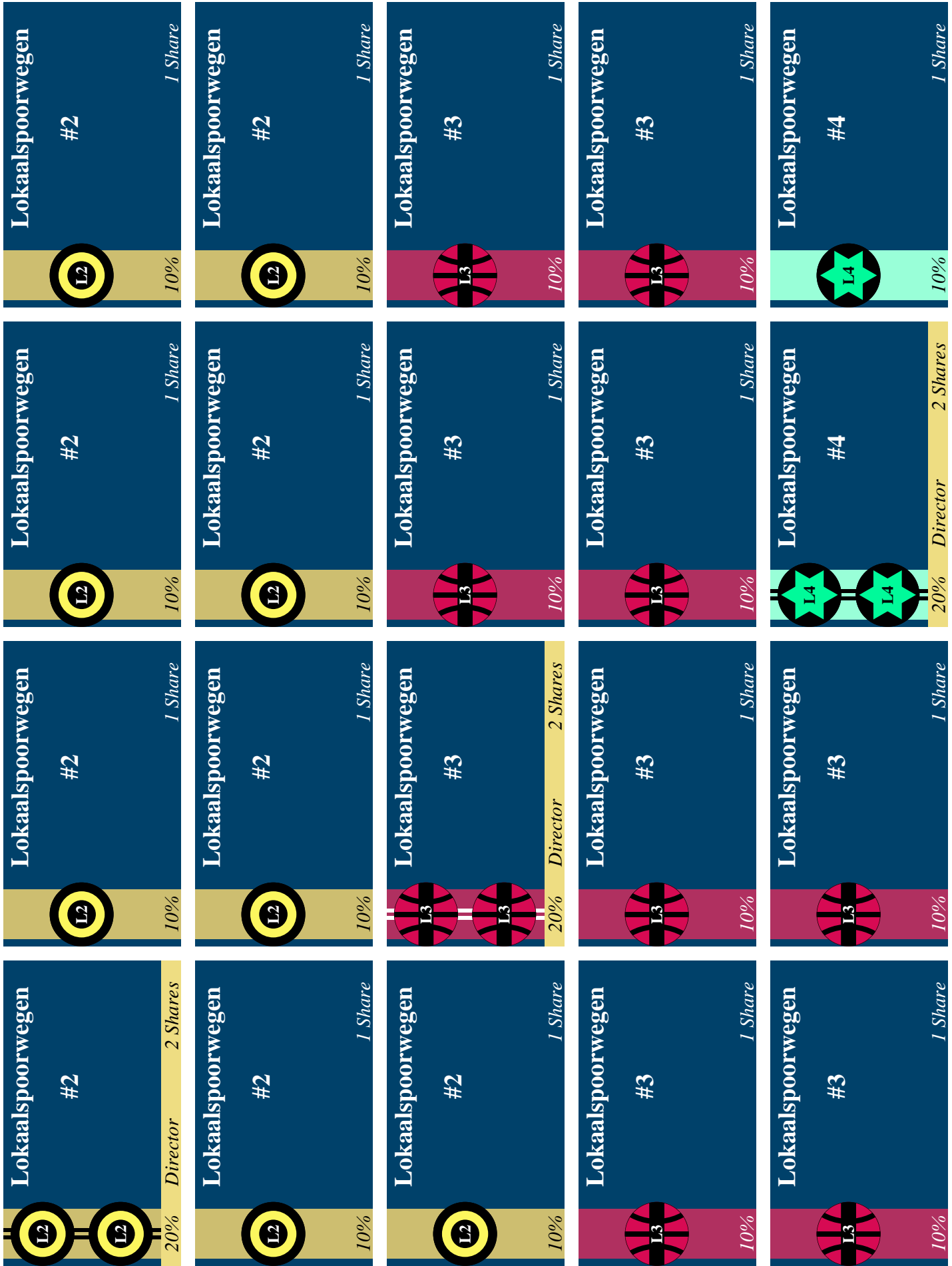
**Koninklijke Fabriek
van Stoom en andere
Werktuigen**

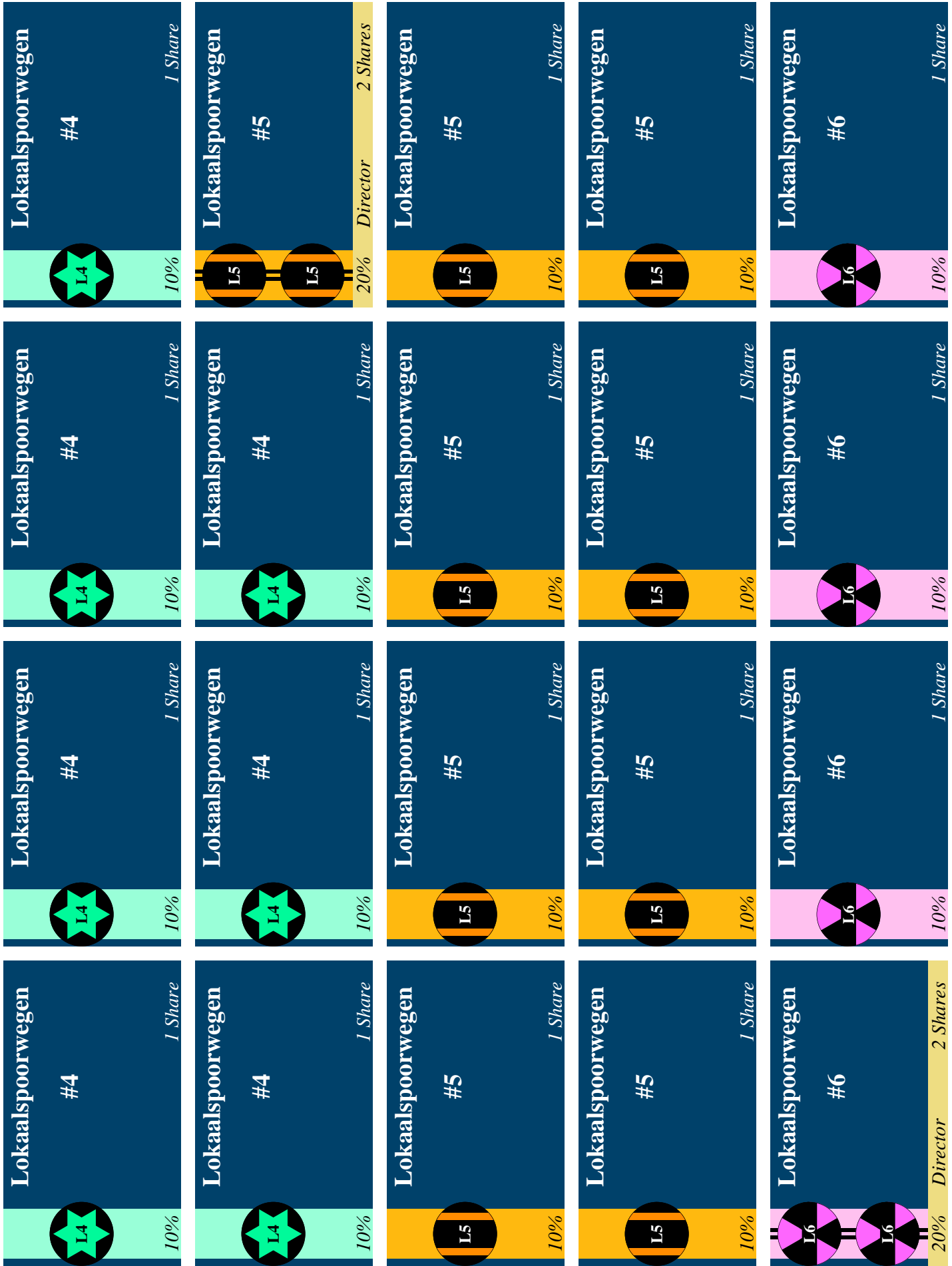
Revenue

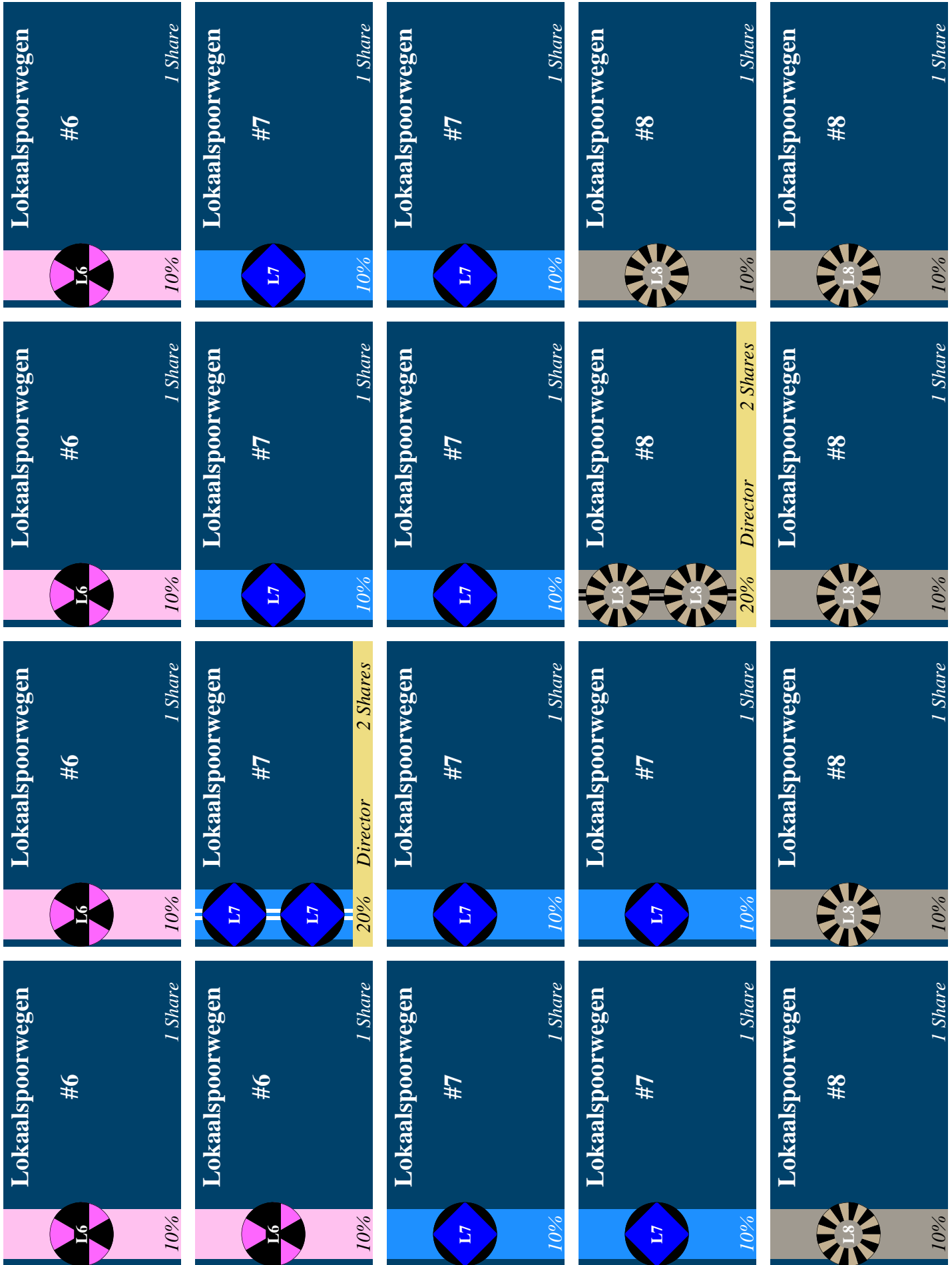
Use to track the revenue of
the blue private company:
Koninklijke Fabriek van Stoom
en andere Werktuigen.

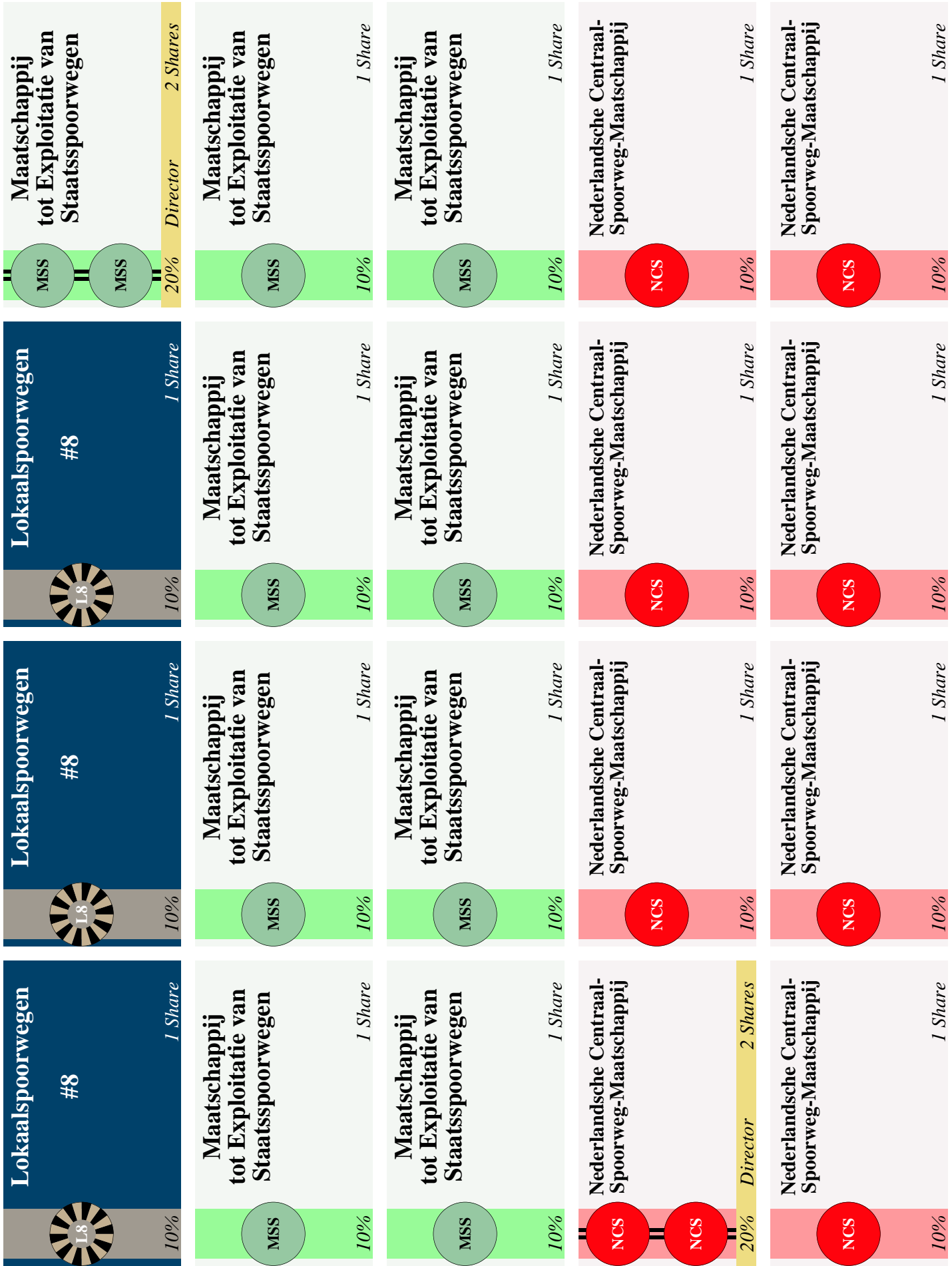
<p>Closes: LIGHT BROWN / company buys train</p> <p>August Borsig</p> <p>Comes with 30% of an associated public company. When closed, converts into 40% of a new lokaalsporwegen parred at f25.</p> <p>Cost: f210 Revenue: f40</p> <p>Closes: DARK BROWN phase</p> <p>Diepenbrock en Reigers te Uift</p> <p>Converts to a DARK BROWN train at the start of DARK BROWN phase.</p> <p>Cost: f130 Revenue: f0</p> <p>Closes: GRAY phase or when power used</p> <p>Kabinet-Rochussen</p> <p>Owner may move a station marker to a legal station maker placement location for free. The company director must agree. A government station marker is placed at the prior station marker location.</p> <p>Cost: f110 Revenue: f30</p> <p>Closes: GRAY phase</p> <p>Weefgoederenfabrique C.T. Stork & Co</p> <p>Comes with two 10% shares of the company associated with the brown Albert Voomborgh private company.</p> <p>Cost: f240 Revenue: f30</p>	<p>Closes: LIGHT BROWN / company buys train</p> <p>Albert Voomborgh</p> <p>Comes with 30% of an associated public company. When closed, converts into 40% of a new lokaalsporwegen parred at f25.</p> <p>Cost: f240 Revenue: f60</p> <p>Closes: GRAY phase or when power used</p> <p>Het Laantje van Van der Gaag</p> <p>Blocks: H7</p> <p>Owning company may place an additional yellow track-tile for f20. There is no terrain cost if used at H7.</p> <p>Cost: f90 Revenue: f10</p> <p>Closes: DARK YELLOW phase</p> <p>Lodewijk Pincoffs</p> <p>When closed, converts into 40% of a new lokaalsporwegen parred at f25.</p> <p>Cost: f90 Revenue: f0</p>	<p>Closes: DARK BROWN phase</p> <p>Crédit Mobilier</p> <p>(4-player games only)</p> <p>When closed converts to f800 & the Rotterdamsche Handelsvereeniging red private company</p> <p>Cost: f140 Revenue: f0</p> <p>Closes: DARK GREEN phase</p> <p>J J Beijnes</p> <p>Comes with a 10% share of the public company associated with the brown August Borsig private company. When closed, converts into 40% of a new lokaalsporwegen parred at f25.</p> <p>Cost: f100 Revenue: f0</p>	<p>Closes: LIGHT BROWN / company buys train</p> <p>Cornelis Outshoorn</p> <p>Comes with 30% of an associated public company. When closed, converts into 40% of a new lokaalsporwegen parred at f25.</p> <p>Cost: f200 Revenue: f40</p> <p>Closes: GRAY phase</p> <p>Koninklijke Fabriek van Stoom en andere Werktuigen</p> <p>(3-player & 4-player games only)</p> <p>Pays f20 more than it paid in the prior Operating Round. Maximum f40 if the owner doesn't direct a floated company.</p> <p>Cost: f180 Revenue: +f20/OR</p> <p>Closes: GRAY phase or when power used</p> <p>Roosendaal - Vlissingen</p> <p>Owning public company may optionally place/upgrade a track-tile at Arnhem (116) or Venlo (K16) & optionally also or instead place a station marker there for a total of f80.</p> <p>Cost: f100 Revenue: f10</p>	<p>Aken-Maastrichtse Spoorweg-Maatschappij</p> <p>AMS</p> <p>10%</p> <p>1 Share</p>	<p>Aken-Maastrichtse Spoorweg-Maatschappij</p> <p>AMS</p> <p>10%</p> <p>1 Share</p>
<p>Aken-Maastrichtse Spoorweg-Maatschappij</p> <p>AMS</p> <p>20%</p> <p>Director</p> <p>2 Shares</p>	<p>Aken-Maastrichtse Spoorweg-Maatschappij</p> <p>AMS</p> <p>10%</p> <p>1 Share</p>				











Nederlandsch-Westfaalsche
Spoorweg-Maatschappij

NWS

10%

1 Share

Nederlandsch-Westfaalsche
Spoorweg-Maatschappij

NWS

10%

1 Share

Nederlandsch-Westfaalsche
Spoorweg-Maatschappij

NWS

10%

1 Share

Nederlandsch-Westfaalsche
Spoorweg-Maatschappij

NWS

10%

1 Share

Nederlandsch-Westfaalsche
Spoorweg-Maatschappij

NWS

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Spoorweg-Maatschappij

NWS

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Spoorweg-Maatschappij

NWS

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Spoorweg-Maatschappij

NWS

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

ZHESM

20% Director

2 Shares

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

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Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share

2+1

Cost: f120

Rusted by: BLUE

2+1

Cost: f120

Rusted by: BLUE

2+1

Cost: f120

Rusted by: BLUE

Zuid-Hollandsche
Electrische
Spoorweg-Maatschappij

ZHESM

10%

1 Share



<p>2</p> <p>Cost: f80</p> <p>Rusted by: DARK GREEN</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>3+</p> <p>Cost: f180</p> <p>Rusted by: MEDIUM BROWN</p>	<p>3</p> <p>Cost: f140</p> <p>Rusted by: LIGHT BROWN</p>
<p>2</p> <p>Cost: f80</p> <p>Rusted by: DARK GREEN</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>3+</p> <p>Cost: f180</p> <p>Rusted by: MEDIUM BROWN</p>	<p>3</p> <p>Cost: f140</p> <p>Rusted by: LIGHT BROWN</p>
<p>2</p> <p>Cost: f80</p> <p>Rusted by: DARK GREEN</p>	<p>2</p> <p>Cost: f80</p> <p>Rusted by: DARK GREEN</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>3</p> <p>Cost: f140</p> <p>Rusted by: LIGHT BROWN</p>
<p>2+1</p> <p>Cost: f120</p> <p>Rusted by: BLUE</p>	<p>2</p> <p>Cost: f80</p> <p>Rusted by: DARK GREEN</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>2× L2+</p> <p>Cost: f480</p> <p><i>(locals only, majors cannot use)</i></p> <p>PERMANENT</p>	<p>3+</p> <p>Cost: f180</p> <p>Rusted by: MEDIUM BROWN</p>

4+
Cost: f240
Rusted by: DARK BROWN

4
Cost: f460
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

PR2+
Cost: f240
Rusted by: PURPLE

4+
Cost: f240
*(3-player
& 4-player
games only)*
Rusted by: DARK BROWN

4
Cost: f460
*(2-player
& 3-player
games only)*
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

PR2+
Cost: f240
Rusted by: PURPLE

3
Cost: f140
Rusted by: LIGHT BROWN

4+
Cost: f240
Rusted by: DARK BROWN

4
Cost: f460
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

M7
Cost: f760
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PERMANENT

3
Cost: f140
Rusted by: LIGHT BROWN

4+
Cost: f240
Rusted by: DARK BROWN

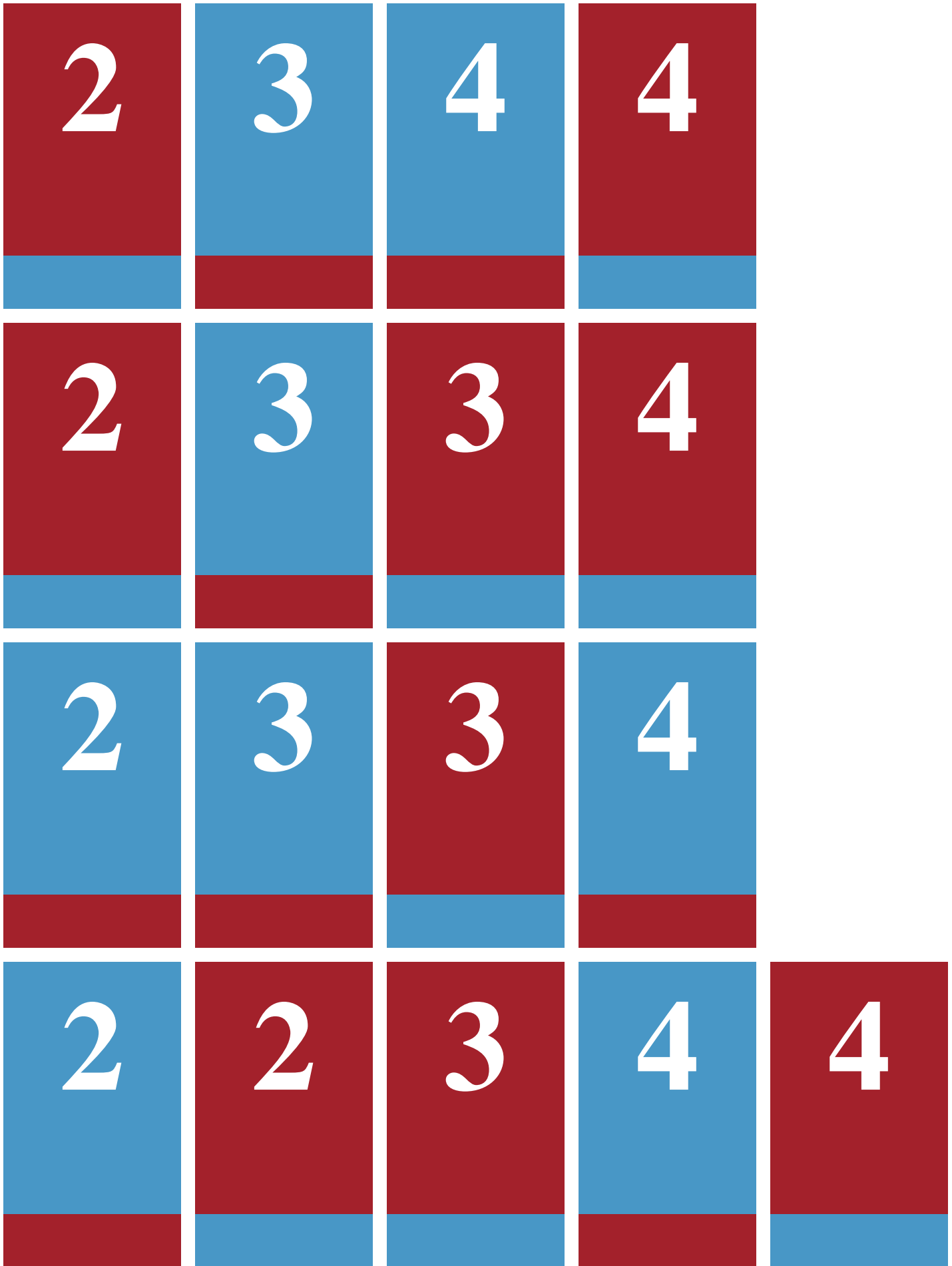
4
Cost: f460
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

M7
Cost: f760
*(majors only,
locals cannot use)*
PERMANENT

<p>PR3+1</p> <p>Cost: <i>f</i>300</p> <p>Rusted by: PURPLE</p>	<p>R4</p> <p>Cost: <i>f</i>400</p> <p>Rusted by: GRAY</p>	<p>R5</p> <p>Cost: <i>f</i>320</p> <p>Rusted by: LIGHT RED</p>	<p>1</p>	<p>2</p>
<p>PR3+1</p> <p>Cost: <i>f</i>300</p> <p>Rusted by: PURPLE</p>	<p>R4</p> <p>Cost: <i>f</i>400</p> <p>Rusted by: GRAY</p>	<p>R5</p> <p>Cost: <i>f</i>320</p> <p>Rusted by: LIGHT RED</p>	<p>1</p>	<p>1</p>
<p>PR2+</p> <p>Cost: <i>f</i>240</p> <p>Rusted by: PURPLE</p>	<p>R4+1</p> <p>Cost: <i>f</i>340</p> <p>Rusted by: DARK RED</p>	<p>R5</p> <p>Cost: <i>f</i>320</p> <p>Rusted by: LIGHT RED</p>	<p>1</p>	<p>1</p>
<p>PR2+</p> <p>Cost: <i>f</i>240</p> <p>Rusted by: PURPLE</p>	<p>R4+1</p> <p>Cost: <i>f</i>340</p> <p>Rusted by: DARK RED</p>	<p>R4</p> <p>Cost: <i>f</i>400</p> <p>Rusted by: GRAY</p>	<p>R5</p> <p>Cost: <i>f</i>320</p> <p>Rusted by: LIGHT RED</p>	<p>1</p>





			NBDS	ZHESM	NS	NS	NS
			NBDS	NWS	NS	NS	NS
			NCS	NWS	NS	NS	NS
HIJSM			NCS	NWS	NS	NS	NS
HIJSM			NCS	NWS	NS	NS	NS
HIJSM			NCS	NWS	NS	NS	NS
HIJSM			NCS	NWS	NS	NS	NS
HIJSM			MSS	NWS	NS	NS	NS
HIJSM			MSS	NRS	NS	NS	NS
HIJSM			MSS	NRS	NS	NS	NS
AMS			MSS	NRS	NS	NS	NS
AMS			MSS	NRS	ZHESM	NS	NS
AMS			MSS	NRS	ZHESM	NS	NS
AMS			MSS	NBDS	ZHESM	NS	NS
AMS				NBDS	ZHESM	NS	NS
AMS				NBDS	ZHESM	NS	NS
AMS				NBDS	ZHESM	NS	NS

