RAIL BARON

AVALON HILL'S TRADEMARK NAME FOR ITS EMPIRE BUILDING GAME

GAME COMPONENTS

Mapboard of the United States

Rulebook and Destination Chart (on back of rulebook)

Payoff Chart

28 Rail Line Tile Cards

6 EXPRESS Title Cards

6 SUPERCHIEF Title Cards

6 Sets of tokens, each set having one pawn and two matching chips

2 white dice and 1 colored die

Play Money

THE MAPBOARD

The mapboard portrays the 28 major rail lines and the major cities they connected in the United States during the great days of railroading. Each rail line company is represented by its own distinctive set of lines, running from dot to dot; the Pennsylvania RR is represented by reddish sawtooth lines, for example. The players move by moving their pawns along these rail lines from dot to dot.

The square "dots" represent the major cities where the players start and end their trips (the paired squares, Oakland-San Francisco, and Minneapolis-St. Paul, represent twin cities – each pair is counted as one city in the game).

The round dots are smaller towns and rail junctions that the players use for movement. Each player rolls the dice and moves the number of dots he rolls.

The board has been divided into seven "Regions" (labeled NORTHEAST to SOUTHWEST), each tinted a different   color.

STARTING THE GAME

At the start of the game, each player is given $20,000 in cash, and one pawn and two chips of the same color. The pawn is his "train" that he will move from dot to dot; the chips are used to keep track of the city that he starts each trip from and the destination city that he is heading for. All Title Cards and remaining money are placed in the Bank.

The players roll to see who goes first, the high roller starting the game. Play proceeds to each player's left, clockwise around the board.

Before the start of play, each player rolls twice and consults the DESTINATION TABLE to determine the region and city where he will start the game (see ROLLING FOR DESTINATIONS, below). This city is his "home city" for that game; he places his pawn and chips there at the start, and he should write it down on

a piece of scrap paper, since he will have to return to that city at the end of the game to win.

As soon as all the players have home cities, the first player rolls to find his first destination, and starts his first trip.

(If two players roll the same home city, the second player must roll again for region and city to find a new home city – no players can have the same home city.)

ROLLING FOR DESTINATIONS

Each player must roll for a destination each time he *starts* a new trip (he does *not* roll at the end of the old trip; instead he must wait until just before he starts moving on his new trip).

The player uses the DESTINATION TABLE to determine what city is his next destination. The DESTINATION TABLE is divided into eight small charts, one chart labeled REGIONS and the other seven charts named after the seven regions on the mapboard. To find his next destination, the player must first roll all three dice and consult the REGIONS chart to see which region on the board he is going to; then he must roll again and consult the chart for that region to pinpoint exactly which city in that region he must go to. He should put one of his chips on his destination city to remind himself where he is going (and leave the other chip in his starting city).

How to use the charts

The player must roll all three dice. Each small chart is divided into two columns labeled "odd" and "even" and into eleven rows numbered "2" through "12". To find his destination, the player must look at the column indicated by the colored die and in the row indicated by the total rolled on the white dice. If the colored die comes up 1, 3, or 5, he looks in the "odd" column, if it comes up 2, 4, or 6, he looks in the "even" column; then he runs down that column until he comes to the row with the same total number as he rolled on the white dice (so if the white dice totaled 7, he would look in the "7" row). The entry that is found by this cross-indexing is that player's next destination.

Special: Choosing a REGION

If a player rolls the same region that his pawn is already in (when he is rolling and consulting the REGIONS chart), he does *not* have to go to that region. Instead, he may choose *any* region on the board for his next destination. He cannot choose a particular city; he must choose just the region, and then roll again on that region's chart to determine the exact city he must go to.

Once a player has chosen a region and found his destination city, he *cannot* change his mind – he must go to that city. If he is already in the city he rolls, then he loses his turn that round.

MOVING

When it is his turn, a player moves by rolling the two white dice (*not* the colored die) and immediately

moving his pawn along the rail lines on the board for the number of dots that he rolled. Once he rolls, he cannot pause to count dots or check routes – he must start moving immediately. To move from one dot to another dot, the pawn must move along a rail line that runs between those two dots; if more than one rail line runs between those two dots, the player must announce which rail line his "train" is using. The player may *never* take back any part of his move once he has moved his pawn – he is committed to using the first route his pawn uses! The player may choose his route and change it from turn to turn, but he must follow the rail lines and obey the rules below:

Special: Once a pawn has used a rail line to move from one dot to another dot it cannot use that same rail line to move between those same two dots until *after* it has arrived at its next destination. In other words, each section of rail can be used only once per trip. The pawns can move through either or both of the dots again, and it can move from one of the dots to the other again, as long as it uses a *different rail line* each time it moves between the dots. As soon as the pawn arrives at its destination city it can use all of the rail sections on the board again, on its next trip. (Note: it is against the rules for a pawn to move in such a way that it is "trapped", unable to get to its destination city. If moving to a particular dot would mean that a pawn could not get to its destination city without going over the same rail section twice, then the pawn *cannot move to that particular dot* – it must move to some other dot.)

During his move, a player may change rail lines ay number of times, but he can change rail lines *only at a dot*. In other words, if a train pawn is on one rail line when it leaves a dot, it must stay on that rail line until it reaches the next dot; only then can it change to another rail line.

allowed

not allowed
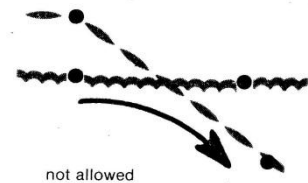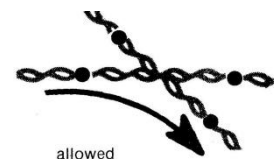
In certain places on the board, rail line(s) of the same or different rail line companies intersect other than at a dot. As long as the token travels along the rail line of the same company it may change lines at this type of intersection. It may never switch from a rail line of one company to the rail line of another company except at a dot.

Cities (black squares) count as dots; each pair of twin cities (Oakland-San Francisco, Minneapolis-St. Paul) count as one dot for the pair.

A player must always move the full number of dots that he rolls, whether he wants to or not, until he arrives at his destination city. As soon as his pawn reaches its destination city, it must *stop* immediately – any extra movement is just lost.

If a pawn arrives at its destination during its turn the player immediately collects his payoff and has the opportunity to make one purchase from the Bank (see PAYOFFS and PURCHASING below.)

When the player has finished moving (and collected his payoff and made his purchase, if he arrived at his destination during his turn) it is the end of his normal turn.

The Bonus Roll: Depending on what he rolls on the white dice during his normal turn, a player may be entitled to a Bonus Roll after he has finished his normal turn. A player is entitled to a Bonus Roll after his normal turn if either:

1) He rolled "boxcars" (two 6's) on the white dice during his normal turn; or
2) He owned an EXPRESS and he rolled *any* doubles during his normal turn; or
3) He owned a SUPERCHIEF when he rolled the dice during his normal turn. (So a player with a SUPERCHIEF gets a Bonus Roll every turn.)

The colored die is rolled *once* for a Bonus Roll. The player must move his pawn the number of dots he rolled on the colored die, and he must abide by all the normal rules of movement – he may not move along a section of rail line he has already used this trip, he must move the full number of dots he rolled (unless he arrives at his destination), and so on. If the player arrived at his destination during his normal turn, then he must find a new destination and use the Bonus Roll to start his next trip. If the Bonus Roll brings him to his destination, he immediately collects his PAYOFF and has a chance to buy from the Bank.

A player can get no more than one Bonus Roll per turn, no matter what he rolls and what he owns. If he is entitled to a Bonus Roll he *must* take it.

USER FEES

At the end of your turn, you must pay for the rail lines that your pawns used that turn. You pay only for the rail lines that your pawn used to move from dot to dot. How much you pay, and who you pay, depends on who owned the rail lines when your pawn used them.

1) You must pay the Bank $1000 if your pawn moved along any rail lines that you own or the Bank owns. You pay only $1000 per turn, no matter how many of your own or the Bank's rail lines you used that turn. If you do not use any of your own or the Bank's rail lines, then you do not have to pay the $1000.
2) You must pay $5000 to each player who owned rail line that your pawn moved along that turn. If your pawn moved along rail lines belonging to two players, then you must pay each of them $5000. You must pay that player $5000 only once per turn, no matter how many of his rail lines you use that turn; *one* payment of $5000 allows you to use all of that player's rail lines that turn.
3) As soon as all of the rail lines have been bought, the $5000 penalty goes up to $10,000 *for the rest of the game*. After all the rail lines have been bought, you must pay $10,000 to a player if you used any of his rail

lines that turn. (This $10,000 penalty remains in effect even if rail lines are sold back to the Bank later in the game: once all rail lines have been bought, the penalty is $10,000 for the rest of the game.)
4) *Special*: If the penalty for using a rail line goes up while you are on a dot that that rail line runs into, then you are "established" on that rail line and continue to pay the old penalty for as long as you continue to use that rail line. As soon as you use another rail line to move from dot to dot, however, you are no longer "established" and must pay the new, full penalty to use that rail line after that.

Example A: Your pawn is on New York Central, which nobody owns; to use it you pay $1000 to the Bank. Then some other player buys New York Central while you are on it. As long as you stay on it, and do not use any other rail line, you continue to pay only $1000 per turn to use it, instead of $5000 (you must pay the $1000 to the owner, not to the Bank, however). If you use another rail line, and then use New York Central again later – even later the same turn – you must pay the full $5000 penalty.

Example B: You are on GM&O, which another player owns, so the penalty for using it is $5000. Then somebody buys the last rail line, so the penalty for using GM&O goes up to $10,000. Since you were on it when the penalty went up, you can continue to use it and only pay $5000, as long as you do not use any other rail line.

You can pay no more than one penalty to each player on the same turn – so if you move along a rail line that you are "established" on, and then move along a rail line that is owned by the same player, you pay that player only one penalty – the $5000 (or $10,000) penalty to use all his rail lines.

You must pay a separate penalty to each player whose lines you used that turn, and in addition you must pay the Bank if you used your own or the Bank's rail lines.

You *must* pay all your penalties. If you do not have enough money, you *must* sell a rail line (see SELLING, below), and keep selling until you have enough money. If you don't have any rail lines and cannot pay your penalties, you are out of the game!

SELLING

If at the *end* of his turn a player does not have enough money to pay all his penalty fines, then he must sell one (or more) of his rail lines. This is the only time in the game that a player is allowed to sell anything he has bought; he may never sell a SUPERCHIEF or an EXPRESS. He may never sell unless he does not have enough money to pay his expenses.

A player who is forced to sell has two choices. He may *sell* any of his rail lines back to the Bank for *half* of its normal price; or he may put the rail line up for auction among the other players. In an auction, the bidding starts to the seller's left and proceeds clockwise around the table; the minimum bid is one half of the rail line's normal price; players may bid or pass, but every bid must be a multiple of $500 and must be higher than the last bid. Players who pass may bid again if the auction comes around to them again; the auction is over as soon as all the players have passed in turn around the table. The highest bidder pays his bid to the selling player and takes the rail line.

If nobody bids, the Bank automatically buys the card for half price. Once a player has put a rail line up for bid, he cannot take it back, even if nobody bids or

he doesn't want the high bidder to get it: he must auction it.

ENDING A TRIP

Whenever a player's pawn moves onto the destination city it is heading for, the pawn must immediately *stop* (the player does *not* have to roll the exact number of dots to move onto the destination city – if he rolls higher he just moves onto it and loses the rest of that roll.)

As soon as his pawn arrives at his destination, the player collects a cash PAYOFF. The player uses the PAYOFF CHART to determine how much money he receives for that trip. The amount of money depends on where that trip started and where the trip ended. The player reads across the top of the PAYOFF CHART until he finds the column for the city where he started the trip (he should have left one of his colored chips in that city at the start of the trip, to help him remember). Then he reads down the chart until he comes to the row for the destination city he has arrived at. The number at the intersection of that column and that row is the amount of money he collects (the number is given in thousands of dollars, and .5 is $500; so a payoff of 25.5 is $25,500).

After he has collected his payoff, the player should move both chips to his destination city, in preparation for his next trip.

PURCHASING

As soon as he has collected his PAYOFF, the player immediately has the chance to purchase one item from the bank. This is the only time that a player may purchase from the bank – just after he has collected a PAYOFF – and he may buy only one item per PAYOFF. He must complete another trip and collect another PAYOFF before he can buy another item.

A player can buy either a rail line (if the Bank owns any), an EXPRESS, or a SUPERCHIEF (if he does not already own one). If he buys anything, he takes the appropriate title card – either a rail line title card, or the EXPRESS or SUPERCHIEF title card with the same color as his pawn – and pays the Bank the price that is printed on that card. If he does not have enough money to pay the price, then he cannot buy that item – he *cannot* sell something he already owns to get money to buy something else.

(For easy reference, the rail line prices are also printed on the game board and on the back cover of this rulebook. EXPRESSES always cost $4000, and SUPERCHIEFS always cost $40,000.)

SPECIAL TRAINS –
EXPRESS AND SUPERCHIEF

Owning an EXPRESS or SUPERCHIEF increases a player's chance of getting a Bonus Roll each turn. An EXPRESS costs $4000, and the player gets a Bonus Roll if he rolls doubles on the white dice while he owns it. A SUPERCHIEF costs $40,000, and the player gets a Bonus Roll every turn that he rolls the white dice while he owns it.

A player owning neither gets a Bonus Roll only when he rolls double sixes on the white dice.

A player can never get more than one Bonus Rol per turn, no matter what he owns.

A player cannot "trade in" an EXPRESS on a SUPERCHIEF; a SUPERCHIEF costs full price whether the player owns an EXPRESS or not.

"DECLARING" AND WINNING THE GAME

To win, a player must return to his "home city" (the city where he started the game) with $200,000 or more in cash. Before a player can return to his "home city" and win, however, he must warn the other players by "*declaring*" to them *at the start of the trip*, that he has $200,000 and is returning home. The other players have the opportunity to try to stop him by using the "rover play" (see below). A player *cannot* win just by moving into his "home city" during a normal trip – he must "declare" *in advance* and then, moving normally, move into his home city while he has $200,000 or more in cash.

"*Declaring*": To declare, a player must 1) have $200,000 or more in cash, 2) be in his latest destination city, and 3) be about to roll for a new destination and start a new trip. If he meets all three of the above conditions, the player has the choice of "declaring" or not; however, if he does "declare", he must announce it *before* he rolls for his next destination. If he rolls for destination without "declaring" then he *must* go to his next destination – he does not have another chance to "declare" until he has arrived at that destination and is about to start his next trip after that.

If a player is in his "home city" when he "declares" he wins immediately.

Rolling for an "Alternate" Destination: When he "declares", the player still rolls for a new destination, which is called his "alternate" destination. However, instead of going to his "alternate" destination, the player must go to his "home city" to try to win. As long as he is still able to win by reaching his home city, the player ignores the "alternate" destination entirely: he may move right through it without stopping, and he does not get any PAYOFF for reaching it.

The Trip to the "Home City": Once he has rolled for an "alternate" destination, he starts a normal trip, moving normally, except he is heading for his "home city". The player must obey all the normal rules of movement: he cannot move along the same section of rail line twice during the same trip, he must pay all the fines and penalties each turn, and so on.

Winning the Game: To win the game, the player must reach his home city with $200,000 or more in cash *before any of the other pawns catch his pawn*. The player's pawn stops immediately when it reaches its "home city". He does not collect a PAYOFF for reaching his "home city" unless it is also his "alternate" destination that trip. If, after paying all his fines and penalties that turn, he still has $200,000 or more in cash, he immediately wins the game!

The Rover Play: Once a player has "declared", the first player to move onto or through a dot occupied by the "declared" pawn collects $50,000 from the "declared" player. The player who is caught pays only the first pawn that catches him – after that he is no longer "declared" and must go to his "alternate" destination instead.

A player who has "declared" can move through other pawns without penalty – he is "caught" only if another pawn moves onto or through him during its turn.

Going to the "Alternate" Destination: As soon as a "declared" player falls below $200,000 or is caught by another pawn, he is no longer "declared": he is no longer headed for his "home city", and must go to his "alternate" destination, instead. The interrupted trip to his "home city" and the following trip to his "alternate" destination count as parts of the same trip. The player may not use the same section of rail line twice during this trip, *except:* if he has no other way of getting to his "alternate" destination, he may move along sections of rail lines he used while he was heading for his "home

city'. He may not use the same rail sections twice any more than is absolutely necessary.

Once he arrives in his "alternate" destination, the player collects his PAYOFF from the city where he "declared" to the "alternative" destination, and then if he has $200,000 or more when he starts his next trip, he may "declare" and try again.

RULES OF COURTESY

a player must announce immediately HE HAS OVER $150,000 IN CASH. If he has over $150,000 in cash, he must tell *exactly* how much he has if any of the players ask him. If he has under $150,000, he may keep his money amount secret.

All players should always keep their property – rail lines, EXPRESS and/or SUPERCHIEF – spread out where all the other players can see them. When asked, a player must *always* tell if he owns a particular rail line or not.

The collection of fines and penalties is not voluntary. If you use another player's lines, you must pay him whether he wants you to or not – and whether he sees you use them or not. You *must* pay.

As long as you do not use the same rail section twice, or move so that you have to use the same section of rail line twice, you may choose any route you wish to get from city to city – it does not have to be the shortest route. You may change your mind from turn to turn and take different routes: however, once you have moved your pawn, you may *not* change your mind and take any part of the move back!

You may count dots and trace routes when it is not your turn. As soon as you roll the dice, however, you must start moving *immediately* – no pausing to count!

ANALYTICAL NOTES

The railroads depicted on the Game Board have been selected from actual railway lines in the United States. Of course not all lines of the specific railways used have been shown, only some of the more important ones. For example, the southern Railway extends to Jacksonville, Cincinnati, and St. Louis; and the Norfolk and Western now reaches Buffalo and Omaha.

Mergers and other consolidations have significantly changed the railway map. Of the railroads used in *RAIL BARON* the following have been combined:

1963: Chesapeake and Ohio obtained official control of Baltimore and Ohio.

1967: Seaboard Air Line merged with Atlantic Coast Line to form Seaboard Coast Line Railroad Company, and later added Louisville and Nashville to form the Friendly System.

1968: Pennsylvania Railroad merged with New York Central and later New York, New Haven and Hartford to form ill-fated Penn-Central Transportation Company.

1970: Chicago, Burlington, and Quincy merged with Great Northern and Northern Pacific to form Burlington Northern.

1972: Illinois Central merged with Gulf Mobile and Ohio to form Illinois Central Gulf Railroad Company.

1973: Missouri Pacific acquired Texas and Pacific.

OPTIONAL RULE NO. 1

When it is a player's turn to buy he can buy one of the groups listed below and treat it as one purchase. If the Bank does not own the whole group he can buy the part of the group the Bank does own. He must pay the total price for the group whether he buys the total group or only part. The players can still buy the lines one at a time normally.

Group	Name	Total Price
PA, NYC, and NYNHH	Penn Central	$62,000
SAL, ACL and L&N	Friendly	$44,000
B&O and C&O	C&O	$44,000
CB&Q, GN and NP	Burlington Northern	$51,000
IC and GM&O	Illinois Gulf Central	$26,000
MP and T&P	MP and T&P	$31,000

OPTIONAL RULE NO. 2

In order to shorten the game when there are a lot of players, vary the price of a SUPERCHIEF. Instead of $40,000, charge the prices below when the following number of people are playing:

No of Players	Price of SUPERCHIEF
3	$40,000
4	$36,000
5	$32,000
6	$28,000

OPTIONAL RULE NO. 3

Instead of playing to $200,000 in cash, the players can play to the **net worth** indicated on the chart below. Each player totals his cash on hand and the rail lines and special train(s) he owns, and when this total reaches the net worth indicated below he can "declare" and head back to his home city to win the game.

A player *must* announce his own net worth whenever he has more than $50,000 in cash.

No of Players	Net Worth Needed
3	$300,000
4	$250,000
5	$225,000
6	$200,000

DESTINATION TABLE

(Roll twice to find your DESTINATION. First roll and consult the REGIONS chart to find the region, then roll again and consult the chart for that region to pinpoint the destination city)

	ODD	EVEN
	REGION	
2	PLAINS	SOUTHWEST
3	SOUTHEAST	SOUTH CENTRAL
4	SOUTHEAST	SOUTH CENTRAL
5	SOUTHEAST	SOUTH CENTRAL
6	NORTH CENTRAL	SOUTHWEST
7	NORTH CENTRAL	SOUTHWEST
8	NORTHEAST	PLAINS
9	NORTHEAST	NORTHWEST
10	NORTHEAST	NORTHWEST
11	NORTHEAST	PLAINS
12	NORTHEAST	NORTHWEST
	NORTHEAST	
2	NEW YORK	NEW YORK
3	NEW YORK	WASHINGTON
4	NEW YORK	PITTSBURGH
5	ALBANY	PITTSBURGH
6	BOSTON	PHILADELPHIA
7	BUFFALO	WASHINGTON
8	BOSTON	PHILADELPHIA
9	PORTLAND	BALTIMORE
10	NEW YORK	BALTIMORE
11	NEW YORK	BALTIMORE
12	NEW YORK	NEW YORK
	SOUTHEAST	
2	CHARLOTTE	NORFOLK
3	CHARLOTTE	NORFOLK
4	CHATTANOOGA	NORFOLK
5	ATLANTA	CHARLESTON
6	ATLANTA	MIAMI
7	ATLANTA	JACKSONVILLE
8	RICHMOND	MIAMI
9	KNOXVILLE	TAMPA
10	MOBILE	TAMPA
11	KNOXVILLE	MOBILE
12	MOBILE	NORFOLK
	NORTH CENTRAL	
2	CLEVELAND	CINCINNATI
3	CLEVELAND	CHICAGO
4	CLEVELAND	CINCINNATI
5	CLEVELAND	CINCINNATI
6	DETROIT	COLUMBUS
7	DETROIT	CHICAGO
8	INDIANAPOLIS	CHICAGO
9	MILWAUKEE	ST LOUIS
10	MILWAUKEE	ST LOUIS
11	CHICAGO	ST LOUIS
12	MILWAUKEE	CHICAGO

	ODD	EVEN
	SOUTH CENTRAL	
2	MEMPHIS	SHREVEPORT
3	MEMPHIS	SHREVEPORT
4	MEMPHIS	DALLAS
5	LITTLE ROCK	NEW ORLEANS
6	NEW ORLEANS	DALLAS
7	BIRMINGHAM	SAN ANTONIO
8	LOUISVILLE	HOUSTON
9	NASHVILLE	HOUSTON
10	NASHVILLE	FORT WORTH
11	LOUISVILLE	FORT WORTH
12	MEMPHIS	FORT WORTH
	PLAINS	
2	KANSAS CITY	OKLAHOMA CITY
3	KANSAS CITY	ST PAUL
4	DENVER	MINNEAPOLIS
5	DENVER	ST PAUL
6	DENVER	MINNEAPOLIS
7	KANSAS CITY	OKLAHOMA CITY
8	KANSAS CITY	DES MOINES
9	KANSAS CITY	OMAHA
10	PUEBLO	OMAHA
11	PUEBLO	FARGO
12	OKL. CITY	FARGO
	NORTHWEST	
2	SPOKANE	SPOKANE
3	SPOKANE	SALT LAKE CITY
4	SEATTLE	SALT LAKE CITY
5	SEATTLE	SALT LAKE CITY
6	SEATTLE	PORTLAND
7	SEATTLE	PORTLAND
8	RAPID CITY	PORTLAND
9	CASPER	POCATELLO
10	BILLINGS	BUTTE
11	BILLINGS	BUTTE
12	SPOKANE	PORTLAND
	SOUTHWEST	
2	SAN DIEGO	LOS ANGELES
3	SAN DIEGO	OAKLAND
4	RENO	OAKLAND
5	SAN DIEGO	OAKLAND
6	SACRAMENTO	LOS ANGELES
7	LAS VEGAS	LOS ANGELES
8	PHOENIX	LOS ANGELES
9	EL PASO	SAN FRANCISCO
10	TUCUMARI	SAN FRANCISCO
11	PHOENIX	SAN FRANCISCO
12	PHOENIX	SAN FRANCISCO

RAILROAD PRICE CHART

ACL	Atlantic Coast Line	$12,000	GM&O	Gulf, Mobile & Ohio	12,000	PA	Pennsylvania	30,000
AT&SF	Atchison, Topeka, & Santa Fe	40,000	GN	Great Northern	17,000	RF&P	Richmond, Fredericksburg & Potomac	4,000
B&M	Boston & Maine	4,000	IC	Illinois Central	14,000	SAL	Seaboard Air Line	14,000
B&O	Baltimore & Ohio	24,000	MP	Missouri Pacific	21,000	SOU	Southern	20,000
CB&Q	Chicago, Burlington, & Quincy	20,000	L&N	Louisville & Nashville	18,000	SP	Southern Pacific	42,000
CMSTP&P	Chicago, Milwaukee, St. Paul, & Pacific	18,000	NP	Northern Pacific	14,000	SLSF	St. Louis – San Francisco	19,000
C&NW	Chicago & NorthWestern	14,000	N&W	Norfolk & Western	12,000	T&P	Texas & Pacific	10,000
C&O	Chesapeake & Ohio	20,000	NYC	New York Central	28,000	UP	Union Pacific	40,000
CRI&P	Chicago, Rock Island & Pacific	29,000	NYNH&H	New York, New Haven & Hartford	4,000	WP	Western Pacific	8,000
D&RGW	Denver & Rio Grande Western	6,000						