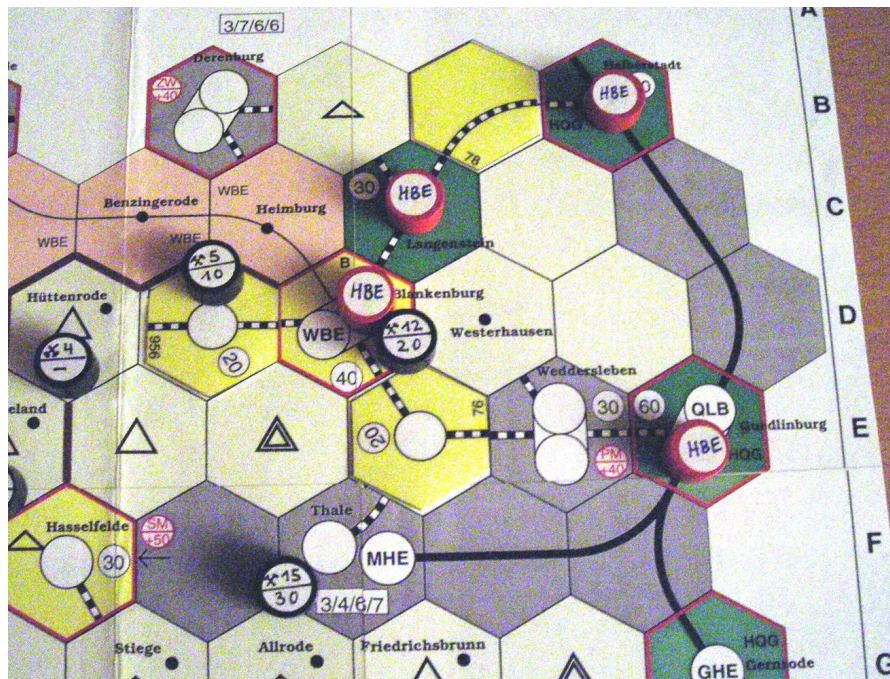


### Example: how to calculate the revenue of a railway company:

The revenue of the HBE is going to be calculated. In the first OR the HBE built its concession route and a station in the village of Langenstein (C16). It then bought the 1-train and a 2-train. In the second OR it has laid two yellow tiles, one on Braunesumpf (D13) and one on Timmenrode (E16) (and has paid the building costs incurred) so that there are now connections from Blankenburg to Braunesumpf and from Blankenburg to Quedlinburg (E20) via Timmenrode and Weddersleben (E18). Moreover it builds a station in Quedlinburg. The following picture shows the resulting network of the HBE.



Now the HBE runs its trains. The routes are determined as follows:

Route 1: Halberstadt-Blankenburg (the concession route);

Route 2: Blankenburg-Braunesumpf;

Route 3: Blankenburg-Quedlinburg.

The HBE runs the 1-train on the concession route and the 2-train on the two other routes.

Then, the revenue is calculated as the sum of the following numbers:

- 60 for the town of Halberstadt with station;
- 30 for the village of Langenstein with station;
- 40 for the town of Blankenburg with station;
- 40 for the mine in Blankenburg (size of biggest train (2) running to Blankenburg times mine multiplier (20) = 40);
- 10 for the village of Braunesumpf (only 10 since no station was built there);
- 20 for the mine in Braunesumpf (size of train (2) running to Braunesumpf times mine multiplier (10) = 20);
- 10 for the village of Timmenrode (without station);
- 10 for the village of Weddersleben (without station);
- 40 for the paper mill in Weddersleben (independently of train size);
- 60 for the town of Quedlinburg with station.

So the revenue is 320 Mark.

Note that the principles of running trains and calculating the revenue are completely different from what you may know from other 18xx games. Here is a survey of the main differences:

- A train of size  $n$  can run up to  $n$  routes. These routes need to be connected.
- A route end needs to contain an own station marker, an open mine or another industrial plant. So in the example above, if the HBE had not built a station in Quedlinburg, Route 3 could not have been traced as far as Quedlinburg. Rather it would have ended in Weddersleben (although without station marker) due to the paper mill there.
- Once a route reaches a town (red border) the route ends there.
- Each town, village, mine and other industrial plant counts only once, even if contained in several routes.
- The revenue an open mine gives for a railway company that runs to it, is determined by the mine's multiplier times the size of the company's *biggest* train running to the mine. In the example above, the mine in Blankenburg was run to by a 1-train and by a 2-train, so only the 2-train matters for the revenue obtained from the mine.