

siekster

*Bravo Markshot! I'm trying to understand this game better, and this thread has helped me immensely (not to mention even perking my interest in the game in the 1st place!!). I'm a regular reader of this thread, and just wanted to say thanks for the work you're putting into it.*

Wecome!

 Re:1830 - Best Strategy Game - Tuesday, October 21, 2008 3:37 PM

I want to talk a little bit here about style of play and mindset.

Going back to my prior post a few messages ago, "The Take Down of Drew". You the reader should be asking: "That seemed a little too perfect. Did I really set up Drew or did that just happen?".

Well, let me answer you ... it was perfect and I did not set it up. However, I was alert and spotted an opportunity and acted upon it; which in itself can be quite challenging. What things could have prevented that bit of perfection from occurring?

- (1) Drew might have not been my only threat. If there was another, it would have not yielded the game win.
- (2) Drew might have not been long in any of my RRs (holding more than 10%). To be dumped on you have to get the target to a place where he holds more equity than you do. Then, the Presidency automatically transfers.
- (3) Drew could have had an extra train. If that was the case, he could have just moved the train to the PRR and saved himself \$1100.
- (4) The Priority Deal might have not been placed where I needed it. If Drew traded before me, he would have unloaded PRR shares, at least, down to 10% to have kept the Presidency with me.

Any of the above, would have made the Take Down impossible. My skill was in spotting all these conditions that held and acting upon it.

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Let's talk about the style of 1830 play. The good player has to do two things:

- (1) You must make consistent and regular sound investment decisions. Things like picking the right RR to float; managing its growth; picking the right stocks; getting a good early ROI; having RR #2 coming to the aid of RR #1; ... All of these are regular parts of the game which you must manage well.
- (2) You must spot unique opportunities that arise which will allow you to surge past the other investors or trip them up royally.

In real investing, simply doing #1 is perfectly adequate. You should be happy with a 9-11% return and beating the market (the stock indices). In 1830 at the hardest level that simply will not do. Doing that will put you close to the AI; maybe even slightly out in front. But the AI is guaranteed to thrash your RR shares and beat down your portfolio valuation. You'll need a big lead if you expect to win.

You are not going to get a big lead and win simply by playing a steady game. You will only get your win by spotting opportunities and acting on them ... in some cases you may partially create them, but you only have so much control to manipulate what the other players will do. This game more than any others lacks a very predictable AI. The AI is only predictable in the sense that it makes prudent investment decisions ... not in the sense that it makes stupid mistakes. So, you must spot opportunities ... sometimes partially create them ... finally, seize them.

Recently I posted some of my losses. If you were to ask me "Mark, why or how did you lose?" ... well, I would give you a general, but very accurate answer. In each game, my play was generally uninspired. I went through the motions, but failed to find the lever, drive it in, and topple the status quo. If you want to be good at this game, you have to go through the motions and on top of that be assessing everything looking for your one chance to break the rythm of predictable and steady growth of Net Worth. When you do that, you'll win by surging ahead or knocking everyone else on their butt.

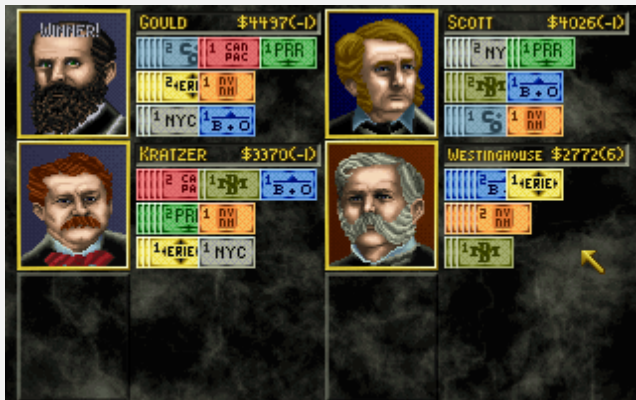
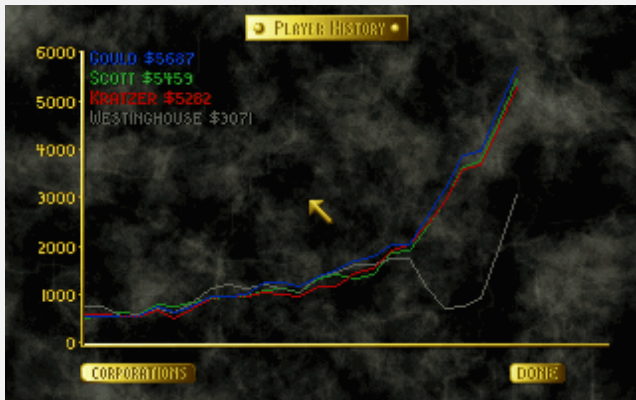
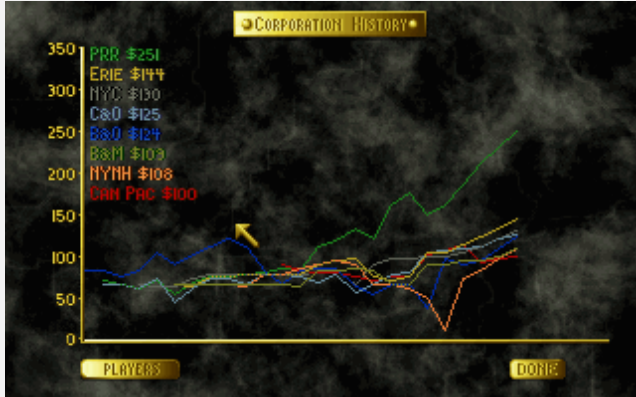
 Re:1830 - Best Strategy Game - Tuesday, October 21, 2008 6:31 PM





Well, another uninspired game.

My strategy was to open with PRR as my growth stock. Well, PRR tends to be one of the first RRs floated. Whoever gets the C&A Private in the initial bidding/auction ends up with a share of PRR. If any other player, then floats PRR, the player only has to purchase 50% to float PRR. So, PRR is one of the least expensive RRs to float. In the meantime, PRR straddles the main NY<->Chicago trunk and a 4 station tokens. (A well funded and early started PRR can dominate that lucrative trunk; especially when combined with a C&O or B&O or even an NYC.)

However, to make PRR a growth stock, you just need to open it early for \$71/share. This will put \$710 in the treasury which is just enough for a 2-Train + 3-Train + 5-Train. Now, revenues will be poor and PRR will not realize its revenue potential. On the other hand, you can pay dividends the entire game and really drive up the share price possibly closing at \$350/share. That's the growth stock play.

Well, I tried something similar and did drive PRR's value up pretty high. However, it was not enough to offset a fairly lack luster performance on my part. See Corporate Valuation Graph and Net Worth Graph. See I DO have one of the best portfolio valuations, but my cash is low. That means compared to other investors, they were receiving better dividend payments.



 <p><b>WINNER!</b></p> <p><b>GOULD</b></p> <p>CASH :\$4497 STOCK :\$2175</p> <hr/> <p>TOTAL :\$6672</p>	 <p><b>SCOTT</b></p> <p>CASH :\$4026 STOCK :\$2365</p> <hr/> <p>TOTAL :\$6391</p>
 <p><b>KRATZER</b></p> <p>CASH :\$3370 STOCK :\$2745</p> <hr/> <p>TOTAL :\$6115</p>	 <p><b>WESTINGHOUSE</b></p> <p>CASH :\$2772 STOCK :\$1305</p> <hr/> <p>TOTAL :\$4077 ↖</p>


<MESSAGE EDITED BY MARKSHOT ON TUESDAY, OCTOBER 21, 2008 6:35 PM>

 Re:1830 - Best Strategy Game - Tuesday, October 21, 2008 6:50 PM

Generally, focusing too heavily on either share price or dividends will cost you the game. A balanced approach makes the strongest possible closing wealth. New players most commonly focus too much on dividends (RR revenues), since it is inline with the concept of "earning money", and thus, neglect share price appreciation (capital gains).

Now, I missed my chance to win this game by a single trade. NYNH had gone into the brown area of the market when its President had dumped 70% of the stock to fund the purchase of a Diesel. When a stock goes brown, instead of only being able to buy a single share in a turn, you can buy as many as you want. Unfortunately, the Priority Bid (first trade) was just one away from me. Thus, the original President was able to reclaim his equity in the NYNH. If I had had the Priority Bid, then I could have seized control of the NYNH and held about 80% equity. Of course, the NYNH was trading dirt cheap, but it was generating a very fine dividend of about \$500 ... along with 80% equity that would have resolved my cash position problem such that I could have possibly won.

So, I missed winning by one trade. If in the prior Stock Round, I had made one less trade and thus positioned myself to trade before the NYNH President, then NYNH would have been mine. I would have had the victory. Failure to consider this is an example of not exploiting an opportunity, but instead going through the motions. During that Stock Round it was obvious that the NYNH was without a train, and if the President wasn't sitting on cash, then he clearly would have to be selling stock to raise funds. All I needed to do was make one less trade, and I would have been set. But I didn't see it.

 Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 1:10 PM

Finally, an inspired game. I closed with the best stock valuation by far and the best cash position by far (meaning received more dividends).

Strategies:

- (1) Domination of the rail network around NYC. This results in both good early game revenues (dividends) and decent late game revenues for RRs not running larger trains.
- (2) Floating the C&O, but placing tokens in the East to capitalize on NYC area revenues. Intentionally leaving the NY<->Chicago trunk undeveloped there by depriving later RRs of good cross map Diesel runs (revenue suppression).
- (3) Running B&O and C&O as growth stocks ... float early ... always pay dividends. They will close at \$350/share and \$260/share. Way above any other RRs.
- (4) Forced train rusting to place strains on other RRs that they ran for cash instead of dividends. Thus, reducing the closing share prices and costing investors some out of pocket funds to buy rolling stock.
- (5) Run three RRs. This gives a slight boost in dividends. The certificate limit is for CERTIFICATES and not EQUITY. Since a Presidents certificate is 20% as opposed to 10%, then three Presidencies yields an extra 30% equity paying dividends that you wouldn't have without the Presidencies. (It is for this same reason that players load up on unhealthy stock. Despite a low share price, you end up with additional equity paying dividends beyond the certificate limit.)

Some screens: You can see my three RRs. You can see that I was generating the best average portfolio dividend in the game. You can see that my two growth stocks B&O and C&O performed excellently. You can see that I closed heavy both in stock valuation and cash position.

Yee haw!!! I am back!

**GAME** INFO HISTORY STOCK TOOLS

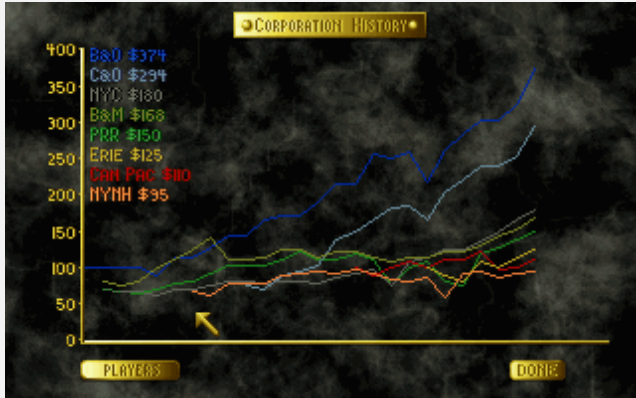
**CANADIAN PACIFIC ROUTE**

\$445

5

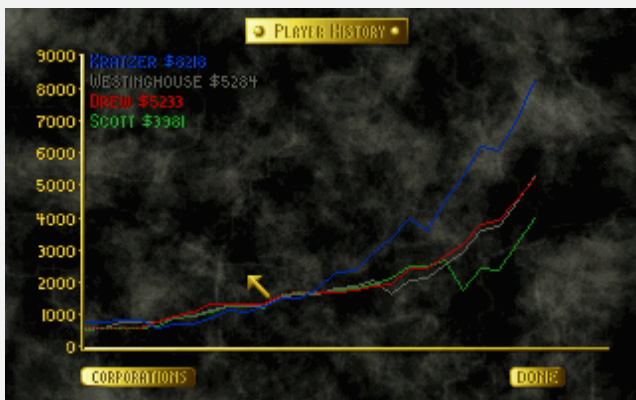
BUY TRACK  
LAY TRACK  
STATION  
END TURN  
BUY TRAIN

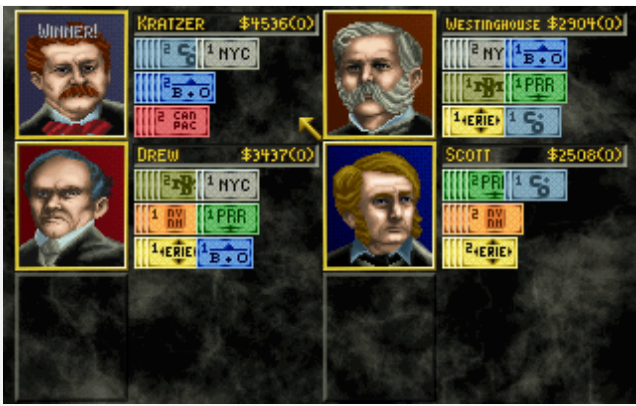
Corp	Price	Par	Rev	Treas
PRR	\$0	\$300	0	0
ERIE	\$143	\$250	0	0
NYNH	\$492	\$240	0	0
NYC	\$25	\$250	6	0
B&M	\$231	\$260	0	0
CAN PAC	\$445	\$200	5	5
B&O	\$185	\$240	5	1
C&O	\$317	\$540	5	6



**Stock Market**

Corp	Price	Par	Rev	Treas
B+O	350	100	240	185
C+O	260	82	540	317
NYC	170	71	250	25
B+M	160	82	260	231
PRR	126	71	360	0
ERIE	112	100	250	143
CAN	100	100	200	445
NYN	71	67	240	492





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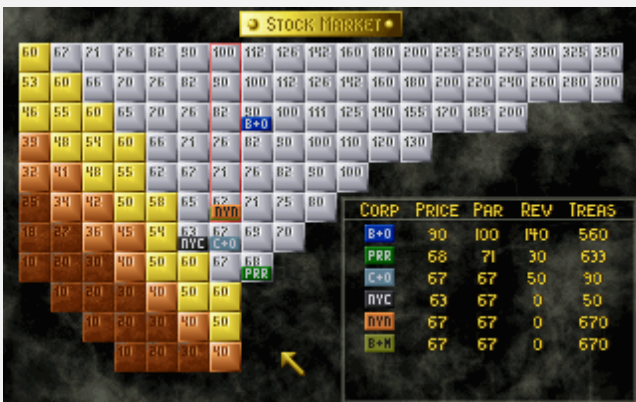
UNDERSTANDING THE MARKET - 101:

I've stated it before. 1830 models resistance levels. A level which your share price will not fall below.

Let's quickly review stock market rules for stock token (set share price):

- (1) Operating Round: Pay dividend the token moves right and if blocked moves up. {only this rule support two axis} (price rises)
- (2) Operating Round: No dividend the token moves left. (price falls)
- (3) Stock Round: Sell a share, the token moves down. (price falls)
- (4) Stock Round -> Operating Round: No open interest (shares sold out), the moves up. (price rises)

Here is the Stock Market. What are the above rules and the Stock Market telling us?



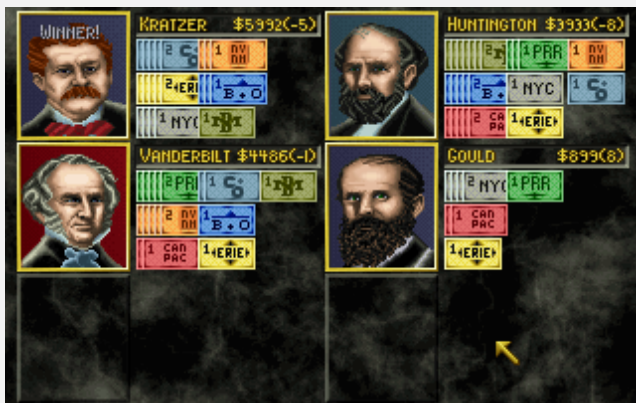
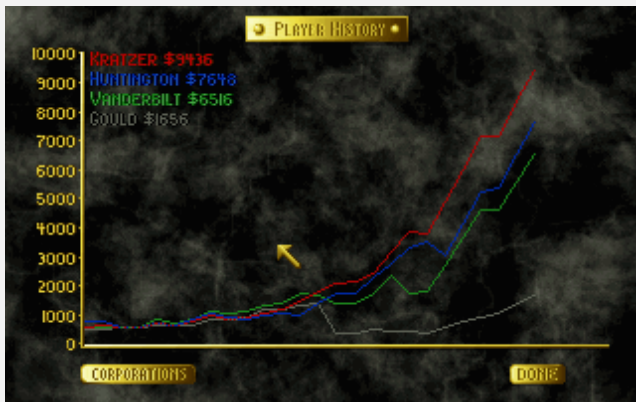
- (1) Now, look at the shape of the Stock Market. Stocks towards the left are most vulnerable to dumping and having their share prices tumble. Stocks towards the right will encounter resistance and their share prices will drop, but be somewhat protected by resistance levels.
- (2) An early IPO (floating a RR) and/or consistently paying dividends will increase the share price. However, beyond simply increasing the share price an early IPO and consistent paying dividends will help protect a stocks value from a sell off.

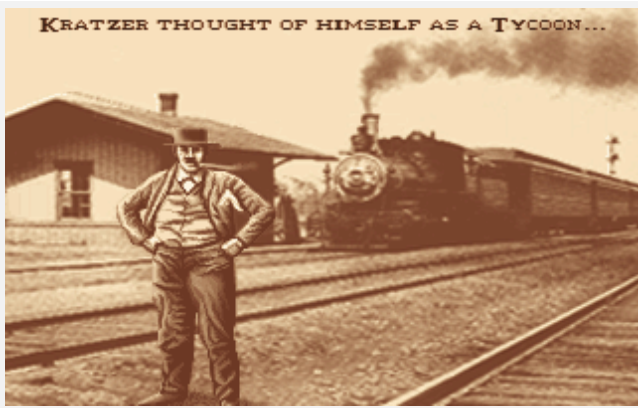
(3) New IPOs and stocks which fail to pay dividends are riskier investments. Especially, when these stocks are your RRs, they are very exposed, because the AI likes to thrash&trash the player's share price. However, even AI stocks can and will be dumped. Typically a big drop in share price is seen when a RR is dumped on another player (often an AI player) or shares are dumped to raise cash to float another RR.

Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 7:33 PM

Running 2 for 4 in games today. This one was particularly sweet. 1830 also provides a trading rating besides how you place. I broke \$10,000 Net Worth (the formula is more complex than just a score range) and the game rated me as a Tycoon. Usually, I generally rate as a Businessman. Tycoon happens from time to time. The ultimate is to be rated a Robber Baron. In two years, I've rated Robber Baron only three times (around 600 games). Note: It is possible to rate a Conductor, Track Worker, or even a Hobo and still win the game. The ratings reflect more your ability to accumulate wealth than it does to beat the other investors. Of course, to be rated a Robber Baron, you'll have to crush your fellow investors and seize their assets from them to achieve enough wealth accumulation to be recognized as an exceptionally ruthless investor.

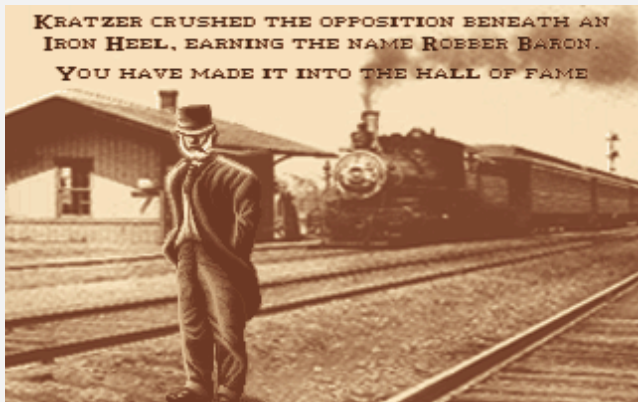
You notice the negative numbers after the investor names. This means that the investor is above the certificate limit. Here is how it works. When you hit your certificate limit, you usually try to load up on unhealthy stock (yellow, orange, or brown). This permits you to receive extra dividend income. Now, generally the President of an unhealthy RR will manipulate the share price to keep it unhealthy (not white); not counting towards the certificate limit. This is simply done by only sometimes paying dividends. Extra cash accumulated by the RR in the treasury is usually used to buy extra Diesel trains. (This strategy is also known as the "feeder line" ... meaning one RR remains with a depressed share price, but it feeds extra trains to the investors other RRs.) Now, if you enter a Stock Round above the certificate limit, you are forced to sell off shares. (Think of it as a form of 1830 anti-trust legislation.) However, on the final Operating Round, an unhealthy RR will always pay dividends, since there will be no more Stock Rounds. Thus, you often see end of game portfolios showing some players over their certificate limits.





Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 7:43 PM

Here this is what 1830's ultimate reward looks like. When you achieve this, you basically have become the World's richest man. The markets move if you so much as whisper. World leaders seek your counsel and treat you as a living G\*d ... your greed leaves the general public in total awe of you. It's a wonderful feeling! (If a trading session represents a life time of investing, then this only happens once in 200 life times.)



Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 8:08 PM

**Okay, this thread has over 7,000 page views ... my question: How many are actually playing 1830? How many are considering getting 1830 either the board game or the PC game?**

I realize that this is a forum of war games, but in terms of strategy games ... I have yet to encounter a single game that comes close to 1830's balance, challenge, variability, ... despite relatively short gaming sessions of 60-90 minutes. I have not a doubt that I could play for another two years every day and perhaps only push my victory average to 60-70%. There are strategies and techniques that can be attempted, but I have yet to see a game repeat or feel one looks like the next. Each time is substantially different. One game can find XYZ RR closing at \$350/share and the next XYZ can close at \$10/share. One game finds all RRs running Diesels and the next technology stagnates and does not get beyond 5-Trains. One game finds you the player winning with just a single RR and the next has loaded with an incredible four RRs. One game has revenues runs of \$800 and the next doesn't see any RR running for more than \$250.

Francis Tresham with input from Bruce Shelly have made an intellectual work of art that has no equal. You may sneer at the CGA 320x200 resolution graphics with 256 colors, but this game is the true "easy to play, difficult to master" one and only. The rest are simply pretenders.

Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 8:37 PM

I'm not playing it due to cash restraints but it's on my list.

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"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

Re:1830 - Best Strategy Game - Wednesday, October 22, 2008 8:47 PM

I got my boxed copy via Amazon Marketplace for about \$25. It looks you can still get used copies for around \$36.

The manual is a nice color heavy stock thing. The CD quality is less of an issue, because you can easily get the program off the Web if the CD

is bad.

I've tried it direct under XP, MS VPC 2007, and DOSBOX. DOSBOX is by far the best and most flexible. Depending on CPU speed; turn waits at the more difficult levels towards the end game can lag a bit. I am convinced it does some sort of chess like solution space search a couple of moves forward.

Well, I hope you find some cash to get it down the road.

 Re:1830 - Best Strategy Game - Thursday, October 23, 2008 3:14 PM

I keep trying to decide whether I should close this thread (and publish my promised PDF for Westpark Gamers to whom I owe so much ... I would have never learned this game without their site) or should I keep growing it. Almost every time I play, there is probably something worthy of a mention ... at Matrix Games I did a 300 page (PDF print pages) guide for HTTR/COTA ... I did 100 pages (pure text PDF) for EAW online air combat. So, I could easily keep at this for months.

But my goal wasn't really to teach the game ... more to simply capture the elegance of it and give the reader a sense of it. However, the flavor has been shifting from the 1830 experience to 1830 game play techniques. As I have achieved my original objective, I think I'll probably be wrapping up soon and creating my PDF.

Any final requests for information about the game 1830 (PC only; not BG) before I close it out? Thanks.

PS: Who knows maybe I'll do another thread in the future on another classic retro-game: AOD, SHCE, or RTD to mention just a few which come to mind.

 Re:1830 - Best Strategy Game - Thursday, October 23, 2008 4:00 PM

More on trading techniques.

I have two privates I picked up at the auction block (start of game). That's Mohawk&Hudson and Camden&Amboy. When I finally start a RR, I will be able to raid the treasury for \$540 (twice face value). Then, I will either rescue the RR later or dump if I can find a victim.

In meantime, I need to build up my cash so that I can float a company which I intend to clean out the treasury from.

So, there are three RRs floated, but I go long with the NYNH. Why?

(1) The President, Drew, has no privates. So, he will not be raiding the treasury and it will be a while before he can float a second company. This makes Drew very reliable management. The only way he will personally get richer is if he pays dividends and pulls not tricks.

(2) The NYNH due to location can generate some very nice early game dividends. B&O too, but \$82/share the ROI on NYNH looks more attractive. This is not buy and hold. I plan to collect my dividends and then liquidate my position so that I can float something.

(3) I fully up NYNH leaving no open interest. This results in the fastest share price appreciation.

(4) Buying up all 40% of NYNH has another purpose too. Drew needs the NYNH, he won't dump it (causing the stock price to crash). In fact, I doubt he will even sell off 10% which he could do and still maintain his Presidency. Now, if I let any other investor say pickup 20% of NYNH ... they might be doing the same as me ... waiting for a chance to dump the stock and take their profit. If they beat me to it, then my shares will have lost value.

(5) By holding 40% nothing is going to get in the way of my NYNH share price growth. Dividends will be paid and no else is going to sell off.







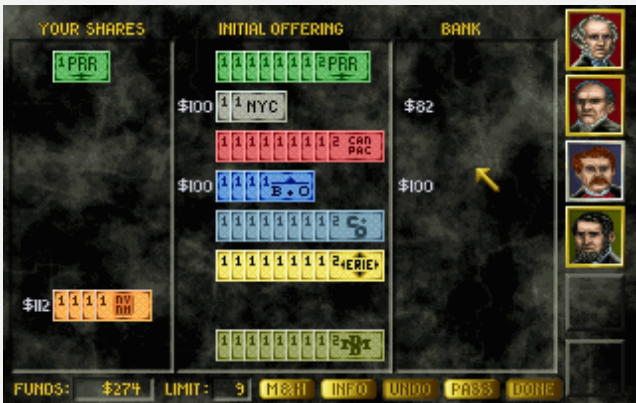
<MESSAGE EDITED BY MARKSHOT ON THURSDAY, OCTOBER 23, 2008 4:03 PM>

Re:1830 - Best Strategy Game - Thursday, October 23, 2008 6:15 PM

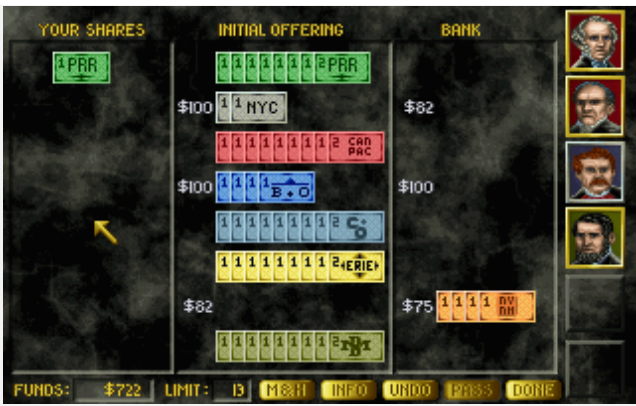
Trading Techniques - 101

Okay, let's watch some manipulation of the Stock Market here.

Here you see trading open. I am sitting on 4 shares of NYNH at \$112/share.



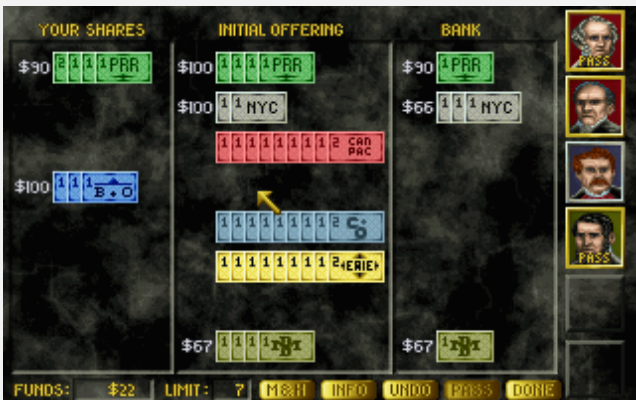
Here you see me taking profit on NYNH giving me \$722 in cash (more than enough) and at the same time NYNH has tumbled from \$112/share to \$75/share. Sorry, Drew!

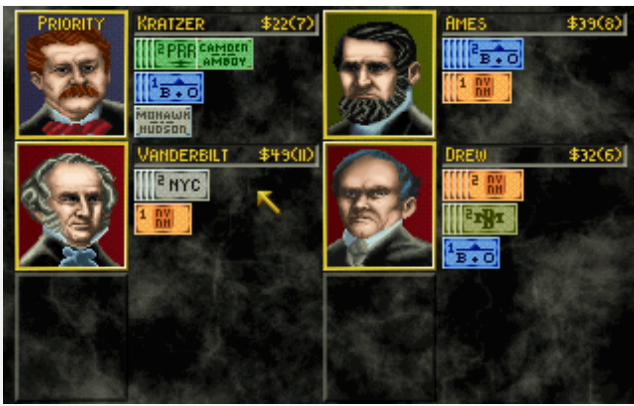


I then buy the President's share of PRR. Why? Having won the bidding for the Camden&Amboy Private, I received a free share of PRR. Now, I really don't care what RR I float, since my main goal is to raid the treasury. However, given that I already own 10%, then the PRR can be floated for less cash than other RR. And that is what I do.



Finally, after floating PRR, I immediately sell of 10% to get \$100 back. Why? I only need 50% equity to keep the Presidency. Then, I take \$300 and buy up all the open interest of B&O (3 shares). Why?





(1) B&O also tends to generate very healthy early game dividends.

(2) Look at the B&O's President, Ames. He has practically no cash on hand and 3 shares of NYNH worth \$225. Ames is in no position to float a second RR. Why is that important? Because investors which own more than RR are inherently less reliable than investors that own a single RR. Most of the nasty tricks you can play in 1830 derive from the flexibility of being management of multiple RRs and sc\*wing your minor share holders! Also, like Drew previously, Ames will have to pay dividends if he wants any income. Which means I'll get my dividends as well.

(3) Ames is unlikely to dump B&O unless there is a really good reason. Basically, when a RR is trading at the highest share price in the Stock Market, the AI is hesitant to dump it. Why? Because such RRs tend to still even after dumping close at the highest share price of all RRs. (Remember we spoke about resistance levels in a previous segment.) An RR trading low to mid-range share price has a much better chance of being dumped.

(4) If you are looking for capital appreciation, the higher the share price of a stock, then the greater the appreciation. Go back and look at the Stock Market I posted. Look at it carefully, and you will see that share price jumps are not uniform. Higher priced stock (especially which has not been beaten down) will generate really nice jumps in share price. B&O is already trading at \$100 ... if we forget about my PRR (at \$90), then the next best stock is at \$66, B&M.

(5) Again I eliminate the open interest which will often accelerate gains. In this case it will not, since B&O is already on the top Stock Market track (row).

So, what's the plan? Well, I am off to an extremely strong early to mid-game start.

For the next Operating Round ...

I plan to sell my privates for twice face value (the max allow) to PRR which will put \$540 in my pocket. My three shares of B&O should go from \$100/share to \$126/share. So, I will earn \$78 off the appreciation. Then, I think B&O could pay about \$20 div/share. So, make that \$120 (two operating rotations now). So, B&O should be worth \$200 increase in Net Worth. Sell it off and I will have \$500; combine that with raiding PRR, and that is \$1040. Note, that I should also collect a small dividend from PRR.

So, the next Stock Round, I should be in a position to float two more RRs ... IPOing at \$90-\$100 share. That sudden surge in new RRs and the need for rolling stock will put a great pressure on the existing RRs and their treasuries. The pace of technology is going to rapidly accelerate. In fact, in this situation, I should be careful. I could easily force an AI bankruptcy which would end the game ... unless I am leading at that point --- INSTANT LOSS.

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Now, I am writing all of this before playing any of it out. I already see something which may have been a mistake on part that would have gotten me even more cash!!! What?

Well, suppose instead of floating the PRR for \$100/share which puts \$1000 in the treasury, I floated the PRR at \$76/share which would put \$760 in the treasury. That would have done two things:

(1) The difference in IPO price would have left me with another \$120 which I could have used to buy yet another share of stock. In 1830, good investing results in compounding of wealth. Thus, a \$1 yesterday is worth more than a \$1 today, and \$1 today is worth more than a \$1 tomorrow. (worth = final value at game end)

(2) THIS IS THE BIG PLAY - PAY ATTENTION. PRR with a treasury of \$760 will be destroyed as follows in the coming Operating Round. I take out \$540 by selling the privates. I take out \$180 by purchasing a required 3-Train. I throw a station marker out for \$40 (first one is at \$40; others at \$100). Do you know what that adds up? Yes, \$760!!! The PRR would be totally cleaned out!!! What good is this?

(2a) Coming into the next Stock Round, I could sell off 30% (even if I have no one to dump it on). This would raise an additional \$228 in cash which I could use towards floating two RRs at the max \$100/share.

(2b) Normally, going below 50% equity is an invitation to another investor to seize the RR from you. However, PRR will have one 3-Train (soon to rust) and \$0 in the treasury. Do you really think anyone is going to want it? I don't. But if someone does, I say "Take it from me!".

(2c) If no one relieves me of PRR, I should have some cash in not the next Stock Round, but the one after it to come back in and buy back control of the PRR. Since I'll have the President's share (20%), I can beat anyone else in a foot race who wants it. But likely no one will, since its situation will only be slightly improved by then. However, if I floated two other RRs with \$1000 in their treasuries, then I should have the cash to transfer and turn PRR into a valuable asset again.

What was the trick? You sell off your equity in a worthless RR fairly safely and still buy it all back later. Effectively, you are taking out a line of credit against equity to generate an even better return before you repay the loan. (This only works early game, since in the late game another investor might transfer an extra permanent train to the cleaned out RR, but he would still need \$1 in the treasury to make the train purchase.)

Well, sadly ... I didn't see that tricky possibility until after placing my trades. I've done this in the past, but I should still be okay as I am. However, having floated the PRR at \$100/share ... I must say that I am married to it at the moment.

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Well, I hope those who wanted to understand 1830 investing and trading are picking up some useful techniques here.

Siekster, are you with me?

<MESSAGE EDITED BY MARKSHOT ON THURSDAY, OCTOBER 23, 2008 6:16 PM>

 Re: 1830 - Best Strategy Game - Thursday, October 23, 2008 6:31 PM


As you can see above, trading maneuvers can get pretty tricky.

Operating Rounds also are full of possibilities. Sequence when your RR goes (based on share price) and you will get an opportunity that someone else will miss.

Additionally, track laying is an art. You need to understand the map and valuable locations and how to exploit them. You need to know the choke points and how to secure them. You need to know certain track laying combinations which will yield maximum revenues.

Two years and I am still figuring stuff out. I will tell you the guys who wrote the articles featured at Westpark Gamers really impress me. These guys are real titans. None of this PC nonsense. All but for one of the nine authors were mainly 1830 board gamers ... thus, they played against the most crafty players of all --- real people!!! That's why their articles are so solid.

Of course me, I like playing a full game in 60 minutes. 1830 as board game runs for 4-5 hours. It's not that people are so slow. There is a lot of accounting in this game which when you play the PC version is handled automatically for you. Play the 1830 Board Game and you need to be prepared to do a lot of book keeping.

 Re: 1830 - Best Strategy Game - Thursday, October 23, 2008 7:12 PM

Here is a series of screenshots showing the PRR's treasury getting raided. My personal funds jumps from \$115 to \$655. The PRR's treasury drops from \$1000 to \$460 before a single productive thing is done!



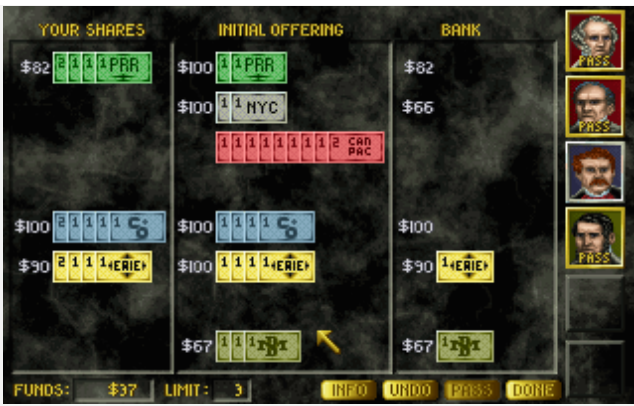


Re:1830 - Best Strategy Game - Thursday, October 23, 2008 7:16 PM

Next the Stock Round going as I predicted. I float two RRs at \$100/share. See that the permanent trains are all up for sale now, and look at my three RRs and their cash position! :)

Not shown is that I sold off B&O as I said that I would.





Re:1830 - Best Strategy Game - Thursday, October 23, 2008 7:48 PM

Here is the next Operating Round. Trains are bought and sold between my RRs to move cash as previously demonstrated. Additionally, 3 of the 5 non-Diesel permanent trains are in my hands. Actually, I could have gotten 4 of 5, but I prefer the flexibility of open slots and treasury money to lay down station markers. (Open slots means I could strip clean one of these RRs to dump on another investor who is challenging me to win the game.)

Do notice that I have set every RR with adequate cash to use each of its station markers. Station markers represent major influence in the late game. They can tear your opponents' profitable Diesel runs to shreds. I got myself 7 markers to play with! :)

Also, you will notice that despite having earlier practically ruined the PRR, I revitalized it.

This game has simply been a fantastic opportunity. The number of techniques to be illustrated popping in this game has been most excellent! :)



Re: 1830 - Best Strategy Game - Thursday, October 23, 2008 8:59 PM

Here is the final wrap up. A really impressive finish. Both Ames and Drew are running very close with me in Net Worth. I will take them both down with foul!!!

By this time, I have three RRs. There are not trains left to buy, but the expensive Diesels. Now, Ames has a single RR and a single permanent train. I check that I will trade before him. He is also long in my Erie RR stock.

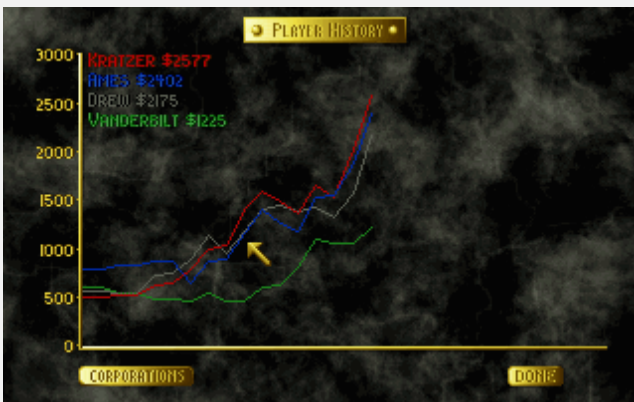
So, if I can dump the Erie on Ames, I will force him to buy an expensive Diesel mainly out of pocket. That will knock him out.

If Ames buys a Diesel, it will eliminate Drew's 4-Trains which will then force him to buy an expensive Diesel. That will knock him out.

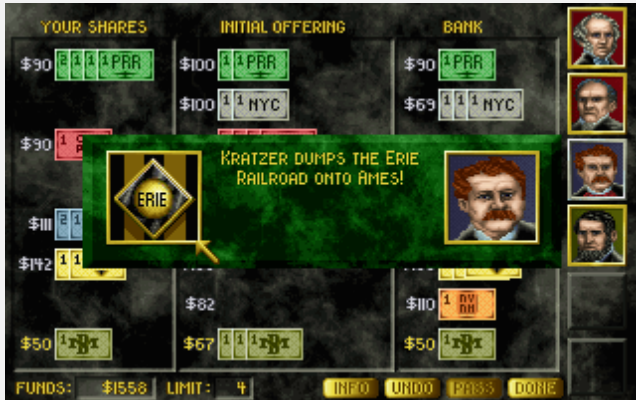
In the screenshots below:

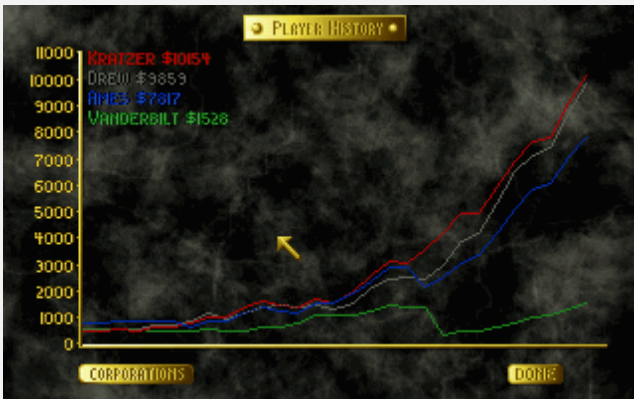
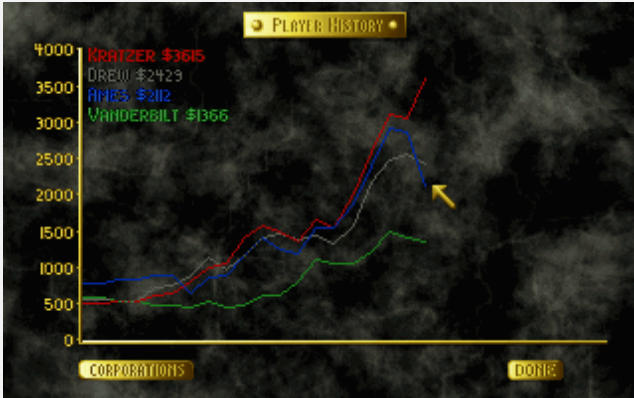
- (1) You'll see how close we started.
- (2) You'll see me stripping the Erie.
- (3) You'll see everyone's trains: pre-dump, Ames buying a Diesel, and Drew buying a Diesel.
- (4) You see the Ames & Drew knockout - Net Worth.
- (5) Finally, you will see the end game Net Worth. Drew almost recovered. A tough customer!

Enjoy! THIS THREAD IS NOW CLOSED --- no game could have had as many lessons as this single one. DONE.









Re: 1830 - Best Strategy Game - Thursday, October 23, 2008 9:07 PM

(content deleted)

<MESSAGE EDITED BY MARKSHOT ON WEDNESDAY, OCTOBER 29, 2008 7:07 PM>

Re: 1830 - Best Strategy Game - Wednesday, October 29, 2008 7:08 PM

Okay, I said I would close this thread, but how can I ... every day there are more battles in the Stock Market and more lessons to be learned.

Tonight, we'll begin with a pixel finish where I took the game by a just a 2% advantage in Net Worth. It was an atypical win in the sense that it didn't involve the usual market gyrations of dirty tricks. Instead it relied on old fashion wealth accumulation (share price and especially sizeable dividends).

The keys to the victory:

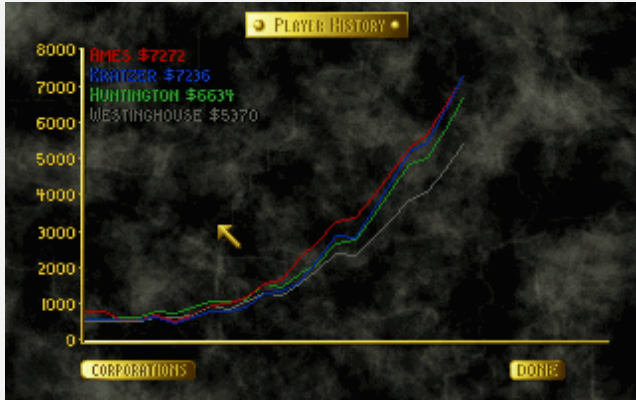
(1) Establishing the East-West trunk line connecting NYC and Chicago by owning complementary RRs: PRR + C&O. This facilitated track sharing and using station tokens to shut anyone else out. Note my very high dividends of \$390 and \$450. I was pulling a lot more cash out of my two RRs than any other presidents/investors.

(2) Aside from having a good pair of RRs, I was more packed with rolling stock than anyone else. This, of course, made the high dividend payout possible.

(3) The AI incorrectly assumed that either it would trash my share prices later on or that it would out earn me. Remember, I only pulled off just

a 2%. So, either the AI miscalculated when the game would end assuming their would be another Stock Round, but my high dividends prevented that Stock Round. Or the AI didn't see what my dividends would ultimately reach. I squeaked by.

Now, one other thing to notice here. Remember I said that 1830 is a highly variable game. Well, here is a demonstration. I've shown so many games where the technology curve went to the limit: Diesels. Here is a game that never even saw a 6-Train. No game is ever the same!



Player	CASH	STOCK	TOTAL
<b>WINNER! KRATZER</b>	:\$4537	:\$3560	:\$8097
AMES	:\$4136	:\$3810	:\$7946
HUNTINGTON	:\$4236	:\$3200	:\$7436
WESTINGHOUSE	:\$3228	:\$2810	:\$6038

Company	Price	Icons
NYC	\$138	0 3
CAN PAC	\$669	1 3
NYNH	\$103	1 3
ERIE	\$44	0 4
B&M	\$159	5 3
B&O	\$93	0 4
PRR	\$145	1 3
C&D	\$60	0 5

Re: 1830 - Best Strategy Game - Wednesday, October 29, 2008 7:38 PM

The next lesson for tonight is how to position yourself to seize someone else's RR from them via a Stock Market take over.

We begin in the Stock Round by knowing that the next Operating Round will see the appearance of Diesels and the rusting of 4-Trains. This is likely to place RRs with weak treasuries under stress such that they must invade the President's personal funds to purchase rolling stock. If you are in a fast paced game, then this will likely mean that the stuck presidents won't have the cash to buy a Diesel. Instead they'll have to sell off stock.

Such a game as described above will happen when the AI floats its second round of RRs at low PAR (IPO) values. They will be cash strapped, if you the player can push technology forward by either well funded RRs or good timing and rolling stock purchases, then you precipitate what follows.

So, we realize what will happen in the next Operating Round to come. You must do all you can in the current Stock Round to secure the Priority Bid (the first trade in the next Stock Round). You do this by keeping your trades to a minimum. If you trade last in this rotation, you will go last in the first rotation of the next Stock Round. You want that Priority Bid, since it will position you to seize a RR. Why seize a RR? Well, by the time you get it, it will have rolling stock paid for by some luckless president! In the meantime, if the stock is unhealthy, then you can beat the

certificate limit and get quite a bit of extra equity --- but mainly with equity comes more dividends working to enhance your wealth!

We are still in the Operating Round; the very end. All the Diesels have been purchased and some investors have been really hurt. Notice, that I have the Priority Bid. Notice that the dumping of NYC shares has forced the stock to go unhealthy (brown: meaning more than a single share can be bought per turn). Notice that I already own 10% of the NYC and that 40% is in open interest. Notice that the NYC President, Huntington, only has 40% of NYC. So, with the Priority Bid, I can get to 50% and take control.

You would think that NYNH is also vulnerable? But the stock is healthy, so it would be a foot race. A foot race that I would lose, since Huntington already holds 20% (me 10%). He also has the cash to get control back. In the meantime, look NYC is paying a \$440 dividend. I want that RR!

Player Portfolios:

- PRIORITY** (Wealth: \$1595<D>): 2 CR, 1 NYC, 1 NY, 1 PRR, 1 B&O, 1 ERIE
- KRATZER** (Wealth: \$1718<-2>): 1 PRR, 1 B&O, 1 ERIE
- HUNTINGTON** (Wealth: \$1715<S>): 1 NYC, 2 NY
- WESTINGHOUSE** (Wealth: \$1718<-2>): 1 B&O, 1 NY, 1 B&O, 1 ERIE, 1 PRR, 1 NYC, 1 CAN PAC, 1 NY
- VANDERBILT** (Wealth: \$1793<-2>): 1 B&O, 1 NY, 1 CAN PAC, 1 ERIE, 1 PRR, 1 NY

STOCK MARKET

CORP	PRICE	PAR	REV	TREAS
B+O	180	100	280	5
PRR	130	67	320	0
CAN	126	100	220	22
B&M	82	82	330	61
C+O	80	67	240	1
NYD	68	67	0	0
ERIE	68	67	250	54
NYC	20	67	380	139

STOCK Menu:

- C&O: \$1
- ERIE: \$54
- B&O: \$5
- B&M: \$61
- PRR: \$0
- CAN PAC: \$22
- NYC: \$139
- NYNH: \$0

Buttons: BUY, LAY TRACK, STATION, COLLECT \$, BUY TRAIN



Okay, let's watch it play out. You can watch me go into the Stock Round and see my first turn trading. There it is. I seize the NYC RR from Huntington. I now have 60% additional (I get the President's certificate which is worth an extra 10%) equity paying me dividends. Roughly that could be worth as much as \$800 for a single Operating Round (the final one). I haven't finished the game yet, but this will probably clinch it for me! :)





Re:1830 - Best Strategy Game - Wednesday, October 29, 2008 7:44 PM

Might as well show Huntington crying over his RR taken out from under him. As they say on the street, "no mercy". And it ain't no different on Wall St. either. Tough luck, Huntington!

Okay, I got to go finish this game and if I want to go to bed happy tonight. Dreaming of 1830 stocks instead of my 401k! :(



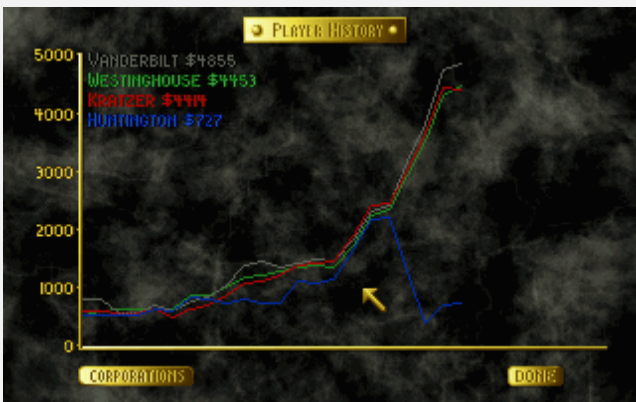
Re:1830 - Best Strategy Game - Wednesday, October 29, 2008 7:54 PM

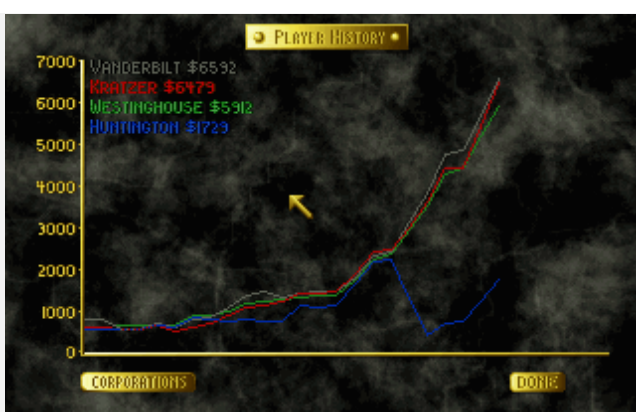
My mistake. I am only holding 50% of NYC. Ha! Ha! Thought I could pull an Enron / Arthur Andersen on you, but you didn't fall for it did you. You're reading that annual report and saying "Where that 10% of NYC go?!" :)

Re:1830 - Best Strategy Game - Wednesday, October 29, 2008 8:17 PM

There you go! Closing bell! A victory of only 1/2%. That's a very small margin. All due to the extra dividends paid by the seized NYC RR.

Notice the Net Worth graph going into the Operating Round. Notice the final Net Worth graph immediately prior to the end of the game. Still even shows Vanderbilt with the win; another pixel finish! I think that was a pretty good lesson for tonight.





Player	Cash	Shares
KRATZER (WINNER)	\$3829	4
VANDERBILT	\$4152	0
WESTINGHOUSE	\$4220	1
HUNTINGTON	\$1337	6

Player	CASH	STOCK	TOTAL
KRATZER (WINNER)	\$3829	\$3655	\$7484
VANDERBILT	\$4152	\$3290	\$7442
WESTINGHOUSE	\$4220	\$2452	\$6672
HUNTINGTON	\$1337	\$878	\$2215

Re: 1830 - Best Strategy Game - Wednesday, October 29, 2008 8:49 PM

I just want to point out one more thing in the above example. I stated that I could not seize the NYNH in a foot race. But let's suppose instead of holding 10%, I was holding 20% (Huntington is starting with only 20%). Thus, with the Priority Bid (first trade), I could have seized the NYNH.

But the reason I am bringing this up is that it would have been counter-productive. It would have not positioned me to win the game; even though it was running for a \$410 dividend versus NYC's \$440 dividend.

Why?

NYNH was healthy (white stock). Thus, I would have been constrained by my certificate limit. Where as, the unhealthy NYC (not counted against my certificate limit) yielded an additional 50% equity paying dividends. NYNH would have only yielded an additional 10% equity paying dividends. This would be due to the fact that the President's certificate represents 20% equity, but is counted as ONE certificate against the limit. Additionally, in order to have held the NYNH despite my certificate limit, I would have had to sell off shares trading at a much higher share price. That would have been a very bad move. There isn't a dividend big enough which makes up for tossing away shares trading at a much higher price.

---

I thought this was the final game of the night, but wife is talking to her mother on the phone. Looks like I could maybe get another 3 games in tonight! :)

In case anyone is wondering what happened to the stock picking discussion I was planning on doing.

Weeeelllll ...

I know I promised a discussion of how to pick stocks. It turned out that that is really hard if it is to be done with concrete examples. Why? Well, most of my examples are being drawn from single games. A good discussion of stock picking techniques and strategies would probably require culling from at least 20 games. And that --- is a very big project!!! So, I got lazy. Sorry.

Time to trade. I got \$600 burning a hole in my pocket and I plan to turn that in to \$10,000 in the next 60 minutes. Excuse me ... gotta run.

I've noticed something over the last month. My victory average is creeping up from 50% to 70-75%. And I know why this happening too ... it's this thread.

In the past when I used to fly online (even when I competed on a ladder), I always used to write guides and teach others. People thought that was very altruistic of me, but in terms of competition it did actually help make me the best. When you teach something you have to break it down, understand it, and convey it. Once you've done all that, it means you intellectually understand the process. At that point, you can start tweaking process to get even better results ... intuitive understanding gives way to calculation and experimentation/refinement. You may share some knowledge, but you improve more than you share. And if you are competing online and showing people how you beat them ... well, it forces you to keep working hard and to not lean back or be complacent ... as you must stay out in front of your students.

So, this thread is pushing up my trading average. I realized some very basic principles that I did not really get before I started writing:

I'll put some of these lessons down:

(1) It seems that unless you really have a very specific goal, it's best to float for a low PAR (except the B&O). The low PAR improves the ROI on your first RR and leaves money over to buy shares in other RRs. This gives the best ROI for your starting money.

(2) If you didn't pick up any privates at the start of the game, then try to buy up all open interest in another RR that will have a reliable president (no privates or cheap privates). Buying up the open interest will make the stock appreciate more rapidly. Also, if you succeed, then there will be no one to dump shares before you dump yours. Thus, you will dump for top dollar and float your second RR at \$100/share. When buying those other shares grab them as immediately after buying the Presidency of the RR you are floating. Otherwise, other investors might get to them before you. Your Presidency will be safe, since in a four player game, the AI will never help you to float an RR.

(3) Complementary pairs of RRs can be super powerful: PRR+B&O+C&O or NYC+NYNH.

(4) Most of the early money making RRs are lacking in station tokens. If you own these, you will face a late game with competitors booking some serious dividends with bigger trains. Your only hope is dirty tricks or winning off of high share prices. Examples are: NYNH, B&M

(5) Owning RRs with lots of station tokens is more a long term/end game strategy. And this will only work if they are well capitalized. You'll either want to own the East|West trunk between New York <-> Chicago or simply cut it in mutiple places preventing others from profiting off their big trains. Either maximize your revenues or depress theirs. Examples are: PRR, NYC, CanPac

(6) Don't worry about burning the capital in RR #1. You could try to pace your rolling stock purchases such that your treasury funds will be sufficient and close with a very high share price. It's better to put two 3-Trains into such a RR and lay down the necessary tokens. The earlier you put money in your pocket the more it will leverage your stock market position. It seems generally better to always use RR #2 to bail out RR #1 than be conservative.

(7) The Priority Bid is not always important, but it is critical to watch the situation and try to grab it when chaos will break out. That first trade could mean seizing a RR. Chaos is likely when the 6-Trains on the verge of appearing.

(8) It's usually dangerous to go long (more than 10%) in any stock where all the President's RRs are not set with permanent trains (5-Train, 6-Train, and Diesel). However, you can go long in the highest share price stock. The AI is reluctant to dump such an RR. However, the AI is more likely to withhold dividends when the human player has a substantial position.

(9) When buying end game stocks, don't simply focus on the share/price. All things being equal, stocks which are further right on the market and higher on the market are going to demonstrate the best capital gains. Buy those shares. Also, the further right a stock, the more resistant the share price is to dumping (support levels). Try to pick up some of those shares early in the game and buy&hold if you can. It is those shares that will close the highest.



(10) You would think if you have two RRs that having 3 permanent trains it is always an advantage. I used to think so, but it isn't always. When is it an advantage? When you want to go long in some other attractive stock of an RR which could be dumped on you. Then you can use that third train to prevent the dumping or avoid having to buy a Diesel out of your own pocket. What is it a disadvantage? If you have one primary competitor who is long in one your RR stocks and you want to set up that competitor to dump a looted RR on him, then if you have two RRs, it only works if you only two trains; three makes such a ploy impossible. To summarize three trains prevents/protects being dumped on. To summarize two trains facilitates dumping on someone. (Note: three trains should boost revenues.)

(11) If you float an RR for strategic reasons which does not have good early earning potential, then don't hold 60%. Unload 10% and buy into something with a good ROI to counter balance your own poor dividends. Also, holding only 50% makes you a little less vulnerable to the AI's thrashing&trashing of your stock, since you hold less of it.

(12) {This technique I was well aware before starting this thread, but I like it.} If in the early game (you maybe just sold a private to your RR and raided the treasury) and you come into a stock round where everyone has a single RR and no cash. Then, you can sell off your equity in RR #1 down to 20%. Use the money to get real jump on the second round IPOs. When you come back from the next Operating Round, you should have enough cash to buy back control of RR #1.

(13) Suppose your RR is a little short of cash (even after withholding dividends) to buy the permanent train at a really appropriate time. If you wait to the next Operating Round, you know there will be new RRs floated and you may be in trouble. Well, you can transfer (assuming RR #1 and RR #2 and each has a three) a train to the other RR. This will force a train sale for the RR lacking a train. You'll pay a little bit out of pocket, but you'll get the timing of the train purchase that you wanted.

<MESSAGE EDITED BY MARKSHOT ON THURSDAY, OCTOBER 30, 2008 8:00 PM>

 Re:1830 - Best Strategy Game - Friday, October 31, 2008 3:02 PM

Later for Halloween parties. It's time to wreck a few RRs! :)

Fear not, if my average creeps up to the point that I am consistently winning, there are numerous custom options that radically alter strategy. It is said that the six player game is quite a bit harder, since your influence in the Operating Rounds is less.

And if need be, we can go to Plan C. What's Plan C? Well, I wrote a game randomizer program for 1830. Effectively it randomly hands the player a list of 1830 custom options to used based particular options and preferred frequency settings. It's the ultimate tool to make sure the player never gets too comfortable with one style of 1830! :)

But I am still happy with Plan A - the standard 4 player game at max difficulty. Excuse me ... it's the Opening Bell! :)

 Re:1830 - Best Strategy Game - Friday, October 31, 2008 5:53 PM

I haven't said much about privates or bidding, but let's talk a little.

Generally, I always bid on C&A, M&H, and D&H in that order. Basically, in the order of face value from most valuable to least.

I bid up to ...

C&A: \$230

M&H: \$150

D&H: \$100

Remember it is not that necessarily that you must own any of these, but you want to bid up the price on the AI. Letting them get these too cheaply is just putting money in their pockets.

After the initial bids, comes the auction block.

What I have learned at auction:

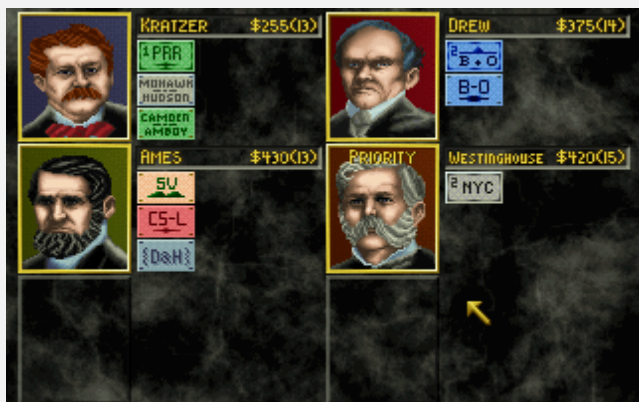
Bidding on M&H is where the AI is least predictable or so it seems:

(1) If an investor owns some minor privates, then he will bid above \$150.

(2) If an investor has a pending bid on a private with a higher face value than M&H, he will not break \$150 (you'll get it then).

In fact, Drew just had bids in for M&H and B&O. He let me take M&H for a mere \$125, since he didn't want to risk being stuck with M&H and B&O. He would have no cash left! At \$125, M&H will be worth an additional \$50 when I flip it.

Speaking of getting of stuck with too many privates, I just did. Westinghouse stepped back from the bidding on the C&A. See:



Now, I am strapped for cash. What to do, I cannot float anything? Buy into someone else stock ... collect dividends and when the time is right liquidate and float. Usually that will be B&O stock you will buying. Just make sure to float and raid RR #1 treasury, before the first 5-Train appears or the privates will be closed (and you'll be a sucker). Now, speaking of flipping, when I finally do I'll get a quick \$540 surge of cash. But for now, as a friend once said, "it's just paper wealth".

Below you see that I have turned those paper gains into wealth and totally cleaned out the PRR. In the meantime, I unloaded PRR stock down to 20%. Nothing to worry about as no one wants a PRR with an empty treasury and a single 3-Train. Later, I will buy back control of the PRR back to guarantee my Presidency.

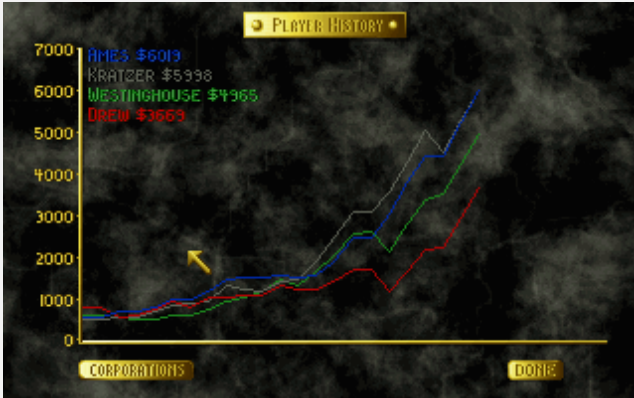


Re:1830 - Best Strategy Game - Friday, October 31, 2008 6:02 PM

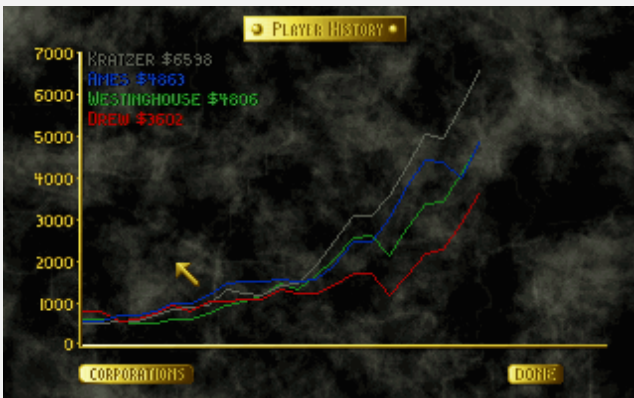
ILLUSTRATION: Shifting a train and dumping the useless RR on a competitor in the final Stock Round.

I have spoken and shown this before, but what is special about these screen shots is that they show the outcome by holding on to my three RRs or dumping one of them. So, you get to see the same game play out, but in two different ways.

In the first set, Ames just barely wins as the AI thrash&trash my stocks in the final Stock Round!



In the second set, I strip the Erie clean and dump it Ames in the final Stock Round. In the next, Operating Round Ames is forced to buy a Diesel out of his own pocket. He takes a bit hit. Bigger than I take by have stocks churned by the AI.



Of course, this play will only work if there is only one investor in serious competition with you. Otherwise, it's GAME OVER for you!

Re: 1830 - Best Strategy Game - Friday, October 31, 2008 6:05 PM

In case you haven't realized it yet, I always choose to play as Fisk. Nothing special. Just simply Fisk has red hair and I thought it would help me keep track of who I am. (getting old) :)

My 1830 Game Randomizer.

Sample output. It tells whether an option is enabled for randomization. It gives the randomized values, tells you what weight was attached to the value chosen and quotes suggestions made about custom options:

```
=====
Sat 11/1/2008 3:20:46 PM: 1830 Random Rule Configuration
=====

Players (enabled) = Five (25)
Difficulty (enabled) = Hard (70)
Random Map (disabled) = No
Random Revenues (disabled) = No
Split Revenues (disabled) = No
Reading RR (enabled) = No (80) {Yes - Third 6-train recommended.}
No Diesels (enabled) = No (80) {Yes - Third 6-train recommended.}
Game Length (enabled) = Normal (80) {Short - No Diesels recommended.}
Unlimited Tiles (disabled) = Yes
Optional 6 Train (enabled) = No (80)
Delayed Obsolescence (disabled) = No
Additional Tiles (disabled) = No
Delayed Comp Sales (disabled) = No
```

My 1830 Game Randomizer.

The code. Could easily be adapted for other games. Easy to tweak weights, enabled items, and defaults. I got the idea from a VB program I saw that does something similar for Tropicco1.

The formatting probably gets lost in posting to the forum. I do properly format when I code!

```
; Random game rule configurator for 1830
;
; Mark Kratzer on 09/07/07; revised 04/09/08
; ----- Definitions -----
GameConfigFile="D:\User\MK\Software\Games\1830\Utility\RandomGame.txt"
ConfigTag="*Undefined*"
ConfigValues="*Undefined*"
ConfigProbabilities="*Undefined*"
ConfigValueDefault="*Undefined*"
ConfigSelectEnabled=@False
ConfigDelimiter="|"
NoteProgram="C:\Program Files\WinEdit\Winedit.exe"
; ----- Initialize -----

If FileExist(GameConfigFile) then FileDelete(GameConfigFile)
GameConfigFileHandle=FileOpen(GameConfigFile, "write")
FileWrite(GameConfigFileHandle,
```

```
"=====")  
FileWrite(GameConfigFileHandle, StrCat(" ",Timedate()),": 1830 Random Rule Configuration")  
FileWrite(GameConfigFileHandle,
```

```
"=====")
```

```
FileWrite(GameConfigFileHandle, "")
```

```
; ----- Generate -----
```

```
ConfigTag="Players"  
ConfigSelectEnabled=@True  
ConfigValueDefault="Four"  
ConfigValues="Three|Four|Five|Six"  
ConfigProbabilities="25|25|25|25"  
ConfigComment=""  
GoSub SelectRule
```

```
ConfigTag="Difficulty"  
ConfigSelectEnabled=@True  
ConfigValueDefault="Hardest"  
ConfigValues="Easy|Average|Hard|Hardest"  
ConfigProbabilities="00|00|70|30"  
ConfigComment=""  
GoSub SelectRule
```

```
ConfigTag="Random Map"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="50|50"  
ConfigComment=""  
GoSub SelectRule
```

```
ConfigTag="Random Revenues"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="90|10"  
ConfigComment=""  
GoSub SelectRule
```

```
ConfigTag="Split Revenues"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="90|10"  
ConfigComment=""  
GoSub SelectRule
```

```
ConfigTag="Reading RR"  
ConfigSelectEnabled=@True  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="80|20"  
ConfigComment="Yes - Third 6-train recommended."  
GoSub SelectRule
```

```
ConfigTag="No Diesels"  
ConfigSelectEnabled=@True  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="80|20"  
ConfigComment="Yes - Third 6-train recommended."  
GoSub SelectRule
```

```
ConfigTag="Game Length"  
ConfigSelectEnabled=@True  
ConfigValueDefault="Normal"  
ConfigValues="Normal|Short|Extended"  
ConfigProbabilities="80|10|10"  
ConfigComment="Short - No Diesels recommended."  
GoSub SelectRule
```

```
ConfigTag="Unlimited Tiles"  
ConfigSelectEnabled=@False  
ConfigValueDefault="Yes"  
ConfigValues="No|Yes"  
ConfigProbabilities="50|50"  
ConfigComment=""
```

GoSub SelectRule

ConfigTag="Optional 6 Train"  
ConfigSelectEnabled=@True  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="80|20"  
ConfigComment=""  
GoSub SelectRule

ConfigTag="Delayed Obsolescence"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="50|50"  
ConfigComment=""  
GoSub SelectRule

ConfigTag="Additional Tiles"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="50|50"  
ConfigComment=""  
GoSub SelectRule

ConfigTag="Delayed Comp Sales"  
ConfigSelectEnabled=@False  
ConfigValueDefault="No"  
ConfigValues="No|Yes"  
ConfigProbabilities="50|50"  
ConfigComment=""  
GoSub SelectRule

FileClose(GameConfigFileHandle)  
RunShell(NoteProgram, GameConfigFile, ".", @ZOOMED, @NOWAIT)  
Exit

; ----- Subroutines -----

: SelectRule

RuleLine=""

If ConfigSelectEnabled Then  
RuleSelect="enabled"  
Else  
RuleSelect="disabled"  
End If

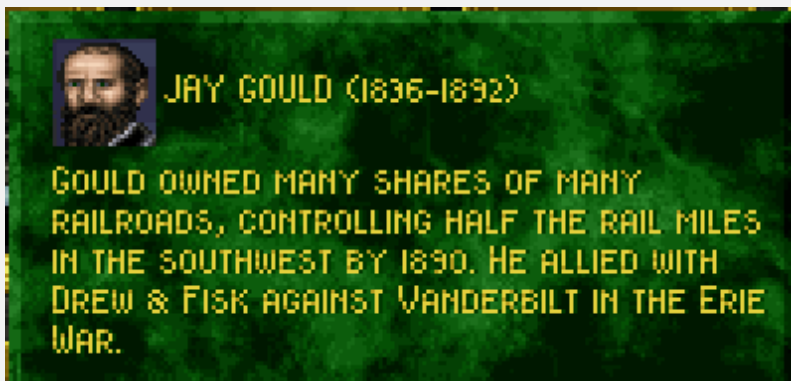
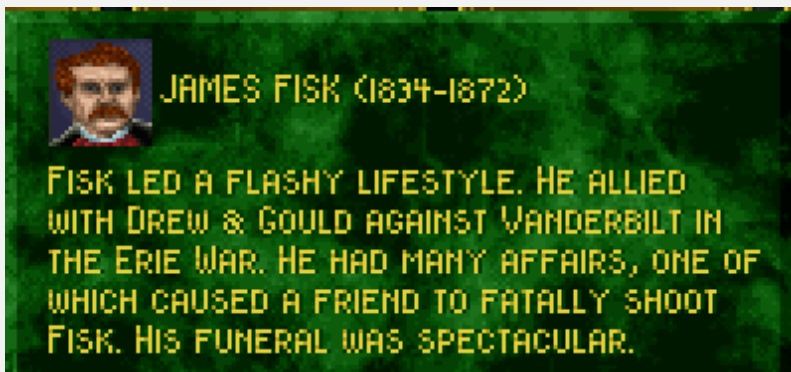
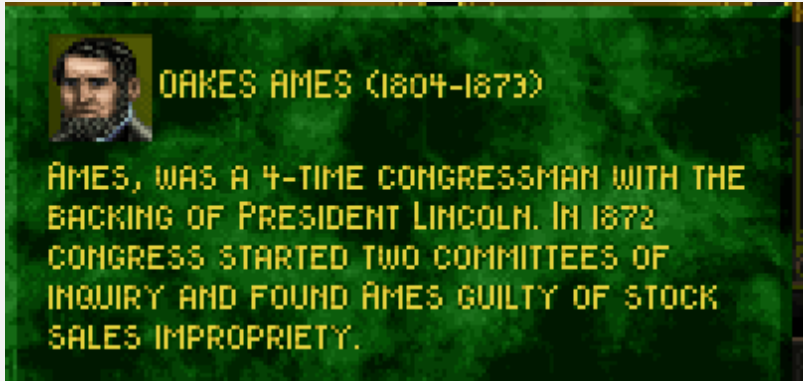
If !ConfigSelectEnabled Then  
RuleLine=StrCat(ConfigTag, " (", RuleSelect, ") = ", ConfigValueDefault)  
Else  
Selector=Random(99)+1  
OptionCount=ItemCount(ConfigProbabilities, "|")  
Probability=0  
For I=1 to OptionCount by 1  
ProbabilityValue=ItemExtract(I, ConfigProbabilities, "|")  
Probability=Probability+ProbabilityValue  
If Selector <= Probability Then  
ConfigValue=ItemExtract(I, ConfigValues, "|")  
If ConfigComment="" Then  
RuleLine=StrCat(ConfigTag, " (", RuleSelect, ") = ", ConfigValue, " (", ProbabilityValue, ")")  
Else  
RuleLine=StrCat(ConfigTag, " (", RuleSelect, ") = ", ConfigValue, " (", ProbabilityValue, ")  
{", ConfigComment, "}")  
End If  
Break  
End If  
Next  
End If

FileWrite(GameConfigFileHandle, RuleLine)  
FileWrite(GameConfigFileHandle, "")

Return

By the way, who were these guys who you are trading against? Well, I will let the game tell you. The game has a very good built-in help system. However, unlike the Railroad Tycoon games as far as I can tell, they do not exhibit any personality traits. All AI players appear to trade the same; either that or I am not sharp enough to pick up on patterns.

It's nice to find out that James Fisk who I always play was womanizer. Just don't tell my wife ...





### C.P. HUNTINGTON (1821-1900)

HUNTINGTON FORMED THE CENTRAL PACIFIC WITH LELAND STANFORD, WHO USED HIS GOVERNORSHIP OF CALIFORNIA TO INSURE AID FROM LOCAL POLITICIANS. IN 1890 HE ACCUSED STANFORD OF USING SOUTHERN PACIFIC TO AID HIS SENATE ELECTION AND SEIZED CONTROL OF THE RAILROAD. HE ALSO CONTROLLED THE C&O.



### THOMAS SCOTT (1823-1881)

SCOTT WAS VICE PRESIDENT OF PRR IN 1860. AFTER THE CIVIL WAR BEGAN, HE WAS COMMISSIONED A COLONEL AND APPOINTED ASSISTANT SECRETARY OF WAR TO SUPERVISE GOVERNMENT RAILWAYS. IN 1874 HE BECAME PRESIDENT OF PRR.



### CORNELIUS VANDERBILT

VANDERBILT (1794-1877) STARTED A FERRY LINE AT AGE 16. HE ENGINEERED A CANAL IN NICARAGUA IN 1850. HE BUILT A STEAMSHIP WHICH HE LOANED TO THE U.S. AT THE START OF THE CIVIL WAR. HE FOUGHT DREW, FISK & GOULD IN THE ERIE WAR.



### GEORGE WESTINGHOUSE

WESTINGHOUSE (1846-1914) WAS AN INVENTOR. IN 1865 HE SECURED PATENTS FOR A ROTARY STEAM ENGINE AND A DEVICE TO HOIST DERAILED CARS BACK ON TRACK. HE INVENTED THE AIR-BRAKE AT AGE 23. IN 1886 HE BEGAN THE FIRST ELECTRIC COMPANY TO DELIVER ALTERNATING CURRENT.

Re:1830 - Best Strategy Game - Sunday, November 02, 2008 5:30 PM

In an earlier post, I had demonstrated and warned:

ILLUSTRATION: Shifting a train and dumping the useless RR on a competitor in the final Stock Round.

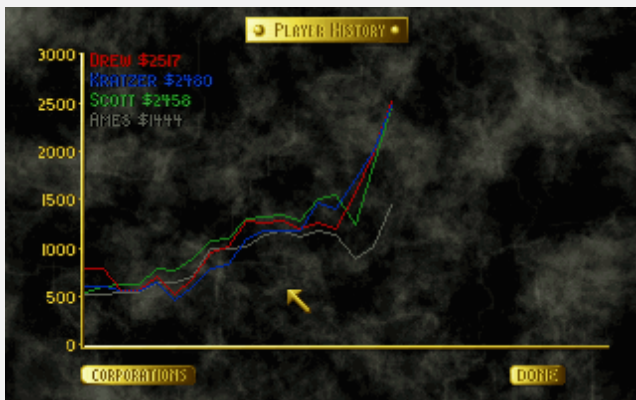


*Of course, this play will only work if there is only one investor in serious competition with you. Otherwise, it's GAME OVER for you!*

Well, here is exactly that hopeless case. I have three RRs. I could well maneuver to dump on Drew or Scott, but the survivor of the maneuver will do me in. So, here is where having 3 RRs is going to cost big time! As opposed to having two RRs and holding minimally 50% of the certificate limit in my own certificates, I now have three RRs and will hold minimally 75% of the certificate limit in my own certificates. Obviously, you see my increased exposure to what is coming as the AI going thrash&trash my stocks as it always does.

I am toast in this game.


And while were on the subject of AI meanness, here is another thing it typically does. The fastest capital gains is realized by a stock where there is no open interest (no shares available for sale) and dividends are always paid. The AI in the end game, most often will throw out a single share of your stock (into the bank) going into the final or last two Operating Rounds. What does this do? It retards your rate of share appreciation. The best issues of stock for which you are not RR's president will have no open interest and appreciate faster than yours. It is for these two reasons you need a good margin to win going into the end game.



Re:1830 - Best Strategy Game - Sunday, November 02, 2008 5:38 PM

Note, I am not totally ignorant. I am holding 50% as opposed to 60% equity in each of my RRs to try to minimize my exposure. This leaves me room for four more shares that are not my own. But the problem here is that my preparations will do little to help me, since no high quality stock is left to purchase. The best I can do is pick up another 10% equity in each of my own RRs when the AI kicks out the certificate, and most

likely the AI will then kick out another certificate. However, unless the stock is unhealthy you are prevented from holding more than 60%. So then, there will be nothing more that I can do.

 Re:1830 - Best Strategy Game - Sunday, November 02, 2008 6:04 PM

Interesting game. As predicted, I lost; came in third.

However, I realized that the two above techniques are not always done by the AI. It's only done when the AI is losing to you in terms of wealth accumulation. That makes sense. If already winning, a player should play for the best score (most wealth). Since the AI is often holding anywhere from 40%-50% of your shares, such maneuvers although hurting you more would still result in a reduction of the AI's final wealth as well.

 Re:1830 - Best Strategy Game - Monday, November 03, 2008 1:09 PM


Two things I picked up this morning from reading a Web archive of anonymous notes which are worth passing on:

(1) If your opponent sits to your immediate left (board game speak; in the PC game meaning right below you), then you are safe to buy as many shares (beyond 10%) as you want in any of his RRs provided you never perform the last trade in the Stock Round. You should always be able to head off him dumping a destroyed RR on you.

Personally, I do see one case where you can get caught (even then) where you could still be dumped on. If trains rust during the Operating Round and he is forced to buy trains out of pocket by selling stock, you could still get dumped on. However, the chances of this should be fairly rare.

(2) Once the none permanent trains are gone, you can buy as many shares you want in any of other player's RR that has the lowest share price. Why? Well, his final RR can never finish the Operating Round without a train. Only, one of his leading RRs could finish the Operating Round stripped of rolling stock.

However, I can again see an exception to this too. You can in three Operating Rotations change the order of operation buy having the leading RR not pay dividends and have the final RR pay dividends. This may tweak the stock prices sufficiently to reverse their sequence of execution for the third rotation. Of course, whether this can be turned into a winning strategy remains to be seen. Certainly there must, at least, be some specially cases where this would work.

 Re:1830 - Best Strategy Game - Monday, November 03, 2008 1:17 PM

Markshot, I can't thank you enough for the time you have put into this. I've been able to skim it, but I look forward to being able to sink some real time reading this after I get settled in from moving. For anyone learning this game, this thread is invaluable. It seriously needs to be stickied or preserved in some way so that anybody down the road interested in the game or interested in learning more would have access to this info.

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"You underestimate my power!!!!"

-Anakin Skywalker, moments before jumping and having three of his extremities hacked off by a lightsaber.