Your Network

A location is in your network if you have an Industry tile in it or a Link tile next to it.

Connections

A location is connected if a route can be traced via Link tiles of any player.

Consume Coal

- Remove in the following order: Remove in the following order: Remove from choice
- 2. Market, if connected to Merchant. Pay cost.

Consume Iron

1. Closest connected Coal Mine. 1. Any unflipped Iron Works. 2. Market. Pay cost. No connection needed.

SALVES BO CHILSON

Consume Beer

- · Any of your own Breweries
- · Any connected opponent's Brewery · The connected Merchant beer slot you are selling to (only in Sell action)

BIIILD

- 1. Discard the appropiate card(s).
- 2. Pick lowest level Industry tile.
- 3. Within location, use single-icon slots first.
- 4. Pay cost, as indicated on playerboard, and consume required resources
- 5. Place appropriate number of iron, coal or beer tokens from supply on tile.

After building, sell to Market if empty slots exist:

- Sell newly produced coal a if connected to merchant.
 Sell newly produced iron regardless of connection.

Industry Cards

- Must build within your network.
- Build matching Industry tile
- or any if wild.

Canal Era

Only 1 tile allowed per player in each location

Overbuilding over own tiles:

- · Any tile type is allowed.
- · Any cubes on tile are returned to supply.

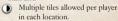
SELL



Location Cards

- · Does not need to be part of your network. Build in specified location
- - or any if wild (not Farm Brewery).

Rail Era



Overbuilding over opponent's tile:

- · Only for Coal Mine tiles or Iron Works tiles.
- · Must be no cubes of the corresponding

resource on board, including Market



- 1. Discard any card. 2. Flip 1 tile connected to Merchant with matching icon: 📦 or 👘 or 💧
- 3. Consume required beer 📱 indicated on tile.
- 4. If beer is consumed from Merchant, get the Merchant beer bonus.
- 5. Raise income from flipped tile.
- 6. May repeat process from step 2 for other unflipped buildings.

LOAN

- 1. Discard any card.
- 2. Take £30 from bank.
- 3. Move Income Marker 3 levels down, to the highest space within level.

SCOUT

- 1. Discard any 3 cards.
- 2. Take 1 wild Location and 1 wild Industry card. Not allowed if you already have a wild card in your hand.

DEVELOP

- 1. Discard any card.
- 2. Remove 1 or 2 playerboard tiles from lowest level of 1 or 2 Industries.
- 3. Consume 1 iron 🔳 for each tile removed.
 - Not allowed on Pottery tiles with lightbulb 💡 symbol.

NETWORK

- 1. Discard any card.
- 2. Place Link tile on empty line next to a location in your network.
- 3. Pay cost. If in Rail Era, consume required resources.

If building 2 rail Links, the consumed beer must be from Brewery, not Merchant.

AAAAA

BRASS

BIRMINGHAM