

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:

1. Closest connected Coal Mine.
2. Market, if connected to Merchant. Pay cost.

Consume Iron

Remove in the following order:

1. Any unflipped Iron Works.
 2. Market. Pay cost.
- No connection needed.

Consume Beer

Remove from choice:

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

BUILD

1. Discard the appropriate 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  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.

Location Cards



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

Canal Era



- Only 1 tile allowed per player in each location.

Rail Era



- Multiple tiles allowed per player in each location.

Overbuilding over own tiles:

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

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.

SELL

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.

A vertical painting of a rainy street scene. In the upper left, a small boat is partially visible. A person in a light-colored coat is walking away from the viewer on the right. The ground is wet cobblestones, reflecting the rain. In the lower foreground, a dark glass bottle lies on the stones. The overall mood is somber and atmospheric.

B R A S S

B I R M I N G H A M