

BRASS



Rules

INTRODUCTION

Welcome to eighteenth century Lancashire. The world is about to change from something we would call almost medieval to what we now know as the modern world. This change will be called the *Industrial Revolution*, although it will take historians a while to come up with that term.

Lancashire became the center of the cotton industry in this period, through the inventiveness of Crompton, Arkwright, and Watt among others. Steam power was combined with new machines, cotton mills were built, and mines were sunk to greater depths to provide the coal for these energy hungry contraptions. Moving coal required canals, then railways, and so the circular dance continued with innovation leading to innovation.

'Brass' is my attempt to tell a little of this story in game form. The name comes from the saying 'where there's muck there's brass', (said with a thick Yorkshire accent), brass being a local term for money.

Brass is a game for three or four players and takes around two hours to play. The game is divided into two periods, the Canal Period, and the Rail Period. Each period is divided into a number of phases. The Action Phase is central to each period. You will have a hand of cards which you will use to build different industries and the transport links between them. Victory points are scored for industries that are making a profit, with the winner being the player who scores the most victory points.

The rules have been structured to help you set up a game as quickly as possible. The main rules have been kept as brief as possible, while the details of the player actions and tile flipping have been put at the end.

COMPONENTS

This game should contain:

- 1 Gameboard
- 1 Rulebook
- 4 Counter sheets
- 8 Player wooden discs
- 66 Cards
- 30 Black coal cubes
- 25 Orange iron cubes
- 1 Black marker
- 100 Plastic coins
- 7 Plastic storage bags
- 12 Distant Market tiles

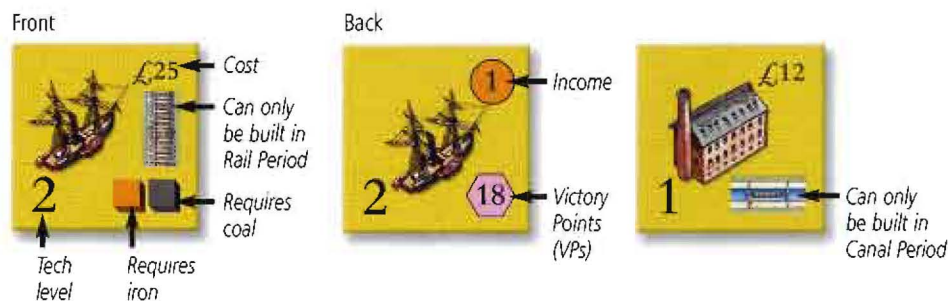
Each player should have:

- 12 Cotton Mill counters
- 8 Port counters
- 7 Coal Mine counters
- 6 Shipyards counters
- 4 Iron Foundry counters
- 14 Canal/Rail counters
- 2 Victory Point counters
- 2 Wooden discs

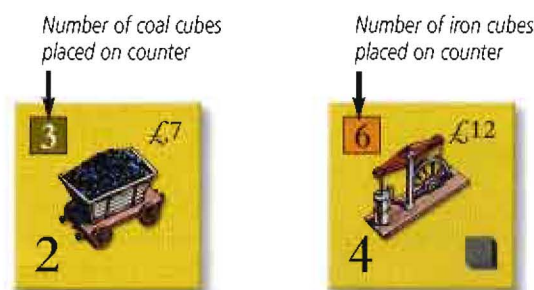
PLAYER COUNTERS

Each counter is double-sided. Industry counters should always initially be played on the board on their front side. They become flipped when certain conditions are met.

Industry counters

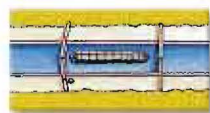


If a counter does not have a canal or rail symbol on it then it can be built in both periods.



Link counters

Canal



Rail



Requires coal

Other markers

Wooden player disc



Cotton Demand marker



Coal cube



Iron cube



Victory Point counter



Distant Market tiles



Front



Back

Cards

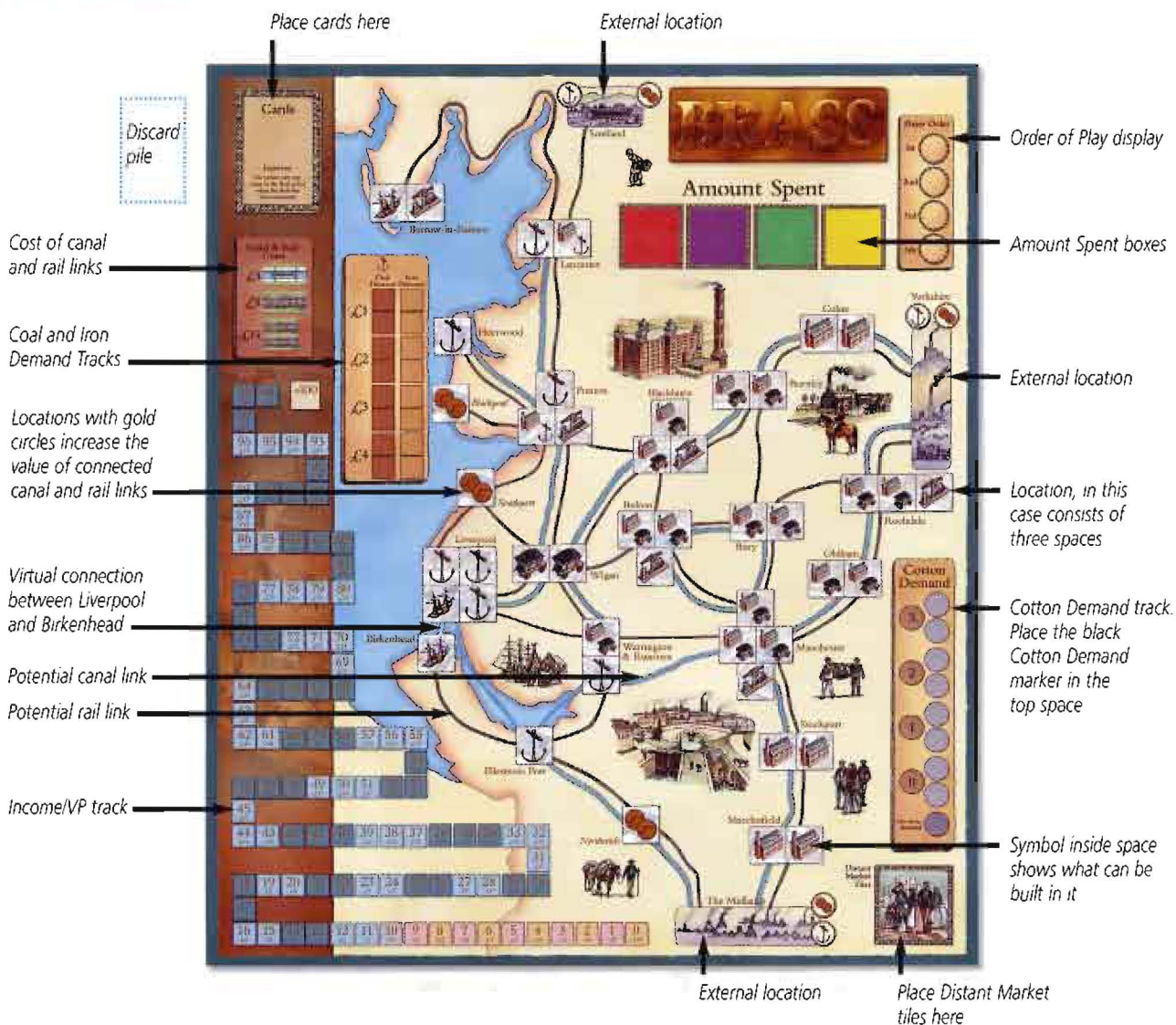
Location card



Industry card

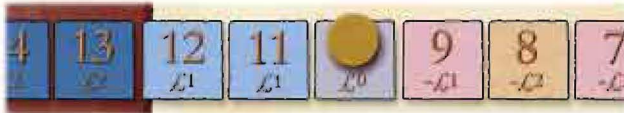


THE BOARD



STARTING THE GAME

Each player selects a set of counters and wooden discs, and places one of their wooden discs on the £0 income space of the Income/VP track.



Income/VP track with disc on starting space

Players keep their Victory Point (VP) counters to one side as they will not be needed until the end of the first period.

Each player arranges their Industry counters into piles of the same type. In each pile the counters should be ordered by Tech Level, with the lowest Tech Level on top and the highest Tech Level at the bottom.



EXAMPLE: When arranging your cotton mills you must make sure all of the Tech Level 4 mills go at the bottom, with the level 3 mills on top of them, then the level 2 mills, with the level 1 mills on top of the stack.

This is how your stacks should look at the start of the game.



Place one black coal cube in each space on the Coal Demand track. Place one orange iron cube in each space on the Iron Demand track. Place the remaining cubes by the side of the board to form a stock.

Place the black marker on the top space of the cotton Demand track.



Shuffle the Distant Market tiles and place them face down in the space marked "Distant Market Tiles".



Randomly determine the first player in a manner of your own choosing. The order of play goes clockwise from that player in the very first turn. Mark the order of play on the Player Order display, using a wooden disc from each player.



Place the plastic money counters in a bank by the side of the board. Each silver counter is worth £5, while each copper counter is worth £1.

Each player starts with £30.

You are now ready to start playing the game



OVERVIEW

The game is divided into two periods, the Canal Period and the Rail Period. Each period lasts until the deck runs out and players empty their hands. During their turns, players play 2 cards to take 2 actions. They place their Industry counters and Links onto the board, develop their technologies, sell cotton locally or overseas, and take loans in preparation for future actions. With these actions, players are trying to place and flip Industry counters (see COUNTER TYPES & FLIPPING) in order to increase their income immediately and score points at the end of the period.

Scoring only happens at the end of each period. Players score for their Industry tiles that have been flipped and for the Links they have built. At the end of the Rail Period, players also get a small number of points for money left over, and the highest score wins.



PLAYING THE GAME

Each period consists of the following phases, with Phase II by far comprising the bulk of the activity of the period:

I. Initial cards

II. Player actions

- Collect income
- Play cards in player order
- Determine play order for next round
- Refill hand

Repeat until end of period.

III. Victory points

IV. End of period maintenance

The game is over at the end of the Rail Period.

Phase I. Initial cards

Shuffle all the cards together. Deal out 8 cards to each player. Remove cards from those remaining as follows:

4 Players: remove 6 in the Canal Period
remove 2 in the Rail Period

3 Players: remove 9 in the Canal Period
remove 6 in the Rail Period

Without revealing them, place these cards to one side. The remaining cards are placed face down in the box indicated on the board.

Phase II. Player actions

The Player Action phase consists of a number of rounds, which varies depending on the number of players. With 4 players there will be 8 rounds in each period. With 3 players there will be 10 rounds in each period.

Each round of play consists of the following steps:

- Collect income
- Play cards in player order
- Determine play order for next round
- Refill hand

Repeat the sequence above until all players have played all of their cards, before moving on to Phase III.



STEP A Collect income

The position of your wooden disc on the Income/VP track shows how much money you take from the bank. You start the game with zero income! If your income level is negative then you have to pay that amount to the bank. (This is the only time that money you pay goes directly into the bank instead of into your Amount Spent box.) If you do not have enough cash in hand to pay this then you must remove one of your Industry counters – your choice – from the board. You collect an amount of money equal to half, rounded down, of the cost of building this counter. You then use this money to pay for your negative Income Level. It may be necessary for you to remove more than one Industry counter from the board. You may never voluntarily remove counters to generate money.

Income level Whenever you flip an Industry counter to its other side you immediately move your Income marker a number of spaces up the Income track equal to the value in the gold circle. When you can flip a counter depends on its type – for more details, see COUNTER TYPES AND FLIPPING. Your Income Level is reduced every time you take a loan. You can never go above £30 income.

STEP B Play cards

What follows are merely brief overviews of each of the actions. For more details, see PLAY CARD DETAILS.

During your turn you play two cards and take an action corresponding to each. The type of card played matters only for the Build industry action. In all other cases, it merely represents the fact that you are taking an action.

- 1. Build industry** To build an Industry counter in a particular location you must play a card that allows you to build there, and possibly meet other requirements as well. You must also pay for all associated costs. The industry counter is placed face up on the chosen space.
- 2. Build link** You may build a link from any city that contains at least one of your Industry counters or is already built to by another of your links. You pay the appropriate cost for the link. Only one link may exist on a potential link. You build only canals during the Canal Period and build only rails during the Rail Period.
- 3. Develop** To access better Industry counters, you may remove one or two tiles from the top of one or two of your Industry counter stacks at the cost of one iron each.
- 4. Sell cotton** You may sell cotton from any number of your face-up mills. You sell sequentially in any order you choose. When you sell cotton, you flip the mill over. You may sell to an unflipped port and must flip the port as well. You may alternatively sell to the Distant Market until demand bottoms out.
- 5. Take loan** Take £10, £20 or £30 from the bank and move your income marker back appropriately on the income track, reducing your per-turn income by £1, £2, or £3 respectively.

STEP C Order of play

Adjust the order of play according to the amount of money each player has spent in this round, lowest amount spend playing first through highest amount spent playing last. The amount spent can be determined by counting the money in the Amount Spent boxes.

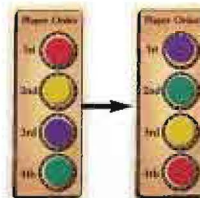
In the event of a tie the player in the tie who was earlier in the old play order is placed earlier in the new play order.

Now remove and return to the bank all of the money in the Amount Spent boxes.

Amount Spent



EXAMPLE: Red has spent £23, purple £6, green £6, and yellow £12. The order of play will change to the one shown on the far right. As purple and green were tied their relative positions have remained the same.



STEP D Refill hand

Each player brings his hand up to eight cards in all. If the deck is exhausted then no cards are taken. You still continue to play out the remaining cards in your hand. When all players have played all of their cards then the period ends and you move on to the next phase.

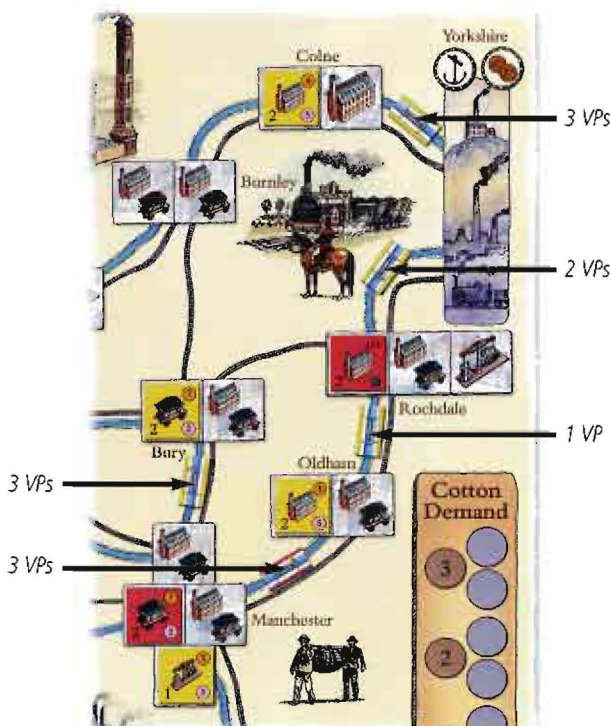
Phase III. Victory points

All players mark their total victory points on the Income/VP track using their Victory Point counters. Use the second counter if your score goes over 99.

Each link is worth a number of VPs equal to the number of gold circles at either end of the link. This includes your tiles, your opponents' tiles, and the pairs of circles in the three External locations (Scotland, Yorkshire, and the Midlands) plus Blackpool, Southport and Northwich. Any values in the gold circles are not relevant.

The victory point value of each industry counter is shown in its hexagon. Unflipped industry counters score nothing.

If it is the end of the Rail Period then players also score 1VP for every £10 cash they hold.



EXAMPLE: As the yellow player you would score 9VPs for your canal network, (each individual score has been marked next to the link). Your two cotton mills, coal mine, and iron works would score you a total of 15 VPs. The red player would score 3VPs for his canals and 2VPs for his Industry counters. Note he does not score for his cotton mill because it has not been flipped.



Phase IV. End of period maintenance

If you have just completed the **Canal Period** then remove all canal and Tech Level 1 Industry counters, along with any cubes on them, from the map. (Do not remove Level 1 counters from players' stacks.) Removed counters will score no points in the Rail Period. Canal counters are returned to the owning player. Those industry counters that were removed are discarded. This does not mean that canal and level 1 industries have vanished, it is assumed that they are working at full capacity and thus rail links and newer industries are required to cope with additional shipments. This is reflected in the fact that you do not reduce your income level when you remove a counter.

Shuffle all of the Distant Market tiles together to make a fresh stack and place it face down in the box provided. Move the Cotton Demand marker to the top space on the Cotton Demand track.

Now start the Rail Period. Note that you play two cards in the first turn of the Rail Period. Don't forget to remove cards from the deck.

If you have just finished the **Rail Period** then the game has ended.

ENDING THE GAME

The game ends at the end of the Rail Period. The player with the highest victory point total is the winner. In the case of a tie the tied player with the highest Income Level wins. If there is still a tie, it is broken in favor of the player with the most cash in hand. If there is still a tie after that then determine the order of play as if there would be another turn. The tied player who would have gone earlier in the order of play wins the final tie.

PLAY CARD DETAILS

This section gives the details of the actions players can take during their turns.

In player order each player completes one set of actions. Each player completes their set of actions before play passes to the next player. Once each player has completed one set of actions step B of Phase II is complete.

One set of actions consists of playing one card and performing one action with that card, then playing a second card and performing a second action with that card. Thus each player will play two cards in all and perform two actions during their turn.

EXCEPTION: On the very first turn of the Canal Period each player plays only one card, and thus carries out only one action.

The type of card you play only has an effect on your options if you choose to Build industry. All cards played are placed on the discard pile next to the board.

Each card allows you to perform one action. The available actions are:

1. Build industry
2. Build link
3. Develop
4. Sell cotton
5. Take loan

You may repeat the same action. You can also choose not to perform an action, but you still discard the card you played.

IMPORTANT: All money paid during your actions is put into your Amount Spent box, including payment for coal and/or iron from their demand tracks.

ACTION 1 Build industry

There are nineteen named locations on the main map where you can build. Each location is made up of between one and four spaces. Each space will have one or two industry symbols in it, which dictates what type of industry can be built in it.



EXAMPLE: The example to the right is Manchester.

Three of the spaces allow for either a cotton mill or a coal mine to be built in them. The fourth space can only have an iron works built in it.

To be able to build an industry counter in a particular location you must

- a) play a card that allows you build there,
- b) match the symbol in the space with the Industry counter you intend to build,
- c) be able to move coal to that location if needed,
- d) take an iron cube if needed, and
- e) be able to play the full amount for the counter, which may include additional costs for taking cubes from one or both of the Demand tracks.

a. Playing the right card there are two types of cards, Location cards and Industry cards.

A Location card allows you to build at that location. No connectivity is required as with an Industry card.

An Industry card allows you to build that type of industry BUT only in locations that you are connected to. In the Canal Period you can build in any location that you are connected to by your own canal links. In the Rail Period you can build in any location that you are connected to by your own rail links or where you already have an Industry counter.

Exception: If you have neither Industry counters nor links on the board, you may use an Industry card to build in any space that matches the symbol on the card.

b. Matching the symbol Each location is made up of a number of spaces. Each space contains one or two industry symbols. In all cases the counter you build must match one of the symbols in the space that you build in.

c. Moving coal to build an Industry counter If the industry counter you wish to build has a black coal cube marked on it then you must be able to move one coal cube to the location that you intend to build in. There are two sources of coal: coal mines and the Coal Demand track. You must always take a cube from a coal mine on the main map if possible. This mine can belong to any player. If you can take a coal from the main map then you must take it from the closest source, the distance being counted in constructed links to each potential source. In the case of equidistant sources you choose which you wish to take. Coal in the same location is the closest source and thus must be used. Otherwise, coal must be moved along constructed links to the location where you intend to build. These links may belong to any player(s). You can move coal through an External Location. Once you have moved the coal to its final destination you remove it and place it back in the stock.

There are two reasons why you could not take coal from the main map: you may not be connected to a source by links, or there may be no coal left in any locations on the main map. If there are no coal cubes that you can legally take from the main map then you can take one from the Coal Demand track.

To take from the Coal Demand track the location that you are building in must either already contain a constructed port or be connected to a constructed port by links. (A constructed port is anyone's port counter placed on the board, whether it is face up or face down. The three External Locations also count as having a constructed port, as indicated by the anchor symbol in them.) You must pay an extra amount for this cube, as shown on the Demand Track. If there are no cubes left on the

Coal Demand track then you can take one from the stock at a cost of £5. This is considered the same as taking it from the Coal Demand Track. This coal is transported to and discarded from its final destination just as with coal taken from the board. The anchor symbol above the Coal Demand track is a reminder that you must be connected to a constructed port to take coal from there.

If you take the last cube from a coal mine then you flip that counter to its other side. The owner of the mine immediately moves his income marker a number of spaces along the Income Track equal to the value shown in the gold circle.

You never have to pay another player if you take coal from their mine. You do not pay anything to move coal, even if it is along another player's link.

d. Taking iron to build If the Industry counter you wish to build has an orange cube marked on it then you must take one iron cube from somewhere. If possible you must first take it from an iron works on the main map, which may belong to another player. You do not need to be connected to the source by links. You do not need to take it from the closest source. If there are no cubes on the main map then you can take a cube from the Iron Demand track. This will cost an additional amount, as indicated to the left of the cube taken. If there are no cubes left on the Iron Demand track then you can pay £5 to take one from the stock. After taking the cube place it back in the stock.

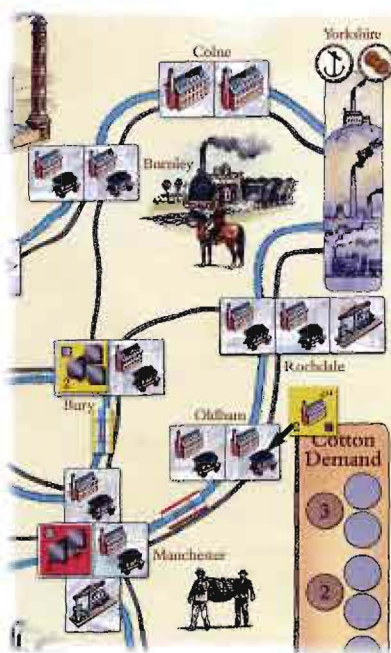
If you take the last cube from an iron works then you flip the counter to its other side. The owner of the counter immediately moves his income marker a number of spaces along the Income Track equal to the value shown in the gold circle.

You never have to pay another player to take iron from their counter.

e. Paying for an Industry counter You must pay the full cost of the counter, as indicated on the upper right. This money, along with any money paid for iron and/or coal on the demand track, must be placed in your Amount Spent box.

EXAMPLE: You wish to build a cotton mill. You would pay £14 to build this counter. You play a Location card for Oldham. The mill you are building requires one coal. You can build in Oldham because the card you played matches the location AND you can move one coal cube to the location from the red player's coal mine. Note that could not take coal from your own coal mine as this is further away. You can move coal along any players' links.

If you did not have an Oldham card but you did have a Cotton Mill Industry card then you could only build in Manchester, as you have a canal link to that location. You could not build in Bury as it is the Canal Period and you can only have one of your counters in each location. You could not build in Oldham as you do not have a canal link leading to that location. Similarly, if you had a Location card for Colne you would not be able to build there as you could not move coal to that location.



Further restrictions on building

There are a number of further restrictions on what you can build and where you can build it.

You must always build the top Industry counter from one of your five stacks of counters.

You cannot build an Industry with a Tech Level of zero (i.e. shipyards). Any counter with a Canal symbol on it can only be built in the Canal Period, i.e. you cannot build Tech Level 1 counters in the Rail Period – you would have to develop through them to get to the higher Tech Level counters. Any counter with a Rail symbol on it (i.e. level 2 shipyards) can only be built in the Rail Period.

Each space in a location can only contain one counter at a time. In the Canal Period each player can only have one Industry counter in a location (e.g. during the Canal Period, Manchester could be filled in a 4-player game but not in a 3-player game). In the Rail Period the only limit to the number of counters you can have in a location is the number of eligible spaces available.

When you build a counter you always place it face up.

Coal mines Coal mines are sources of coal cubes. When you build a coal mine you place a number of coal cubes on it, as indicated on the counter. The supply of coal is meant to be unlimited. If there are not enough coal cubes in the supply when a Coal mine is placed – which would be an extremely unusual situation – use any handy markers. A coal mine is flipped to its other side when all of the cubes on it have been removed.

IMPORTANT: If at the point at which you build your mine it is connected to a constructed port then you **MUST** immediately move coal cubes from it to fill any empty spaces on the Coal Demand track. (A constructed port is anyone's port counter placed on the board, whether it is face up or face down. The three External Locations also count as having a constructed port, as indicated by the anchor symbol in them.) For each empty space you fill you take an amount from the bank equal to the amount shown to the left of the space. You fill the track from the bottom upwards. This money is taken after you have paid for building the coal mine, it cannot be used to pay for the coal mine. Note that if your coal mine is not connected to a constructed port when built but then becomes connected in a later turn you do **NOT** move cubes from it to the Coal Demand track.

Iron works Iron works are a source of iron cubes. When you build an iron works you place a number of iron cubes on it, as indicated on the counter. The supply of iron is meant to be unlimited. If there are not enough iron cubes in the supply when an Iron works is placed – which would be an extremely unusual situation – use any handy markers. An iron works is flipped to its other side when all of the cubes on it have been removed.

IMPORTANT: At the point at which you build an iron works you must move cubes from it to fill any empty spaces on the Iron Demand track. You do not need to be connected to a port to do so. You take an amount of money from the bank for each cube you place on the track, in the same way as coal.

Barrow-in-Furness You cannot build here until the Rail Period. You can only build a shipyard or iron works in Barrow-in-Furness if there is a constructed rail link leading to it to bring coal in.

Birkenhead You cannot build here until the Rail Period. There is a "virtual" link between Birkenhead and Liverpool. This acts like a constructed rail link only for connectivity purposes when using an industry card to Build industries. It can be used by any player. You can never use this link to move coal, sell cotton, or score points.

Thus, if you either have a link to Liverpool or have built in Liverpool you can use a Shipyard card to build in Birkenhead. Since the virtual link cannot transport coal, it must be brought in along constructed rails,



including the link from Ellesmere Port to Birkenhead. Similarly, if you either have a link to Birkenhead or have built in Birkenhead, you can use an appropriate Industry card to build a port or shipyard in Liverpool. Of course, the shipyard would require coal, which could not be brought to Liverpool across the virtual link.

The virtual link does not allow a player in Liverpool to build the link out of Birkenhead, nor does it let a player in Birkenhead build links out of Liverpool.

EXAMPLE: There are constructed rail links (not shown) that can bring coal into Birkenhead from the southeast. (Coal cannot use the virtual link.) You play a Shipyard Industry card. This allows you, as the yellow player, to build in Birkenhead using a Shipyard card, even though you do not own the rail link leading to Birkenhead from Ellesmere Port. Your presence in Liverpool gives you connectivity to Birkenhead across the virtual link.



Lancaster If you build a port in Lancaster then you must use the left-hand box first, if it is empty. You cannot deliberately build in the right-hand box to deny somebody else the opportunity to build a cotton mill.



Preston If you build a port in Preston then you must use the top box first, if it is empty. You cannot deliberately build in the lower left hand box to deny somebody else the opportunity to build a cotton mill.

Building over other Industry counters You can always build in a space already containing one of your counters as long as the new counter is of the same type and has a higher Tech Level. You must still meet all 5 requirements for building an Industry counter. (Exception: if you use an Industry card you do not need to have any links connected to the location.) The old counter is removed, along with any cubes on it.

You can replace another player's coal mine with one of your own only if both of the following are true:

- a) There are no coal cubes on the main board, and
- b) There are no coal cubes on the Coal Demand track.

Your coal mine must have a higher Tech Level than the one you are replacing.

The above rule applies to iron works. You can replace an opponent's counter if there are iron cubes neither on the board nor on the Iron Demand track.

Income Levels are never reduced due to the removal of an industry counter. Replaced counters are discarded and do not score points at the end of the period.

Combining actions You can combine your two actions into one action. In this single action you can build in any available space on the main map as if you had played a Location card for that location. You must still abide by all of the other rules concerned with building an Industry counter. You must still play two cards, but will only take one action this turn instead of the normal two. This cannot be done on your first turn of the game, since you do not play two cards then.

ACTION 2 Build link

The particular card you played before selecting this action has no effect on where you can build a link. The counter mix is limiting, i.e. you may build at most 14 links during each period.

Canals can only be built on potential canal links. In the Canal Period the only links you can build are Canal Links. Canals cost £3 each.

Rails can only be built on potential rail links. In the Rail Period the only

links you can build are rail links. Each rail link requires one coal cube, which must be moved to one of the two locations that the rail is being built between. This could potentially include building a link to a constructed port (anyone's Port, whether flipped or not, or an External Location) and using a coal from the Coal Demand track. As with building Industry counters, this coal must be moved from the closest source via rail links to its final destination, and must be taken from the main map first if possible. When determining closest source, the distance of a given source is the fewest number of links traversed to get to the closer end of the link. Coal at either end of the link will always be closest.

It costs £5 to build a single rail link. You can build two rail links in a single action. This costs £15. They do not have to be built so that they are connected with each other. You still need one coal cube per link built. Place one link and transport the coal to it, then place the other link and transport its coal (e.g. from a cotton mill in Burnley, you could not do a double-build to Yorkshire and use coal from the Coal Demand track for the two links). You can never build two canal links in a single action.

You can build a link on any potential link that connects with one of your Industry counters or is connected to a location that you already have a link running in to. Each potential link can only have one link built on it.

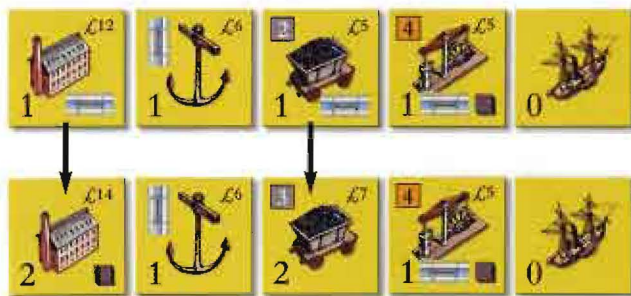
You can build a link from an External location that you are connected to.

ACTION 3 Develop

The particular card you played before selecting this action has no effect on what development you can perform.

As one action you can remove and discard one or two Industry counters from the top of your stacks. These can be from the same or different stacks. For each counter you remove you must also take one iron cube. The rules for taking iron to develop are the same as taking iron to build an industry counter. You can never add counters to a stack.

Developing allows you to get down to the higher Tech Level counters more quickly. The example below shows your counter stacks before and after a development. Note that in this example you would already have built two cotton mills. Once you have removed a counter you can never use it.



ACTION 4 Sell cotton

The particular card you played before selecting this action has no effect on your ability to sell cotton.

As a single action, you may sell cotton from any number of your face-up mills. Each mill must sell to a face-up port or a Distant Market. Treat each mill you sell from separately and sequentially. You may choose the order as you go.

To sell to a face-up port your mill must be connected to it (just as Industry tiles that require coal must be connected to a coal source when they are Built, which includes being in the same location). Selling cotton to a face-up port flips both the mill and the port. You can sell your cotton to a port owned by another player; they cannot refuse you the use of it. You do not have to sell to the closest available port and you



can trace a route through a face-up port and/or an External Location to the one you wish to sell to.

To sell to a Distant Market your mill must be connected to a constructed port (anyone's Port, whether flipped or not, or an External Location). If you sell cotton to the Distant Market via a face-up port, do not flip the port. A single sale involves you turning over the top tile on the Distant Market stack and moving the Cotton Demand marker down a number of spaces on the track, as indicated on the tile. If the marker has not reached the bottom space then you can flip your cotton mill. You then increase your income a number of spaces indicated at the side of the track (in addition to the spaces you advance from the tile itself). You do this every time you sell to this market. Place the Distant Market tile you revealed face down on the bottom of the stack.

If the Cotton Demand marker reaches the bottom space then you do not flip your mill. Your action ends immediately. No more cotton can be sold to the Distant Market by ANY player for the rest of the period and all Distant Market tiles are removed from the box. You can still sell your cotton to unflipped ports on the main map in later actions.

You may sell to the Distant Market via the same port multiple times in the same action. More broadly, if you have several face-up Cotton mills, you could sell via a face-up Port to access the Distant Market multiple times, sell to the Port (once) to flip it, and then sell via it an additional number of times – until the Cotton Demand bottoms out, of course.

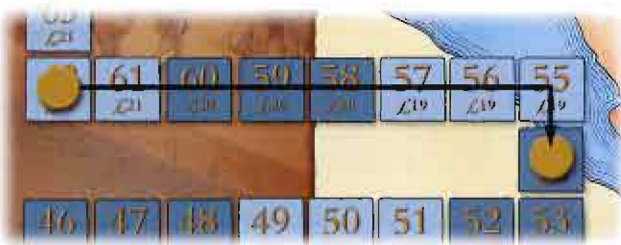
ACTION 5 Take loan

The particular card you played before selecting this action has no effect on how much money you can take as a loan.

You may take a multiple of £10 from the bank, up to a maximum of £30. The spaces on the Income/VP track are grouped into bands of the same Income value. For each £10 you take you must move your wooden disc one Income band down the income track. Thus each £10 you borrow reduces your income by £1. You always move back to the highest numbered space in a band. It is not possible to move below -£10. You do not pay loans back.

IMPORTANT: You cannot take a loan once the deck of cards has been exhausted in the Rail Period.

In the example below you have just taken a loan for £30, which would move you back three bands, as shown.



COUNTER TYPES AND FLIPPING

It's important to get your counters flipped to their other side as this earns you income immediately and it scores you VPs at the end of the period. Each counter can only be flipped once. It is the responsibility of the player who owns a flipped counter to increase his Income Level by the amount indicated in the gold circle. In the example below you have just flipped an Industry counter with a gold circle value of 5. You would move your disc five spaces up the track, as shown.



NOTE: Level 2 and higher Industry counters that are built and flipped during the Canal Period will also score at the end of the Rail Period as well as the Canal Period – as long as they are not removed by being overbuilt.

Coal mines Coal is represented by black cubes and is produced by coal mines. When you build a coal mine you place a number of coal cubes on it equal to the number in the black box. You flip a coal mine when all of these cubes have been removed. Later coal mines require iron, which represents the use of steam pumps to sink deeper mines.

Cotton mills Cotton mills produce cotton, but this is only represented abstractly by flipping the tile when the cotton is sold. You can flip a cotton mill when you choose the Sell Cotton action and are able to flip a connected, un-flipped port as well. Alternatively you can attempt to sell to a Distant Market. Early mills are water-powered, which is why they do not need coal. Later they start using steam engines, which means a demand for coal, while the most advanced mills require iron as well.

Iron works Iron, represented by orange cubes, is produced by iron works. When you build an iron works you place on it a number of iron cubes equal to the number in the orange box. You flip an iron works when all of these cubes have been removed. Iron works do not produce raw iron; they represent the production of steam engines, tools, building materials, etc. That is why the cubes are linked to the Development action; the use of iron machinery is the cutting edge of technology in this period.

Ports Ports are locations where cotton can be sold. Ports are flipped when a player sells cotton to it. Players can sell to the Distant Market via an unflipped Port. This does not cause the Port to flip.

Shipyards Shipyards produce ships, which are represented abstractly as an immediate sale. When you build a shipyard you immediately flip it to its other side. You start with Tech Level 0 shipyards. You will have to develop these, (see rules to Develop), before you build Tech Level 1 shipyards. Only Tech level 1 shipyards can be built in the Canal Period. Only Tech Level 2 shipyards can be built in the Rail Period. During the Canal Period you will be able to build a shipyard only in Liverpool. There is no way to transport the required coal to Barrow-in-Furness and Birkenhead until the appropriate rails are built during the Rail Period.



GUIDE TO PLAYING THE GAME

Your aim is to score the most victory points. VPs are earned from industries that have been flipped and canals/rails. The key to winning the game is to build industry counters that will end up being flipped.

When you build an industry it has produced something and is looking to sell it. When you build a cotton mill it is producing cotton but does not yet have a customer. A port is a potential customer. You can flip a cotton mill if you can also flip a port or sell to the Distant Market, (counters can only be flipped once). That does not represent a one-off sale, you are continually producing and selling cotton via that port. That is why your income level is increased. Similarly, coal mine and iron works have coal/iron cubes to sell. When all of the cubes from one of these counters have been taken then it is flipped, which increases your income level. Your coal mine is still producing coal but is selling everything it makes. The only industry that flips immediately is the shipyard.

The game is all about supply and demand. You want to build an industry when you know there is a demand for its products; otherwise you are wasting your money and actions. The only exception to this is coal mines; it can be very useful to start the Rail Period with a coal mine with coal on it. In that sense the game is very tactical. If a number of coal cubes have been taken from the Coal Demand track then demand is high and extra profits will be made by the next person to meet this demand. Thus if you build a coal mine and it is connected to a port you immediately move cubes from it to fill the vacant spaces on the Coal Demand track. You gain cash for this, not an increase in income level.

The total demand for cotton is determined by the number of ports that have been built and the Distant Market, (which will allow between two and six lots of cotton to be sold). Once again, look for opportunities. If there are a lot of cotton mills that have not sold their produce then build ports. Although the cotton mill owner makes more money it saves you an action.

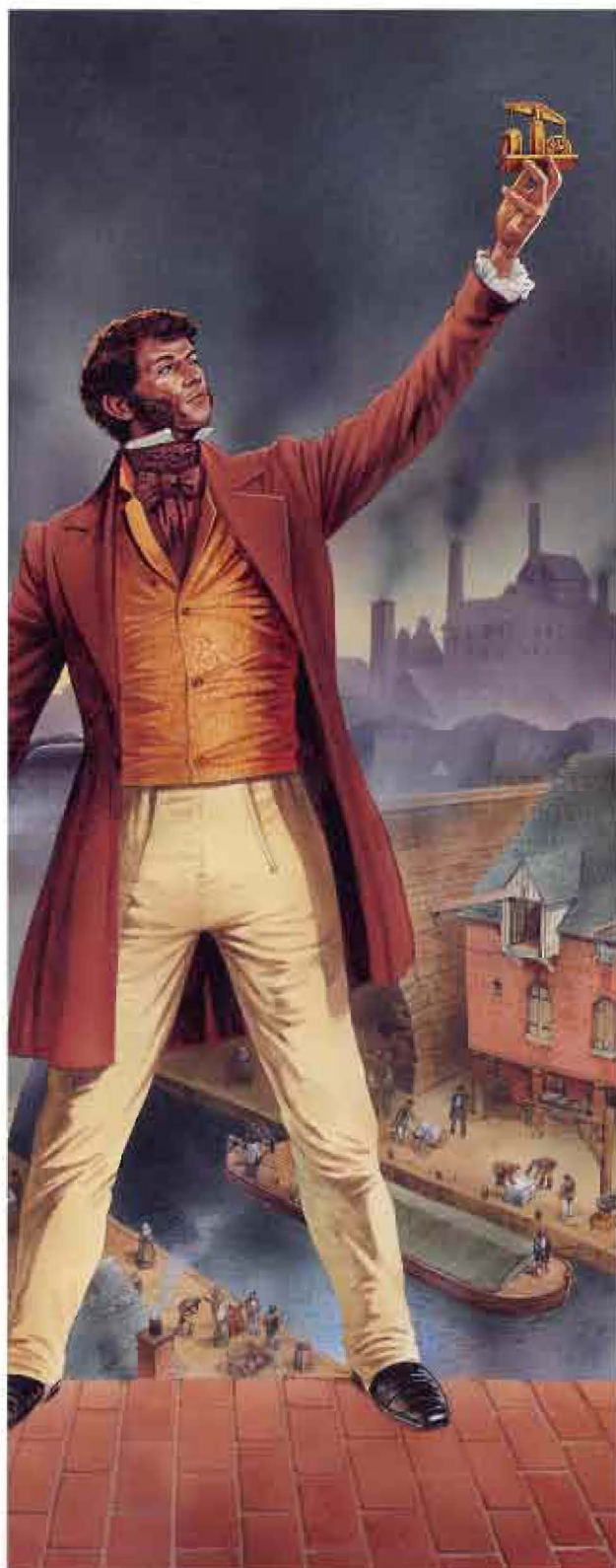
The demand for coal will be low at the beginning of the game but will increase as time goes on. Do not go into coal too heavily early on. During the Rail period the demand for coal goes through the roof.

The demand for iron depends very much on how much development players undertake. As you can choose where to take iron from when you develop you can create your own demand for iron.

To a certain degree the cards are a distraction. Early on in each period you should be able to build almost any type of industry that you wish to. What you may not have is complete control over where you get to build it, but that is not often a critical problem. When it is your go think about which industry you wish to build, then look for whether your cards allow you to do that. You may need to plan ahead a little and put off the building of a certain industry until you have built some canal/rail links.

Remember to develop your industries. First time players generally do not do this. You can make such development work for you if you can get an iron works down. Getting a few Level 2 industries down in the Canal Period will make a big difference to your position in the Rail period. Remember that at the end of the Canal period all Level 1 industries are removed. This does not mean they have really disappeared – remember you still are earning money from them. You can see it as an increase in the amount of available land and the decline in importance of early industries. Check out the Industry Counter Details table at the end of the rules. Hopefully you will see that the higher the Tech Level the more victory points you gain, especially with cotton mills and shipyards.

Money is important. All industries have a cost to build, marked on the front of the counter. You will run out of money fairly quickly, which will mean taking out a loan. You can try to avoid this situation by getting your income up as quickly as possible. One way to do this is building a cotton mill and port and using both of them with a 'Sell Cotton' action. Once your income level is up you will be collecting money at the beginning of each turn. It also means that if you do then decide to take a loan you will not be slipping into negative income.



Player aid sheet

Period phases

- I. Initial cards
- II. Player actions
- III. Victory points
- IV. New period

Available actions

1. Build industry
2. Build link
3. Develop
4. Sell cotton
5. Take loan

Player action phase steps

- A. Collect income
- B. Play cards
- C. Order of play
- D. Refill hand

Build industry requirements

1. Does card allow you to build in desired location?
2. Does the symbol in the space match the symbol on the counter?
3. If you need coal can you move it to the location?
4. Where are you going to take iron from if required?
5. Can you pay the full cost of the counter plus any additional costs?

Easy to forget rules

- Remove the right number of cards from the deck at the start of the period.
- Only play one card in first turn of the Canal Period.
- Check Industry counter to see if it can be built in the present period when you build.
- When you build a coal mine or iron works check to see if you need to move cubes to the relevant Demand track.
- Each counter you remove during development requires you to take an iron cube from somewhere.
- All the money you spend goes in the Amount Spent box.
- You can build over your own Industry counters.
- You can build over other player's coal mines and iron works depending on the amount of coal/iron available.
- You can combine your two actions to allow you to build in any location.
- When the Cotton Demand marker reaches the bottom of the Cotton Demand track nobody can sell to the Distant Market until the next period.
- The bonus for selling cotton to the Distant Market is added to your Income Level.
- The virtual link to Birkenhead is only there to allow you to build an industry counter using an Industry card. It cannot be used for any other purpose.
- At the end of the Canal Period, remember to remove all Tech Level 1 Industry counters, along with any cubes, from the board.
- During the Canal Period, you can only have one of your counters in a location.
- You cannot take a loan during the Rail Period once the deck of cards has been exhausted.

Industry counter details

Cotton Mill	Flips when...	Level	Cost	Income	VPs	Coal?	Iron?	Period	No.	
	it sells to an unflipped Port or the Distant Market.	1	£12	5	3	—	—	Canal	3	
		2	£14	4	5	✓	—	—	3	
		3	£16	3	9	✓	✓	—	3	
		4	£18	2	12	✓	✓	—	3	
Port	Flips when...	Level	Cost	Income	VPs	Coal?	Iron?	Period	No.	
	a Cotton Mill sells to it.	1	£6	3	2	—	—	Canal	2	
		2	£7	3	4	—	—	—	2	
		3	£8	4	6	—	—	—	2	
		4	£9	4	9	—	—	—	2	
Coal Mine	Flips when...	Level	Cost	Income	VPs	Coal?	Iron?	Period	No.	Cubes
	its last cube is removed.	1	£5	4	1	—	—	Canal	1	2
		2	£7	7	2	—	—	—	2	3
		3	£8	6	3	—	✓	—	2	4
		4	£10	5	4	—	✓	—	2	5
Iron Works	Flips when...	Level	Cost	Income	VPs	Coal?	Iron?	Period	No.	Cubes
	its last cube is removed.	1	£5	3	3	✓	—	Canal	1	4
		2	£7	3	5	✓	—	—	1	4
		3	£9	2	7	✓	—	—	1	5
		4	£12	1	9	✓	—	—	1	6
Shipyard	Flips when...	Level	Cost	Income	VPs	Coal?	Iron?	Period	No.	
	it is built.	0	N/A	N/A	N/A	N/A	N/A	NEITHER	2	
		1	£16	2	10	✓	✓	Canal	2	
		2	£25	1	18	✓	✓	Rail	2	

