

In the C19th, businessmen were quick to take advantage of the explosion in production and technology developed during what was known as the Industrial Revolution. The players each represent one of these businessmen, striving to maximise their returns by investing in factories, ports and railway lines and taking advantage of Contracts offered by towns and ports.

Start of Game

Choose a board according to the number of players (with 3/4 players use the England & Wales board and with 4/5 players use the Germany board) and place it in the centre of the table. The board shows several Towns (red spaces) and Ports (blue spaces) connected by Railways.

Each player takes one set of five Action cards, one Reference card, one set of 12 investment markers of the same colour, 4 coins and one Loan token. Remove all unused player markers and Action cards from the game. If playing on the UK map, remove the two indicated Berlin Contract cards from the game as well.

Three players: Remove the Rhondda Contract cards from the game (on the UK map only) and use a spare Action card to cover Rhondda on the map; it should not be used in a three-player game.

Four players: Remove the Hannover Contract cards from the game (on the Germany map only) and use a spare Action card to cover Hannover on the map; it should not be used in a four-player game.

Randomly place one marker for each player in the turn order boxes to determine the initial turn order sequence. Shuffle the Contract cards and deal three to each player; put the remaining cards in a deck beside the board. Players keep Contract cards in hand until they are completed. Players should put the Reference card in front of themselves. Put 10/13/16 production cubes into the Period 2, Period 3 and Game End spaces (depending upon number of players) then move 3/4/5 cubes from Period 2 into the Game End space. The Current Period is always the latest visible Period space; the Current Period may change in the middle of a round.

Each player should begin by discarding the Action card matching the colour of the box their Turn Order marker is in. (P1: Port / P2: Factory / P3: Railway / P4: Deliver / P5: Produce)

Start of Round

Each player chooses an Action card from the ones remaining in their hand and places it face down in front of them (on top of the previously chosen actions.) The Actions are then revealed simultaneously.

Action Resolution

The actions selected by the players are resolved in player turn order. If an Action cannot be taken or the player cannot afford it, then it is forfeited; a player must take an Action if possible. When they take their Action, slide their marker out of the Turn Order box. If a marker changes position in the Turn Order because of the Action, move it to the appropriate position (top or bottom); only move the markers back into the Turn Order spaces once the round is over.

FACTORY

The player **must** choose **one** of the following options:

- pay cash equal to the game era and build a new Factory in a Town and place a Factory marker in the space and 1 production cube into the adjacent storage yard.
- pay cash equal to the game era and upgrade one of their existing Factories by one level (add a marker to the top of the Factory and 1 production cube into the adjacent storage yard.) The player may then choose to upgrade a second Factory without paying again but if they do this, they go to the bottom of the Turn Order. The second Factory upgrade does not get a cube.

A player may never have more than one Factory in each Town.

RAILWAY

The player **must** choose **one** of the following options:

- pay cash equal to the game era and place the first investment marker in the space marked 1 on a line. By doing this, they cause the line to be constructed.
- pay cash equal to the game era and upgrade a line. Place an investment marker in an available 2 space on any constructed Railway line. If there are no spaces on a line, no more investments may be made in that line. The player may then choose to pay the Invest cost again and add a marker to a second constructed Railway line without paying again, but if they do this, they go to the bottom of the Turn Order.

A player may never have more than one Investment marker in a particular Railway.

PORT

The player **must** choose **one** of the following options:

- pay cash equal to the game era and invest in the Customs House in one Port by placing a marker in a space. If there are any cubes in that Port, the player takes them immediately.
- discard any number of Contract cards from their hand to the bottom of the deck, and then draw back up to three Contract cards in hand but goes to the **bottom** of the Turn Order

A player may never have more than one Investment marker in each Port.

PRODUCTION

The player **must** choose **one** of the following options:

- choose any Factory and place a number of production cubes from the current period space equal to the current level of that Factory into the storage yard. If there are insufficient cubes in the supply, then the player takes them from the spare cubes instead and the game end is triggered.
- take one cash and move to the **top** of the Turn Order.

Once the Production action is complete, all Factories with fewer cubes in their storage yard than their current level produce one cube, regardless of owner. If there are insufficient cubes in the supply, use any spare cubes (see notes) and the game end is automatically triggered.

DELIVERY

The player **must** choose a Town or a Port. **All** possible production cubes are delivered **from** the Town or **to** the Port, *with a limit of cubes delivered per railway line equal to the total number of investment markers on that line.*

A delivery may only be made along a constructed railway line but may be made to a port with no investment markers.

In the event of overcapacity (in either lines or cubes) the delivering player chooses which lines and/or which cubes.

Delivery Payments:

Factory: The owner of the Factory earns 1 cash for each cube despatched from that Factory.

Railway: Each Investor earns 1 cash for each cube shipped, unless there are more Investors than cubes, in which case cash is allocated in order of construction on the line (from 1 upwards.)

Port: Cubes arriving at a Port are divided equally between investors – players take them and add them to their supply. If there are **no** Investors in the Port, the cubes remain in the port until a Customs House is built. If there are more Investors than cubes then any excess cubes remain in the Port until the next delivery, when they are also included in the total to be split. *(Note that a new Customs House investment may also claim the excess cubes before a future delivery.)*

CONTRACT

Instead of taking the Action shown on their card, the player may declare one Contract card from their hand. If the contract is complete, they receive 1 cube and move to the top of the Turn Order. They receive an additional 2 bonus cash if the Contract can be completed solely using their own markers (the player may choose which markers are used to complete a contract if there are more than are needed.)

- Town contracts: count all Factory levels in that Town and all Investments in Railways leading from that Town.
- Port contracts: count Customs Houses and all Investments in Railways leading to that Port
- Railway contracts: count Investments in that Railway and each Factory level and Customs House in the Town and Port at either end of that specific line. *Note that the line itself does not have to have any markers on it for the contract to be considered complete.*

The minimum number of markers required to complete a contract increases during the game: two during Period 1; four in Period 2 and six in Period 3.

The Contract card is then put on the bottom of the Contract deck regardless of whether it was completed or not.

Note: if the Production Action card was used to declare a Contract, the “All Factories Produce” bonus effect will still happen although the regular Action does not.

The player then returns all the face-up Action cards to their hand, except for the Action card that was used to declare a Contract (so it will not be available to play again until they declare another Contract.)

If a player does not have a Contract card in hand when they take this Action, they still return their Action cards to their hand but they must also take a Loan token (without getting any cash!)

The player may also choose to take a Loan action – either:

- take 3 plus X cash (where X is the current period) from the supply and a Loan token
- repay 1 plus X cash (where X is the current period) to the supply and return a Loan token

End of Round

When all players have completed their chosen Action (so there are no markers in the Turn Order boxes) then the Round is over. Used Action cards remain face-up in front of the player in a discard pile until they are returned to hand. Markers are returned to Turn Order boxes (possibly in a changed sequence.)

• If one or more players have no markers left or there are no production cubes remaining in the Period spaces, the game is over. Otherwise a new round begins.

End of Game

- Each Factory owner takes all undelivered cubes in the adjacent storage yard.
- Each cube still waiting in a Port is discarded.
- Each cube in a player's supply is worth 1 cash.
- For **each** Loan token, the player must pay 2 cash plus 1 for each marker still in their supply.

The winner is the player with the most money (in cash and cubes.) Ties are broken by the final Turn Order position, with the highest tied player being the winner.

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Additional Game Play notes:

FACTORY: If there is no available space to build and a player does not have a Factory to upgrade, then they forfeit the Factory action.

RAILWAY: If there are no available Railway spaces left then the player forfeits the Railway action.

PRODUCTION: A player may choose to produce at a Factory owned by another player if they wish. Bonus production applies to **all** players, even those who didn't choose the Production action. *Production example: a size 2 Factory with one or no cubes in its storage yard would produce one cube as part of the Bonus Production action. If it has two or more, it will not produce.*

DELIVERY: A player may choose a Town or Port even if nothing would actually be delivered to or from there. But the player **must** choose a Town or Port when taking this action. *Railway example: if one cube goes down a line with two Investors, only the player in slot 1 would receive 1 cash; the other player would receive nothing.*

CONTRACT CARDS: Remove the 2 Germany specific cards (Berlin) if playing on the England/Wales board. If you forget to do this, then simply reveal and discard one of those cards if drawn, and take a replacement. *Contract example: If there is a size 2 Factory in Norwich and two Customs Houses in London but no Railway lines had been built or upgraded, then the **Norwich-London Railway** contract could be completed successfully in Period A or Period B but not Period C. Alternatively, the **Norwich Town** contract could be completed successfully in Period A but not Periods B or C*

SPARE CUBES: It is possible that there will be insufficient cubes to fulfil any final round Production or Factory build requirements. If this happens, players with cubes may exchange those cubes for 1 cash each – this is the only time that cubes may be exchanged for 1 cash in this way. This is to enable any late Deliveries etc. to work properly.

FOUR PLAYERS: Although either board will work with four players, it is recommended that you play on the Germany board first, as it has slightly more spaces than the England & Wales board. If you wish, you may choose to play the four-player game on the Germany board with Hannover left uncovered and in play; you should not remove the Hannover Contract cards.

THREE PLAYERS: If you wish, you may choose to play the three-player game with Rhondda left uncovered and in play; you should not remove the Rhondda Contract cards.

END OF GAME: Repayment of Loans is compulsory. Repayment example: If a player had 2 loan markers and 3 player markers, then each Loan would cost 2 (for the loan marker) and 3 (for the player markers), making a total of 5 for each, or 10 in total.