



















START TURN	Turn order is sorted by least £ spent; if equal, order remains the same. Take income or pay debt.
ACTIONS	Always discard a card for an action; perform two actions.  First turn of Canal Era one action.
BUILD	Requires a card with that location OR an industry card when location is connected to your link tiles. Pay cost and place any lowest level industry tile of your player board (single icons of industry on that location first); consume coal from nearest connected, iron from anywhere (first from players, then market). On building, sell iron and market-connected coal to empty spaces of the market first. Empty coal, iron and beer industries are flipped, advance income marker. Overbuild : only when no coal or iron on the board and market, with same type, any type of your own tile (remove cubes) or an opponent's coal or iron tile.  One industry tile per player per location during Canal Era.
DEVELOP	Pay 1 iron cube  to remove one, or 2 cubes  to remove two, of any of your lowest industry tiles.
NETWORK	 Place canal link tile connected to own canals or industry for £3.  Place rail link tile connected to own rails or industry for £5 and one coal* OR place two rail link tiles for £15, two coal* and a beer* (connected beer from opponent or any beer of your own). *can be connected after placing links
SCOUT	Discard 2 additional cards for 1 wild location and 1 wild industry card, only if you don't have any.
SELL	Flip cotton, manufactured goods or pottery tiles connected (any players' link tiles) to merchant with matching icon . For each tile consume required beer ; use merchant beer to collect merchant bonus, connected opponents' beer or any own beer. Advance income marker on points track.
LOAN	Take £30 and reduce income three  levels. If multiple spaces within one level, place on highest.
END TURN	Draw two cards. Check £ spent are on your character tile on the turn order track.
SCORING	 Canal Era: score canal links of all players first -> score flipped industry tiles -> remove only level I industries and link tiles from board -> reset Merchant beer -> shuffle deck and draw 8 eight cards  Rail Era: score rail links -> score flipped industry tiles; ties decided by highest income, then money.
Notable exceptions: building without tiles on board p.9 era restricted industry tiles p.10 developing potteries & rail era p.11 farm breweries p.9 passing p.6	

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