

AGE OF INDUSTRY





Overview of Age of Industry

For those of you who have played Warfrog's 'Brass' then most of the rules in this game will be familiar to you. If you have not had the pleasure of playing 'Brass' then please take comfort in the fact that the rules to 'Age of Industry' are somewhat shorter.

This is a business game set during the nineteenth century, when many countries around the world were experiencing their own particular 'industrial revolution'. Your aim is to make money, which you do by creating new industries.

You will take a set of industry counters which you must place on your player display. This display shows you the costs to build each counter and what profit you will earn when it is flipped to its other side. The display also tells you whether an industry needs coal and/or iron to be completed, and, in the case of coal mines and iron works, the number of coal/iron cubes placed on it once it is built.

There are six industry types in 'Age of Industry', cotton mills, factories, coal mines, iron works, ports, and ships. You also have a number of railway counters. Each industry counter has a technology level number. When you build an industry you must take the counter with the lowest technology level from your display. As you build industries higher level technology counters become available. You can also speed up the process of accessing higher level counters by carrying out development. Some industry counters have a technology level of zero. These cannot be built and the only way you can get rid of them is by development.

To earn money you must first build industry counters and then contrive to have them flipped, which will earn you a profit. Building an industry counter requires the play of a card, the expenditure of money, and possibly coal and/or iron. The card you play will either determine the type of industry you can build or which location you can build it in.

When counters actually flip varies depending on the type of industry. Cotton mills and manufacturing counters are flipped when they sell their goods via ports and/or market counters. Ports are flipped when something is sold via them. Coal mines and iron works are flipped when all of the cubes on them are removed, and ships are flipped when the two connected spaces

are used up (all of the coal has been taken and the market counter has been flipped).

As well as building industries you can also build railways. Railways are required for the movement of coal and iron and allow goods to be sold to ports and markets. Building your own railways increases the number of potential locations you can build in. Railways will also earn you money but only at the end of the game.

Please note that you will start the game with absolutely no money. However, you can take a loan whenever you require money, just don't go mad as the interest payments may cripple you!

The game ends when the deck of cards is exhausted and one or more players have no more cards in their hand. You then earn money for railways, pay off any loans, and score victory points for the money you have left and the buildings you have on the board (every \$5 is one point and each building is worth a number of victory points equal to its technology level).

The key to the game is understanding the rules about building industry counters. They may seem a little daunting at first but once you have the hang of them then you will find that the rest of the game is pretty straightforward.



Components

This game should contain one double-sided board and the set of rules that you are presently looking at. It also contains the following:

Five identical sets of player counters, in red, blue, yellow, green, and purple.



With each industry counter you should have two of each value except for ships, where you only have one '0' value ship

Twelve railway counters



One deck of sixty six cards



One turn order token per player, matching the colour of their counters



Twenty four Loan counters, with the number of each shown here



Eighteen Market counters, with the number of each shown here



Approximately thirty black coal cubes and about the same number of orange iron cubes

Please note that due to the vagaries of production it is impossible to guarantee an exact number of cubes. As long as you have close to this figure you will have sufficient to play the game (please don't make me send you a single coal cube just because you have twenty nine)



Plastic money counters
Approximately 40 gold and 30 silver



Five player displays

A description of the player counters



The value on the counter is the technology level of the industry. This is also the number of points you will score at the end of the game if the counter is on the board.



Each counter is double-sided. During the course of the game counters will be flipped to show that they have been used. The design on the back is meant to show clearly that the counter has been used.



Technology level one ports also have a cotton mill symbol on them. This indicates that only cotton (not factory goods) can be sold via the port.



Ships and manufacturing industry counters start at technology level zero. These level zero counters cannot be built on the map. You need to spend time developing these industries.

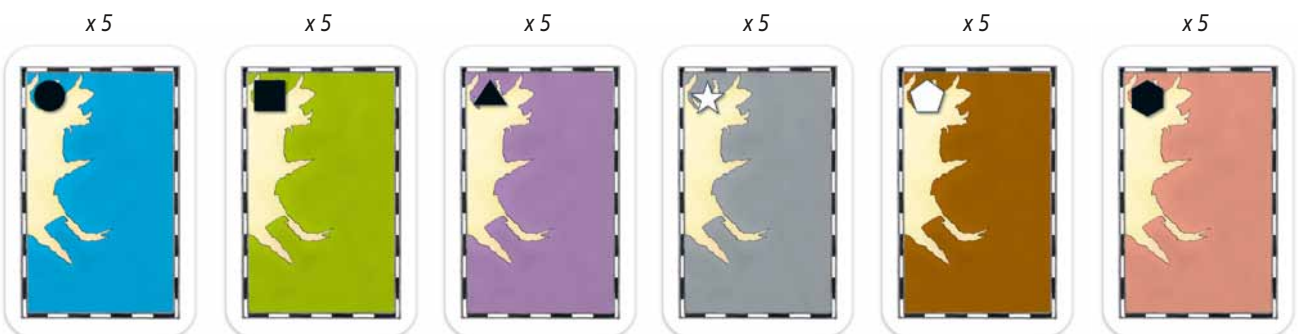
A description of the cards

There are two types of cards in the deck, industry cards and location cards.



An industry card allows you to build the industry type shown on it. The major limitation is that you must connect to that location in some manner, usually by railway.

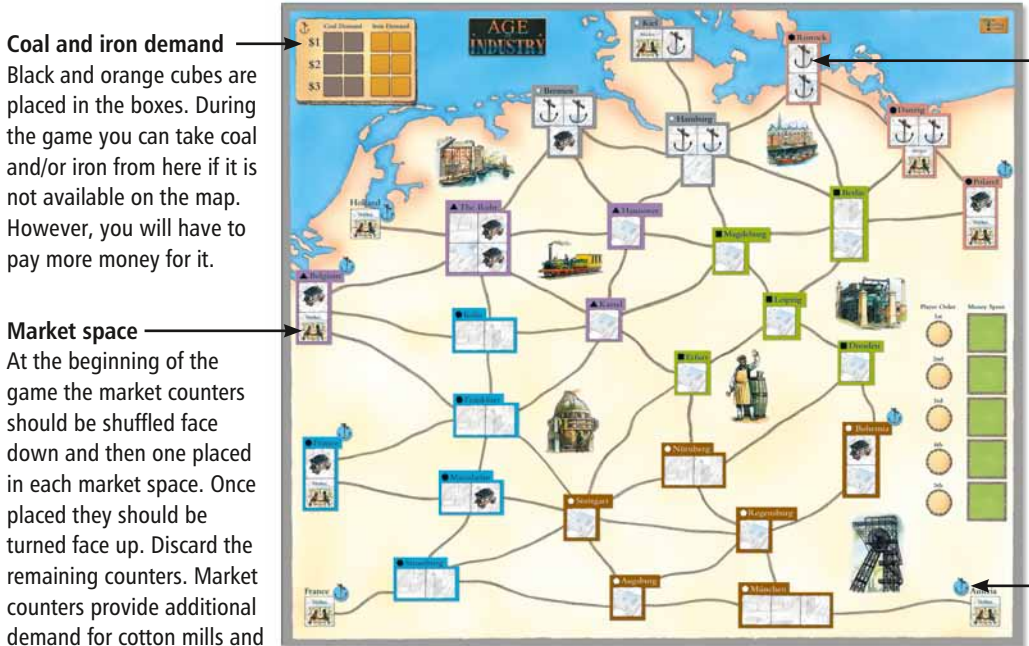
Please note that ships cannot be built on the Germany map but the ship cards remain in the deck. Their only use is as discards to pay for developing or to pass.



A location card allows you to build an industry type of your choice in a location that matches the colour of the card. To help distinguish the different location colours a symbol has been allocated to each colour.

The Board

The board is double-sided, with a map of Germany on one side and a map of New England on the other. It is recommended that players first play the game using the Germany side, as the rules are slightly less involved. Both maps are suitable for three to five players.



Coal and iron demand
Black and orange cubes are placed in the boxes. During the game you can take coal and/or iron from here if it is not available on the map. However, you will have to pay more money for it.

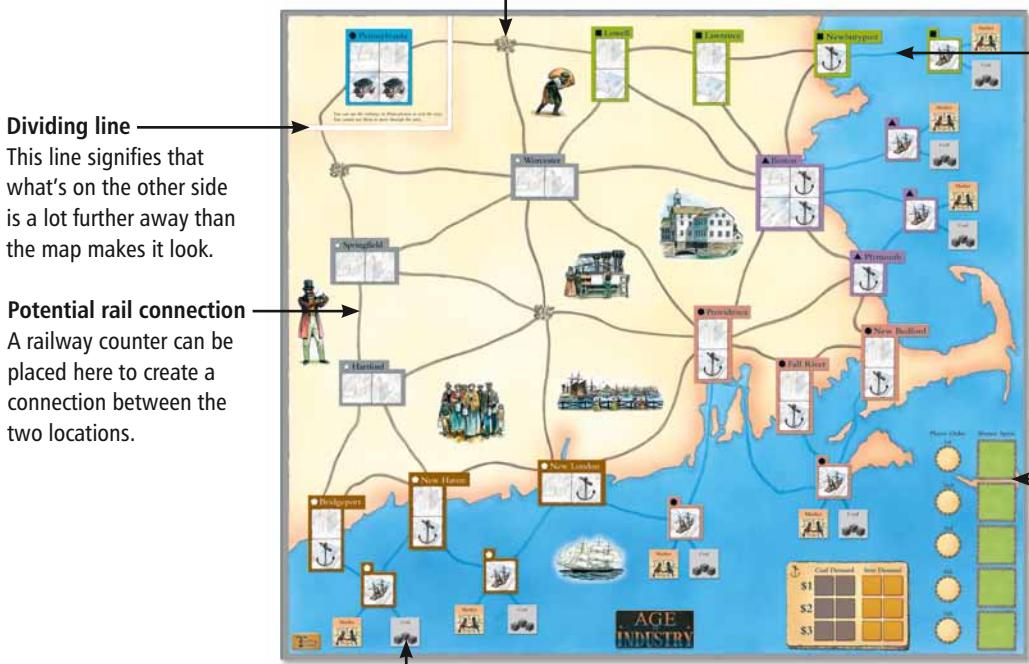
Market space
At the beginning of the game the market counters should be shuffled face down and then one placed in each market space. Once placed they should be turned face up. Discard the remaining counters. Market counters provide additional demand for cotton mills and factories (ports being the other source of demand).

Locations and spaces
A location has a name and coloured border (matched by a symbol to aid players with visual issues). Each location will contain one or more spaces, which are where you place industry counters when you build them. If there is an industry symbol in the space then only that type of industry can be built there.

Distant port symbol
This symbol indicates that you can access the coal and iron from the demand display if a railway connects to it.

Village

Villages act like locations but do not allow you to build in them. They make it take a little longer than you would like to build a railway to your intended destination.



Dividing line
This line signifies that what's on the other side is a lot further away than the map makes it look.

Potential rail connection
A railway counter can be placed here to create a connection between the two locations.

Coal imports
These coal cubes become available when there is a ship counter in the connecting space. The cubes should be placed here at the point that the ship counter is built.

Sea lane
A sea lane is an already present connection between a port and a ship space. If you build a ship in the space then access is gained to the connected market counter and the coal cubes. A ship counter can only be placed if it connects to an already built port counter.

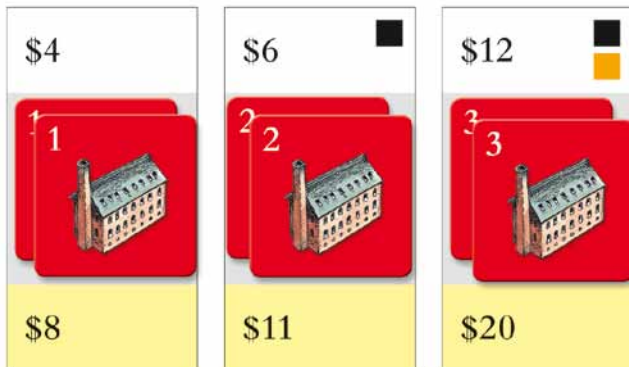
Player order display
You keep track of the order of play here, using the player tokens. When you spend money you place it in the box next to where your token is. At the end of the turn the new order of play will be determined by how much each player has spent, going from lowest to highest amount.

Starting the Game

Start by deciding which of the two maps you wish to play on. Place the board in the centre of the table with the map you wish to play on face up.

Each player needs to select a set of counters, a matching turn order token and a player display.

You now need to place your counters in the spaces on your player display, as indicated.



Make sure the technology level on the counter matches the number in the space. The number just under each space tells you how many of each counter should be placed there.

Randomly determine who will start the game by drawing one turn order token from a container or your hand. The order of play then goes clockwise from the first player. Show the order of play by placing each player's token on the player order display, as shown here.

Place the money to one side to form a bank. The silver coins have a value of \$1, while the gold coins have a value of \$5. You do not start the game with any money. Place the loan tiles near the bank.

Shuffle the cards. Deal out six cards to each player. Place the rest of the cards face down near the board to form a draw pile. Draw the top two cards from the deck and place next to the deck, face up, to make a card display. You can look at your own cards but should keep them secret from other players.

Place the coal and iron cubes in a pool by the side of the board. Now place one coal cube in each black space on the coal demand display. Then place one iron cube in each orange space on the iron demand display.

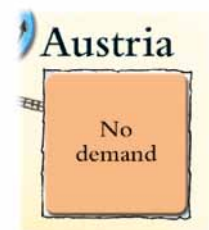


Turn the market counters face down and shuffle them up. Place one, face down, in each space that has the market image in it. Then turn all of these counters face up.



These counters represent demand for cotton and factory goods. Some counters have 'No demand' written on them. These should be left in place.

There are more counters than market spaces and any left over should be placed back in the box.



You are now ready to start playing the game.

Playing the Game

'Age of Industry' is played out over a number of rounds. The exact number of rounds is not set, as the game ends when the draw deck is exhausted.

Each round of play is made up of three phases, as shown below:

1. Player actions
2. Determine new order of play
3. Pay interest on loans

Once a round has been completed a new round begins. You continue to play repeated rounds until the game end conditions are met.

The game will end at the end of a complete round of play when one or more players have no cards in hand and there are no more cards available to draw from the deck.

At the end of the game all players calculate how many victory points they have scored from their industry counters on the map and money in hand. The player with the most victory points is the winner.

There now follows a detailed description of each phase.

Phase one: Player actions

This phase is by far the most important and longest of the three phases.

The order in which players will take their turn is shown on the player order display. In this order, each player must perform two actions. Once a player has completed his two actions play proceeds to the next player. Once all players have completed two actions, the phase ends and play proceeds to the second phase.

The first exception to the 'two actions' rule is that in the first round of the game all players only perform one action each.

The second exception to this rule is that a player can always 'combine' his two actions into one to allow him to build in a location of his choice. This is a 'get out of jail' option to help you when you do not have the required card in hand to perform a critical build

There are six actions to choose from and each action is a discrete event, so you can choose the same action twice if you wish. You resolve your first action before resolving your second action.

The six actions that you can choose from are:

Action	Card cost
Build industry	play one card
Build railway	–
Sell goods	–
Development	discard one card
Take two cards	–
Pass	discard one card

You must play one card from your hand to be able to build an industry. You must discard one card from your hand to either develop or pass. You do not play or discard a card to perform the remaining actions.

Once you have completed your two actions you must place any money that you have spent in the box next to your token on the player order display. The order of play for the following round will be determined by how much money each player has spent, going from the lowest amount to the highest.

EXAMPLE: *It is the first round of play and the yellow player has built a cotton mill for \$4. This was his only action in the first round. The red player has decided to build an iron works, which costs \$2. In the next round the red player will be higher up the order of play than the yellow player.*



Play now proceeds to the next player, in player order.

There now follows a detailed description of each of the actions.

ACTION Build industry

Of the six actions this is by far the most complicated. Once you have understood how to build an industry then you have mastered most of the game.

You must play one card to perform this action. You play a card by revealing it from your hand and placing it face up on the discard pile.

What you can build and where you can build it will be subject to restrictions depending on the type of card you play, the counters you already have on the map, the counters on your player display, and the availability of coal and iron.

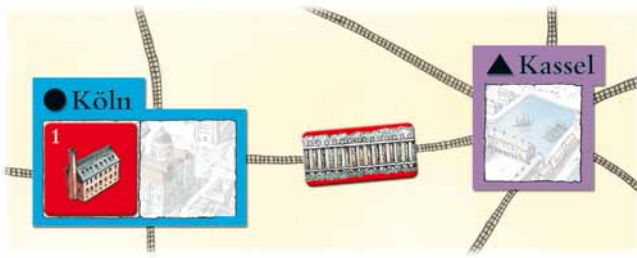
Industry card restrictions

If you play an industry card then you can only build the type of industry counter indicated on the card, i.e. if you play a cotton mill card then you can only build a cotton mill counter.

You can only build in a space if at least one of the following conditions is met;

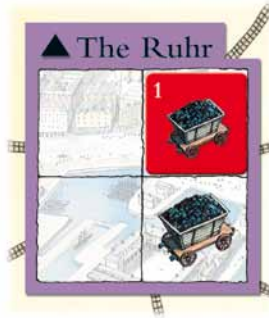
- If you connect to the location with one of your own railway counters.
- If you already have one industry counter in another space in the location AND that location is made up of four or more spaces. Note you can never have more than two industry counters in a location.
- If the space already contains one of your industry counters, i.e. you can overbuild your own counters (see later for more rules on this).
- If you played a ship card and the space in question is connected to a location that contains a port and a counter of your own colour (which may be the port counter, or a railway counter that connects to the location).
- If you do not have any industry counters on the map then you can build in any space.





EXAMPLE: Here you would be able to build in Kassel as you have one of your railway counters running in to that location.

You could build in any one of the spaces indicated here. You could also overbuild your coal counter.



EXAMPLE: You would be able to build a ship counter in the above ship space using a ship card as you have one of your ports connected to it via the sea lane.

Location card restrictions

If you play a location card then you can build in a location that has a border that matches the colour of the card. You do not have to be connected to this location to be able to build there.



EXAMPLE: If you played a brown location card then you could potentially build in any of the locations below.



Restrictions imposed by the space/location

Each location will contain one or more spaces that are available for industries to be built in. Spaces have restrictions on which industry types can be built in them, as shown below:

If the space does not contain an industry symbol then you can build a cotton mill, factory, or an iron works in the space.



EXAMPLE: You could build any one of these industry counters in one of the two spaces in Köln.

If the space contains a coal mine symbol then the only industry that can be built in the space is a coal mine.

EXAMPLE: The only industry counter that can be built in Belgium is a coal mine.

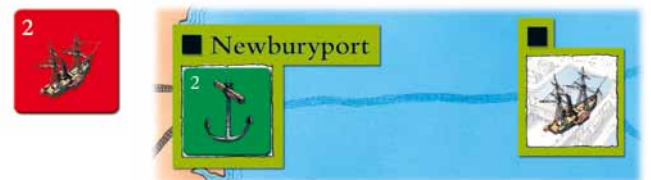


If the space contains a port symbol then the only industry that you can build there is a port.

EXAMPLE: The only industry counter that you can build in Kiel is a port.



If the space contains a ship symbol then the only industry counter that you can build there is a ship. There is an additional condition to building ship counters. The ship space must be connected via a sea lane to a port counter. The port counter does not have to be your colour, it can be one belonging to any player.



EXAMPLE: The red player could build a ship counter in the above space if he was able to play a light green location card. He is allowed to build here as the space is connected to a port counter, even though it belongs to another player.

There is a limit on the number of industry counters of your own that can be built in a location. If the location is made up of between one and three spaces then you can only occupy one space there. If the location is made up of four or more spaces then you can occupy up to two spaces. A space can only contain one industry counter.

Player display restrictions

You can only build counters that are on your player display. When you build a particular industry counter you must take the one with the lowest technology value. The industry counters are arranged from lowest to highest on your display, so you will always be taking the counter furthest to the left.

EXAMPLE: At the beginning of the game red's cotton mill display will appear as shown to the right. If he builds a cotton mill then it must be a technology level one mill, which is marked '1'.



As you build industry counters those with higher technology levels will become available. If the red player had already built three cotton mills (or chosen to discard some through development) then his display would look like this.



Some factory and ship counters have a technology value of zero. These counters can never be built. The only way to remove these counters is to select the development action (which will be explained in more detail later in these rules). Thus to be able to build a technology level three factory you would have to perform two development actions to discard the two technology level zero counters.



You must pay an amount of money to build an industry counter. The amount that you must pay is shown in the box above where the counter is on your display. The industry counter may also require coal and iron to be moved to the space that it is planned to be built in.

EXAMPLE: A technology level one cotton mill would cost you \$4 to build. A technology level two cotton mill would cost you \$6 and require one coal cube to be moved to the space that you choose to build it in. A technology level three cotton mill would cost you \$12 and require a coal and an iron cube to be moved to the space.

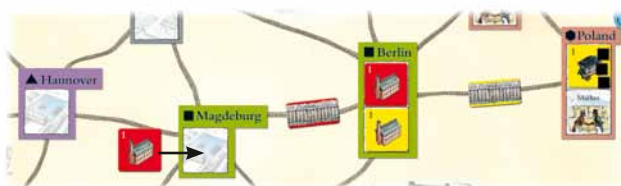


Coal and iron

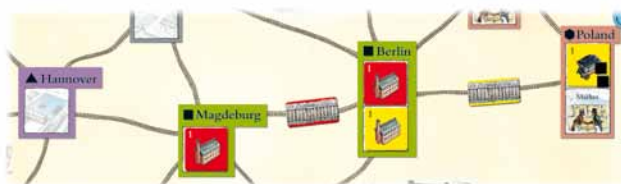
If you need coal and/or iron to build an industry counter then you must take it from a coal mine/iron works counter that has such cubes on it. The coal mine/iron works does not have to belong to you, it can be any players' counter. The cube must then be moved along completed railway connections to the space that you wish to build the industry counter in. The railway connections do not have to be your own, they can belong to any player. You can move the cube along railway connections that belong to more than one player. You must take the cube from the closest source on the board, as measured in complete railway connections. A sea lane counts as a complete railway connection, so a coal cube will have to move along two sea lanes before it reaches dry land. If there are two or more sources that are the same distance away from the building space then you can choose which cube you wish to take. Once you have shown that you can move the required cube to the location you then remove the cube and place it back in the stock.

You can also take a cube from a source that is in the same location as the one you wish to build in. It is presumed that all spaces in a location are connected to each other.

On the New England map coal will also become available when ship counters are built. As soon as a ship counter is placed in a ship location a number of coal cubes, as indicated by the coal cube symbols, should be placed in the connected coal import location. Coal from here can be used to allow the ship counter to be built.

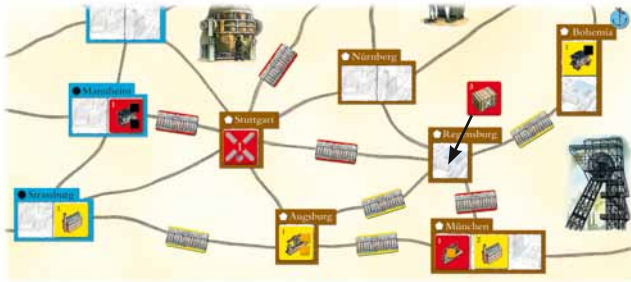


EXAMPLE: The red player wishes to build a technology level two cotton mill in Magdeburg. He plays a cotton industry card, which is sufficient as he is connected to the location. He has to move a coal cube to the location, which he takes from the yellow player's coal mine in Poland. Note that he can move this along the yellow player's railway connection. The board will then look like the one below.



You can use a sea lane to move coal and/or iron as long as there is a port counter at each end of the intended series of sea lanes and a ship counter in the intervening location. It does not matter whether these counters are flipped or not.

Pennsylvania is a special area on the New England map. You can move coal and/or iron into or out of here as normal. What you cannot do is use this location for transshipment, i.e. you cannot move a coal or iron cube into the location and then move it out again immediately.



EXAMPLE: The red player wishes to build a technology level three factory in Regensburg. He plays a brown location card. He requires one coal and one iron cube. Although he has his own coal mine in Mannheim he must take the coal from the yellow coal mine in Bohemia, as it is the closest source. There are two potential sources for the iron cube, both being the same distance away from Regensburg. For obvious reasons he decides to take the iron cube from his own iron works. Both the red iron works and the yellow mine are flipped as both have had the last cube removed from them. Note that the red player could not have built his industry in München as he already has one counter there and a second one would have taken him over the limit.



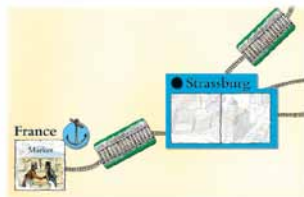
Taking coal and iron from the demand display

You may be in a situation where you need coal and/or iron and there is no source that you can take from on the map. If this is the case then you can take coal and iron from the demand displays. To be able to do so the space that requires the coal and/or iron must be connected by railway either to a port counter or a location that has a distant port symbol next to its name. It does not matter whether the port counter belongs to you or not, and it also does not matter which side the counter is on (it could be flipped to its used side).

It costs you an extra amount of money to take cubes from the coal and iron demand displays. The extra amount required is shown next to the row that you take the cube from. You must always take a cube from the cheapest available row.



EXAMPLE: As the green player has connected to France he and any other player can use this connection to take coal and iron from the demand displays, but only if they in turn are connected to green's railway connections.



If either the coal or iron demand display does not have any more cubes on it then you can still take the cube you need. You would pay \$4 for the cube.

The coal and iron demand displays will have cubes placed back on them when more coal mines and iron works are built on the board, a process which will be described in more detail later on.

Note that if you build a port that requires coal/iron you can take the necessary cubes from the demand display via the port that you are in the process of building.

Coal and iron cubes

When you build a coal mine or an iron works you must place on the industry counter a certain number of cubes of the correct colour. The number of cubes to be placed on the counter is shown in the box under the space that you took the counter from on your player display. When you build a ship counter you must place coal cubes, as indicated, in the connected coal import location.

EXAMPLE: If you built a technology level one coal mine then you would place three black coal cubes on it. If you built a technology level two iron works then you would place four orange iron cubes on it.



If at the time that you build your coal mine or iron works there are empty spaces on the coal or iron demand displays then you must move cubes from your counter to that display BUT only if the industry counter is connected by railway to either a port counter or a location with a distant port symbol, or if the location itself has a distant port symbol next to it. You then take an amount of money for each cube you place on the display, equivalent to the value of the row. You fill from the bottom upwards.

EXAMPLE: The red player builds a technology level two coal mine and places four coal cubes on it. The mine is connected to a port counter. The player takes three of the coal cubes from the mine and places them in the empty coal spaces on the coal demand display. He then takes \$4 from the bank for doing so.



This movement of cubes to the display can only occur at the moment that you actually build a coal mine or iron works. If you had a coal mine already on the map with cubes on it that then became connected to either a port counter or a location with a distant port symbol then you would not then move cubes from your coal mine to the display.

If you build a ship then it will normally connect to a supply of coal cubes. This is just the same as if you had built a coal mine and so some or all of the cubes connected to should be moved to the coal demand display if necessary. You would take money from the bank in the same manner as described above.

Flipping coal mines and iron works

When the last cube is removed from one of your coal mines or iron works then you immediately flip the counter to its used side and take an amount of money from the bank as indicated on your player display. E.g. If the last coal cube was removed from your technology level one coal mine then you would immediately take \$4 from the bank, even if you were not the active player.

Overbuilding industry counters

It is possible for you to build an industry in a space that already contains an industry counter.

You can always build over one of your own counters, as long as the counter you are building has a higher technology level. It does not have to be the same type of industry, e.g. you could overbuild a technology level one cotton mill with a technology level three factory. All other rules still apply, so you could not overbuild a port with a cotton mill.

You can also overbuild another player's counter but only in certain circumstances. You can overbuild another player's coal mine if there are no coal cubes on the map and no coal cubes on the demand display. The counter that you intend to build must be of a higher technology level than the one you are overbuilding. The same applies to iron works, you can overbuild another player's iron works with one of our own iron works if there are no iron cubes on the map and the iron demand display, and you are building a higher technology level counter.

The counter that is being built over should be removed from the map and returned to the owning player. He does not place it back on his display and the counter cannot be built again.

You can overbuild your own ship counters but if you do so you do not then flip it. You do not replenish the coal cubes, nor do you place a new market counter, i.e. there's not a lot of point in doing this unless you have nothing better to do.

A reminder about costs

It is very important that you remember to place all of the money you have spent in both of your actions (including an additional costs for taking cubes from the coal and iron demand displays) and place it in the box next to your token on the player order display.

Loans

As you do not start the game with any money you may be a little worried about how you pay to build something. Whenever you need to pay for something you can take one or more loans, depending on how much money you need. Each single loan allows you to take \$10 from the bank.

You can repay loans at any point in the round. It would be possible for you to take a loan to build an industry counter which you are then able to flip and so make the money back to repay the loan. You can do all of this without paying any interest on the loan.

You will pay \$1 interest per outstanding loan at the end of each round of play. If you have to take a loan to pay this interest then you do not pay the \$1 for the loan just taken out.

Combining your two actions into one

You may wish to build in a particular space but lack the card to allow you to do so. You have the option to take one action instead of two and build an industry of your choice in a space of your choice using any card from your hand. All other rules concerning the building of industry counters still apply, so you still need to be able to get coal and iron to the location if necessary, and you must still match the symbol in the space. You may overbuild as long as you follow the rules for overbuilding.

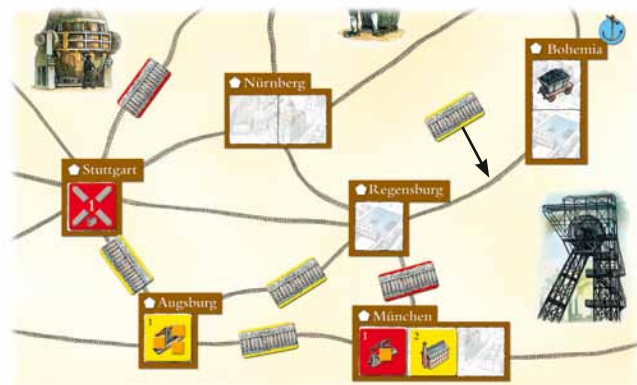
ACTION Build a railway

As an action you can take one of your railway counters and place it on a potential link between two cities. Only one railway counter can be placed on a link. Once placed a railway counter cannot be removed.

You can only build on potential links that either connect to a location containing one or more of your industry counters or a location that you already connect to with one of your railway counters.

You do not play or discard a card to perform this action.

The first railway counter that you build will cost you \$1. After that each counter will cost \$1 and require one coal and iron cube to be moved to one of the two locations that are to be connected by the railway. It does not matter which of the two locations the cubes are moved to and it may be that you move one cube to one end of the link and the other to the other end. The rules for coal and iron as stated earlier all apply.



EXAMPLE: The yellow player wishes to build a railway between Regensburg and Bohemia. As it is not his first railway counter he must be able to move one coal and one iron cube to either of the two locations he is connecting. He can take one iron cube from his own iron works in Augsburg. He is not able to take a coal cube from the map and so must take one from the coal demand display. He can do this as the location he is connecting to has a distant port symbol next to it. He must pay \$2 in all, \$1 for the railway counter and an extra \$1 for the coal cube taken from the coal demand display.

On some maps potential links connect to villages. You should treat these villages as locations, but ones where you cannot build anything. By connecting to the village you can build from it.



ACTION Sell goods

As an action you can sell goods from one or more of your cotton mills and/or factory counters.

To be able to sell from a cotton mill or factory the counter must be connected to an unused port or market counter by railway connections and/or sea lanes. You do not have to use the closest port or market counter. You can use any series of railway connections to connect to a port or market counter and they do not have to be your own. You can also sell to a port or market counter in the same location as the counter that you are selling from.

You cannot trace a series of links into and then out of Pennsylvania. However, you can sell goods from Pennsylvania.

A technology level one port can only accept cotton. A port with a higher technology level can accept both cotton and factory goods.

The counter you are selling from and the one you are selling to should both be flipped to their other side. Once a counter is flipped it cannot be used again during the game. If you choose to sell via a market counter it must be one that can accept the goods from your industry. Some market counters will only accept one type of goods, so the industry you sell from must match the symbol on the market counter. Some market counters will accept both cotton and factory goods. These counters will still flip when one such good is sold to them.

If you choose to sell via a port then it can be one that belongs to another player. You do not need to ask someone else's permission to use their port. You cannot force another player to sell from their cotton mill or factory just so that you can flip one of your own ports.

When you flip your own industry counter you immediately take an amount of money from the bank as indicated on the player display. If you flipped a port to sell the goods then the owner of the port counter (which may also be you) receives an amount of money as indicated on the player display.

You may complete as many sales as you wish during your single action. A port or market counter can only facilitate one sale before it is flipped.

A space with a ship counter in it makes the coal and the market counter it connects to available to be used. The ship counter should be flipped when all of the coal has been claimed and the market counter is flipped. If the market counter was a 'no demand' counter then the ship would flip when all of the coal was used. If you overbuild this ship you would not flip the new ship counter.

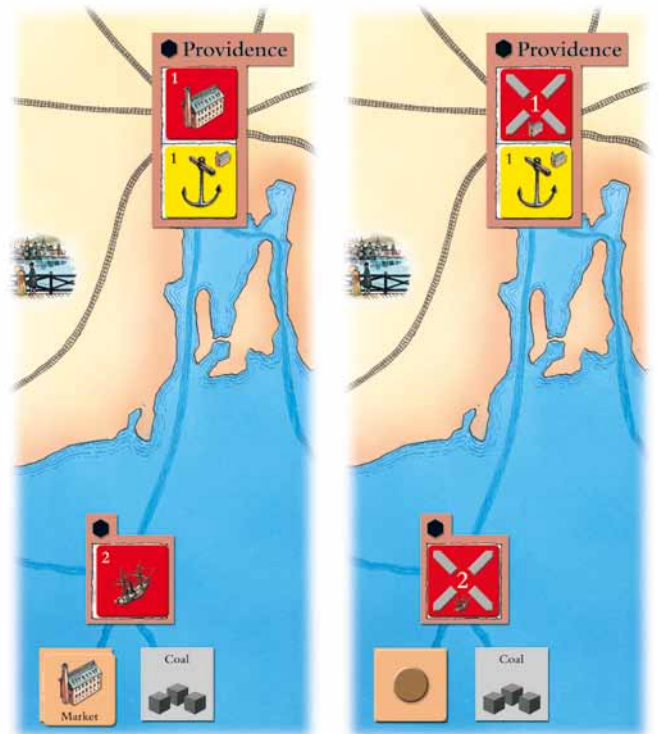


EXAMPLE: The red player chooses to sell goods. He has three industry counters that he can sell from, two cotton mills and one factory. The goods from the factory counter can be sold to the market counter in Poland. One of his cotton mills can sell its goods to his own port in

Danzig. The goods from his second cotton mill he decides to sell to the yellow port in Hamburg. Without the correct market counter in Poland the red player would not be able to sell his factory goods, as technology level one ports can only have cotton sold via them. Note that in all but one case he is using railway connections owned by other players.



The red player earns \$8 each for the cotton mills, \$16 for the factory, and \$5 for the port, making \$37 in all. The yellow player earns \$5 for the port. Both players take the money earned from the bank immediately.



EXAMPLE: In the above example the red player has the option to sell the goods from his cotton mill either to the yellow port or the market counter. The market counter is only available due to the presence of a ship in the connecting space. For obvious reasons the red player chooses to sell to the market counter. He flips both counters. As the market counter has now been used and all of the coal has been claimed from the other connecting space the red player also flips his ship counter.

ACTION Development

This action allows you to remove one counter from your player display. You must also discard one card from your hand as payment for the action. You can remove any one of your counters from your display. Once a counter is removed it cannot be returned to your display, and so cannot be built at a later point in the game.

The only way to remove the technology level zero counters (factories and ships) from your display is to use this action.



EXAMPLE: At the start of the game you will have the above left factory counters on your display. By performing two development actions you can remove both technology level zero counters. Now the display will look like the one on the right. You would now have the capacity to build a technology level three factory counter.

ACTION Take two cards

As you play cards your hand size will go down. The only way to replenish your hand is to choose this action and draw two cards. You can choose to take cards from the card display or from the top of the deck in any combination that you like. You can draw your first card from the deck before deciding where to take your second card from. After taking two cards you draw to replace any cards you took from the card display, so that there are always two cards face up.

Your maximum hand size is nine cards. You can never go over this number of cards, so if you had eight cards in your hand and chose this action then you would only draw one card (you cannot go over the limit and then discard down to nine cards).

ACTION Pass

If you do not wish to perform any other action then you must perform a Pass action. You must discard one card from your hand. That is all you do for this action. Choosing this action does not stop you choosing other actions in later rounds of play.

If you do not have any cards in your hand and there are no cards left in the draw pile then you can perform this action without having to discard a card.

Phase two: Determine new order of play

Once all players have completed their actions for the round the game proceeds to phase two.

You now move the player tokens around on the player order display to show the new order of play. The tokens should be rearranged according to how much money each player spent this round. The player who spent the least money will occupy the top position, the player who spent the next least will occupy the second position, and so on, with the player who spent the most money going last.

If there is a tie between two or more players then they retain their original relative positions on the player order display.

You should now remove all of the money from the boxes and place it back in the bank.

EXAMPLE: After a complete round of play each player has spent the amount shown to the right. Yellow has spent the most so becomes the last player. Red has spent the second highest amount so goes second to last. Blue and green have spent the same amount so their relative positions stay the same. Player order for the next round is shown to the far right.

Player Order	Money Spent	Player Order	Money Spent
1st	Yellow	1st	Blue
2nd	Red	2nd	Green
3rd	Blue	3rd	Red
4th	Green	4th	Yellow
5th	Orange	5th	Orange

Phase three: Pay interest on loans

You must now pay \$1 to the bank for every \$10 loan you have that is still outstanding.

You may be forced to take a loan to pay your interest but if you do so you do not pay interest on the loan you have just had to take.

Once you have completed this phase you are ready to start a new round of play.

Ending the game

The game ends at the end of a complete round of play when one or more players have no more cards in their hand and the deck of cards has been exhausted. Note that the discard pile is never shuffled to make a new deck. The two cards on display are not regarded as part of the deck, so the game will still end even those these cards are still available to be taken.

Once the game ends players should discard any remaining cards they have.

Winning the game

The first thing all players must do is to take the profits from their railways.

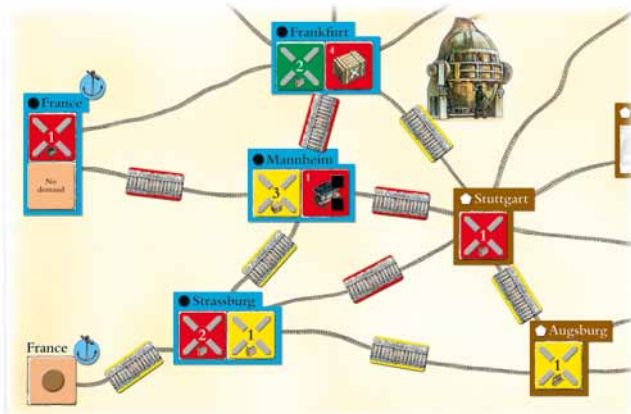
A railway counter will earn the owner an amount of money equal to \$2 plus the number of occupied spaces at each end of the link. It does not matter whether a counter has been flipped or not, it still counts as an occupied space. A market space (whether flipped or not) also counts as an occupied space, even one containing a 'No Demand' counter. A village counts as one occupied space. All players should take the correct amount of money from the bank. All players must now repay any outstanding loans they have.

To help players keep track of how many victory points they have it is best to use the money as victory points. Every \$5 a player has is one victory point. Players should now work out how many victory points worth of money they have. You do not score anything for any money left over. All players should now place all of their money back in the bank and take back an amount equal to the number of victory points they scored for their money.

You now score victory points for the industry counters you have on the board. An industry counter will score you a number of victory points equal to its technology level. It does not matter whether the counter has been flipped to its used side or not. You should take an amount of money equal to the number of victory points that you score for the industry counters that you have on the board.

You must now hand back five victory points for each \$10 of loans that you still have outstanding.

The player with the highest victory points total is the winner. In the case of a tie the tied player who is higher up the order of play is the winner.



EXAMPLE: In the section shown above red will earn a profit of \$22 from his railway counters and nine points from his industry counters. Note that the red player still scores the points for the un-flipped factory in Frankfurt and the un-flipped coal mine in Mannheim. The yellow player will earn a profit of \$25 from his railways counters and five points from his industry counters.

Designer Notes

I have to admit that I have been surprised by the popularity of Brass, as have some of my regular play testers. Given that success I thought it might be a good idea to come up with a version that allowed the game to be played on different maps.

Brass was more complex than I would have liked due to the special circumstances surrounding the industrial revolution in Lancashire. There had to be canals and there had to be Birkenhead. The canal/railway era split could only work if iron moved in a different way to coal. By moving the game to other countries the canals have been removed (although other countries did build canals I don't think they did so on the scale that occurred in Britain). With just a railway era lots of wrinkles in the original system have now been smoothed out.

During the development process I also came up with ways to simplify other elements of the game, such as the loans system and the use of cards. I have no idea why I did not come up with these ideas when I was working on Brass, otherwise I would have included them in the original game.

Age of Industry is also the first game to be published by Treefrog Games (not to be confused with the Treefrog Line). As such it marks a change in direction from limited print runs to unlimited ones. If the demand is there then we will reprint the game.

If you have any questions about this game or any other Treefrog Games product then please contact me at:
martin@treefroggames.com

Or check the website at: www.treefroggames.com

Notes on changes to the second edition

For the most part these rules have been amended to clarify rules. There are, however, two minor rules changes. The first is that players always start the game with six cards, irrespective of the number of players. The second is that coal cubes are placed on coal import location after the connecting ship counter has been built.

Credits

Game designed by Martin Wallace

All illustrations by Peter Dennis

Graphic design by Solid Colour

Playtested by Simon Bracegirdle, Andy Ogden, James Hamilton, Richard Spilsbury, Richard Dewsbery, Chris Dearlove, Martin Buxton, Don Oddy, Geoff Brown, Jerry Elsmore, Stewart Pilling, Ravindra Prasad, Mary Prasad, Chris Brooks, Alan Paull, Charlie Paull, Biblio and many kind volunteers at Stabcon, Baycon, Sorcon, The Gathering of Friends and the Cordoba Convention.

Thanks to David Gatheral.

Special thanks to Julia Wallace, James Hamilton and Ferdi Köther (for translating the rules at short notice).

The rules and artwork for Age of Industry are © Treefrog Games 2010.

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Building action check-list

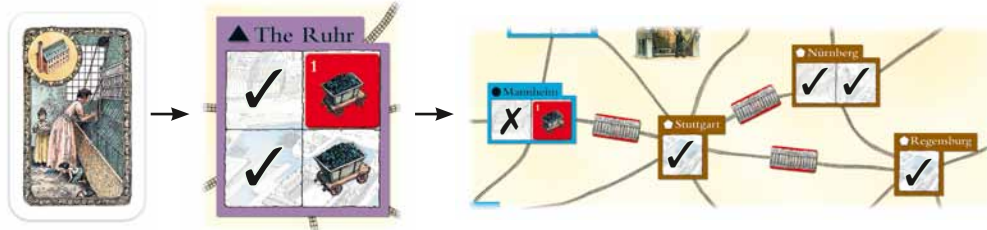
If the card you played was:

A **location card** – then you may build in any location with the same colour



An **industry card** – then you may build the industry type shown on the card in a location that you connect to in some way.

If you do not have any counters on the map then you can build in any space.



Cotton mills, factories, and iron works can be built in clear spaces.



Ports can only be built in a space containing a port symbol.



Coal mines can only be built in a space containing a coal mine symbol.



Ships can only be built in a space containing a ship symbol that is also connected via a sea lane to a port counter. If you use a ship industry card then the port would have to be your own.



You must take counters in technology level order.



If the industry counter requires coal and/or iron then you must be able to move one such cube along railway connections and/or sea lanes to the location you are building in. You must take the cube from the closest source. If there is no cube available on the map then you can take the cube from the coal or iron demand displays, but you must pay more money, as indicated on the display.

If all of the cubes are removed from a coal mine or iron works then flip the counter. The owner immediately takes the profit for the industry counter.

When you build a coal mine or iron works make sure you place the correct number of cubes on the counter. Check to see if any of the cubes should be moved to the coal or iron demand displays.

If you build a ship then first place cubes in the connected coal import location, then check to see if any need to be moved to the coal demand display.

You can occupy one space if there are between one and three spaces in the location. You can occupy two spaces if there are four or more spaces in the location.

You may overbuild your own counters with one of a higher technology level. You may overbuild any coal mine with one of a higher technology level, but only if there are no coal cubes on the map and none on the coal demand display. You may overbuild any iron works with one of a higher technology level, but only if there is no iron cubes available on the map and the iron demand display.

You must place the amount of money spent on building into the box next to your token on the player order display.