

UWE ROSENBERG

KANHAAL



Mayfair Games



RULES BOOKLET



UWE ROSENBERG

KANAL

A GAME FOR 1-2 PLAYERS

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1 INTRODUCTION

Around the mills of Oranienburg conditions for shipping were difficult, so an artificial branch of the Havel River was created. It cut the older Ruppiner Canal, and the four way canal arose.

During the industrialization of the 19th Century the most diverse trade and industrial businesses were located at this important canal. Additionally, new connections via roads and rail tracks were established.

2 GOAL OF THE GAME

In *Kanal* you plan and build new industrial areas. Even though your plans are vague at the beginning, you construct structures and shape the infrastructure. You construct paths, build roads and lay rail tracks. You also gradually excavate parts of the canal and, importantly, build bridges to connect the structures.

This is all done using several actions. Taking them at the right time will be crucial.

At the end of the game you add up the prestige points of your structures, routes, thalers and remaining materials together with the prestige points earned during the game to determine who built the best industrial area.

Kanal also includes a solo game!

3 GAME COMPONENTS

This copy of *Kanal* contains the following components:

- 1 action board
- 2 industry boards
- 2 material wheels
- 5 action discs (1 gray, 2 blue and 2 red)
- 2 prestige tokens (1 blue and 1 red)
- 20 activation tokens (green)
- 10 material tokens (2 each for wood, clay, coal, stone, and steel)
- 54 structure cards "Deck A"
- 54 structure cards "Deck B"
- 54 structure cards "Deck C"
- 54 structure cards "Deck D"
- 54 structure cards "Deck E"
- 54 structure cards "Deck F"
- 52 path tiles
- 36 road tiles
- 36 rail track tiles
- 36 canal tiles
- 25 bridges
- 80 thalers (60 "1", 20 "5")
- 6 glossaries
- 1 rules booklet

THE ACTION BOARD

The action board shows 7 action spaces **A**

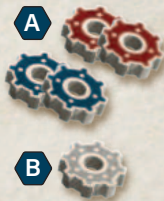
On three of these spaces you place card stacks with structures **B**, thus you will discover additional actions throughout the game.



ACTION DISCS

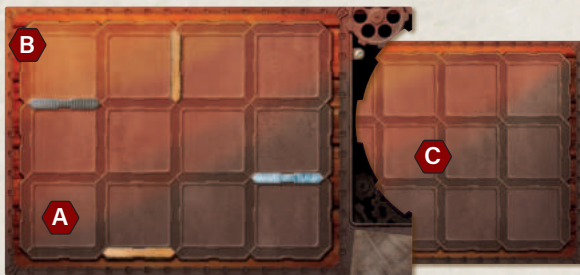
There are two types of action discs: player-colored (red or blue) discs **A** and a neutral (gray) disc **B**.

These tokens serve as action markers. The gray disc functions as a neutral action disc, passing alternately between players, marking the third action of each player.



THE INDUSTRY BOARDS

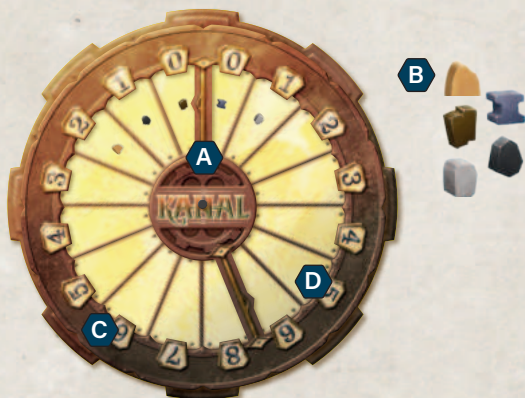
Your industry boards show 12 structure spaces **A**. Between these structure spaces and at the edge of the industrial area are 31 route spaces **B**. On the front side of the industry boards are 2 paths, 1 rail track, and 1 canal already imprinted; on the back side, these route spaces are empty **C**.



THE MATERIAL WHEELS, AND MATERIAL TOKENS

Track your supply of material on your material wheel **A** and the 5 material tokens **B**.

You count the **basic** materials (wood, clay, and coal) in the bigger area of the wheel with a scale from 0 to 8 **C**, and the **valuable** materials (steel and stone) in the smaller area with the reverse scale from 0 to 6 **D**.



CARDS

The 3 colors of cards represent different periods and thus the progress of industrialization. Green for the 1st period, brown for the 2nd, and blue for the 3rd.



THE ROUTES: PATHS, ROADS, RAILS, AND CANALS

You mark the routes you build on your Industry board with the different route tiles:

Paths



Rail Tracks



Roads



Canals



BRIDGES

You build bridges on your industry board across the routes. Each bridge adjacent to two structures connect them.

Bridges



THALERS

You pay the building costs for the structures and the costs for the "at anytime" actions with thalers.



PRESTIGE TRACK

You gain prestige during the game by activating the effects of your structures and during the final scoring.

Use the prestige track on the action board to mark this prestige.



COMPONENT LIMITS

If in some extremely rare cases the supply for a type of route tile depletes, please improvise by using other tiles. The same applies for bridges, thalers, and activation tokens.

4 SET UP

A Place the action board on the table. Choose a deck of structure cards you want to play with. For your first game use Deck "A". Shuffle the green, brown, and blue structures from your chosen deck separately and place the following structures in face down card stacks on the matching spaces of the action board. In doing so, you cover some actions of these three action spaces. These options will be uncovered later during the game.

- **Solo game:** 6 green, 5 brown, and 7 blue structures
- **2 players:** 9 green, 7 brown, and 8 blue structures

B Place the remaining structures in the game box, you do not need them for the current game.

C Draw 4 green structures from the face down card stack on the action board and place them face up in a row next to the action board.

- **Solo game:** sort the structures by their structure numbers from low to high.

D Place all thalers next to the action board.

E The action board has 7 action spaces. Place 1 thaler on each of the four upper action spaces.

F Place all route tiles of the four different types as supplies next to the action board: paths, roads, rail tracks, and canals. Place the bridges in a supply next to the routes.

G Place all activation tokens as supplies next to the action board.

H Both of you take a material wheel.

- **Solo game:** Place the boards for the second player in the game box.

I Place your material wheel as depicted and turn it likewise, so that your wood icon and your steel icon are below the two "0"s.

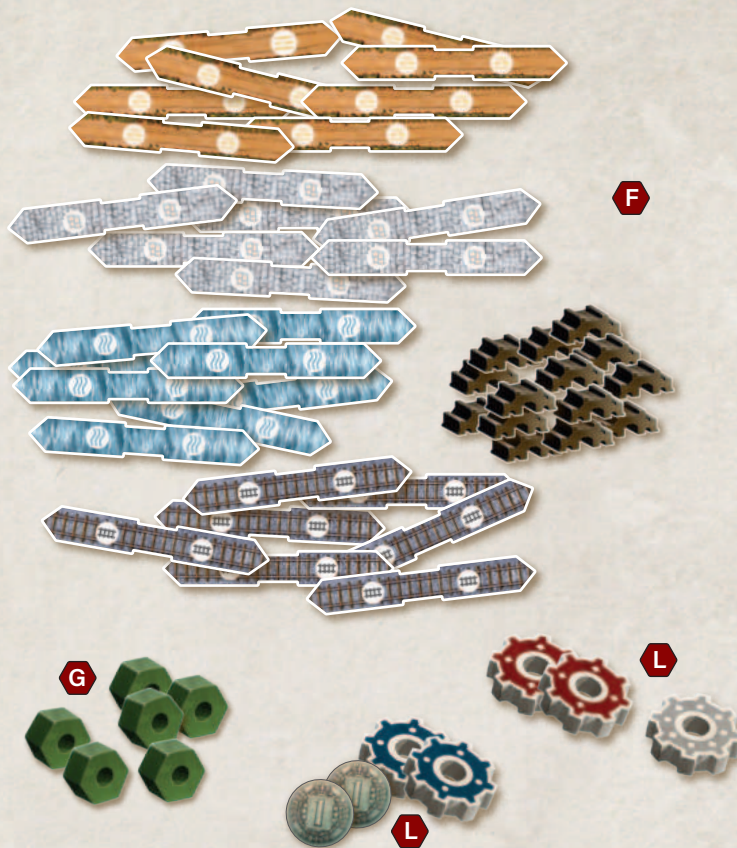
J Both of you take a set of 5 material tokens (clay, coal, wood, steel and stone). Place them on the spaces of your material wheel showing the matching symbols. Thus, you start the game with the following materials: 2 clay, 1 coal and 1 stone. Your supplies of wood and steel are both 0 at the start of the game.

K Both of you take an industry board. For the first games, place it with the side showing the imprinted routes face up in front of you. You start the game with the imprinted 2 paths, 1 rail track, and 1 canal, and initially do not have any roads or bridges on your industrial area.

Variable set up: After a few games you can face a new challenge by using the blank side of the industry boards. Take 2 paths, 1 rail track and 1 canal from the supplies and place them on the free route spaces of your choice **at the edge of the industry board, or on the spaces pointing from the edge towards the industry board.**



SETUP FOR 2 PLAYERS



L Choose your color.

• **Solo game:** Place the gray neutral disc as a blocking disc on the upper left action space of the action board and place the thaler from this space back in the supply. Take the 4 action discs (blue and red). Choose one of the prestige tokens and place it on the prestige track.

• **2 players:** Choose a starting player. That player places the gray neutral disc in front of themselves. The other player takes 2 thalers. Then, each player takes the 2 action discs (blue or red).

M Place the 2 prestige tokens on the "0" space of the prestige track.

**YOU ARE NOW READY
TO BUILD YOUR INDUSTRIAL
AREAS IN KANAKAL!**

5 GENERAL CONCEPTS

In this section we explain the important concepts of *Kanal*.

THE MATERIAL WHEEL

You track your material supply with help of the wheel and the material tokens.

When you gain or pay materials, move the matching material tokens on the material wheel, so that the rim of the wheel shows the correct amount. Sometimes you can also turn the material wheel to change the supply of all materials simultaneously. *You produce the two valuable materials from the three basic materials.* Turning the material wheel is a central mechanism in *Kanal*.

BEFORE STARTING YOUR FIRST GAME, TRY THE FOLLOWING:

- I. Move the wood token counter-clockwise by two spaces **A**, so that you now have 2 wood, 2 clay, and 1 coal in the bigger area, and 1 stone and 0 steel in the smaller area.
- II. Turn the material wheel in the direction of the small arrow **B**, thus counter-clockwise, for one position. As you can see, turning the wheel reduced the amount of wood, clay, and coal each by 1, while the amount of steel and stone each increased by 1. Thus, you produced 1 steel and 1 stone for 1 each of wood, clay, and coal. Before starting the game, please return your material tokens and the material wheel to their initial positions.



STRUCTURE CARDS

The structure cards, always referred to as **structures**, follow this layout:

A The building costs indicated in materials and thalers. Coal is never part of the building costs.

B The prestige you will earn from this building at the end of the game.

C The name of the structure and its unique identifier consisting of a letter (A, B, C, D, E, F) denoting the deck, followed by numbers ranging from 01 to 54.

D The icons shown in the gear refer to the number and type of built elements (structures, routes or bridges) required to benefit from the gains below it.

E The bottom half of the card outlines the effect(s) of the structure, which can be activated up to two times during the game.



ACTIVATING STRUCTURES

Once constructed, a structure may be activated up to two times per game either by:

A Building the fourth route adjacent to the structure (or raising a structure on a space already surrounded by four routes).

B Building a second bridge adjacent to that structure and linking it to another.



The structures activate only the first time you do **A** or **B**, regardless of which is completed first. To help you track the activations, remove 1 activation token after each activation.

Please take note that the effects are mostly dependent on the routes and bridges adjacent to the structures, but not only.

6 SEQUENCE OF PLAY

The following game rules are for 2 players and mostly for the solo game, too. There are a few changes for the solo game which you can find at the end of this rules booklet.

You play several rounds in Kanal. In each round, first you conduct an action phase.

After the action phase, both of you can turn your material wheel once **for free**, and you conduct some preparations for the next round.

When you place the **last blue structure** face-up beside the board, that signals the final round.

At the end of the last round, the final scoring takes place and the player with the most prestige wins the game.

THE ACTION PHASE

During the action phase, players alternately choose action spaces. The first player takes 3 actions **A**, while the other player takes 2. **B**.

The first player places 1 of their action discs on an action space of their choice on the action board and takes the corresponding actions. Then, the other player chooses an **unused** action space of their choice and takes the actions on that space. Both players continue to alternate in the same way to choose the third and fourth action spaces of the round. Finally, the first player uses the neutral action disc to choose the fifth and last action of the round.

Often, there are 1 or more thalers on the action spaces. Each time you choose an action space, take all thalers on that space and place them next to your material wheel.

You **must** choose an unused action space during your turn, but then you may decide which actions on that space you take. You can pass on some or all of the available actions on your chosen action space.

NOTE: On each round, the first player will always be the one with the gray action disc.

EXAMPLE: Marion is the first player, she starts the action phase with the gray neutral action disc in front of her **A** and places 1 red action disc on the action space "4 wood". Then, she takes that action. Next, Angelika **B** places a blue action disc on an empty action space. She chooses "Construct 1 structure and build 1 path/1 road" **C**. She takes the thaler **D** and takes these actions.



THE 7 ACTION SPACES

The action spaces offer three types of actions: raising structures, building routes and bridges, and gaining materials.

YOU CAN CHOOSE BETWEEN THE FOLLOWING OPTIONS:



Construct 1 structure and build 1 path or road.



Construct 1 structure.



OR: Build 1 bridge AND 1 structure (only possible when the green structure deck is depleted).



Build up to a total of 3 paths and roads (you can build both route types, but only paths or roads).



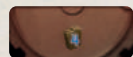
OR: Build 1 path, 1 road, and 1 bridge (only possible when the brown structure deck is depleted).



Build up to 2 routes of any type, either the same type or different types.



OR: Construct 1 structure (only possible when the blue structure deck is depleted).

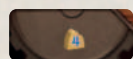


Gain 4 wood.



Gain 3 wood, 3 clay, or 3 coal.

OR:
Build 1 bridge.



Gain 4 clay.



IMPORTANT: If an action space offers several actions, you can perform them in any order and choose to pass on doing any specific action. You must finish an action before you can start with the next action of the chosen action space. There are three actions that are only available after the corresponding card stack has been depleted and the action symbols are visible (see page 12).

PAYING THE BUILDING COSTS

All structures and routes that you can construct or build in *Kanal* have building costs. You must pay the full building cost at once. You can buy missing materials with "at anytime" actions (see page 9).

If you activate the effect of a structure that allows you to place a route or bridge **for free** you can ignore the building costs.

You pay building costs by moving the matching material tokens accordingly on your supply board. If you must pay thalers, place them in the supply next to the action board.

You can pay with thalers that you just gained from the chosen action space.

CONSTRUCT 1 STRUCTURE

To construct a structure, choose one of the face up structures beside the action board and pay all building costs as shown on the structure.

Keep the following details in mind:

- You can construct a structure on any empty structure space of your choice on your industry board. There are no restrictions. Only when you want to activate the effect of the structure are you required to fulfill the listed conditions.
- If building costs are shown with a slash /, you pay either the left or the right costs (you cannot "merge" these costs).
- You cannot remove or build over an existing structure
- When you construct a structure, place 2 activation tokens on it. Remove 1 token after each activation of the structure. Once all tokens have been removed, the structure cannot be activated further (see page 6 and 10).

IMPORTANT: Even just after raising it, you **must** immediately activate the effects of a structure if you meet the conditions for doing so (see page 6 and 10), regardless of whether you take a benefit from it or not.

NOTE: If you have constructed structures on all 12 squares of your Industry board, and you choose the "Construct 1 Structure" action, you must instead discard the top building from the current stack into the game box.

EXAMPLE: Angelika constructs the Canal Shack and pays 2 wood (Angelika chooses the Canal Shack and pays 2 wood. She moves the wood token down 2 spaces on her material wheel **A**, takes the Canal Shack, and places it on an empty space of her industry board **B**. She places 2 activation tokens on the Canal Shack to indicate its activation status **C**. Angelika could have paid 2 clay instead of the wood.



BUILD 1 ROUTE OR 1 BRIDGE

To build a route or a bridge, pay the appropriate building costs with materials or thalers. Then, take the matching tile or a bridge from the supply, and place it on your industry board.

Keep the following details in mind:

- You place paths, roads, rail tracks, and canals on the route spaces between the structure spaces or on the edges of the industry board.
- You can place the routes so that different route types intersect. Additionally, route tiles of the same type can branch out.
- When you build a route or a bridge, you may immediately activate the effect of a structure if you meet the conditions for doing so (see page 7 and 10).
- **Build 1 path:** Pay the building cost of 1 clay. Take a path tile from the supply and place it on any empty route space of your choice.

IMPORTANT: Built paths are the only route type that you can overbuild with the other route types.

• **Build 1 road:** Pay the building cost of 1 stone. Take a matching road tile from the supply and place it on any one empty route space or overbuild a path of your choice.

• **Build 1 rail:** Pay the building costs of 1 steel and 1 wood. Take a matching rail track tile from the supply. You can only place the rail track if you can place it on an empty route space adjacent to another rail track or overbuild a path adjacent to another rail track. Thus, all rail tracks form a single connected network.

- **Build 1 canal:** Pay the building costs of 3 thalers. Take a matching canal tile from the supply. You can only place the canal if you can place it on an empty route space adjacent to another canal or overbuild a path adjacent to another canal. Thus, all canals form a single connected network. After building a canal you gain 2 clay.
- **Build 1 bridge:** Pay the building cost of 1 wood. Take a bridge from the supply. *Bridges are not routes.* Instead, build a bridge across an existing route to connect two adjacent existing structures. Thus, you cannot build a bridge on the edges of the industry board. You can build at most 1 bridge across each route.

NOTE: If an action space allows you to build several routes and bridges, you must finish each single build (and possibly activate the effect of a structure) before starting the next build.

EXAMPLE: Marion cannot build a second bridge across the path **A**. She also cannot build a bridge across the rail track **B**, as she first needs to construct a structure adjacent to the Transshipment Port. She also cannot connect the Tram Shelter with the Traffic Junction **C**, as she first needs to build a route between these structures. She also cannot build a bridge to the border of the Industry board **D**.



GAIN MATERIALS

When you gain materials, move the matching material tokens accordingly on your material wheel.

Keep the following details in mind:

- You can only possess the quantity of materials indicated by your material wheel: a maximum of 8 wood, clay and coal, as well as 6 steel and stone. If you gain more materials, you lose the extra materials. You can transform basic materials into valuable materials using the "at any time" actions described below.

"AT ANYTIME" ACTIONS

There are two "At anytime" actions.

Anytime actions can be performed at any time, even between actions when resolving a multiple actions on the action board, or activating a structure. Some structures will have multiple effects, and each of these can be interrupted by anytime actions as well.

BUY BASIC MATERIALS

You can do the following at any time and as often as you like (even several times in a row):

You may buy 1 wood, clay, or coal by spending an amount of thalers equal to the the amount of the resource you currently have +1.

You may do this action multiple times, but you always buy only 1 resource at a time.

Steel and stone are valuable materials. You cannot buy them directly via this action. You can only produce them (see below), or alternatively gain them by activating effects of the structures.

EXAMPLE: Even without having any clay, Angelika can construct the Boatman Shed **A** which costs 2 clay. She buys a total of 2 clay for 3 thalers **B** (1 thaler for the first clay, 2 thalers for the second clay). Then, she can pay the building costs for the Boatman Shed.

When Angelika later activates the effect of the Boatman Shed **C**, because of the 2 adjacent canals she can use the trading effect of the Boatman Shed two times. As each trade is considered to be a separate action, Angelika could buy a required coal before each of the trades (In this case, this is less important, as Angelika can use thalers for each trade).



PRODUCE ADDITIONAL VALUABLE MATERIALS

You can pay 2 thalers at any time and as often as you like (even several times in a row) to turn your material wheel counterclockwise, in the direction of the small arrow one position.

IMPORTANT: You can only do this when all three wood, clay, and coal tokens are at least on space 1. Remember that you can turn your material wheel once for free at the end of each action phase.

EXAMPLE: In order for Marion to produce valuable goods during her turn, she must pay 3 thalers.

- I. First, Marion buys 1 wood for 1 thaler **A**.
- II. Then she turns her material wheel one position for 2 thalers **B**.



Each time you must pay costs, you must pay the complete costs at once. You cannot interrupt the payment with "at anytime" actions.

However, if you gain different material types, you can take some of them, then use "at anytime" actions, and afterwards, gain the remaining ones.

- While gaining materials of a single type, "at anytime" actions are forbidden.
- Between gaining different material types, "at anytime" actions are allowed.

NOTE: If you already have the maximum amount of 6 stone or 6 steel, you cannot gain more of these valuable materials. In such cases it is rarely worthwhile to use this "at anytime" action only to produce the other valuable material.



EXAMPLE: Marion builds the fourth route, a rail track, at the Arsenal with 1 canal and 2 paths. She currently has 6 coal (thus, she only has space for another 2 coal) and 0 thalers. By activating the

effect on the left of the Arsenal **A**, she can pay for producing additional valuable materials. By doing this she gets some space on her supply board and can gain all 3 coal via the right effect **B** of the Arsenal.

Assume that Marion has built 3 rails and 1 canal around the Arsenal and that she has 0 coal and 0 thaler. If she activates the Arsenal's effects, she gains 9 coal which she can't store entirely on her material wheel (she can only store a maximum of 8 coal). Unfortunately, Marion can't first take 3 coal, then pay to make her wheel spin and produce valuable materials, and then take the remaining 6 coal.

ACTIVATING STRUCTURES

All structures offer effects that give you advantages during the game. You may use these effects **immediately** when you activate structures in two different ways:

- As soon as the structure is surrounded by 4 routes:** This happens when you build the fourth route next to the structure, or when you construct the structure on a structure space that is already surrounded by 4 routes. You do not activate a structure again when you overbuild a path with one of the other route types.
- As soon as 2 bridges connect the structure with two other adjacent structures:** This happens when you build the second bridge at the structure. You do not activate a structure again when you build a third or fourth bridge at the same structure.

You can activate a structure first by building 4 routes, and later by building 2 bridges, or vice versa. The order does not matter.

ACTIVATION TOKENS

It is important to track how many times structures have been activated (or for some effects, to know how many activations are left). The activation tokens are used to keep track; depending on the number of activation tokens left on a structure, you immediately know how many times a structure has been activated:

- If a structure has 2 tokens, it is considered to be **not activated**.
- If a structure has 1 token, it is considered to have been **activated once**.
- If a structure has 0 token, it is considered to have been **activated twice**.

DOUBLE ACTIVATION

If you activate the effects of two adjacent buildings by building a 4th route or a 2nd bridge between them, you will activate the effects of both buildings one after the other in the order of your choice. First, choose one of the structures and use its effects, then proceed to the other. Remove 1 activation token from each structure.



REMOVING BRIDGES OR ROUTES

Some effects allow you to remove bridges. If a structure loses its second adjacent bridge, place an activation token on it to indicate it can be reactivated later.

IMPORTANT: Lay the bridge on its side to show it will be removed at the end of your turn. It remains built until all structures are activated, then remove it.

When removing a route, you may choose any route that is not under a bridge. If this causes a structure to lose its four-route adjacency, place an activation token on it. That structure may be activated again when a fourth route is placed adjacent to it.

ICONS IN GEARS

The icons presents in the gear refer to the number and type of built elements (structures, routes or bridges) required to benefit from the gains below it. Some effects require exact amounts (1 road, 2 bridges...). Others require a minimum quantity of an item (2+), or a maximum quantity (1-).



EXAMPLE: The gains depend on the number of canals adjacent to that structure **A**. The indication in the gear **B** reminds you that if you do not have at least 1 canal adjacent to it, you will gain nothing from this activation.

EFFECTS OF ACTIVATIONS

- Many structures offer multiple effects, separated by a vertical line; you can use them all after activation. Unless otherwise stated, you may choose how many of them you want to use and which order to do them in or whether to do them at all.
- Other effects are separated by a larger vertical line; you must choose to use one effect **OR** the other, or none of them.
- The effects show symbols and texts in three colors:
 - **Black:** requirements needed to benefit from the following gains.
 - **Red:** costs you have to pay to benefit from the following gains.
 - **Blue:** If you fulfill the requirements and pay possible cost you benefit from these gains.
- The position of routes, bridges, etc. is important for the effects. Without an additional symbol, they must be adjacent to the structure. Multi-directional arrows means an element anywhere on your Industry board.



EXAMPLE: When Angelika activates the Loading Depot, she gains 2 clay for each adjacent canal to the Loading Depot **A**. Additionally, she gains 1 thaler for each rail track anywhere on her industry board **B**.

- Many effects have variable requirements and gains, depending on the number of channels, routes you have or materials you spend.



EXAMPLE: When Marion activates the Boat Shed, her benefits depend on the number of canals directly adjacent to that structure **A**. With 3 canals adjacent to that structure Marion gains 2 steel and 4 wood **B**.

- With certain effects you may build routes and bridges. If by doing so, you activate additional structures, finish using the effects of one structure before using the effects of any remaining activated structures one after another in the order of your choice.
- You can find all details for all effects of the structures in the separate glossaries.

PREPARE THE NEXT ROUND

After 5 actions (3 for the first player, and 2 for the second), you finish the action phase. Prepare the next round by following these steps (you also do this at the end of the last round of the game).

NOTE: During the **solo game**, you prepare the next round differently, as explained on page 13.

1. REFILL STRUCTURES

Draw structures from the leftmost card stack (Green structures in the first round) and place them face up below the action board, so that there are again a total of 4 structures.

- If you draw the last green structure, draw from the brown deck until you have 5 available structures (1 additional structure). You will now refill to 5 structures each round. When you deplete the brown deck, draw from the blue deck until you have 6 available structures (again 1 additional) You will now refill to 6 structures for the rest of the game.
- If you draw the last blue structure, the next round will be your last round (see end of the game on p. 13)

IMPORTANT: Once a deck is empty, an alternative action is revealed. Choosing this action lets you pick the top or bottom option. When the blue deck is empty, the next round becomes the game's final round, so the alternative action can only be taken once.

EXAMPLE: Angelika and Marion must draw 2 green structures, but there is only 1 green structure left in the card stack **A**. Thus, they also draw 2 brown structures, and place them face up next to the green structures **B**.

From now on they can use the alternative actions "Construct 1 structure" **OR** "Construct 1 structure and build 1 bridge" **C**. Additionally they will draw up to 5 structures until the blue structures are drawn.



NOTE: When preparing the last round, if there are not enough blue structures left in the stack, you can only choose from available structures even if it is fewer than 6.

2. TURN THE MATERIAL WHEEL

If a player's wood, clay, and coal tokens are on space 1 or higher, they may turn their material wheel (for free) exactly 1 position in the direction of the small arrow. You can pass on turning your material wheel.

Keep the following details in mind:

- You can never have more than 6 stone/steel, and no more than 8 wood/clay/coal.
- If the stone or steel token is on space 6 of your material wheel and you want to turn it, you can: let the wheel push this token so that you still have 6 of it after you have turned it.
- If your wood/clay/coal tokens are on space 0, you can use the "at anytime" actions to buy these materials.
- Even at the end of the last round, you can turn the wheel one time for free.

EXAMPLE: Marion's wood and clay tokens are both on space 0, so she cannot turn her material wheel. However, she uses the "at anytime" action, buying 1 wood for 1 thaler and 1 clay for 1 thaler. Now she can turn her material wheel for free.

3. DISTRIBUTE NEW THALERS

Add 1 thaler to each of the 4 upper action spaces of the action board (whether they were chosen during the action phase or not), and then add 1 thaler to each of the bottom action spaces that were not chosen during the action phase. You can have more than 1 thaler on a space.

EXAMPLE: After the current action phase three action discs are on the action spaces on top of the action board, and two are on the action spaces at the bottom. Angelika and Marion place 1 thaler on all four action spaces on top of the board and on the action space "4 wood".



4. HAND OVER THE ACTION DISCS

Collect all action discs from the action board. The current starting player hands over the neutral action disc, as you always alternate being the starting player. You are now ready to start the next round.

7 END OF THE GAME

The round following the one in which you have depleted the blue structures deck is the final round.

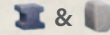
During this round, you can also use the revealed option of the fourth action space.

At the end of the last round, you can again use "at anytime" actions and turn the material wheel one more time for free. Then, finish the game with the final scoring.

FINAL SCORING



Use your prestige token on the prestige track to add up your prestige. You can flip your prestige marker over to the 100 side if your prestige marker passes 100.

-  **Structures:** Add up the prestige of all your constructed structures.
-  **Thalers:** Add up your remaining thalers. Each thaler counts as 1 prestige.
-  **Steel and stone:** Add up all stone and steel on your supply board. Each of these materials counts as 1 prestige.
-  **Smallest amount of wood, clay, or coal:** Only count the smallest amount of wood, clay, or coal on your supply board. Each of these materials counts as 1 prestige.
-  **Roads, rails, and canals (not paths):** Add up the roads, rails, and canals on your industry board. Each of these routes counts as 1 prestige. You do not gain prestige for paths.
-  **Empty route spaces:** Add up the empty (thus not built on) route spaces on your industry board. Subtract 1 prestige for each of these empty spaces. You do not subtract prestige for empty structure spaces.

You win **Kanal**, if you have the most prestige. In case of a tie, check the following tiebreakers, beginning at the top and working down :

- > Fewer empty route spaces
- > Fewer empty structure spaces
- > More steel and stone
- > More wood, clay, and coal.

8 SOLO GAME

All present rules are valid with the following changes and additions.

SEQUENCE OF PLAY

During each round, you take 4 actions with the blue and red action discs.

IMPORTANT: You do not use the gray neutral action disc for your actions. For the solo, it is used as the blocking disc. You can not choose the action space containing the gray blocking disc.

PREPARE THE NEXT ROUND

1. REFILL STRUCTURES

You must always draw 2 structures from the current card stack and place them face up below the action board. **Always sort the structures by their structure numbers from low to high.**

If you have not built more than 1 structure during the turn, place 1 or 2 of the face-up structures with the lowest number(s) back in the box:

- if you have built 1 structure, remove 1
- if you have built 0 structures, remove 2.

You can then draw new structures:

At the end of the first round, the card stack with green structures depletes. Additionally draw 1 brown structure and place it face up below the action board as a fifth structure. From now on, there are always 5 face up structures below the action board at the end of this step.

At the end of the third round, the card stack with brown structures depletes. Additionally draw 1 blue structure and place it face up below the action board as a sixth structure. From now on, there are always 6 face up structures below the action board at the end of this step. At the end of the sixth round, the card stack with blue structures depletes. You then play a seventh round, before finishing the game with the final scoring.

2. TURN THE MATERIAL WHEEL

As explained above, you can turn your material wheel **exactly 1 position for free** in the direction of the small arrow, or pass on turning the wheel.

3. DISTRIBUTE NEW THALERS AND MOVE THE BLOCKING DISC

Place 1 thaler on each of the 4 action spaces on top of the action board, even if there are already thalers there. Place 1 thaler on each of the 3 action spaces at the bottom if neither your action discs nor the blocking disc are on these spaces (meaning they were not chosen this round).

Take back all action discs (The 2 red and the 2 blue) and place them in front of you. Move the blocking disc

to the next action space of the action board. If there are thalers on that space, place the thalers back in the supply next to the action board.

At the end of rounds 1 to 3, move the blocking disc from left to right on the four action spaces at the top of the action board, then at the end of rounds 4 to 6 from left to right on the three action spaces at the bottom.

EXAMPLE: At the end of the round, always move the blocking disc to the next action space.



END OF THE GAME AND FINAL SCORING

The solo game ends after the seventh round.

After you took your four actions and performed any "at anytime" actions of your choice, finish the game with the final scoring. Remember to turn the material wheel one more time for free.

Depending on your total prestige, you achieved the following:

Less than 80 prestige:	Industry building isn't for you.
80 to 99 prestige:	Try interning for awhile.
100 to 119 prestige:	Keep studying! You're almost there!
120 to 129 prestige:	You are victorious!
130 to 139 prestige:	Great! Your industrial area is worthy of an award.
140 to 149 prestige:	Superior achievement!
150+ prestige:	Do you know more than we do? Unbelievable!

SOLO CAMPAIGN

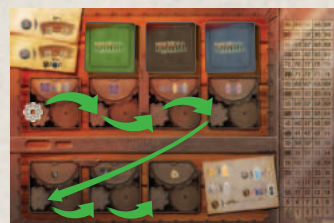
If you want to have a bigger challenge, you can try this campaign.

After choosing a deck of structures, play 3 games in a row. At the start of each game, you take new structures from all three types, so you use almost all structures of the deck during the campaign.

BLUE STRUCTURES: As there are only 18 structures for each game stage, but you need 21 blue structures for the campaign, at the end of the first two games you must set aside the remaining face up blue structures below the action board. At the start of the third game, shuffle the blue structures set aside. Draw 3 of them and shuffle it together with the remaining 4 blue structures to form the blue card stack for your third game.

MOVE THE BLOCKING DISC:

- I. During the first game, at the end of each round you first move the blocking disc from left to right on the spaces at the top of the action board, then from left to right on the action spaces at the bottom.



- II. During the second game, move the disc from left to right by alternating between the top and bottom row.



- III. During the third game, start the game by placing the blocking disc on the top right action, and then first move it from right to left on the spaces at the top of the action board, then from right to left on the action spaces at the bottom.



WINNING THE SOLO CAMPAIGN: Depending on your total prestige collected in all three games, you achieved the following:

Less than 350 prestige:	There is still room for improvement.
350 to 369 prestige:	You are victorious!
370+ prestige:	This is a great performance!



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9 } CONOGRAPHY

BUILDABLE ELEMENTS

Routes:



Any route



Rail



Path



Road



Canal



Bridge



Structure

MISCELLANEOUS



Anywhere on your Industry board

*+ : * elements or more of the type shown

*- : * elements or less of the type shown

≠ : Different elements of the type shown

* : For each item shown

/ : The element on left or right

CORRESPONDENCE

1 2 3 4 ... : Quantity to have

1 2 3 4 ... : Quantity to pay

1 2 3 4 ... : Quantity to gain



Earn what the arrow points to by following the values

RESOURCES



thaler



prestige



wood



clay



coal



stone



steel



Get the benefits from left **AND** right



Get the benefits from left **OR** right



Not activated



1st activation



2nd activation