

Claude Sirois

<sup>The</sup>  
**Smoky Valley**



**RULE BOOKLET**



# Claude Sirois

## The Smoky Valley

### THE GRIFFINTOWN SERIES #2

A game by Claude Sirois for 2-4 players

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## 01 INTRODUCTION

Investors! Welcome to Griffintown, the most dynamic industrial city in North America!

With the recent opening of the Lachine Canal to bypass the rapids of the St. Lawrence River, Griffintown (located in Montréal's backyard), also called the Smoky Valley because of its numerous factories, has become a key location to invest money for developing new industries, producing and transforming goods and shipping them abroad!

It is the best place to take advantage of the loads of raw goods such as wood, coal, iron, or grain, which transit through the canal each day to produce flour, beer, steam machines, and even ships! Industrialists can count on the canal to provide water power to supply their industries. In addition to the canal, important railways are converging to Griffintown such as the Grand Trunk Railway, increasing the dynamism of the city and its role as a hub for freight transport.

We're looking for audacious investors like you, ready to engage yourselves to stimulate the economic and industrial development of the city, as well as the utilization of new technologies such as steam machines.

Do you have what it takes to be remembered as the greatest builder of *The Smoky Valley*?

## 02 OVERVIEW

In *The Smoky Valley*, you are an investor enabling the industrial and economic development of Griffintown during the 19th Century. Your goal is to gain the most prestige for participating in the development of the city so it becomes the most prosperous

place in North America.

During the game, you will build industries, produce and process goods and sell those goods locally or export them to foreign markets. You will also be solicited to participate in the widening and modernization of the Lachine Canal, which has just been opened.

Besides these activities for the good of Griffintown and your own wealth, you will also have to stimulate the development of the city to boost economic activities, provide public services and increase the quality of life of citizens. If your actions are well received by the citizens and your popularity raises faster than your opponents, you may even become the mayor of the city. This office will offer you the chance to influence the city's development for the best of your interests, as well as your citizens', of course!

## 03 GAME COMPONENTS

Your copy of *The Smoky Valley* contains the following components:

- 1 game board
- 4 company boards (1 each in 4 player colors)
- 4 navigation boards (1 each in 4 player colors)
- 20 district tiles (5 each in 4 player colors)
- 2 industry development boards
- 27 industry tiles
- 1 service tokens board
- 15 service tokens
- 1 canal tiles board
- 28 canal tiles
- 1 city development board
- 3 mayor priority tokens
- 42 city cards
- 2 mayor cards
- 15 neutral ship tokens (9 schooners, 6 canallers)
- 12 player ship tokens (3 schooners/canallers in 4 player colors)
- 1 foreign markets board
- 11 foreign trade tokens
- 1 game sequence marker
- 8 money markers (2 each in 4 player colors)
- 4 navigation boat markers (1 each in 4 player colors)
- 12 canal development markers (4 sets with 3 markers printed with B, G, W)
- 88 goods markers (22 each in 4 player colors)

- 48 trader markers (12 each in 4 player colors)
- 88 discs (22 each in 4 player colors)
- 8 play aids (English and German)
- 2 rule booklets (English and German)

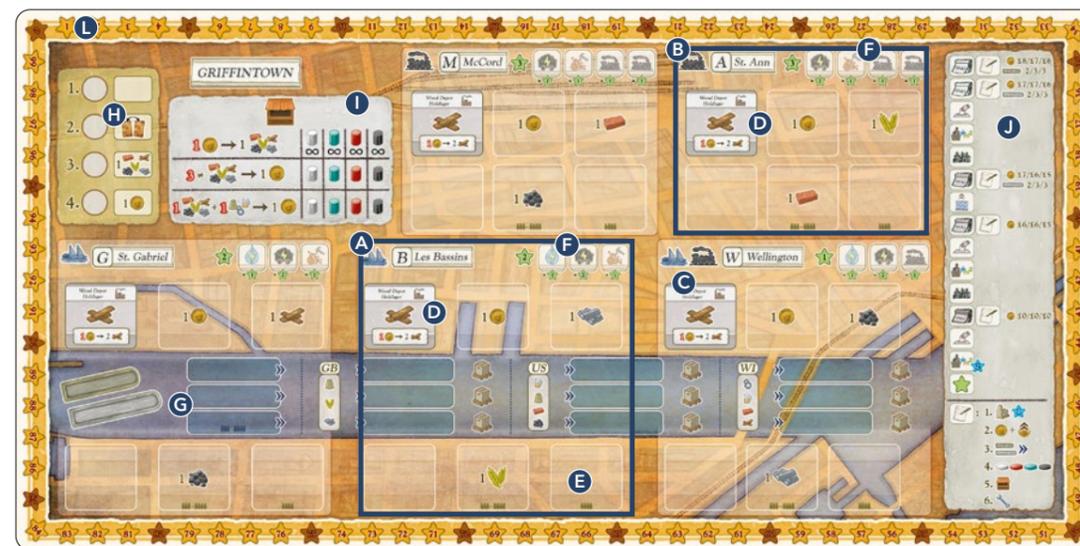
## THE GAME BOARD

The main part of the game board shows Griffintown separated into five districts: three of them are along the Lachine Canal, as shown by the ship icon **A**, and two of them have rail transport, as shown by the train **B** (Wellington is adjacent to both the canal and the rail transport **C**). Each district offers a pre-printed *Wood Depot* **D** and up to five spaces for industry tiles (for the three districts adjacent to the canal, they are on both sides of the canal).

Use the marked spaces only for 3 and/or 4 players **E**. Each district also shows different numbers of spaces for service tokens **F**. The Lachine Canal at the bottom offers a separate area of the city, where ships wait in different destination sections to be boarded by traders and loaded with goods **G**.

In the top left of the board are the order of play box **H** and the local market **I** where you may trade goods for money and vice versa. On the right side is the game sequence box **J**, where you keep track of the different phases of the game using the game sequence marker **K**, and where you find a reminder of the steps of the administration phases, that follow each of the five development phases.

Running around the edge of the game board is the prestige track **L**.

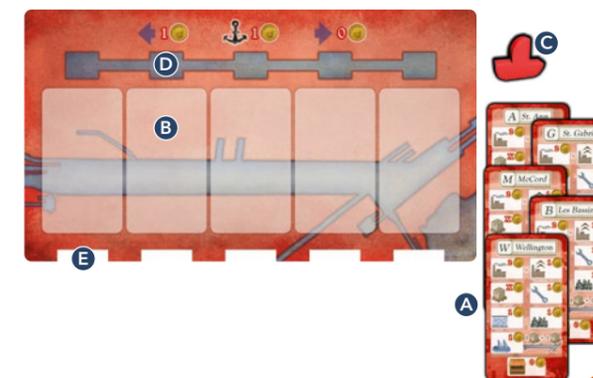


## THE PLAYER COMPONENTS

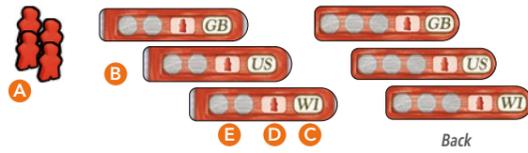
On your company board, use the money markers **A** to keep track of your available cash **B** and the income **C** you gain during each administration phase, use the three canal development markers (B, G, and W) **D** to track the progress of your development of the canal in the three districts at the canal **E**, use the goods markers **F** for your supply of basic goods **G** and processed goods **H**, and some of your discs **I** for your progress on building industries **J**.

Your goods markers and discs are not limited by the number of wooden tokens. In rare cases, if necessary, use other available parts as stand-ins.

Place your five district tiles **A** on the five spaces of your navigation board **B**. Each district tile shows the available actions for that district. Use the navigation boat **C** on the navigation track to show the current district where you take your actions **D**. Below the navigation board are cut outs for canal tiles that you gain when developing the Lachine Canal **E**.

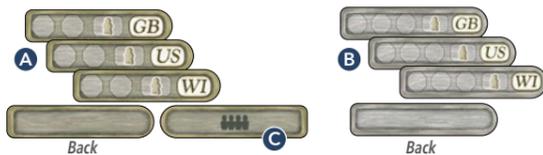


Your 12 traders **A** and 3 double-sided ship tokens (schooner/canaller) **B** are limited. Your ship tokens show their destination at the bows (GB, US, or WI) **C**, a trader space in your color **D**, and neutral goods spaces **E**.



## THE NEUTRAL SHIP TOKENS

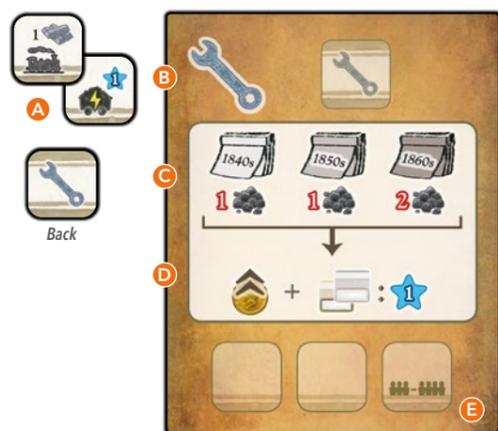
Besides your personal ship tokens, there are also neutral ships arriving in Griffintown during the game. There are 9 small schooners **A** and 6 bigger canallers **B** showing their destinations at their bows (GB, US, or WI), neutral trader and goods spaces. Use the "GB" schooner marked on the back only for 4 players **C**.



## THE SERVICE TOKENS AND THE SERVICE TOKENS BOARD

You may develop different services in the five districts, represented by service tokens **A**. Their effects either help you when building/upgrading industries, or when producing goods in the districts.

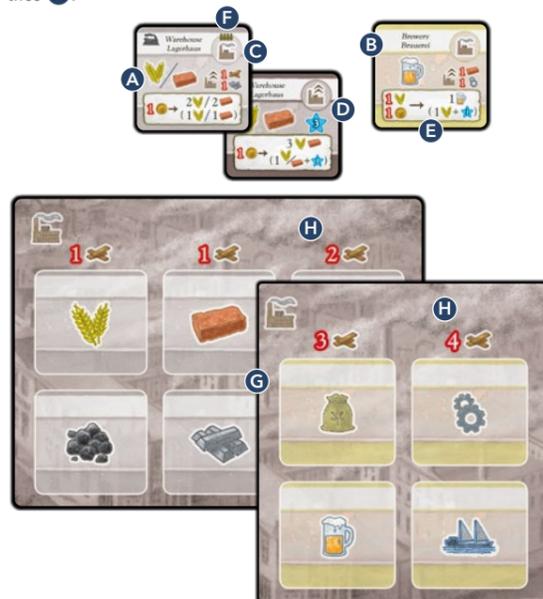
Store these tokens on the service tokens board **B** that also shows the costs to develop them in the different decades during the game **C**, and reminds you of the bonuses you gain for developing each service **D**. Use the third service token space marked on the bottom only for 3 and 4 players **E**.



## THE INDUSTRY TILES AND THE INDUSTRY DEVELOPMENT BOARDS

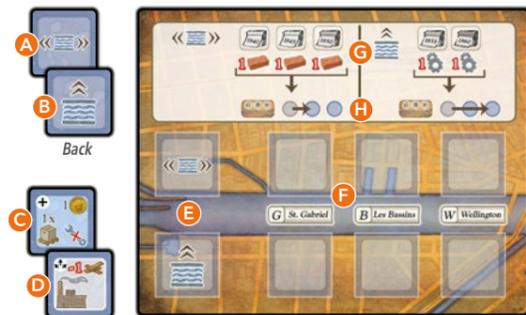
You may build up to 11 different types of industries that produce different types of basic goods **A**, processed goods **B**, and ships. Each industry tile has a basic side **C** and an upgraded side **D**, showing the costs you need to pay for the production, and the production you gain **E**. You can use any built industries, but if you produce goods at an opponent's industry, they will gain a production bonus, as shown in brackets. Use the industry tiles marked on the top right only for 4 players **F**.

With the exception of the *Wood Depots* that you build during set up, store all available industry tiles on the industry development boards **G**. The boards also show the building costs for all these tiles **H**.



## THE CANAL TILES AND THE CANAL TILES BOARD

The canal tiles show 2 different backs for the widening era **A** and modernization era **B**. On their front, these tiles offer either canal actions **C** or changing effects **D** as explained in detail in the glossary.



Store the stacks on the appropriate left spaces of the canal tiles board **E**. On the right, the board shows 3 separate sections for the districts where you can develop the canal and take the canal tiles **F**: St. Gabriel, Les Bassins, and Wellington. At the top the board shows the costs to develop the canal tiles in the different decades **G**, and reminds you of the bonus you gain for developing the canal **H**.

## THE FOREIGN TRADE TOKENS AND THE FOREIGN MARKETS BOARD

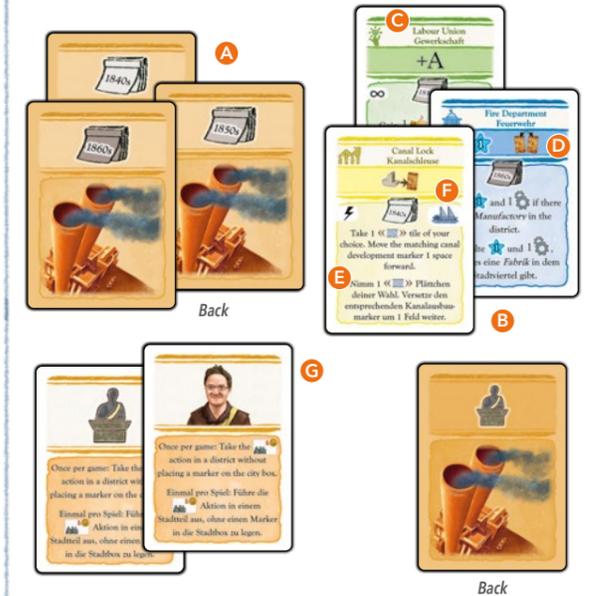
Use the foreign trade tokens **A** to show which types of goods you can load on the ships in the destination sections of the Lachine Canal.

The foreign markets board **B** shows the three foreign markets: Great Britain (GB), the United States of America (US), and the West Indies (WI). The bottom box is the export agency **C**, where you place the traders arriving at their destinations. When they arrive, each trader gains a bonus. The first trader in each export agency also gains 2 prestige. The center section of each foreign market shows the types of goods you can deliver **D**. The bottom row shows the basic goods that are always worth 1 prestige, while the top row shows the processed goods. The value of the processed goods depends on your trade level **E**, increased for certain processed goods by an additional 1 or 2 prestige **F**.



when buying the card **D**. The box on the bottom half shows immediate and permanent effects that you can take at the appropriate time **E**, and symbols to remind you of the decade and limitations for the districts where you can buy these city cards **F**.

The game contains 2 mayor cards showing different portraits **G**. Besides the generic mayor card, the card for "Smoox" is a big thank you from Claude for his help to develop the game. When playing the game, you only need one of these cards. When you are elected to be the mayor of Griffintown, take that card as reminder of a special action you may take once during the game.



The city development board contains several boxes. In the top left box, after each election the new mayor uses the priority tokens **A** to choose the priorities for scoring the city cards **B**. In the city box to the right, you mark the districts where you buy city cards **C**. In the center box, keep track of your popularity and gain bonuses when reaching certain popularity values **D**. In the bottom box, there are always 3 city cards on offer **E**, and it shows the costs to acquire the city cards in the different decades of the game.

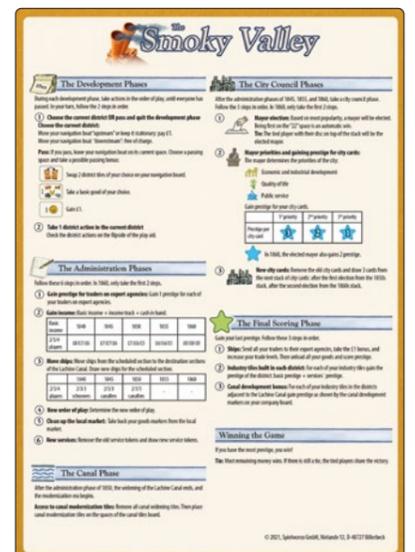
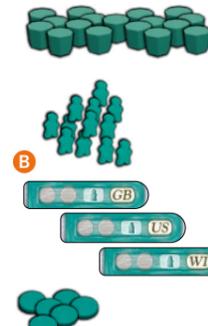
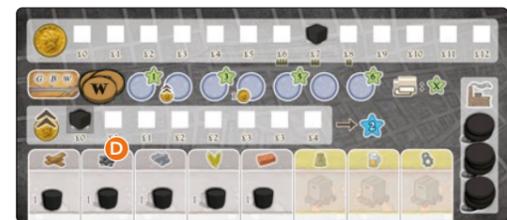
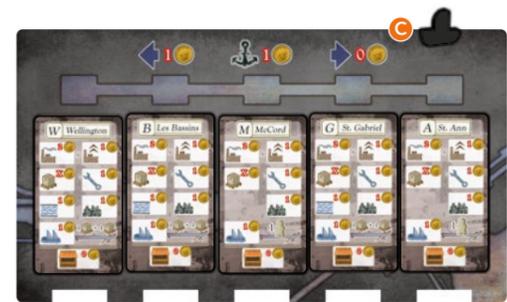
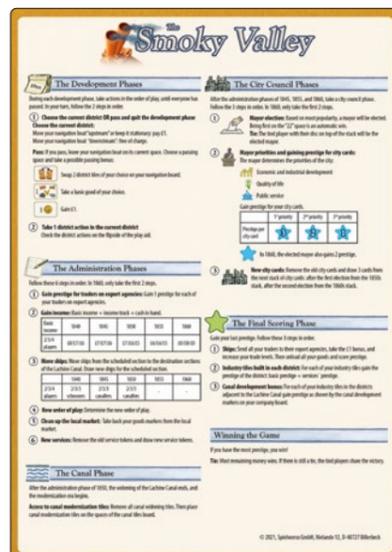
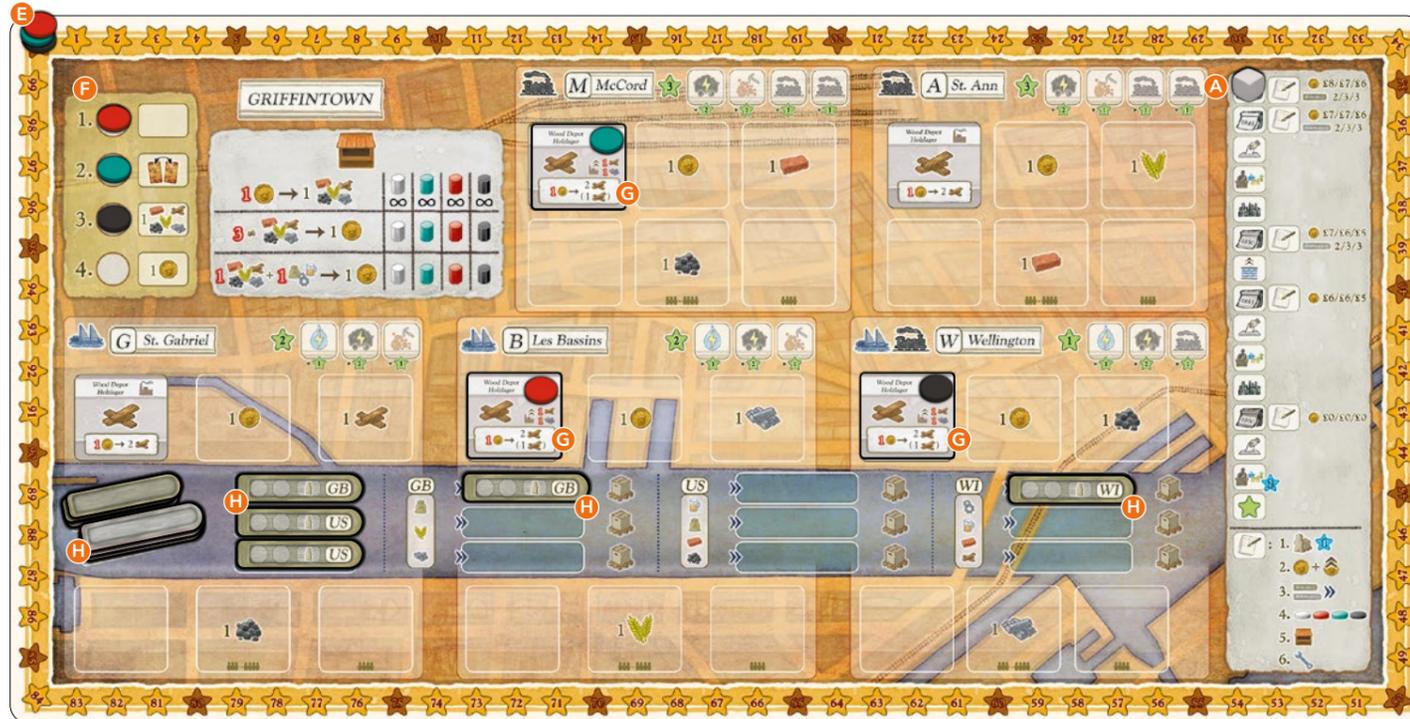
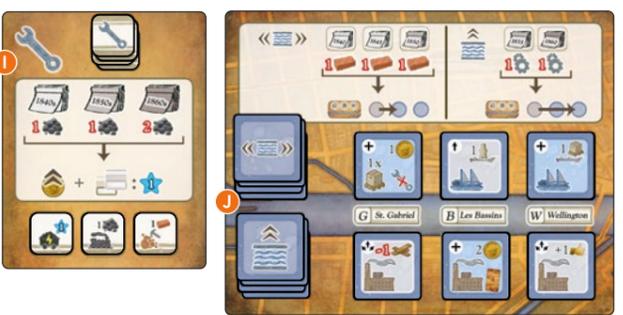
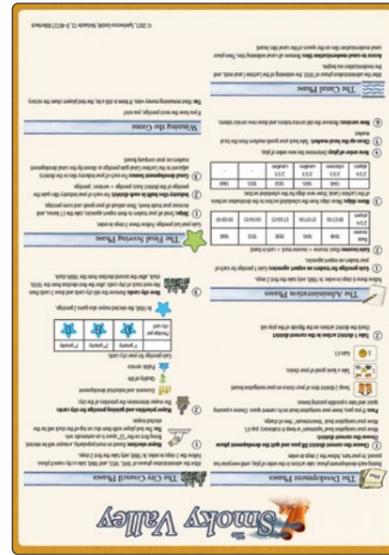
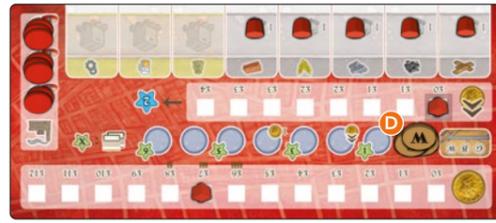
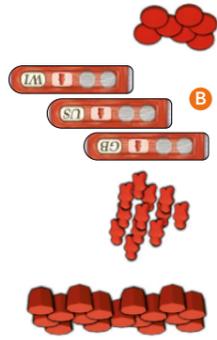


## THE CITY CARDS, MAYOR CARDS AND PRIORITY TOKENS, AND THE CITY DEVELOPMENT BOARD

The city cards show 3 different backs corresponding to the decades when you can buy them **A**. On their front, these cards offer different actions and effects **B** as explained in detail in the glossary.

On the front of the cards, the upper box shows the name of the card and the color/symbol of its category **C**: public service, quality of life, or economic and industrial development. The small box below shows instant actions that you perform

# SET UP FOR 3 PLAYERS



## 04 SET UP

- A** Place the game board on the table. Place the game sequence marker on the "1840" space of the game sequence track.
- B** Each player takes the following game components in their chosen color: 1 navigation board, 1 company board, 5 district tiles, 3 ship tokens (double-sided with schooner/canaller), 2 money markers, 1 navigation boat marker, 22 goods markers, 12 trader markers, and 22 discs. They also take a set of 3 canal development markers (B, G, and W), 1 *Wood Depot* industry tile, and a play aid.
- Return any remaining player components, sets of canal development markers, *Wood Depot* industry tiles, and play aids to the game box.
- C** Each player prepares their navigation board as follows: shuffle your 5 district tiles and place them randomly face up on the district spaces. Place your navigation boat above the navigation track. You will choose the starting space of your navigation boat at the start of your first turn.
- D** Each player prepares their company board as follows: place 1 money marker on the following space of the cash track: For **4 players** on the "£6" space; for **3 players** on the "£7" space; and for 2 players on the "£8" space. Place the other money marker on the "£0" space of the income track. Place the 3 canal development markers on the left gray space of the canal development track. Place 1 goods marker each on the wood, coal, iron, grain, and brick resource spaces. Place a number of discs as marked on the 3 spaces of the industry track: 2 discs on the first, and 3 discs each on the second and third spaces. Place the remaining discs, traders, the 3 double-sided ship tokens, and the remaining goods markers as your personal supply next to your company board.
- E** Each player places 1 of their discs on the "0" space of the prestige track.
- F** Randomly choose a first player. Starting with the first player and then in clockwise order, place 1 disc one after another of each player as turn order markers on the turn order track.
- G** In reverse player order, from last to first player, choose a district and place your *Wood Depot* tile with the basic symbol  face up on the preprinted wood depot space. Mark the ownership of that *Wood Depot* by placing one of the remaining discs from your supply (not from your company board) on the industry symbol. Each player must choose a different district; the preprinted *Wood Depot(s)* not chosen remain neutral and can be used during the game.
- H** Separate the neutral ship tokens into schooners and canallers. Place the "GB" schooner marked on the back for 4 players to the side. Shuffle the other 8 schooners and the 6 canallers separately. Place them face down in separate stacks on the appropriate spaces on the left of the Lachine Canal.
- For 4 players:** Draw 2 schooners and place them together with the 4-player "GB" schooner face up in the top row of their corresponding destination sections on the board; use the top two rows (or all three rows) if two (or three) ships are placed in the same section. Draw an additional 3 schooners and place them face up on the 3 spaces of the scheduled ships section.

**For 3 players:** Remove the 4-player "GB" schooner from the game and return it to the game box. Draw 2 schooners and place them face up in the top row of their corresponding destination sections on the board; use the two top rows if both ships are placed in the same section. Draw an additional 3 schooners and place them face up on the 3 spaces of the scheduled ships section.

**For 2 players:** Take 2 schooners and 2 canallers from the top of the stacks, remove them together with the 4-player "GB" schooner from the game and return all of them to the game box. Draw 2 schooners and place them face up in the top row of their corresponding destination sections on the board; use the two top rows if both ships are placed in the same section. Draw an additional 2 schooners and place them face up on the top two spaces of the scheduled ships section.

**I** Prepare the service tokens board. Shuffle all service tokens and place them face down in one stack on the top of the board. Draw 3 service tokens and place them face up on the appropriate spaces at the bottom of the board.

**For 2 players:** Randomly remove 5 service tokens from the game and return them to the game box. Draw only 2 service tokens.

**J** Prepare the canal tiles board. Shuffle the canal widening tiles and the canal modernization tiles separately and place them face down in two stacks on the marked spaces on the left side of the board. Draw the first 6 widening canal tiles and place them randomly face up on the 6 canal spaces, two for each of the three districts along the canal.

**K** Prepare the foreign markets board. Place the 11 foreign trade tokens on their appropriate spaces in each foreign market. Each player places 1 disc each on the leftmost spaces of all 3 trade level tracks of the foreign markets.

**L** Prepare both industry development boards. Place all supply industry tiles and processing industry tiles on their appropriate spaces, as indicated on the industrial boards.

**For 2 and 3 players:** remove all tiles marked for 4 players from the game and return them to the game box.

**M** Prepare the city development board. Place the 3 mayor priority tokens face up on the bottom left space of the priorities box. Separate the city cards into the decades 1840s, 1850s, and 1860s, to form 3 stacks. Shuffle each stack and place them face down below the board. Draw 3 cards from the 1840s stack and place them face up on the 3 spaces of the city cards box at the bottom of the board. Each player places 1 disc on the "0" space of the popularity track. Finally, choose one of the mayor cards, place it face up beside the city development board, and return the unused mayor card to the game box. The city box remains empty for now.

You are now ready to start *The Smoky Valley*!



## 05 MAIN GAME CONCEPTS

Here are the key concepts of *The Smoky Valley* before we go into details explaining all the rules.

### CASH IN HAND VS. INCOME

On your company board, you keep track of your available cash in hand and your income.



The cash you have in hand determines the number of actions you can take in the development phases. You may spend cash in hand when choosing the district where you want to take your actions, and you will spend cash in hand for taking these actions. Every time you spend cash in hand, adjust the position of the money marker on the cash track by the amount spent.



You only gain income in the administration phases. When you raise your income, adjust the position of the money marker on the income track by the amount earned.

### PRESTIGE WILL WIN YOU THE GAME

You win *The Smoky Valley* by having the most prestige. Track prestige on the prestige track surrounding Griffintown.



You gain most of the prestige during the game (represented by blue stars):

- For upgrading your industries
- For developing services
- For owning certain basic and upgraded industries, where opponents produce goods
- For increasing your income above £4
- For building your 8th industry
- For acquiring certain city cards
- For goods your opponents load on your ships
- For unloading your goods at foreign markets
- For sending the first trader to a foreign market
- For increasing your popularity to certain values
- During the administration phase for your traders in export agencies
- During the city council phase for your city cards



You also gain prestige during the final scoring phase (represented by green stars):

- For unloading your goods on all remaining ships on the destination spaces of the canal at their appropriate foreign markets
- For your built industries in each district, increased by developed services
- For your participation in the Lachine Canal development

### POPULARITY WILL WIN YOU MAYOR ELECTIONS

Your popularity in *The Smoky Valley* is important to win the mayor elections. Only then you can set the priorities for the development of Griffintown.



You gain popularity during the game for improving the conditions of Griffintown and its people:

- For building industries
- For producing goods in industries of your opponents
- For developing services
- For developing the Lachine Canal
- For acquiring city cards, and for certain effects
- For trading goods at the local market

Track your popularity on the popularity track of the city development board. When you reach or pass certain spaces, you gain an immediate bonus:



Gain £1



Take 1 basic good of your choice



Take 1 flour or 1 beer



Gain 2 prestige



Take 1 machine



If you are the first to reach the "22" space, gain 3 prestige. During the city council phase you

automatically win the election. Your opponents cannot move to this space of the track.

### THE SHIPS ON THE LACHINE CANAL

Besides developing Griffintown, you may use ships to export goods and send traders to foreign markets.



There are two types of ships: small schooners, which transport up to 2 goods and 1 trader, and bigger canallers, which can transport up to 3 goods and 1 trader. Each ship shows one of the three foreign markets as its destination, and these foreign markets demand different types of goods. You can only load goods of one type on a ship, as shown by the foreign trade tokens you place next to the ships.

Each ship is either neutral or owned by a player. You can load goods on any ship, but you can only board a trader on neutral or your own ships.

A ship stays in its destination section of the canal until it is fully loaded with goods, pushed out of the canal by a newly arriving ship, or during the final scoring phase. When one of these situations happens, unload the ship at its foreign market.

After a *Shipyards* is built in Griffintown or when you acquire a certain city card, you may build ships. You may build a maximum of 3 ships during the game, one going to each foreign market. Your ship tokens are double-sided, with a schooner on one side and a canaller on the other.

## 06 SEQUENCE OF PLAY

The *Smoky Valley* is played through a succession of phases, as shown by the game sequence track:

-  The core of the game are the 5 **development phases** during which you take actions.
-  After each development phase you perform **administration phases** to clean up or update certain areas of the different game boards.
-  Three times during the game you perform **city council phases**, consisting of the election of the most popular player as mayor of Griffintown and their decisions regarding the city's priorities.
-  During the **canal phase** the widening of the canal ends and you start the modernization era.
-  The game ends with the final **scoring phase**.

## THE DEVELOPMENT PHASES

During each of the five development phases, take turns in the order of play, until everybody has passed. If you pass, you cannot take any further actions in the current development phase. Your opponents may continue to take actions, until they have passed, too.

### Step 1: Choose the current district OR pass and quit the development phase

To take care of your business to develop Griffintown and increase your personal wealth, you must choose in which district you want to act. This decision is often affected by your cash in hand and your available goods. After spending most or all of your cash in hand, it is time to pass. Let the others take some more turns while you take a break from all the hard work.

**Choose the current district:** At the start of your very first turn of the game in 1840, place your navigation boat free of charge on a space above a district of your choice on your navigation board. The navigation boat always marks your current district, where you take your district action. Continue with step 2 by taking your first district action.

In all of your following turns, you have 3 options to choose the current district, before continuing with step 2:

- Move your navigation boat "upstream" (to the left) above a district tile of your choice and pay £1.

- Keep your navigation boat stationary above the current district tile and pay £1.
- Move your navigation boat "downstream" (to the right) above a district tile of your choice for £0.

You can only take a turn if you have enough cash to pay the costs for the navigation boat movement, if any, and to pay for the district action in step 2.

If you begin your turn with £0, you may take a free action to raise enough cash in hand by trading goods at the local market to take another turn. We explain these free actions further below.

If you do not have enough cash in hand to take a turn, you must pass and quit the current development phase. You may also pass if you want to save the available cash for the next development phase.

**Pass:** When you pass, leave your navigation boat on its current space and move your turn order marker from the current position in the order of play to the passing track on the right. Place your marker on an available empty space of your choice. The chosen space determines your position in the order of play for the next development phase. If you choose one of these three spaces, immediately take the following bonus:

-  Swap 2 district tiles on your navigation board. Do not move your ship; it stays on the current space of the navigation track.
-  Take 1 basic good of your choice. Place 1 of your goods markers on the matching space of your company board.
-  Gain £1. Move your marker on your cash track 1 space to the right.

**Note:** You may only spend this cash in hand during the next development phase, as you have just passed in the current one!

Once you have passed, you cannot take another action during the current development phase. If you still have cash in hand keep it on your cash track, so you may spend it during the next development phase.

**Example:** At the start of her turn, Nicole is in McCord **A**. For £1, she can move her navigation boat on the navigation track upstream to either Les Bassins or Wellington **B** or keep her boat stationary at McCord **C**. For £0, she can move her boat downstream to St. Gabriel or St. Ann **D**.

If Nicole were to pass, she would leave her navigation boat on its current space on the navigation track at McCord, and move her turn order marker to an empty space of her choice on the passing track, taking a passing bonus, if any.



### Step 2: Take 1 district action in the current district

After choosing the current district, take care of your business. There are several things you may do, so a good plan may help to increase your prestige and popularity in Griffintown.

Take 1 district action in your current district as shown by your navigation boat. The three districts St. Gabriel, Les Bassins, and Wellington are adjacent to the Lachine Canal and offer 7 different district actions. The other two districts, McCord and St. Ann, only offer 6 different district actions.

District actions usually cost £1 or £2; only when producing goods you may have to spend more cash in hand.

Independent of and in addition to the available district actions, you can take free actions at the local market in Griffintown at any time during your turn. You can take two of the three free actions only once in each development phase, while you can take the third option any number of times during the game.

Usually, each of your turns is fairly straightforward, as you take the district actions, and only sometimes add a free action. This will change to slightly more complex options after you add canal tiles to your navigation board and when you acquire city cards. With canal tiles you either gain access to canal actions or have more flexibility when using so-called changing effects to alter your actions. When you acquire city cards, you can take city actions and gain access to immediate or permanent effects.

Thus, at maximum, and besides any free actions at the local market, you can take up to three actions in your turn: Your mandatory regular district action, plus 1 canal action, plus 1 city action. In addition, you may alter these actions with canal tiles offering changing effects. We will cover all special cases in the appropriate chapters of the rulebook.

Once you have finished all your actions your turn ends, and the next player in the order of play takes their turn.

### DISTRICT ACTION: BUILD AN INDUSTRY

Building a new industry allows you and your opponents to produce goods, while it also increases your popularity by providing new jobs in Griffintown. At the end of the game, all the industries you have built will increase your prestige.

To build 1 industry tile in your current district, follow these steps:

- Pay £2.
- Take an available industry tile from an industry development board of your choice. Multiple copies of the same industry can be built per district and per player. Some tiles have requirements restricting where they can be built:
  -  District along the canal required
  -  District with rail transport required
- Spend the matching building costs (as shown on the industry development boards):
  -  **Supply industry:** 1 or 2 wood.
  -  **Processing industry:** 3 or 4 wood.
- Choose an empty space in your current district. Gain the bonus shown in the space you chose, if there is one:

-  Gain £1
-    Gain 1 wood/coal/iron/grain/brick.
-  Gain 3 prestige

Then place the industry tile with the basic side face-up on that space.

**Note:** With 4 players, all 5 empty building spaces of each district can be used to build an industry. With 2 or 3 players, as indicated on the board, only 3 or 4 spaces are available.

- Take 1 of your discs from the topmost stack on your industry track and place it on the industry tile to mark your ownership. If you take the last disc of a stack and reveal a printed symbol, gain a bonus:

-  Increase your income on your income track
-  Gain 3 prestige

**Note:** When building more than 8 industries, take additional discs from your supply to mark your ownership.

- Gain the bonuses for developed service tokens in the current district:

-  **Coal Power:** gain 1 prestige.
-  **Water Power:** immediately produce once in your newly built industry without paying cash. Follow all rules for this token as explained in the chapter for the the *Produce Goods* district action on page 12.
-  Gain 1 popularity for building an industry.

**Example:** Marion is in St. Gabriel and builds a Coal Depot, paying £2 and 1 wood **A**. She chooses the empty space with



the £1 bonus in the district, which she marks on the cash track of her company board **B**. Marion places the tile on the space **C** and marks her ownership with a disc from the industry track of her company board **D**. Marion also gains 1 popularity **E**, which she marks on the popularity track of the city development board.

Despite having enough wood to pay the costs, she cannot build a Warehouse in St. Gabriel, as that industry requires a district with rail transport, which St. Gabriel does not offer **F**.

### DISTRICT ACTION: UPGRADE AN INDUSTRY

Upgrading an existing industry will increase its production for you and your opponents. It also increases your prestige but not your popularity, as no new jobs are created and these upgrades only benefit your personal wealth.

To upgrade 1 of your industry tiles in your current district, follow these steps:

- Pay £1.
- Choose 1 of your basic industry tiles and spend the matching upgrade cost:

**Supply industry:** 1 wood and 1 iron.

**Processing industry:** 1 brick and 1 machine.

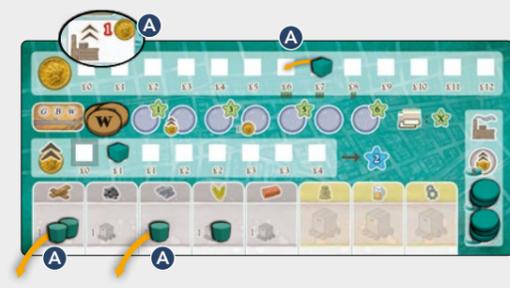
- Flip the industry to its upgraded side and immediately gain the prestige shown on that side. Place your disc back on the upgraded industry tile to show your ownership.
- Gain the bonuses for developed service tokens in the current district:

 **Coal Power:** gain 1 prestige.

 **Water Power:** immediately produce once in your newly upgraded industry without paying cash. Follow all rules for this token as explained in the chapter for the Produce Goods district action to the right.

-  You do not gain popularity for upgrading an industry.

**Example:** Angelika is in McCord and upgrades her Brickyard, paying £1, 1 wood, and 1 iron **A**. She flips the tile to the upgraded side **B** and places her disc back to mark her



ownership **C**. She gains 3 prestige **D**, which she marks on the prestige track. There is a Coal Power service token in McCord **E**, so Angelika gains 1 additional prestige for upgrading her industry **F**. As this upgrade only benefits her own wealth, Angelika does not gain any popularity.

### DISTRICT ACTION: PRODUCE GOODS

Producing goods is necessary, as you need them to develop Griffintown and increase your personal wealth. You spend goods to build more industries, produce processed goods, develop the canal or services, trade locally, and ship them to foreign markets. As the production of goods secures jobs, it may also increase your popularity.

To produce goods in the industries of your current district, follow these steps:

- Pay £1 for each industry where you want to produce goods, as printed in the bottom box of the tile. As long as you pay the costs, you can produce in any number of neutral Wood Depots, your own industries, and your opponents' industries, in any order, but you cannot produce twice in the same industry during the same action.

When producing processed goods, you must also spend the basic resources required to produce. You can use a basic good that you just produced in a supply industry to produce in a processing industry afterwards.

- Add the produced goods to your company board by placing the indicated number of goods markers from your supply on the matching goods spaces. When you produce a ship in a Shipyard, follow the rules for the Shipyard in the Glossary on page 22. Check the chapters for *The Ships on the Lachine Canal* on page 9 and the *Board a Trader* or *Ship Goods* district action on page 16 for all rules related to the ships.
- If you produce in an industry owned by an opponent, that opponent gains the bonus indicated in brackets just under the production. If there is a choice between 2 types of goods to produce, the bonus must match the production. You do not gain the bonuses when producing in your own industries.
- Gain the bonuses for developed service tokens in the current district:

 **Cargo Train and Clay Pit:** gain additional goods. Follow all rules for these tiles as explained in the chapter for the Develop a Service district action on page 13.

-  Gain 1 popularity if you produced in 2 or more industries owned by one or more opponents, ignoring neutral Wood Depots.

For a complete list of the industries and their productions please check the Glossary on page 21.

**Example:** Nicole is back again in McCord and produces goods in her Warehouse and in Marion's Flour Mill **A**. First, Nicole pays £1 to produce 2 grain at her Warehouse **B** and places 2 goods markers on the grain space on her company board **C**. Then she pays £1 and spends 1 grain (which she just produced) to produce 2 flour at Marion's Flour Mill **D**. Nicole places 2 goods markers on the flour space **E**. Marion gains the owner's bonus of 1 grain and 1 prestige **F**. There is a wood Cargo Train service token in McCord **G**, so Nicole gains 1 additional wood for her current goods production **H**.

Nicole could have produced 2 bricks instead of 2 grain at her Warehouse. And if she had paid another £1 to produce at either Angelika's Wood Depot or Angelika's Brickyard, she would have gained 1 popularity, too, for producing goods in 2 industries owned by her opponents.



### DISTRICT ACTION: DEVELOP A SERVICE

Developing services in the districts attracts new industries and results in more profitable goods production. When taking care of these services, you increase your income and gain prestige for the industries located in the district, while also raising your popularity. At the end of the game, each service in a district raises the prestige for the built industries.

To develop 1 service token in your current district, follow these steps:

- Pay £1.
- Depending on the development phase, spend the following amount of coal:

**During the 1840s and 1850s:** 1 coal.  
**During the 1860s:** 2 coal.

- Take a service token available on the service tokens board and place it on an empty matching space in your current district. If there is no matching empty space available in that district, you cannot develop this service.
- Move your income marker 1 space forward on your income track and gain 1 prestige for each industry already built in the district including a neutral or built Wood Depot.
- Do not refill the empty space on the service tokens board. Take care of this during the administration phase.
-  Gain 1 popularity for developing the service.

At the end of the game each service increases the prestige value of the district for each industry built in that district. This prestige is indicated by a green star.

All players benefit from the special effects provided by a service in a district. Each service serves exclusively the district where it is developed.

 **Coal Power:** When taking the *Build an Industry* or *Upgrade an Industry* action, gain 1 prestige.

 **Water Power:** When taking the *Build an Industry* or *Upgrade an Industry* action, immediately produce once in your new industry without paying cash. If you produce goods at a processing industry, you must spend the required basic goods. During this free production, you do not gain a bonus for a developed Cargo Train or Clay Pit service.

 **Cargo Train and Clay Pit:** When taking the *Produce Goods* district action, gain a bonus good as indicated on the service token. If there is a Cargo Train, gain 1 wood, 1 coal, 1 iron, or 1 grain. If there is a Clay Pit, gain 1 brick. You may gain the bonus at the start of your production action, so you may use it right away to pay the production costs in a processing industry, or at the end of the production action. You gain only 1 good for each service tile, even if you produce in more than one industry. If you produce in an opponent's industry, that opponent does not gain bonuses from service tokens. You do not gain the bonus when producing goods using a Water Power bonus or a Produce goods once canal tile.



**Example:** Marion stays in St. Gabriel by paying £1 (A) and develops a Clay Pit service token for £1 and 1 coal, as it is the 1840 development phase (B). She increases her income by 1 space on the income track of her company board (C) and gains 2 prestige for the 2 industries that are already built in St. Gabriel (D) (the neutral Wood Depot and Marion's own Coal Depot). From now on, anybody who takes the Produce Goods district action in St. Gabriel will gain 1 additional brick. Finally, Marion gains 1 popularity (E), which she marks on the popularity track of the city development board.



**DISTRICT ACTION: DEVELOP THE LACHINE CANAL**

Developing the canal will give you new tools offering new actions or improving your district actions. As the Lachine Canal guarantees a steady ship traffic for Griffintown, you also gain more popularity, and during the modernization of the canal, also prestige.

You can only develop the Lachine Canal when you are in the following three districts: St. Gabriel, Les Bassins, and Wellington. The development of the canal is split in two distinct eras: The widening of the canal during the years of 1840 to 1850, and the modernization of the canal during the years of 1855 and 1860.

To develop the Lachine Canal in your current district, follow these steps:

- Pay £1.

- Depending on the current era, spend the following resource: **Widening era** in 1840, 1845, and 1850: spend 1 brick. **Modernization era** in 1855 and 1860: spend 1 machine.
- Choose a canal tile from the section on the canal tiles board matching your current district, and place it in a slot of your choice at the bottom of your navigation board. You do not have to choose the slot below your current district where you take this action. You may place the new canal tile in an empty slot or on top of a canal tile you placed earlier in that slot. In the latter case, only the tile on the top will be active.
- Move the canal development marker of the current district on your company board: **Widening era:** 1 space forward. **Modernization era:** 2 spaces forward.
- Draw a new canal tile from the appropriate stack and place it on the empty space of the canal tiles board.
- Gain 1 popularity for developing the Lachine Canal.
- During the modernization era, also gain 3 prestige each time you develop a canal tile.

The canal tiles are connected to the spaces of the navigation board atop the district tiles, not to the district tiles themselves. Each canal tile either offers a canal action (blue background with +) or a changing effect (grey background with ↑ or ↓).

You may use a new canal tile immediately in the same turn you gain it, if applicable. During your turn, you may only use 1 canal tile offering a canal action. Additionally, you can use any number of canal tiles offering a changing effect, but each only once per turn. For a complete list of the canal tiles please see the Glossary on page 22.

**Canal action:** To take a canal action, you can only use the tile below the current space of your navigation boat. You can take this canal action in addition to your district action.

**Changing effect:** A changing effect alters a district action or canal action. To use such an effect, you must take the action altered by this effect. Moreover, that tile must be below the current space of your navigation boat if it shows an arrow pointing up, or directly adjacent to left or right of the current space of your navigation boat if that canal tile has arrows also pointing to the left and right, instead of only up. If you place such a tile below the leftmost (rightmost) space of your navigation board, the arrow pointing to the left (right) does not point to the space on the other end of the track.

**Example:** Angelika moves to Wellington to develop the Lachine Canal during the widening era (A). She pays £1 and spends 1



brick to take the Ship 1 good canal action (B). She moves her Wellington canal development marker 1 space forward on her company board (C), and chooses to place the canal tile in the slot below her navigation boat (D). Angelika draws a new canal tile and places it on the empty space (E). Then she gains 1 popularity (F), which she marks on the popularity track of the city development board.

Angelika could have placed the tile in any slot of her navigation board, but she wants to take the canal action immediately. Thus, as her canal action of the turn, Angelika loads 1 goods marker on a ship. How she does that, you will learn later.



**Example:** In the meantime, Angelika developed the Lachine Canal again and placed the Pay reduced building costs canal tile below the adjacent navigation boat space. When she returns to Wellington, first Angelika takes the canal action below her navigation boat and loads 1 goods marker on a ship (A). Then, she takes the Build an Industry district action (B). Thanks to the changing effect of the canal tile adjacent to the right of her current space, she spends less wood to build the industry (C).



If Angelika were at St. Ann, she could only use the canal tile offering the changing effect below her navigation boat, as she can only use a canal action if it is directly below her navigation boat.

**DISTRICT ACTION: ACQUIRE A CITY CARD**

Spending part of your wealth is a worthwhile contribution to the community of Griffintown in terms of public services, quality of life, and economic and industrial development. With those contributions, you earn popularity and gain access to different effects and extra actions.

To acquire a city card in your current district, follow these steps:

- To acquire a city card, you must have 1 or more industries in the current district (which may include your Wood Depot).
- Pay £1.
- Depending on the development phase, spend the following resources: **During the 1840s:** spend 1 grain. **During the 1850s and 1860s:** spend 1 flour.
- Take 1 city card available on the city board and place it next to your boards. You may buy certain city cards only in certain districts:
  - District along the canal required
  - District with rail transport required
- When you acquire a city card, place a disc from your supply on the district space of the city box to indicate that you invested in the community of that district. During the whole game, you may only acquire 1 city card per district: thus you cannot have more than 5 city cards. All players may place 1 disc in each district box, so everybody can have 1 city card in each district, provided they have built at least an industry in each of them.
- Draw a new city card from the draw stack of the current era and place it on the empty space of the city board.
- Gain 1 popularity for acquiring a city card.

**Note:** When you are the elected mayor (check the chapter *The City Council Phases: Mayor Election* on page 19), once during the whole game you may use the special mayor bonus: When taking the *Acquire a City Card* district action you may acquire a city card without placing a disc in the matching district box. When you do this, you still must have one or more industries in the current district. Thus, as mayor you may acquire 2 city cards in a district, once without and once by placing a disc in the city box, allowing you to have a total of six city cards during the whole game.

City cards offer a mix of different instant actions and effects that you either use immediately when buying the cards or permanently from the moment you buy them until the end of the game. For a complete list of the city cards please check the Glossary on page 24.

**+A** Some city cards allow you to take 1 city action. If you take a city action, you may take 1 of the available district actions of your choice at your current district. Follow all rules for that district action.

**Note:** As mayor you follow your own rules and may use that city action to purchase a second city card in the same district (without placing a marker on the city box) that offers another city action. This is the only possible way to take 4 actions in a single turn: Your regular district action, plus 1 canal action, plus 1 city action, plus 1 "mayor" city action. Of course, you may also alter these actions with available changing effects and take the free actions at the local market. Nobody should say, that a mayor is not busy taking care of their town... and their own interests.

City cards come in three categories:



After each of the three mayor elections, the current mayor ranks these categories. Afterward, all players will gain prestige for their city cards (check the chapter *The City Council Phases* on page 19).

**Example:** Nicole moves to St. Gabriel, where she has a Wharf (A), and acquires a city card (B). She pays £1 and spends 1 grain for the 1840s Canal Lock city card (C), that requires a district along the canal. She places that card next to her company board (D) and places a disc from her supply on the St. Gabriel space of the city box (E). This is a reminder that she cannot buy another city card for this district (unless she becomes mayor). Nicole takes the actions and effects of the city card, draws and places



a new city card on the empty space of the city board (F), and gains 1 popularity, which she marks on the popularity track of the city development board (G). The Canal Lock allows Nicole to move her navigation boat to a district of her choice. This may result in a tricky situation regarding canal tiles; we explain the details in the glossary.



**DISTRICT ACTION: BOARD A TRADER OR SHIP GOODS**

In Griffintown, ships frequently arrive at the canal, offering to load your goods to be shipped to foreign markets. You can also send traders to raise prices for your goods. Both options will increase your prestige but not your popularity, as they only benefit your personal wealth and not the people of Griffintown.

**Board a Trader:** You can only board a trader when you are in the following two districts: McCord and St. Ann, showing the matching boarding symbols next to the action symbol on their district tiles.

To board a trader in your current district, follow these steps:

- Pay £1.
- Take a trader from your supply and place it on an available trader space on a neutral ship of your choice. You can never place a trader on an opponent's ship, as these ships are always placed on the canal with a trader of the owner on board.

**Note:** You can only place a total of 12 traders on ships. If your supply is empty, you cannot take this action anymore!

- You do not gain any popularity for boarding a trader.



**Example:** Nicole moves to McCord to board a trader (A). She pays £1 (B) and places a trader from her supply on the empty space of the "GB" schooner (C).



**Ship Goods:** You can only ship goods when you are in the following three districts: St. Gabriel, Les Bassins, and Wellington, showing the matching loading symbols next to the action symbol on their district tiles.

To ship goods in your current district, follow these steps:

- Pay £1.
- Take up to 2 goods markers from your company board and place 1 each on 2 different ships. For each goods marker, choose a ship in a destination section of one of the three foreign markets. You can always load goods on a neutral ship, on your ships, and on ships of your opponents. Several players may load goods on the same ship.
- Each time you load a goods marker on an opponent's ship, that opponent gains 1 prestige.
- If the ship is still empty, place 1 of your goods markers that is in demand in the foreign market on an empty goods space of the ship. Take the matching foreign trade token from the foreign market board and place it to the right of the ship as a reminder of the single type of goods which anybody may load on that ship. If a ship is already partly loaded with goods markers, check the foreign trade token showing you the type of good you may load. Place 1 of your matching goods markers on an empty goods space of the ship.
- You do not gain any popularity for shipping goods.

**Example:** Marion moves to Wellington and ships goods (A). She pays £1 (B) and loads 1 grain on the "GB" schooner (C), and 1 beer on the "US" schooner (D). Since she loads the first goods marker on the "GB" schooner, she places the grain foreign trade token from the GB foreign market to the right of the schooner (E). The "GB" schooner still has an empty goods space, so it remains in its destination section on the Lachine Canal. The "US" schooner is filled, so we explain the unloading of ships next.

Marion could not place 2 grain on the "GB" schooner, as this district action only allows to load 1 good each on 2 different ships.



**Unload ships at the foreign markets:** After placing up to 2 goods markers on the ships check if they are fully loaded with goods, not taking the trader into account. If this is the case, you must immediately unload a ship at its foreign market. If you fully loaded more than one ship in the same action, you may choose the order of unloading them.

**Note:** Also unload a ship if it is pushed out of the canal by the arrival of neutral ships during an administration phase, by a player's ship during a development phase, or during the final scoring phase.

To unload a ship at its appropriate foreign market, follow these steps:

- If there is a trader on board, place the trader on the export agency space. The owner of the first trader arriving at each of the three export agencies immediately gains a bonus of 2 prestige.
- For each of your traders arriving at an export agency, move your trade level marker 1 space forward on the matching track. In addition, immediately choose a trader bonus:

	Either gain £1 or take 1 machine.		Either gain £1 or take 3 wood.		Either gain £1 or take 2 flour.
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- Then each player scores prestige for the goods they placed on the ship:  
For each basic goods marker (shown in the bottom section of the market) gain 1 prestige.  
For each processed goods marker (shown in the upper section of the foreign market) gain prestige equal to your trade level at the appropriate market plus any additional bonus shown on the goods' space.

- Take back your unloaded goods markers and place them in your supply. Return the ship to the game box. Place the foreign trade token back on its space in the foreign market. For the moment, leave the space in the destination section of the canal empty.
- All traders remain in the export agency for the rest of the game. During each administration phase, you will gain 1 prestige for each of your traders in the three export agencies.
- You do not gain any popularity for unloading ships.

**Example:** As Marion placed the second beer on the "US" schooner, she must now unload that schooner at the US foreign market. First, she places her trader in the export agency **A**. Sadly, it is not the first trader arriving in US, so Marion only chooses her trader bonus (either £1 or 3 wood) **B** and raises her trade level by 1 space **C**. Next, Marion unloads the beer markers **D**. She gains 5 prestige (3 prestige for her trade level plus 2 prestige as a bonus for the beer) **E**. Angelika gains 4 prestige (2 prestige for her trade level plus 2 prestige as a bonus for the beer) **F**. Nicole already has a trader at the export agency, but as she does not deliver beer, she does not profit from her better trade level and does not gain any prestige. After Angelika and Marion have taken back their goods markers, Marion removes the schooner from the game and places the beer foreign trade token back on its space **G**.



### FREE ACTION: TRADE AT THE LOCAL MARKET

At the local market in Griffintown you may trade money for goods and vice versa. As you support the local merchants, you also gain some popularity.

To trade at the local market, follow these steps:

- The local market offers free actions that you may take at any moment of your turn in addition to your regular district action. Besides the trading costs you do not pay cash to take them.
- You may take 2 of the 3 free actions only once during each development phase; the first one you may take an unlimited number of times.
- You can choose between the following free actions:

→ **Trade cash in hand for a basic good:** Pay £1 to acquire 1 basic good of your choice. You can choose this action an unlimited number of times.

→ **Trade basic goods for cash in hand:** Once per development phase, spend 3 different basic goods of your choice to gain £1.

+ → **Trade a basic good and a processed good for cash in hand:** Once per development phase, spend 1 basic good and 1 processed good of your choice to gain £1.

- After performing these actions, place a goods marker from your supply on the local market box on the matching space in the column of your color. During the following administration phase, you will remove all these tokens from the box.

**Note:** When you trade cash in hand for a basic good, only place a goods marker when you do it for the first time during a development phase.

- Gain 1 popularity after placing your second marker on the local market box. Gain 1 additional popularity after placing your third marker.

**Example:** Angelika needs more cash in hand to take another Build an Industry action. She trades 3 different basic goods at the local market and gains £1 **A**. Angelika places 1 goods marker on her space of the local Market box to show that she cannot take this free action again during this development phase **B**. As Angelika already traded cash in hand for a basic good earlier during the current development phase **C**, she gains 1 popularity, which she marks on the popularity track of the city development board **D**.



## THE ADMINISTRATION PHASES

After each development phase, conduct a joint administration phase by following several steps in order. During the last administration phase only conduct the first two steps.

- Gain prestige for traders on export agencies:** Gain 1 prestige for each of your traders in all three export agencies of the foreign markets.
- + **Gain income:** Keep the current amount of cash that you did not spend during the development phase and add the following amount to your cash track.
  - An amount of £ as indicated in the following chart. As a reminder, these values are also shown on the game sequence box of the game board.

	1840	1845	1850	1855	1860
2/3/4 players	£8/£7/£6	£7/£7/£6	£7/£6/£5	£6/£6/£5	£0/£0/£0

- An amount of £ equal to the level of your income track.

At any time during the game, you can only have a maximum of £12 in cash. If you gain money in excess of £12, you lose that money.

**3. Move ships:** Move all ships from the scheduled ships section to their corresponding destination section in the canal.

- If there are ships in the destination section, move them 1 space down as each new ship is placed in the top space of the section. If a ship is pushed out of the bottommost space in its destination section, immediately unload it at the foreign market. Follow the rules for *Unload ships at the foreign markets* on page 17.
- Draw new ships as indicated in the following chart and place them in the scheduled ships section. As a reminder, these numbers are also shown on the game sequence box on the game board.

	1840	1845	1850	1855	1860
2/3/4 players	2/3/3 schooners	2/3/3 canallers	2/3/3 canallers	-	-

**Example:** While moving the "GB" schooner from the scheduled ships section to the "GB" destination section of the canal **A**, Angelika pushes down all other ships already in that section **B**. As this pushes the schooner loading grain out of the canal **C**, she must immediately unload the schooner at the "GB" foreign market.



**4. New order of play:** Determine the new order of play by the position of all markers on the passing bonus track. Move the topmost marker to the "1." space, the next marker to the "2." space, etc., so all turn order markers are again on the order of play track.

**5. Clean up the local market:** Take back all your goods markers from the local market and return them to your personal supplies.

**6. New services:** Remove the service tokens still available on the spaces of the service token board and return them to the game box. Draw 3 service tokens and place them face up on the empty spaces of the service token board.

**For 2 players:** Draw only 2 service tokens.

## THE CITY COUNCIL PHASES

After the development phases of 1845, 1855, and 1860, conduct a city council phase. The city council votes for a new mayor. The mayor declares the priorities for the city development, and

everybody gains prestige for their acquired city cards. Follow these three steps in order; in the 1860 phase, take only the first two steps.

**1. Mayor election:** A mayor will be elected by the people of Griffintown based on the popularity achieved by each player.

If you have the highest popularity, you are the elected mayor. Place the mayor card next to your company board as a reminder of your bonus effect enabling you to acquire a 6th city card.

Reaching the "22" space on the popularity track means an automatic win of the election in this phase. If nobody reaches that space, and you are tied with opponents for the highest popularity, the tied player with their disc on top of the stack will be the elected mayor (who reached that space last, having the best finish in the race for most popularity).

Once the election is done, everybody reduces their popularity by 50%, with the result rounded down. Maybe politicians are not that popular. If you fall back on a bonus space, you do not gain that bonus. If you fall below one or more of the bonus spaces, you may gain them again when gaining new popularity in the following development phases (check the chapter *Popularity will win you mayor elections* on page 9).

**Example:** During the two 1840s development phases, Marion gained a total of 13 popularity, Angelika 10, and Nicole 8 **A**. Thus, Marion is elected to be the mayor and places the mayor card next to her company board for the next two development phases **B**. She may use the mayor bonus to acquire a city card in a district without marking that in the city box! After the election is done, the people of Griffintown lose interest, so Marion reduces her popularity to 6 (rounded down), Angelika to 5, and Nicole to 4 **C**. While Angelika does not gain the £1 bonus by falling back on the bonus space, at least Nicole can gain the £1 bonus again the next time she gains at least 1 new popularity.



2.  **Mayor priorities and gaining prestige from city cards:** The first task of the elected mayor is to immediately determine the priorities of the city. To do so, the mayor places the three priority tokens on the mayor's priority track in an order of their choice:



Then everybody gains prestige for their acquired city cards, according to the priorities set by the mayor. All city cards acquired since the beginning of the game are scored.

	1 <sup>st</sup> priority	2 <sup>nd</sup> priority	3 <sup>rd</sup> priority
Prestige per city card	3 prestige	2 prestige	1 prestige

**Note:** If you were mayor and used the mayor bonus to acquire a total of 6 city cards, you score all of them during this step.

After you all gained prestige, place the 3 priority tokens back on their space in the priorities box. The next mayor may have completely different ideas about the city's priorities.

 After the third mayor election in 1860, the elected mayor gains an additional 2 prestige. Because the game will end after this phase, you cannot use the mayor bonus and instead gain a compensation.

**Example:** Marion chooses the following order of priorities **A**: quality of life city cards each give 3 prestige, public service city cards each give 2, and economic and industrial development city cards each only give 1. Then Marion, Angelika, and Nicole gain prestige for their acquired city cards.



3.  **New city cards:** Remove the 3 face up city cards from the city cards box and return them with the matching stack of remaining face down cards to the game box. Draw 3 cards from the next stack of city cards (after the first election from the 1850s stack, and after the second election from the 1860s stack), and place them face up on the 3 spaces of the city cards box.

## THE CANAL PHASE

Once during the game, after the development phase of 1850, the widening of the Lachine Canal is completed. The canal is now wide

enough for larger ships to navigate. But it is already time to think about the future and to start the modernization of the canal.

**Access to canal modernization tiles:** Remove all canal widening tiles from the canal tiles board and return them with the remaining draw stack of canal widening tiles to the game box.

Then draw 6 canal modernization tiles and place them randomly face up on the 6 canal spaces, two for each of the three districts adjacent to the canal. In the remaining development phases, you have access to the canal modernization tiles.

## THE FINAL SCORING PHASE

During this last phase of the game, everybody will gain prestige for the goods they still have on ships in the canal and for the industries they have built in each district. Follow these three steps in order:

**1. Ships:** Unload all remaining ships on the destination spaces of the canal at their appropriate foreign markets.

First, send all traders from the ships to their export agencies. Increase your trade levels of the foreign markets and take £1 as a bonus, as remaining cash breaks ties for victory.

Then, unload all goods on these ships. Gain the matching prestige for each of your goods markers. Follow all rules for *Unload ships at the foreign markets* on page 17.

**2. Industry tiles built in each district:** In each district gain prestige for all your industry tiles you have built (upgraded or not) matching the total value of that district.

 Calculate the total value of a district by adding its basic value (indicated by the large green star next to the name of the district) and the value of each service built in the district, which can be +1 or +2 prestige.

**Example:** During the game, 2 service tokens have been developed in McCord, so the total value of the district is 6 prestige (3 prestige as basic value **A**, plus 2 prestige for the Coal Power service token **B**, plus 1 prestige for the Cargo Train service token **C**). Thus, Angelika gains a total of 12 prestige for her Wood Depot and Brickyard, Marion gains 6 prestige for her Flour Mill, and Nicole gains 6 prestige for her Warehouse.



**3. Canal development bonus:** Finally, your participation in the development of the Lachine Canal is rewarded. For each of the three districts adjacent to the canal, gain a certain number of

prestige based on the level of your canal development marker and the number of industries you have built in that district.

For each industry you have built in each of those three districts, gain the highest number of prestige you reached with the appropriate canal development marker on your canal track.

**Example:** As Marion developed the canal several times in St. Gabriel and Wellington, she gains 5 prestige for each of her industries in Wellington **A** and 1 prestige for each of her industries in St. Gabriel **B**. She does not gain any prestige for her industries built in Les Bassins **C**.



## 07 WINNING THE GAME

The player with the most prestige wins *The Smoky Valley*.

If there is a tie, the tied player with most remaining cash wins. If it is still a tie, the tied players share the victory.

## 08 GLOSSARY

### A) INDUSTRIAL PRODUCTION

All industries require a payment of £1 to produce goods, while the processing industries additionally require certain basic goods to be spent. When you produce goods in an opponent's industry, the owner always gains a bonus.

Most industries can be built in any of the five districts, but there are three exceptions:

 The *Shipyards* and the *Wharf* both require a district along the canal.

 The *Warehouse* requires a district with rail transport.

### SUPPLYING INDUSTRIES

 **WOOD DEPOT** (4 tiles, 1 per player)  
Production cost: £1  
Produces: 2 wood  
Owner Bonus: 1 wood

 **Upgraded side**  
Production cost: £1  
Produces: 3 wood  
Owner bonus: 1 wood and 1 prestige

 **COAL DEPOT** (2 tiles)  
Production cost: £1  
Produces: 2 coal  
Owner Bonus: 1 coal

 **Upgraded side**  
Production cost: £1  
Produces: 3 coal  
Owner Bonus: 1 coal and 1 prestige

 **IRON DEPOT** (2 tiles)  
Production cost: £1  
Produces: 2 iron  
Owner Bonus: 1 iron

 **Upgraded side**  
Production cost: £1  
Produces: 3 iron  
Owner Bonus: 1 iron and 1 prestige

 **BRICKYARD** (2 tiles)  
Production cost: £1  
Produces: 2 bricks  
Owner Bonus: 1 brick

 **Upgraded side**  
Production cost: £1  
Produces: 3 bricks  
Owner Bonus: 1 brick and 1 prestige

 **GRAIN SILOS** (2 tiles)  
Production cost: £1  
Produces: 2 grain  
Owner Bonus: 1 grain

 **Upgraded side**  
Production cost: £1  
Produces: 3 grain  
Owner Bonus: 1 grain and 1 prestige

 **WAREHOUSE** (2 tiles, 1x only for 4 players)  
District with rail transport required  
Production cost: £1  
Produces: 2 grain OR 2 bricks  
Owner Bonus: 1 grain OR 1 brick (same as production)

 **Upgraded side**  
Production cost: £1  
Produces: 3 grain and bricks in total (in any combination)  
Owner Bonus: 1 grain OR 1 brick (same as production; owner's choice if both are produced) and 1 prestige



**WHARF** (2 tiles, 1x only for 4 players)  
District along the canal required  
**Production cost:** £1  
**Produces:** 2 coal OR 2 iron  
**Owner Bonus:** 1 coal OR 1 iron (same as production)



**Upgraded side**  
**Production cost:** £1  
**Produces:** 3 coal and iron in total (in any combination)  
**Owner Bonus:** 1 coal OR 1 iron (same as production; owner's choice if both are produced) and 1 prestige

### PROCESSING INDUSTRIES



**FLOUR MILL** (3 tiles, 1x only for 4 players)  
**Production cost:** £1 and 1 grain  
**Produces:** 2 flour  
**Owner Bonus:** 1 grain and 1 prestige



**Upgraded side**  
**Production cost:** £1 and 1 grain  
**Produces:** 3 flour  
**Owner Bonus:** 1 grain and 2 prestige



**BREWERY** (3 tiles, 1x only for 4 players)  
**Production cost:** £1 and 1 grain  
**Produces:** 1 beer  
**Owner Bonus:** 1 grain and 1 prestige



**Upgraded side**  
**Production cost:** £1 and 1 grain  
**Produces:** 2 beers  
**Owner Bonus:** 1 grain and 2 prestige



**MANUFACTORY** (3 tiles, 1x only for 4 players)  
**Production cost:** £1, 1 coal, and 1 iron  
**Produces:** 1 machine  
**Owner Bonus:** 1 coal OR 1 iron (owner's choice) and 1 prestige



**Upgraded side**  
**Production cost:** £1, 1 coal, and 1 iron  
**Produces:** 2 machines  
**Owner Bonus:** 1 coal OR 1 iron (owner's choice) and 2 prestige



**SHIPYARD** (2 tiles)  
District along the canal required  
**Production cost:** £1 and 1 wood  
**Produces:** Place one of your schooners on the top space of a destination section of the canal of your choice and add 1 of your traders.  
**Owner Bonus:** 1 wood and 2 prestige

**Note:** If there are ships in the destination section, move them 1 space down before placing your new ship. You may determine the goods type that must be loaded on your schooner by placing an available foreign trade token of your choice next to it. If you do not choose the type of good, the first player loading goods on your schooner will choose the type. Follow all other rules for *Unload ships at the foreign markets* on page 17.

**Note:** You only have one ship per destination section, therefore you may choose each destination section only once. Also, you can only place a total of 12 traders on ships. If your supply is empty, place your own ships without a trader and that space will remain empty.



**Upgraded side**  
**Production cost:** £1 and 1 iron  
**Produces:** Place one of your canallers on the top space of a destination section of the canal of your choice and add 1 of your traders.

**Owner Bonus:** 1 wood and 3 prestige  
**Note:** If there are ships in the destination section, move them 1 space down before placing your new ship. You may determine the goods type that must be loaded on your canaller by placing an available foreign trade token of your choice next to it. If you do not choose the type of good, the first player loading goods on your canaller will choose the type. Follow all other rules for *Unload ships at the foreign markets* on page 17.

**Note:** If you produce in an upgraded *Shipyard* before 1855, you must pay the current costs of £1 and spend 1 iron but only place a schooner. Starting with the modernization of the Lachine Canal between 1850 and 1855, the canal is wide enough for canallers.

**Note:** You only have one ship per destination section, therefore you may choose each destination section only once. Also, you can only place a total of 12 traders on ships. If your supply is empty, place your own ships without a trader and that space will remain empty.

## B) CANAL TILES

The canal tiles are separated into two eras:



the Widening Era



the Modernization Era

### WIDENING ERA (1840 TO 1850)

**Canal Actions:** The following canal tiles offer canal actions that you can take in addition to your district action. Unless otherwise stated, they follow the same rules as the corresponding district actions. You may use 1 canal action during your turn when your navigation boat is in the space above the appropriate canal tile.



**Build an Industry** (1 tile)  
Take a *Build an Industry* district action in a district of your choice.



**Develop a service** (1 tile)  
Take a *Develop a Service* district action in a district of your choice.



**Develop the Lachine Canal** (1 tile)  
Take a *Develop the Lachine Canal* district action in one of the three districts of your choice adjacent to the Lachine Canal.

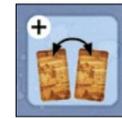
**Note:** If you place the new canal tile on top of this canal tile after using its canal action, you cannot immediately use the new canal action. You are still limited to at most 1 canal action per turn.



**Produce goods once** (1 tile)  
Take a *Produce Goods* district action in a single industry located in a district of your choice. Do not gain a bonus for a developed *Cargo Train* or *Clay Pit* service.



**Ship 1 good** (1 tile)  
Take a *Board a Trader* or *Ship Goods* district action to load 1 good on a ship free of charge in a destination section of your choice. You may use this canal action when you are in any of the five districts, you do not need to be adjacent to the Lachine Canal.



**Swap district tiles** (2 tiles)  
Swap 2 district tiles of your choice on your navigation board.  
**Note:** If you take this canal action before your district action, and you swap the district tile where your navigation boat is located, take the district action in the district according to the newly placed district tile.



**Trade basic goods** (1 tile)  
Trade 1 basic good for another basic good of your choice free of charge.



**Upgrade an Industry** (2 tiles)  
Take an *Upgrade an Industry* district action in a district of your choice.

**Changing effects:** The following canal tiles offer changing effects to certain actions. You can use these changing effects during your turn when you take the corresponding actions and when your navigation boat is on the space above the canal tile, or in some cases on a space to the left or right of that canal tile, too (as indicated by the arrows). You can use each changing effect at most once during your turn.



**Board a trader** (1 tile)  
When taking the *Board a Trader* or *Ship Goods* district action on the space above this canal tile, place an additional trader on a neutral ship of your choice free of charge.



**Gain popularity for building industries** (1 tile)  
When taking the *Build an Industry* district action or canal action on the space above this canal tile or on the spaces to the left or to the right, gain 1 additional popularity.



**Load 2 goods on 1 ship** (1 tile)  
When taking the *Board a Trader* or *Ship Goods* district action on the space above this canal tile or on the spaces to the left or to the right, you may load both goods on the same ship (instead of 2 different ships).  
**Note:** You cannot use this changing effect when you place a trader on a ship.



**Pay reduced prices for city cards** (1 tile)  
When taking the *Acquire a City Card* district action on the space above this canal tile or on the spaces to the left or to the right, spend 1 grain (instead of 1 flour) during the 1850s and 1860s.



**Pay reduced building costs** (1 tile)  
When taking the *Build an Industry* district action or canal action on the space above this canal tile or on the spaces to the left or to the right, spend 1 wood less. You must always pay a minimum of 1 wood.



**Trade at the local market** (1 tile)  
When taking the free *Trade basic goods for cash in hand* action at the local market on the space above this canal tile, pay only 2 different goods (instead of 3) for £1.

### MODERNIZATION ERA (1855 TO 1860)

When acquiring a canal tile during the modernization period, always gain 3 prestige.

**Canal Actions:** The following canal tiles offer canal actions that you can take in addition to your district action. Unless otherwise stated, they follow the same rules as the corresponding district actions. You may use 1 canal action during your turn when your navigation boat is in the space above the appropriate canal tile.



**Develop the Lachine Canal** (1 tile)  
Take a *Develop the Lachine Canal* district action in one of the three districts of your choice adjacent to the Lachine Canal.

**Note:** If you place the new canal tile on top of this canal tile, you cannot immediately use the new canal action. You are still limited to at most 1 canal action per turn.



**Produce goods once** (2 tiles)  
Take a *Produce Goods* district action in a single industry located in a district of your choice. Do not gain a bonus for a developed *Cargo Train* or *Clay Pit* service.



**Ship 1 good** (2 tiles)  
Take a *Board a Trader* or *Ship Goods* district action to load 1 good on a ship free of charge in a destination section of your choice. You may use this canal action when you are in any of the five districts, you do not need to be adjacent to the Lachine Canal.



**Swap district tiles** (1 tile)  
Swap 2 district tiles of your choice on your navigation board.  
**Note:** If you take this canal action before your district action, and you swap the district tile where your navigation boat is located, take the district action in the district according to the newly placed district tile.

**Changing effects:** The following canal tiles offer changing effects to certain actions. You can use these changing effects during your turn when you take the corresponding actions and when your navigation boat is on the space above the canal tile, or in some cases on a space to the left or right of that canal tile, too (as indicated by the arrows). You can use each changing effect at most once during your turn.



**Board a trader (1 tile)**  
When taking the *Board a Trader* or *Ship Goods* district action on the space above this canal tile, place an additional trader on a neutral ship of your choice free of charge.



**Gain prestige for developing services (2 tiles)**  
When taking the *Develop a Service* district action or canal action on the space above this canal tile or on the spaces to the left or to the right, gain 1 prestige.



**Gain prestige for upgrading industries (2 tiles)**  
When taking the *Upgrade an Industry* district action or canal action on the space above this canal tile or on the spaces to the left or to the right, gain 1 prestige.



**Load 2 goods on 1 ship (1 tile)**  
When taking the *Board a Trader* or *Ship Goods* district action on the space above this canal tile or on the spaces to the left or to the right, you may load both goods on the same ship (instead of 2 different ships).

**Note:** You cannot use this changing effect when you place a trader on a ship.

### C) CITY CARDS

City cards are separated in three decades, and offer contributions to the community of Griffintown in terms of public services, quality of life, and economic and industrial development. They offer instant actions and either immediate or permanent effects. Some city cards allow you to take 1 city action.

**+A** If you take a city action, you may take 1 of the available district actions of your choice at your current district.

Follow all rules for that district action

You can acquire most city cards in any of the five districts, except for the cards showing the following restrictions where you can buy them:



These city cards require a district along the canal.



These city cards require a district with rail transport.



### 1840s DEVELOPMENT PHASES

#### ECONOMIC AND INDUSTRIAL DEVELOPMENT



**Bank**  
**Instant action:** Increase your income by 1 space. Take 1 city action at the current district.



**Canal Lock**  
District along the canal required.  
**Instant action:** Move your navigation boat free of charge above a district of your choice. **Note:** If you have canal tiles below both navigation boat spaces, you may either use the canal tile below the original

or below the new space. If you choose to take a canal action you may use an adjacent changing effect canal tile, if applicable, too. **Immediate effect:** Take 1 canal tile of your choice free of charge from any of the three district sections of the canal tiles board. Move the matching canal development marker 1 space forward. You cannot take a canal tile from the stacks. **Note:** If you have a canal tile below the current space of your navigation boat and want to place the new canal tile at that spot, you can only use 1 of the canal tiles this turn, either the old tile before acquiring this city card, or the new tile afterward.



**Charcoal Production**  
District with rail transport required.  
**Instant action:** Gain 1 wood.  
**Permanent effect:** You can always use wood as coal.



**Commercial Office in GB**  
District along the canal required.  
**Instant action:** Load 1 goods marker on a ship with GB as destination.  
**Permanent effect:** Gain 1 additional prestige for each grain and iron that you unload at the GB foreign market.



**Commercial Office in US**  
District along the canal required.  
**Instant action:** Load 1 goods marker on a ship with US as destination.  
**Permanent effect:** Gain 1 additional prestige for each coal and brick that you unload at the US foreign market.



**Commercial Office in WI**  
District along the canal required.  
**Instant action:** Load 1 goods marker on a ship with WI as destination.  
**Permanent effect:** Gain 1 additional prestige for each wood and brick that you unload at the WI foreign market.



**Hydraulic Lots**  
District along the canal required.  
**Instant action:** Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat, and you have a canal tile at that spot, you may take the canal action before or after the swap.  
**Permanent effect:** Gain £1 when an opponent develops a *Water Power* service token in any district.



**Local Supplier**  
District with rail transport required.  
**Immediate effect:** Gain any 3 basic goods of your choice among those available in the district (goods produced in that district). **Note:** This is not considered to be a goods production, so there is no bonus for an opponent when you choose a type of good available in their industry, and you do not gain a bonus for a developed *Cargo Train* or *Clay Pit* service.

#### QUALITY OF LIFE



**Boxing Club**  
**Instant action:** Gain 1 prestige. Increase your income by 1 space.



**City Park**  
**Instant action:** Gain 1 prestige. Gain 1 wood.  
**Permanent effect:** Gain 1 popularity when you acquire *quality of life* city cards.



**Headquarters**  
**Permanent effect:** Gain 2 popularity when building a processing industry (instead of 1).



**Waste Management**  
**Instant action:** Take 1 city action at the current district.  
**Permanent effect:** Gain 1 popularity when you acquire *public service* city cards.

#### PUBLIC SERVICE



**Aqueduct**  
**Instant action:** Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.

**Permanent effect:** Gain 1 prestige when you acquire *quality of life* city cards.



**City Planning Office**  
**Instant action:** Gain 1 grain. Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.

**Permanent effect:** After determining the new order of play, swap your turn order marker with the one above it (if any).



**College**  
**Instant action:** Place 1 trader on an empty trader space of a neutral ship with a destination of your choice. Gain 1 machine. Take 1 city action at the current district.



**Newspaper**  
**Instant action:** Gain 1 prestige. Take 1 city action at the current district.  
**Permanent effect:** Win the tie for popularity during each mayor election.



### 1850s DEVELOPMENT PHASES

#### ECONOMIC AND INDUSTRIAL DEVELOPMENT



**Grand Trunk Railway Shareholder**  
District with rail transport required.  
**Instant action:** Increase your income by 1 space. Gain either 1 grain or 1 coal.  
**Permanent effect:** Gain £1 when an opponent develops a *Cargo Train* service token in any district.



**Local Contractor**  
District with rail transport required.  
**Immediate effect:** Gain any 2 processed goods of your choice among those available in the district (goods produced in that district). **Note:** This is not considered to be a goods production, so there is no bonus for an opponent when you choose a type of good available in their industry, and you do not gain a bonus for a developed *Cargo Train* or *Clay Pit* service.



**Preferred Loading**  
District along the canal required.  
**Instant action:** Move your navigation boat free of charge above a district of your choice. **Note:** If you have canal tiles below both spaces, you may either use the canal tile below the original space or below the new space. If you choose a canal action you may use an adjacent changing effect canal tile, if applicable, too. Load 1 goods marker on a ship with a destination of your choice.  
**Immediate effect:** Place one of your schooners on the canal and add one of your traders. Follow all placement rules for the *Shipyard* on page 22.



**Strategic Partnership with US**  
**Instant action:** Gain 1 flour.  
**Permanent effect:** Gain 1 prestige when an opponent loads 1 flour on a ship with US as destination.



**Strategic Partnership with WI**  
**Instant action:** Gain 1 beer.  
**Permanent effect:** Gain 1 prestige when an opponent loads 1 beer on a ship with WI as destination.



**Trade Center**  
District along the canal required.  
**Instant action:** Load 1 goods marker on a ship with a destination of your choice.  
**Immediate effect:** Send a trader to the export agency in a foreign market of your choice without gaining a trader bonus. Gain 2 prestige if it is the first trader at the export agency.

## QUALITY OF LIFE



### Community Service

**Instant action:** Gain 1 prestige. Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.

**Permanent effect:** You may acquire city cards in districts where you have no industries. You still must take the *Acquire a City Card* action in that district.



### Labour Union

**Instant action:** Take 1 city action at the current district.

**Permanent effect:** Gain 1 popularity when taking the *Upgrade an Industry* action.



### Local Distribution Network

**Instant action:** Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.

**Permanent effect:** Gain 1 prestige for each service token you develop in any district.



### Social Influence

**Instant action:** Take 1 city action at the current district.

**Permanent effect:** Gain 1 prestige for each city card you acquire after this one.

## PUBLIC SERVICE



### Horsecar

**Instant action:** Increase your income by 1 space. Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.



### Hospital

**Instant action:** Gain 1 prestige.

**Permanent effect:** Gain 2 prestige when you acquire *quality of life* city cards.



### New City Hall

**Permanent effect:** Gain 1 prestige and 1 popularity when you acquire *quality of life* city cards or *economic and industrial development* city cards.



### Poverty Reduction

**Instant action:** Gain 1 grain.

**Permanent effect:** Once during a development phase, either trade 1 flour for 2 prestige or 1 beer for 3 prestige. Afterward, place the goods marker on the goods space to the right of the two options. Remove this goods marker during the next administration phase. You may use this effect again in the following development phase.



## 1860s DEVELOPMENT PHASES

### ECONOMIC AND INDUSTRIAL DEVELOPMENT

You will no longer obtain permanent effects from city cards – only immediate effects.



### City Gas Company

**Instant action:** Gain 1 prestige. Gain 1 coal. Take 1 city action at the current district.

**Immediate effect:** Gain 2 prestige if you have 2 or more *public service* city cards.



### Griffintown Shipyard

District along the canal required.

**Instant action:** Gain 1 prestige. Load 1 goods marker on a ship with a destination of your choice. Take 1 city action at the current district.

**Immediate effect:** Gain 1 prestige if there is a *Shipyards* in the district.



### International Distribution

**Instant action:** Gain 1 prestige. Gain 1 beer. Take 1 city action at the current district.

**Immediate effect:** Gain 2 prestige if you have at least 1 trader at the export agency in each of the three foreign markets.



### Merchant's Exchange

**Instant action:** Gain 1 prestige. Place 1 trader on a neutral ship with a destination of your choice. Take 1 city action at the current district.

**Immediate effect:** Gain 2 prestige if you are at level £4 of your income track.

## QUALITY OF LIFE



### City Lights

**Instant action:** Gain 1 prestige. Take 1 city action at the current district.

**Immediate effect:** Gain 1 prestige and 1 popularity if there is a *Coal Power* service token in the current district.



### Garden City

**Instant action:** Gain 1 prestige. Take 1 city action at the current district.

**Immediate effect:** Gain 2 prestige and 1 popularity if you have 5 markers in the city box, including the marker for this card.



### Swing Bridge

District along the canal required.

**Instant action:** Gain 1 prestige. Move your navigation boat free of charge above a district of your choice. **Note:** If you have canal tiles below both spaces, you may either use the canal tile below the original or below the new space. If you choose a canal action you may use an adjacent changing effect canal tile, if applicable, too.

**Immediate effect:** Gain 2 prestige if you have 2 or more *economic and industrial development* city cards.



### Water Supply System

District along the canal required.

**Instant action:** Gain 1 prestige. Take 1 city action at the current district.

**Immediate effect:** Gain 1 prestige and 1 popularity if there is a *Water Power* service token in the district.

## PUBLIC SERVICE



### Fire Department

**Instant action:** Gain 1 prestige. Swap 2 district tiles of your choice on your navigation board. **Note:** If you swap the district tile at the current space of your navigation boat and you have a canal tile at that spot, you may take the canal action before or after the swap.

**Immediate effect:** Gain 1 prestige and 1 machine if there is a *Manufactory* in the district.



### Industrial Park

District with rail transport required.

**Instant action:** Gain 1 prestige. Gain 1 machine. Take 1 city action at the current district.

**Immediate effect:** Gain 1 prestige if there are 2 or more service tokens in the district.



### Police Department

**Instant action:** Gain 1 prestige. Take 1 city action at the current district.

**Immediate effect:** Gain 2 prestige and 1 popularity if you have 2 or more *quality of life* city cards.



### Port Authority

District along the canal required.

**Instant action:** Gain 1 prestige. Move your navigation boat free of charge above a district of your choice. **Note:** If you have canal tiles below both spaces, you may either use the canal tile below the original or below the new space. If you choose a canal action you may use an adjacent changing effect canal tile, if applicable, too.

**Immediate effect:** Gain 2 prestige if you have 5 or more canal tiles.



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# ICONS

## ACTIONS

-  Build an Industry
-  Upgrade an Industry
-  Produce Goods
-  Develop a Service
-  Develop the Lachine Canal
-  Acquire a City Card
-  Board a Trader or Ship Goods
-  Board a Trader
-  Load two goods on two different ships
-  Trade at the Local Market (free action)

## CANAL TILES

-  Any canal tile
-  Widening canal tile
-  Modernization canal tile
-  Canal action
-  Changing effect for the space above
-  Changing effect for the space above, to the left, or the right
-  Swap 2 district tiles of your choice on your navigation board
-  District of your choice
-  Do not use services

## CASH, POPULARITY AND PRESTIGE

-  Cash in hand, costs in £

-  Income/Raise your income
-  Value for income
-  Value for costs
-  Popularity
-  Do not gain popularity
-  Prestige gained during the game
-  Prestige gained at the final scoring phase

## CITY CARDS

-  City card
-  Mayor
-  Mayor priorities
-  Economic and industrial development
-  Public service
-  Quality of life
-  District along the canal required
-  District with rail transport required
-  Move your navigation boat to a district of your choice
-  Swap 2 district tiles of your choice on your navigation board
-  Take 1 city action
-  Immediate effect
-  Permanent effect

## DISTRICTS

-  District along the canal
-  District with rail transport

-  District of your choice

## GAME PHASES

-  Development phase
-  Administration phase
-  Administration phase: Traders on export agencies
-  Administration phase: Gain income
-  Administration phase: Move ships
-  Administration phase: New order of play
-  Administration phase: Clean up the local market
-  Administration phase: New services
-  City council phase: Mayor election
-  City council phase: Mayor priorities
-  City council phase: New city cards
-  Canal phase
-  Final scoring phase

## GOODS & TRADERS

-  General goods icon
-  Wood (basic good)
-  Coal (basic good)
-  Iron (basic good)
-  Grain (basic good)
-  Brick (basic good)
-  Beer (processed good)
-  Flour (processed good)

-  Machine (processed good)
-  Basic good of your choice
-  Processed good of your choice
-  Goods marker
-  Trader
-  Trader at export agency (foreign market)

## INDUSTRY TILES

-  Basic Industry
-  Upgraded industry
-  Supplying industry for basic goods
-  Processing industry for processed goods
-  District along the canal required
-  District with rail transport required

## SERVICE TOKENS

-  Service token
-  Coal Power
-  Water Power
-  Cargo Train
-  Clay Pit