

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 1 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 3 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 0 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 0 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 4 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 2 : () 3

NETWORK

PASS 5

DEVELOP

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 2 : () 3

NETWORK

PASS 5

SELL

(A) → / /

(B) (C) =

DEVELOP

£ max. 0 : () 3

NETWORK

PASS 5

B

COALBROOKDALE / BURTON



COALBROOKDALE / BURTON



B

WALSALL / COALBROOKDALE / DUDLEY

()  £ min. 4

NUNEATON / WALSALL



NUNEATON / WALSALL



A

CANNOCK / BURTON



NUNEATON

() 

CANNOCK / BURTON / NUNEATON



A

REDDITCH / COALBROOKDALE

()  £ min. 3

COVENTRY



COVENTRY



A

COVENTRY

() 

TAMWORTH

() 

COVENTRY / TAMWORTH



A

WOLVERHAMPTON / REDDITCH

() 

WOLVERHAMPTON / REDDITCH



B

NORTH / SOUTH FARM BREWERY

() 

STAFFORD



STAFFORD



C

REDDITCH

REDDITCH



DRAW

SELL

(A) → / /

(B) **BURTON**

(C) =

DEVELOP

£ max. 2 : () 3

NETWORK

DRAW

SELL

(A) → / /

(B) **UTTOXETER**

(C) =

DEVELOP

£ max. 0 : () 3

NETWORK

DRAW

SELL

(A) → / /

(B) **COALBROOKDALE**

(C) =

DEVELOP

£ max. 0 : () 3

NETWORK

DEVELOP

SELL

(A) → / /

(B) **NUNEATON**

(C) =

DEVELOP

£ max. 2 : () 3

NETWORK

9 **PASS** 5

10 **PASS** 5

11 **PASS** 5

12 **PASS** 5

DRAW

SELL

(A) → / /

(B) **STAFFORD**

(C) =

DEVELOP

£ max. 0 : () 3

NETWORK

DRAW

SELL

(A) → / /

(B) **DERBY**

(C) =

DEVELOP

£ max. 1 : () 3

NETWORK

DEVELOP

SELL

(A) → / /

(B) **UTTOXETER**

(C) =

DEVELOP

£ max. 2 : () 3

NETWORK

DRAW

SELL

(A) → / /

(B) **STONE**

(C) =

DEVELOP

£ max. 4 : () 3

NETWORK

13 **PASS** 5

14 **PASS** 5

15 **PASS** 5

16 **PASS** 5

B

BIRMINGHAM / COVENTRY / COALBROOKDALE

()  £ min. 3

WALSALL



WALSALL



12

A

STAFFORD



BIRMINGHAM

() 

STAFFORD / BIRMINGHAM



11

A

BIRMINGHAM / REDDITCH / COALBROOKDALE

()  £ min. 3

TAMWORTH

() 

TAMWORTH



10

C

BIRMINGHAM

() 

DUDLEY



BIRMINGHAM / DUDLEY



9

A

BIRMINGHAM / REDDITCH / COALBROOKDALE

()  £ min. 3

NUNEATON / REDDITCH

() 

NUNEATON / REDDITCH



16

C

TAMWORTH

() 

TAMWORTH / REDDITCH



TAMWORTH / REDDITCH



15

C

COVENTRY / COALBROOKDALE

()  £ min. 2

WOLVERHAMPTON / REDDITCH



WOLVERHAMPTON / REDDITCH



14

A

WALSALL / COVENTRY / DUDLEY

()  £ min. 1

REDDITCH



REDDITCH



13

DEVELOP

SELL

(A)  →  /  / 

(B)  (C)  = 

UTTOXETER

DEVELOP

£ max. 1 :  () 3

NETWORK

17 **PASS** 5

DRAW

SELL

(A)  →  /  / 

(B)  (C)  = 

COALBROOKDALE

DEVELOP

£ max. 0 :  () 3

NETWORK

18 **PASS** 5

DRAW

SELL

(A)  →  /  / 

(B)  (C)  = 

BURTON

DEVELOP

£ max. 0 :  () 3

NETWORK

19 **PASS** 5

DEVELOP

SELL

(A)  →  /  / 

(B)  (C)  = 

STAFFORD

DEVELOP

£ max. 2 :  () 3

NETWORK

20 **PASS** 5

DRAW

SELL

(A)  →  /  / 

(B)  (C)  = 

NUNEATON

DEVELOP

£ max. 0 :  () 3

NETWORK

21 **PASS** 5

DEVELOP

SELL

(A)  →  /  / 

(B)  (C)  = 

NUNEATON

DEVELOP

£ max. 2 :  () 3

NETWORK

22 **PASS** 5

Tiebreaker for placing Link tiles

- If this is the second railroad Link, and there is no beer available now but a connection to beer can be made, connect to it.
- Link to a city that is already part of Automa's network.
- Link to the city with the most built Industry tiles (no matter who is the owner, or how many of them are already flipped).
- Link to the city with the most free spaces.
- (Rail Era) Link to the city which causes coal to be taken from one of Automa's mines.
- If none of these rules determine a unique Link to build, start from above the city, go around clockwise, and build in the first eligible connection you reach.

Tiebreaker for Building selection

- For all relevant buildings, count the number of Automa's links connecting to them and subtract the number of player's links.
- The Automa sells from the building with the highest score.
- In case of a tie, the Automa sells from the building in the city that is first alphabetically.
- If there is more than one building in the same city, check the tiebreaker icon on the rear side of the card triggering the action.

The building in this slot wins the tie. If there is no building in that slot, check the one to its right, then the first on the next line (wrapping back up to the top if need be).

A

KIDDERMINSTER / WORCESTER

C

KIDDERMINSTER / CANNOCK

A

WALSALL / BIRMINGHAM

A

WORCESTER / BIRMINGHAM

KIDDERMINSTER / WORCESTER

20

KIDDERMINSTER / CANNOCK

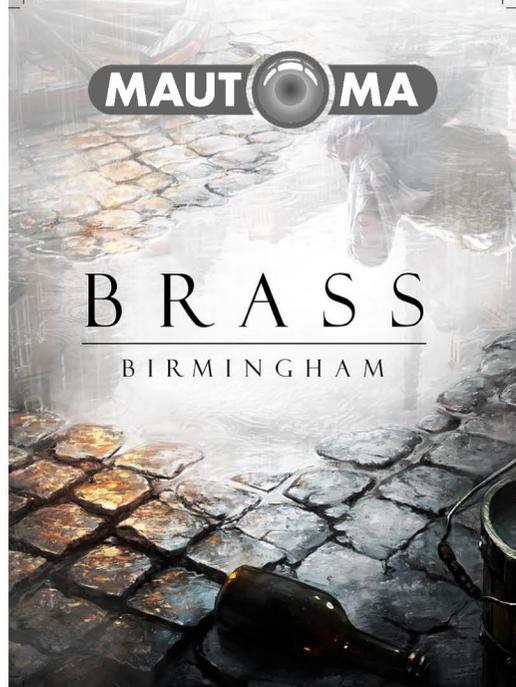
19

WALSALL / BIRMINGHAM

18

WORCESTER / BIRMINGHAM

17



A

KIDDERMINSTER / WORCESTER

KIDDERMINSTER / WORCESTER

22

C

WALSALL / DUDLEY

NUNEATON / BURTON

NUNEATON / BURTON

21