

THE Urban Game

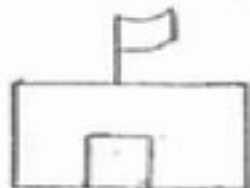
**INDUSTRIAL REVOLUTION AND
URBANIZATION**



HOUSE



CHURCH



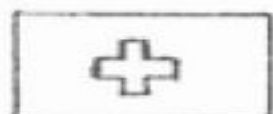
SCHOOL



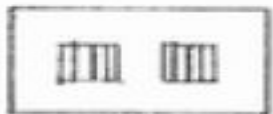
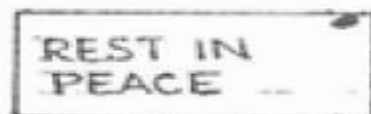
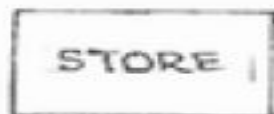
TENEMENT



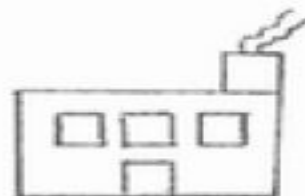
MUSEUM / THEATRE



HOSPITAL



JAIL



FACTORY



COAL MINE



PUB



BRIDGE



CANAL

ROAD



RAIL ROAD

The Village England 1700

- 10 Houses
- 1 Church
- 1 Cemetery
- 1 Store
- 1 Pub
- 1 Coal mine
- 100 Trees
- A “common area” 6”x6”

Give your village a name.



Round 1 1745

To your village, add

- 1 canal parallel to the river
- 1 nice house (labeled with \$)



Round 2

1750

To your village, add

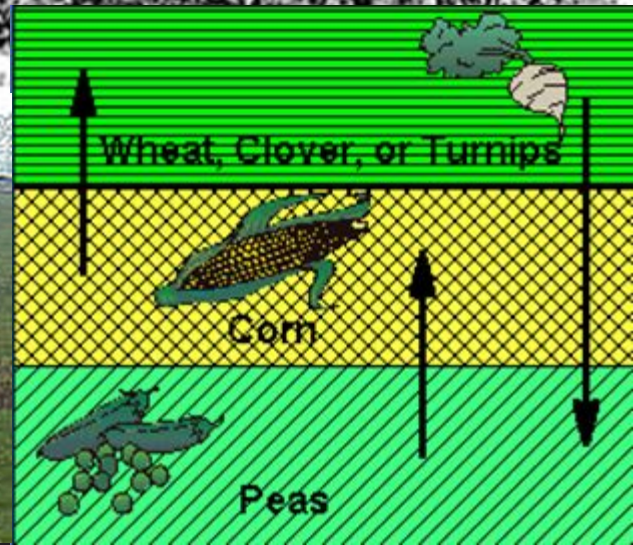
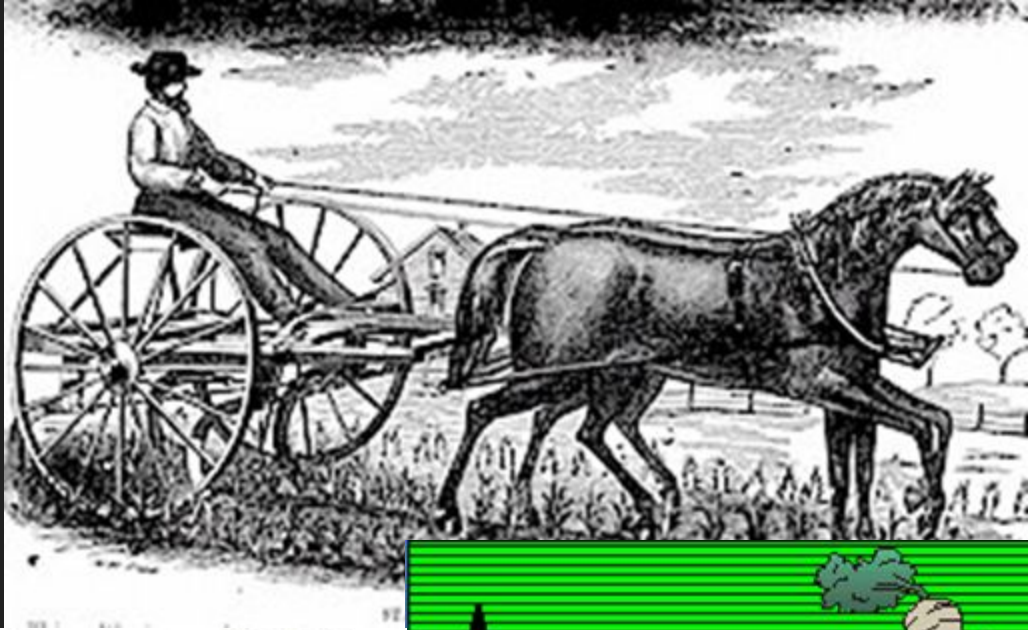
- 5 houses
- 1 city hall



Round 3 1760

To your village,

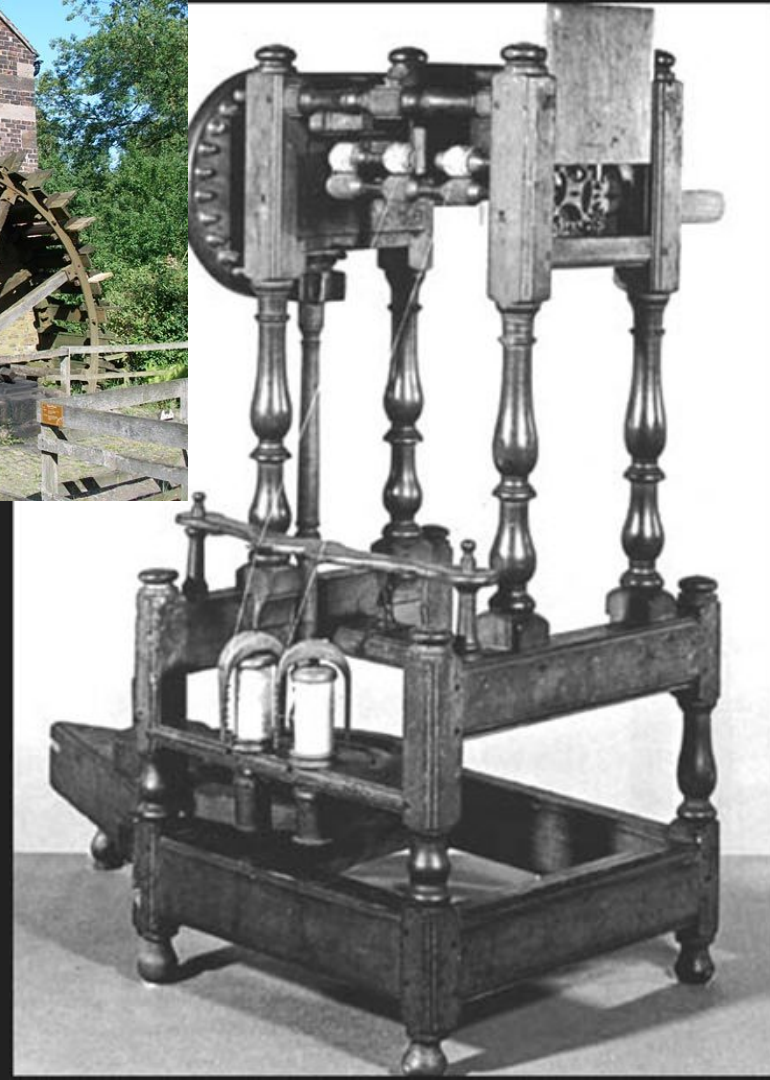
- Reduce commons by half.
- Add 1 nice house.
- Add 5 houses



Round 4 1773

To your village, add

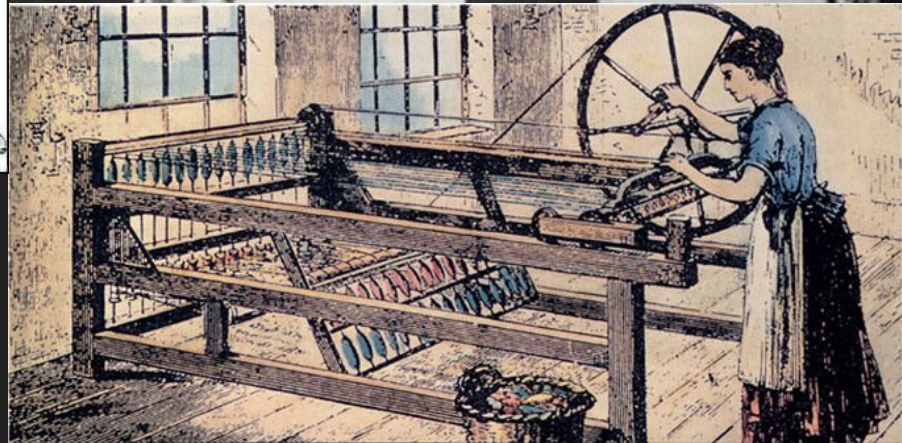
- 1 (smokeless) factory
(on a river)
- 5 houses



Round 5 1774

To your village, add

- 15 houses
- 1 church
- 1 pub
- 1 store
- Additional roads
- Additional bridge

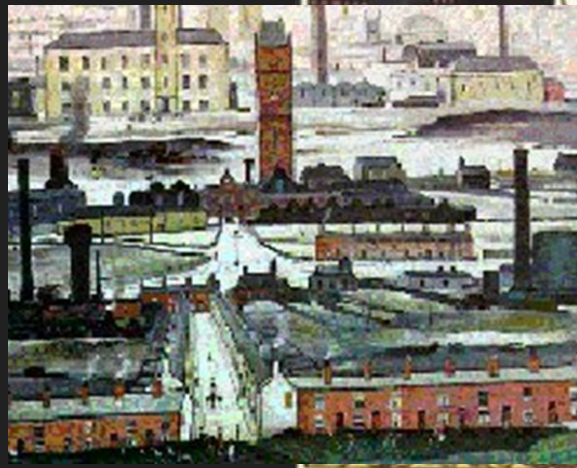


Round 6

1775

To your village, add

- 5 new (smokeless) factories (on the river)
- 5 houses



Round 7 1780

To your village, add

- 5 Tenements



Round 8 1781

To your village, add

- 15 houses
- 1 church
- 1 pub
- 1 school
- 1 store
- Additional roads
- Additional bridge



Round 9 1782

To your village,

- add 5 pubs
- destroy 5 houses
- add 4 tenements



Round 10 1783

To your village, add

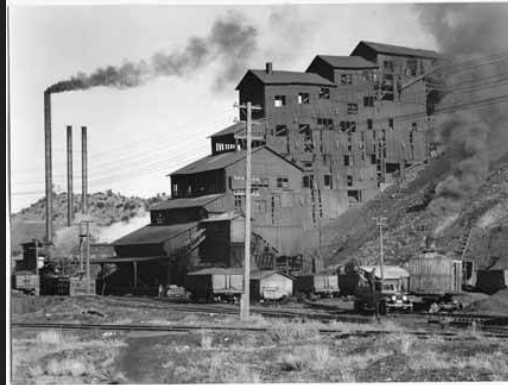
- 2 nice houses
- 1 factory
- 15 houses



Round 11 1785

To your village, add

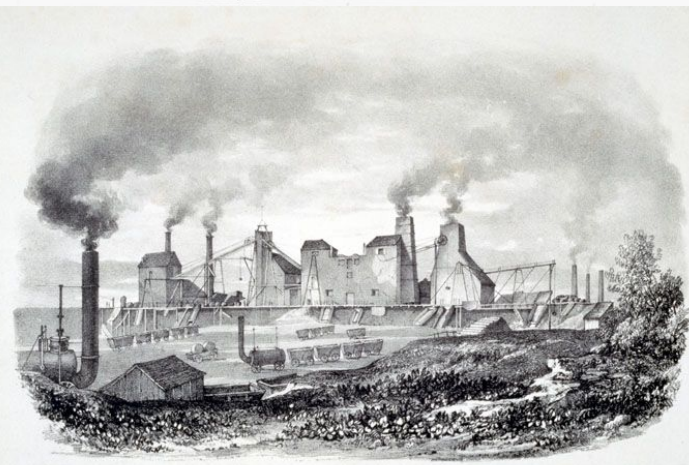
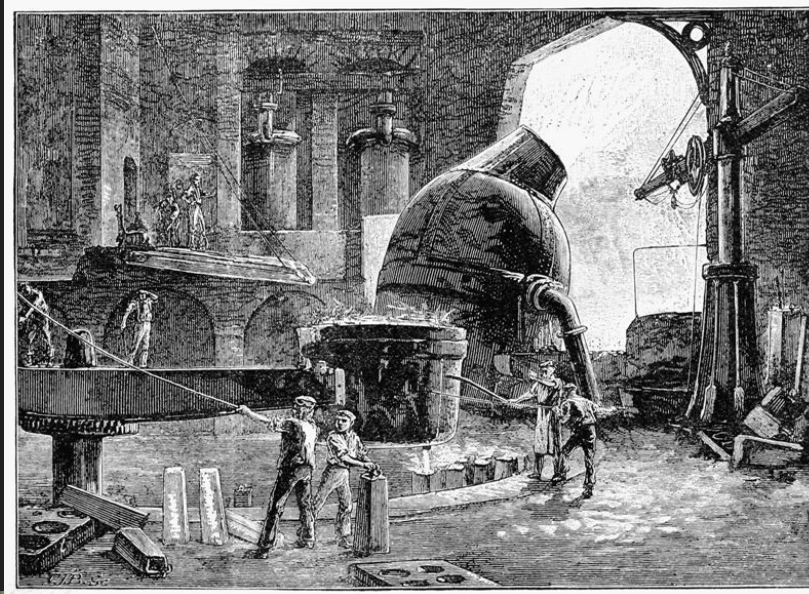
- 10 smoke-filled factories
- smoke to all factories
- 1 nice house
- 5 houses
- 1 tenement



Round 12 1800

To your village, add

- 1 new coal mine
- 1 new iron bridge to replace a wooden bridge
- 5 houses



Round 13

1815

To your village, add

- 1 coal mine
- 1 cemetery



Round 14 1820

To your village, add

- railroad line to connect factories to coal mines
- railroad bridge
- 5 houses



Round 15 1827

To your village, add

- 1 jail
- 2 pubs
- 2 tenements



Round 17 1838

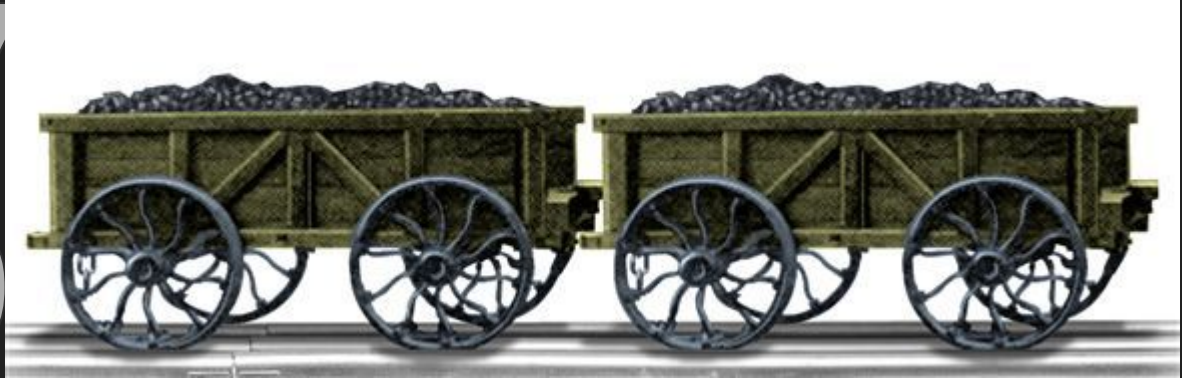
To your village, add

- 2 hospitals
- 1 cemetery



Round 17

1840



To your village, add

- 1 major east-west railroad line
- 5 houses
- 1 tenement

Round 18 1842

To your village, add

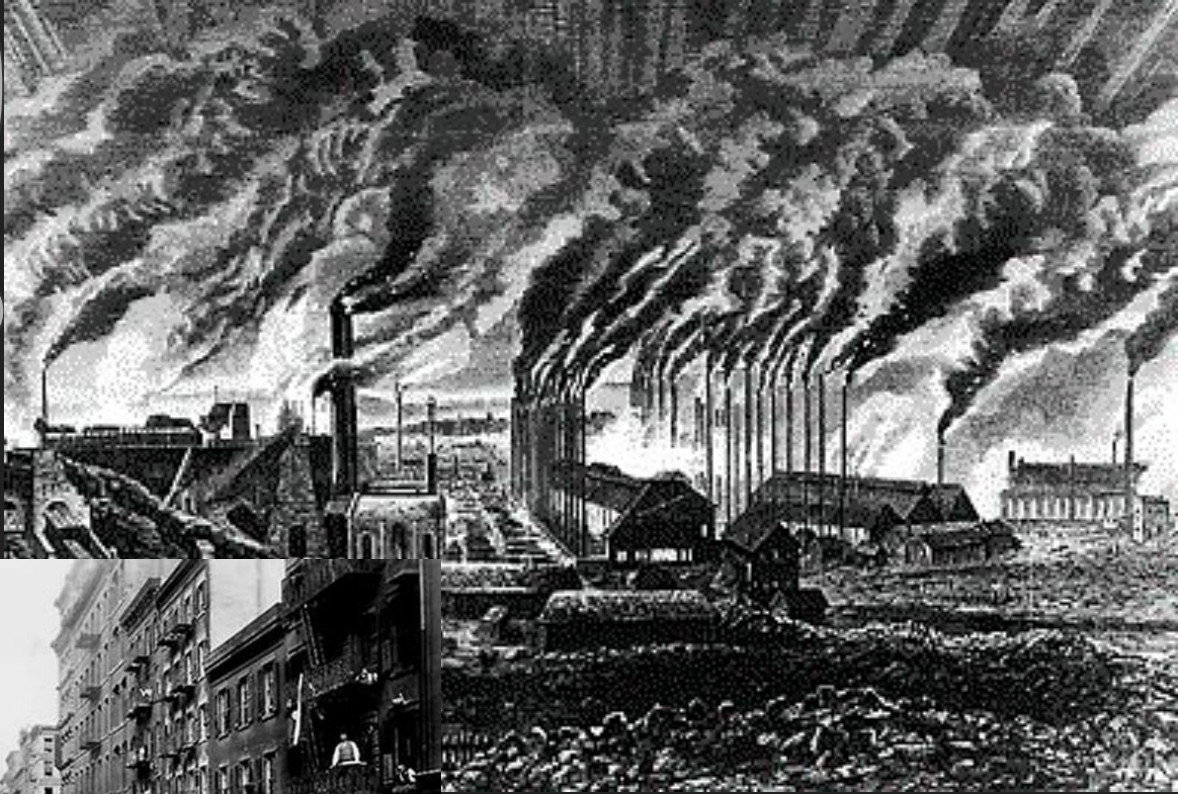
- 1 theater
- 1 museum
- 2 schools
- 1 nice house



Round 19 1845

To your village, add

- 1 cemetery
- 1 jail
- 1 hospital



Round 20 1845

To your village, add

- 20 houses
- 5 tenements
- 2 stores
- 1 church
- 5 smoke factories
- 1 pub
- 2 nice houses
- 1 especially nice house

