

COTTON TRADE

1800 - 1860

A COMPETITIVE TRADING GAME FOR 2-6 PLAYERS
DESIGNED BY MICHAL SMIGIELSKI

It is the early 19th century. The Industrial Revolution is underway, and the demand for cotton is soaring. As a British entrepreneur, you see an opportunity to profit from this booming market. You will send your ships all over the world in search of the best prices for cotton. Will you keep up with the expanding market and become the most successful merchant?

COMPONENTS

Rulebook (1)

Board (1)



Player mats (6)



Money counters (18)

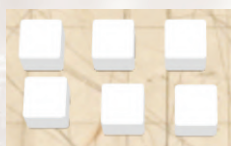


copper - pence (6)
silver - shillings (6)
gold - pounds (6)

Coin tokens (72)



Cotton tokens (100)



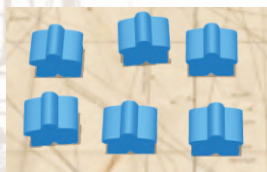
Round marker (1)



Passenger tokens (40)



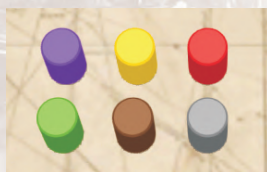
VIP passenger tokens (10)



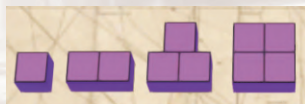
Double sided War / Peace tile (1)



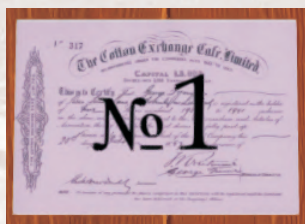
Turn order and reputation tokens (30)



Ship pieces (24)



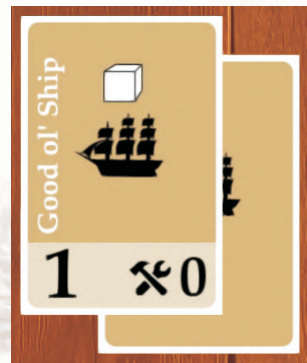
Share tiles (24)



Ship cards (24)



"Good ol' Ship" cards (4)



Cotton contract cards (103)



SETUP

GAME SETUP

- 1) Place the board in the center of the table.
- 2) Place the supply of cotton tokens near the board, within reach of all players.
- 3) Fill the demand track on the board with cotton tokens, placing them from left to right. The initial number of tokens is 13 minus the number of players.
- 4) Place the four "Good ol' Ship" cards near the board.
- 5) Place the supply of passenger tokens on the board.
- 6) Place the pence coin tokens near the board and set the rest of the coins aside.
- 7) Place the War/Peace tile near the board.
- 8) Shuffle the 24 ship cards into a deck and place it on the board.
- 9) Separate the contract cards by color and then again by region symbol (scarab, eagle, parrot, elephant). Shuffle the contract cards into 11 separate decks. Place the three stage I decks on the board and set the rest aside.
- 10) Place the marker on the round one space.

PLAYERS SETUP

- A)** Each player receives:
- 1 player mat
 - 4 ship pieces of one color
 - 4 matching share tiles
 - 1 matching turn order token
- B)** Randomly select the first player. Starting from the first player and continuing clockwise, each player places their turn order token on the topmost space of the turn order track, marked 1-21. Place tokens in a single column, starting from the top.
- C)** The first player starts the game with 7 pence, the second player with 8 pence, the third with 9 pence, and so on.

ADVANCED GAME SETUP

- D)** Additionally, each player receives:
- 4 reputation tokens
 - 1 passenger token

Place one reputation token on the player mat on space 1 near the eagle icon. Keep the rest.



Game setup including advanced game setup.

DESIGNER'S NOTE:

The game is based on historical events and real-world economic data from the early 19th century. It presents the point of view of a citizen of the United Kingdom at that time. The names of regions in the game reflect that colonial point of view and were not meant to offend current or historical inhabitants of those areas. The relative cotton prices and amounts of cotton harvested in different regions are based on the book *The Cotton Trade* by George McHenry (1863). It is important to note that the game designer does not share any views expressed by McHenry in that book.

GAME OVERVIEW

SCOPE OF THE GAME

This section provides a basic overview of the game. For a quick reference, see page 9. The full rules for the simple game are explained on pages 4 to 7, and the advanced game rules are introduced on page 8.

The game is played over 9 rounds, which are grouped into 3 game stages (I, II, and III). During each round, players:

- A) Compare the wealth of their companies to determine the current turn order.
- B) Rent ships.
- C) Send ships to regions where cotton is harvested.
- D) Buy cotton.
- E) Return ships to the United Kingdom to sell cotton at a profit.
- F) Pay a ship maintenance cost and clear the board in preparation for the next round.

Players can also benefit from transporting passengers and exporting small amounts of goods from the United Kingdom. Additional mandatory actions are applied between stages and at the end of the game. These extra rules are designed to rescale the game to keep up with the rapidly growing cotton market and allow for the final determination of each player's wealth.

There are no victory points in the game. The player with the most money at the end of the game wins.

Experienced board game players are advised to jump straight to the quick reference guide on page 9. The information provided there is sufficient to start playing the simple game immediately. Consult the rulebook if needed.

GAME CURRENCY

During stage I of the game (rounds 1-3), players use only pence as in-game currency. During stage II of the game, players use silver shillings, and during stage III, they use golden pounds. One pound equals three shillings, and one shilling equals three pence. Exchange between these three currencies can occur only between game stages. This allows players to keep up with the growing cotton market without having to handle large amounts of coins.

PLAYING ORDER

Each round, players perform a set of actions in a specific order. During some phases, players can act simultaneously, such as when drawing cards, determining the wealth of their companies, or cleaning up the board. During other phases, players take turns in order based on the wealth of their companies, with the least wealthy player going first and the most wealthy player going last. This simulates the growing difficulty of managing large companies.

Buying and selling cotton is performed in the order of the regions and ships. This reflects the time difference between sailing to the United Kingdom from Egypt and from British India, for example. In these cases, actions are performed using a ship queue on the individual ship tracks, starting from Egypt, then North America, South America & the West Indies, and British India.

OPTIONAL RULES

Optional rules are explained on page 8. They increase replayability, increase interaction between players and decrease randomness.



Simple game in progress, round one. The first player has just sent a ship with a capacity of three from the United Kingdom to North America.

SIMPLE GAME

ROUND STRUCTURE

1. Determine Turn Order

(Skip this phase during the first round of the game.)

Turn Order: Each player sums up all of their money and the value of all of their ships to determine their company's wealth. Adjust the tokens on the turn order track to reflect the wealth of each company. If there are more than one token in the same space on the track, arrange them from top to bottom, in a single column, starting with the player with the least wealth.

Tie: If there is a tie between the wealth of two or more players, keep the order between them the same as in the previous round.

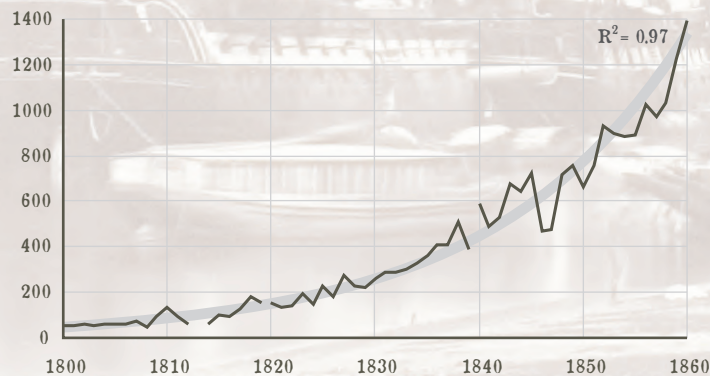
Using the Turn Order Track: Players will use the turn order track to determine turn order during various phases of the game. The player with the lowest wealth will act first, and the player with the highest wealth will act last. The track is also used to determine the current value of company shares (see below). The turn order can only be changed during this phase.

	2	3	4	5	6
	4	5	6	7	8

Number of ship cards to draw.

	2	3	4	5	6
	1*	1*	1*	1*	1*
	2	3	4	5	6
	1	2	3	3	4
	1	1	1	2	2

Number of contract cards to draw (* only in stages II and III).



Total import of cotton to the United Kingdom (million pounds) between 1800 and 1860 (George McHenry, 1863).

2. Draw Cards

Ship Cards: Draw ship cards from the deck and place them face up in the ship card row. The number of cards to draw is two plus the number of players. This number is indicated on the board by the player icons.

Contract Cards: Draw contract cards from the decks and place them in separate contract card rows. The number of cards to draw from each deck depends on the number of players. These numbers are indicated on the board by the player icons. During stage I, Egypt is not used, so there are no corresponding contract cards.

Card Placement:

An open eye indicates that the card is placed face up, and a closed eye indicates that the card is placed face down.

In North America, the third card is placed face down for 2-4 players and face up for 5-6 players.

In South America & the West Indies, the second card is placed face down for 2-5 players and face up for 6 players.

If there are **no more cards in the deck**, reshuffle discarded cards and create a new deck.



Place card face up



Place card face down



Enslaved people returning from the cotton fields in South Carolina, circa 1860 (Fotosearch/Getty Images).

DESIGNER'S NOTE:

Between 1800 and 1860, the amount of raw cotton imported into the United Kingdom increased exponentially, from 56 million pounds to 1.39 billion pounds. The number of looms also increased dramatically, from 2,500 to 250,000. Textile manufacturing was a backbone of the Industrial Revolution, and mass production improved the quality of life for millions of people. However, the cotton industry also brought with it worker abuse, environmental degradation, mass child labor in factories and increased slavery.

SIMPLE GAME

ROUND STRUCTURE

3. Rent ships (perform actions in turn order)

To rent a ship, a player must pay the rental fee and move the ship card from the board to their mat. Place the ship card on the slot of corresponding capacity. Then, place the ship piece of corresponding capacity in the United Kingdom. Players cannot rent a ship of the same capacity as one they already have.

If a player decides not to rent a ship, they skip the rest of the phase.

The second player can then rent a single ship or pass. Repeat this process in turn order until all players pass or there are no more ship cards on the board. Players can rent more than one ship during this phase by acquiring vessels on subsequent turns.

4. Reveal contracts

Turn face up all contract cards from the card rows. Place coin tokens and passenger tokens in the corresponding cotton harbors according to the symbols on the contract cards.

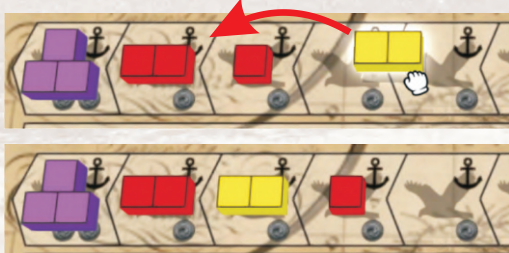
Check unrest. Sum up all the numbers next to the unrest icons (cannons) on the contract cards that are on the board. If the result is equal to or higher than the threshold value indicated on the board, a local war begins. Mark this by placing the War/Peace tile in the corresponding cotton harbor with the War side facing up. If a war has already happened during the current stage, ignore all unrest icons until the end of the stage.

👤	2	3	4	5	6
🔫	7	8	10	12	13

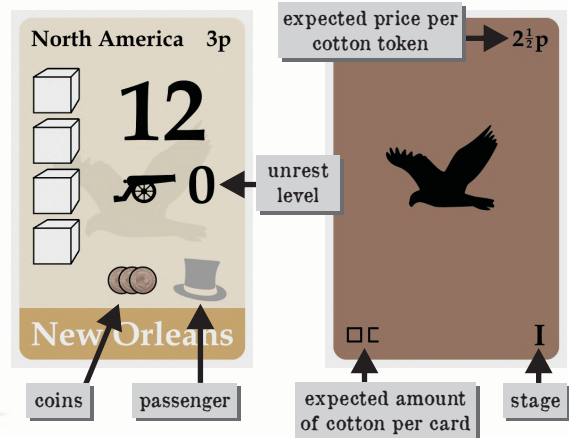
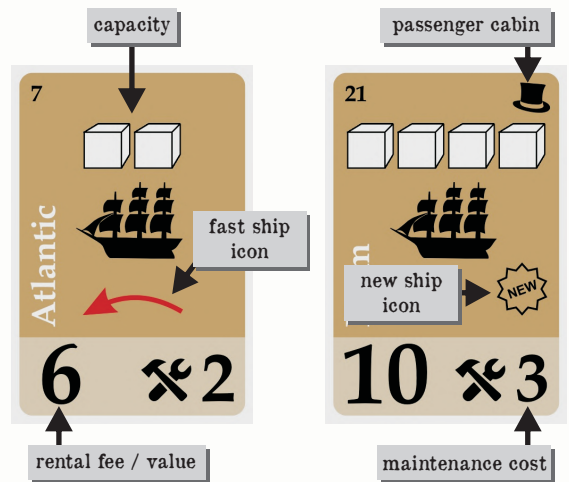
War threshold values.



American Barque "Jane Tudor", Conway Bay. By David Johnson 1855 (The Metropolitan Museum of Art, New York).



Overtaking with a fast ship.



5. Sail ships (perform actions in turn order)

Sail: Choose one of your ship pieces and move it to the chosen region. Move the ship piece from the United Kingdom to the first empty space of a chosen ship track. During a war, the affected region is locked and ships cannot enter the harbor, thus sailing options are limited. Areas on the board where ship pieces should be placed are marked by the anchor icon.

Gain bonus coins: If there are coins in the destined harbor, gain one coin. If the ship is placed on the first position of the ship track gain two coins instead.

Take passengers from the United Kingdom: If the chosen ship has passenger cabins and there are passengers willing to travel to the destined region (there are passenger tokens in the cotton harbor), players might earn additional money selling tickets. Upon arrival, remove a passenger token from the harbor and gain money according to the ticket price marked on the board. One cabin is sufficient to transport one passenger token of any kind. The VIP passengers traveling to North America and British India are willing to pay higher ticket prices and thus should be prioritized.

Fast ships: There are a few ship cards marked with a red arrow. These ships are significantly faster than the others. When moving a fast ship to the chosen region, the player may slide back the last ship piece on the ship track and place their ship piece in that spot instead. This overtaking move is not possible if the last ship on the track is also a fast ship or if the last ship on the track opted to stay in the cotton region in the last round (see below). If, due to overtaking, the ship piece is placed on the very first spot of the track, the player gains two bonus coins if they are available.

Repeat these steps in turn order until all ship pieces from the United Kingdom are moved to the ship tracks in the cotton regions.

SIMPLE GAME

ROUND STRUCTURE

6. Buy Cotton (perform actions in regions and ships order)

Buying cotton. Players can buy cotton from the contract cards from the Egypt, North America, South America & West Indies, and British India card rows. To do this, the player with the first ship piece on the ship track for that region must pay the full contract price and discard the chosen contract card. They then place the purchased cotton tokens onto the corresponding ship card on their mat.

If the capacity of the ship is not sufficient to store all the purchased cotton tokens, the player must lower the cost of the contract by one and discard the surplus cotton tokens. Surplus cotton cannot be moved to another ship or otherwise resold.

Each ship has the opportunity to purchase only one cotton contract. Buying cotton is not mandatory.

Drought cards have no cotton tokens and limit players' options. They are discarded at the end of the round.

7. Sell cotton (perform actions in regions and ships order)

Returning to the UK. The player with the first ship piece on the Egypt ship track must return their ship to the United Kingdom. This is mandatory if the ship has a cotton cargo. The player then remove the cotton tokens from the ship card and place them on the cotton demand row, filling the row from left to right.

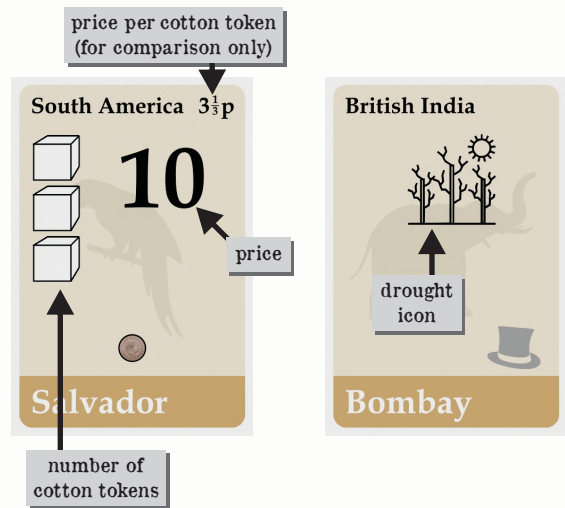
The player then gains money equal to the value indicated on the demand row. If the cotton demand row is filled up, players can always sell cotton for the guaranteed price of two coins per token. Do not place excess cotton tokens on the demand row.

Opting to stay. If a ship is empty, it may opt to stay in the region waiting for the next cotton harvest. To do this, the player moves the ship piece up on the ship track to the first empty space. If a war has broken out during the current round (the War tile is placed in the harbor), even empty ships must return to the UK.

Repeat this for each ship piece, starting with the Egypt ship track and then moving to North America, South America & West Indies, and finishing with British India.

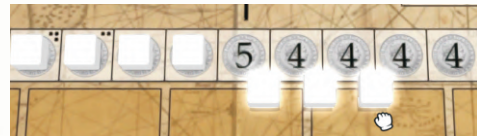


Ten year old spinner in a North Carolina cotton mill. By Lewis Hine circa 1900-1930 (The New York Public Library).



TIP:

You are not required to buy contracts with the same amount of cotton tokens as your ship capacity. You can choose a smaller contract and return to the UK with a partially empty ship, or you can choose a bigger contract, decrease the contract price by one, and discard the surplus cotton tokens. Both of these options are usually not optimal, but they may be necessary. You can also opt to stay in the region instead of returning to the UK.



Selling three cotton tokens for a total price of 13 coins.

8. Pay maintenance cost

Players must pay maintenance costs for each ship they own. Players are not allowed to discard ships. If a player does not have sufficient resources to pay maintenance, they are forced to sell one of their shares (see below).

9. Clear up the board

Remove all remaining ship cards and contract cards from the board.

If the War tile is on the board, remove all passenger tokens and coin tokens from the harbor of the affected region. Then turn the War tile to the Peace side to mark that the war has ended.

Remove cotton tokens from the demand row equal to three times the number of participating players (this number is also indicated on the board). Remove cotton tokens starting from the right side of the row.

Move the round marker and start a new round.

	2	3	4	5	6
	6	9	12	15	18

Cotton demand.

SIMPLE GAME

SELLING SHARES TO OBTAIN ADDITIONAL FUNDS

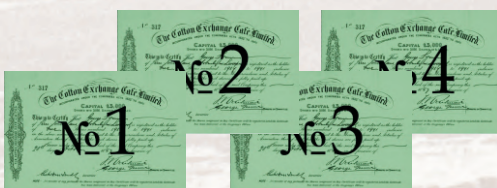
Each player starts the game with four tiles marked 1 to 4, representing 10% shares of their company. If a player does not have sufficient resources to pay a cost, they must sell one or more of their shares to the bank. The current value of a share depends on the player's position on the turn order track and the stage of the game (I-III). Shares must always be sold in order, starting with share number 1. At the end of the game, players must buy back shares of their companies, starting again with share number 1.

END OF THE STAGE - RESCALING THE GAME

Between stages, the game is rescaled by a factor of three to reflect the exponential growth of the cotton market. At the end of stage I and stage II, perform the following steps:

- 1) Remove all contract cards from the previous stage and set them aside. They will not be used in the game anymore.
- 2) Remove all passenger tokens, coins, and the War/Peace tile from the harbors. Set the coin tokens aside.
- 3) Prepare new coin tokens (silver shillings for stage II and golden pounds for stage III) and place them near the board.
- 4) Shuffle contract cards from the next stage into four decks and place them on the board.
- 5) Each player gives back their ships to the bank. Discard ship cards. Gain money equal to the ship value (rental fee) and mark this income with a coin counter.
- 6) Remove all ship pieces from the board and return them to players.
- 7) Each player with a ship with a "NEW" icon can opt to not give back the ship and keep it instead. If so, they discard the ship card and replace it with a "Good ol' Ship" card. They also place a ship piece with a capacity of one on the board in the same area where the previous ship piece was located. Players can retain one ship only. In this case, they do not get back the rental fee for this ship.
- 8) Shuffle all 24 ship cards into a new deck and place it on the board.
- 9) Reset the cotton demand row to the state from the beginning of the game. Remove cotton tokens from the row and keep only 13 minus the number of participating players.
- 10) Each player exchanges their currency at a 3 to 1 ratio. After stage I, exchange every 3 pence into 1 shilling. After stage II, exchange every 3 shillings into 1 pound. If after exchange there is a rest of one or two coins, keep it. It will be used as tiebreakers.
- 11) Each player must sell one of their shares to the bank, getting a set price of 4 shillings after stage I and 2 pounds after stage II.

Now players can start a new stage and new round of the game. During stage II, all in-game prices of ships, maintenance costs, ticket prices, bonus coins, share values, and cotton are expressed in silver shillings, and in stage III in golden pounds.



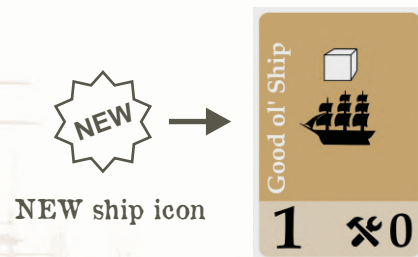
Company shares 1 to 4.



Shipping Lying in the Hoogly River, Calcutta 1858-61, (The Metropolitan Museum of Art, NY).



Savannah, Georgia. By George N. Barnard 1866, (The Metropolitan Museum of Art, NY).



END OF THE GAME

After round 9, perform the following steps to determine the winner or winners of the game:

- 1) Each player gives back their ships to the bank. Gain money equal to the ship value (rental fee).
- 2) Each player moves their turn order token to the space corresponding with the amount of money they possess.
- 3) Each player must buy back shares of their company from the current shareholders. In the Simple Game, the shareholder is always the Bank. Check the current value of the share on the turn order track (use golden pounds) and buy back share number 1. Adjust the company value on the turn order track if necessary and buy back share number 2. Thus, shares with higher numbers might be worth less. Repeat these steps until all shares are back in possession of players.
- 4) The player with the wealthiest company is the winner of the game. In the case when several players have the same amount of golden pounds, use shillings and pence as tiebreakers.

ADVANCED GAME

INTRODUCTION

There are two separate rule sets that can expand the game experience for more advanced players. The first set of rules aims at increasing interaction by introducing the possibility of buying shares from other players. The second set aims at reducing the randomness of the game by introducing a company reputation that is gained by transporting passengers and purchasing cotton. Reputation can be used in variety of ways: to look up face-down cards, redraw ship and contract cards, create passenger tokens, and even break war blockades. Players can agree beforehand to include one or both of these extra rule sets in the game.

SHARES TRADE

Selling Shares to Obtain Additional Funds during a Round

- 1) Player chooses one of the shares they hold. If they sell one of their own shares, it must be the share with the lowest number. If they sell one of another player's shares, there is no such restriction.
- 2) Check the current price of the share on the turn order track. The price depends on the wealth of the company and the current stage. Remember to check the price of the original company, not the current shareholder. Do not adjust the position of the turn order tokens before or after the transaction. It can only be changed at the beginning of each round. The current price is the starting bidding price.
- 3) Using turn order, other players have a chance to bid higher prices until there is only one buyer left. Players may bid any price as long as it is higher than the previous bid and as long as they are able to pay the bid using exactly the coins they possess. Free currency change between pounds, shillings, and pence is not allowed. Such change is only allowed between stages and at the end of the game.
- 4) If no one is interested in bidding higher than the minimum offer, then the bank will pay and become the current shareholder.
- 5) The winner of the bid is the new shareholder and gets the share tile. They pay the price directly to the share seller.

Do not apply rules above to selling shares for a set price between stages.

After players are forced to sell one of their own shares to the bank for a set price, they have the opportunity to buy back shares from the bank by bidding. Add an extra step to this part of the game:

- 12) Players have the opportunity to buy shares from the bank. Start from the lowest number share of the first player in turn order. All players in turn order have an opportunity to bid on the share in the same way as described above. The first bidder must propose to the bank a price that is higher than 4 shillings after stage I and 2 pounds after stage II. If no one is interested in a share, it stays in the possession of the bank. Repeat this process for every single share in the bank's possession.

End of the Game

At the end of the game, players are forced to buy back their shares not only from the bank but also from the other players.

When a player receives money from another player as part of the buying back, they need to keep this income separate from the rest of their funds. Write it down on a piece of paper or an electronic device. Only after all players have bought back their shares add this extra income to player funds in order to determine final wealth and the winner of the game.

COMPANY REPUTATION

Reputation Trackers. In the lower part of each player mat, there are four reputation trackers dedicated to the four regions.

Start with:

Level 1 reputation in North America

Level 1 reputation in the United Kingdom (in form of a passenger token).



Players can gain reputation in two ways:

- 1) Purchasing cotton: gain 1 reputation level in the corresponding region for each cotton contract purchased.
- 2) Transporting passengers: gain 1 reputation level in the United Kingdom (1 passenger token) for each passenger transported.

The maximum reputation level in each region is 4.

Players can use reputation in the following situations:

- A) During the ship renting phase: A player can discard **one passenger token** to turn the top card from the ship deck face up and buy that ship or discard it. This action can be repeated. Players can still buy only one ship on their turn.
- B) During the sailing phase: A player can discard **two passenger tokens** to "create" a passenger who is willing to travel to any destination. Do not gain reputation for transporting this passenger.
- C) During the sailing phase: A player can discard **three passenger tokens** to "create" a VIP passenger token that is willing to travel to North America or British India. Do not gain reputation for transporting this passenger.
- D) During the ship renting phase: A player may **decrease regional reputation by one** level to peek at one of the face-down contract cards in that region. This action can be repeated.
- E) During the sailing phase: A player may **decrease regional reputation by three** levels to enter a war-locked region with a single ship.
- F) During the buying cotton phase: A player may **decrease regional reputation by two** levels to turn the top card from the contract deck face up and buy that contract or discard it. If discarded, the player can still buy one of the contracts from the contract row. This action can be repeated.
- G) During the selling cotton phase: A player may **decrease regional reputation by one** level to opt to stay with a ship even if a war started this turn in that region.



A new chart of the Atlantic or Western Ocean. By William Heather 1797 (map reproduction courtesy of the Norman B. Leventhal Map & Education Center at the Boston Public Library).

SIMPLE GAME - QUICK REFERENCE GUIDE

1. ADJUST TURN ORDER

page #4

Player wealth = value of ships + money

- Adjust turn order tokens according to current wealth.
- Place tokens in a single column,
- with the wealthiest player last.

Tie -> keep the order

2. DRAW CARDS

page #4



Place card face up



Place card face down

- Draw ship and contract cards, place them on the board.
- Number of cards to draw is indicated by the players' icon.



number of players in the game



face up for 5 and 6 players only



face up for 6 players only

Empty deck -> reshuffle discarded cards

3. RENT SHIPS (in turn order)

page #5

- Each player can rent one ship or pass.
- To rent a ship, pay the rental fee and take the ship card. Place the corresponding ship piece in the UK.
- Repeat these steps until all players pass or no more ships are available.

You cannot rent a ship of the same capacity as one you already own!

4. REVEAL CARDS





page #5

- Turn up all face-down contract cards.
- Place coin and passenger tokens on the board according to the symbols on the contract cards.
- Check the unrest level by summing up all numbers next to the cannon icons on the contract cards that are on the board.
- The war threshold value depends on the number of players

Unrest Level equal or greater than
Threshold Value -> War

5. SAIL SHIPS (in turn order)

page #5

- Each player moves one ship piece to the cotton region.
- Place the ship piece on the first empty space of the ship track.
- Gain bonus coins if available (remove coins from the harbor).
- Gain extra coins for transporting passengers   in ships' cabins  (remove passenger tokens from the harbor).
- Fast ships () may overtake the last ship in the queue.
- Fast ships cannot overtake each other.
- Fast ships cannot overtake ships that opted to stay in the cotton region in the previous round.

War -> ships cannot enter the harbour

- repeat until all ships leave UK

6. BUY COTTON (in regions and ships order)

page #6



- Each ship can buy cotton only from a single contract card.
- Pay and put cotton tokens onto the ship card. Discard the contract after the purchase.
- If the contract is larger than the ship's capacity, reduce the price by 1 and discard the excess cotton.
- Buying cotton is not mandatory.

7. SELL COTTON (in regions and ships order)

page #6

- Return ships to the UK
- If a ship has a cotton cargo, the return action is mandatory.
- If there is a war in a region, the return action is mandatory.
- Otherwise, the ship can return to the UK or opt to stay in.
- If the ship stays in the harbor, move its piece to the first empty space on the ship track. Do not gain bonus coins.
- Upon arrival in the UK, sell all cotton tokens and place them on the cotton demand track starting from the left.

Cotton Demand Track full -> gain 2 coins
per cotton token then discard excess tokens

8. PAY MAINTENANCE COSTS

page #6

- Pay maintenance costs for each ship.
- Ships cannot be sold or discarded except between stages.

9. CLEAR UP

page #6

- Discard all face-up cards from the board.
- Remove cotton tokens from the demand track.

Cotton to be removed -> 3 per 

- In case of war, remove all coin and passenger tokens from the affected harbor and turn the war tile to the peace side.
- Proceed to the next round.

SELLING SHARES

page #7

- Players can sell shares to obtain additional funds.
- Players sell their shares in order starting with share number 1.
- The current value of a share is indicated on the turn order track.

RESCALING THE GAME BETWEEN STAGES

page #7

- Give all ships back to the bank and reclaim the rental fee.
- Players with the "NEW" ship may change it to a "Good ol' ship" instead of giving it back. Keep the "Good ol' ship" on the board.
- Remove all cards and tokens from the board. Shuffle all 24 ship cards into a new deck and put new contract decks on the board.
- Reset the cotton demand track, keeping 13 cotton tokens minus the number of players. Remove the rest.
- Exchange currency at a 3 to 1 ratio: pence to shillings after stage I, and shillings to pounds after stage II.
- Each player sells one of their own shares to the bank for a set price of 4 shillings after stage I and 2 pounds after stage II.

END OF THE GAME

page #7

- Give all ships back to the bank and reclaim the rental fee.
- Rebuy all of the shares in share order, adjusting the company value after each rebuy.
- The owner of the richest company wins the game.



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Cotton economy data:

**"The Cotton Trade" book by George
McHenry (1863)**

In memory of the people who suffered because of the development
of the cotton industry and the Industrial Revolution.