There are regularly repeated questions in this thread about whether the game is complete and playable. I hope this clarifies it for everyone.

The answer is that the Tabletopia version is a prototype that has several differences from the final version. Is it playable? Yes, especially if it is your first play and you just want to get a feel of the rules and how the gameplay goes. However, for subsequent plays it is important to know the differences, overcoming which, truth be told, require either some fiddling or merely good memory. However, knowing that this is one of the best board games in the world given free of charge, for me personally it is a no-brainer.

So, here go the differences.
First of all the setup for 2 and 3 players is incorrect as it preselects the wrong cards and merchants out of the components pool. Therefore it is recommended to choose the 4-player setup regardless of the actual amount of players as in it you have access to all the components the game has. After that choose the cards and merchants manually according to the rulebook or you can search online for the player aid, which has all the cards described. The merchants are easy to pick based on the official rulebook. Just as you would do preparing a hard copy of the game. Now, there are several less obvious differences compared to the final version that have to be accounted for.

Card differences:
- The final version has 2 Dudley cards and 1 Walsall, while the prototype (the Tabletopia version we're now discussing) has 1 Dudley and 2 Walsall cards. In less than 4 players we just use a Derby card (since it is not used) instead of a missing Dudley and remove one Walsall of course. For 4 players there's no proper solution. One could use a wildcard temporarily, but a deck doesn't shuffle with it and also it can be later confused with a real wildcard, should a player actually take one. Otherwise it is not too big a deal, unless you've played the game a dozen of times and felt the lack of balance because of this.

Map differences:
- Stafford's right-hand industry tile has to be a pottery rather than a manufacture.
- There must be a channel connecting Reddich and Oxford in addition to the railway
- Merchant beer bonus placement is somewhat shuffled:
* Warrington has 5 pounds bonus
* Nottingham has 3VP bonus
* Gloucester has development bonus
* Oxford has +2 income bonus
* Shrewsbury bonus (4VP) is correct

Coal/Iron market differences:
- Infinite coal starts at 8 pounds (not indicated on the prototype map)
- Infinite iron starts at 6 pounds (on the map there are two redundant cubes priced 6 and 7 pounds)

All the map differences are easily resolved for 2-3 players by placing unused pieces (e.g. 5-quid coin at Warrington, unused +2 income industry tile at Oxford, a channel marker between Oxford and Reddich, double cubes at market infinite limits etc). But they can be memorized as well as themselves they didn't change just their placement.

A player mat mistake:
- The first level pottery income increase is indicated as 2 step, even though it has to be 5 as it is correctly indicated on the tiles.
Hopefully this helps everyone interested. Enjoy the game!