Buildings & Production

Built of	Building	Area	Product
1 board	Woodcutter	woods	wood
3 boards, 1 stone	Oil-rig **R**	sea	oil
2 boards	Quarry	rock	stone
3 boards	Clay pit	shore	clay
3 boards, 1 stone	Mine	mountains	gold / iron

Built of	Building	Input	Output (Max.)
2 boards, 1 stone	Sawmill	wood	2 boards (6)
3 boards	Coal burner	2 wood / 2 boards	oil (6)
2 boards, 1 stone	Papermill	2 wood / 2 boards	1 paper (1)
2 boards	Stone factory	clay	2 stones (6)
2 boards, 1 stone	Mint	oil, 2 gold	2 coins (1)
2 boards, 2 stones	Stock Exchange	1 paper, 2 coins	1 wealth point (6)
3 boards, 1 stone	Wagon factory	livestock, 2 boards	1 wagon (1)
3 boards, 2 stones	Truck factory **R**	oil, iron	1 truck (1)
2 boards	Raft factory **S**	2 wood	1 raft (1)
3 boards	Rowboat fty. **R** **S**	5 boards	1 rowboat (1)
3 boards, 2 stones	Steamer fty. **R** **S**	oil, oil, iron	1 steamer (1)
R requires research **S** only on shore	not needed	1 tool, 1 tool, 1 paper	*research*

Game Phases

1 Production
livestock, goods, transporters, research, factory upgrades

2 Movement

3 Building
buildings, new shafts, roads, bridges, walls

4 Wonder
players first, then neutral brick

Roads & Boats

Wealth Points

For goods on transporters:

go 10p 40p 120p

Wonder bricks score 10 points a row; see rule book for details

Mine Mixtures

When building mines or new shafts **R**, add one of these mixtures to the bag:

Research required	Mixture
–	3 go and 3 ir
specialised mines	4 go or 4 ir
big mines	5 go and 5 ir

Movement

Carries	Distance / Surface
2	1
2	2
3	3
6	4
3	3
5	4
8	6

Rafts, boats and ships cannot move on after docking on sea coast.

Geese may follow transporters, but can be carried as well.

For carrying transporters see special rules.

Building

Use:	to build:
boards & stones	Building (see buildings table to the left for precise requirements)
stone	Road between two tile centers
stone	Bridge
ir fu	New mine shafts in an existing mine (*new shafts* research required).
stone	Wall (2nd wall 2 piles of stones; 3rd wall 3 piles etc.; from sea: +2 piles)
boards	To demolish wall (2 walls 3 sets of boards; 3 walls 4 sets etc.; from sea: +2 sets)