







































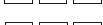











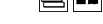






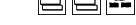












Buildings & Production			
Built of	Building	Area	Product
	Woodcutter 	woods	
	Oil-rig <b>R</b> 	sea	
	Quarry 	rock	
	Clay pit 	shore	
	Mine 	mountains	 / 
Built of	Building	Input	Output (Max.)
	Sawmill	 → 	(6)
	Coal burner	 /  → 	(6)
	Papermill	 /  → 	(1)
	Stone factory	 → 	(6)
	Mint	   → 	(1)
	Stock Exchange	   → 	(6)
	Wagon factory	  → 	(1)
	Truck factory <b>R</b>	  → 	(1)
	Raft factory <b>S</b>	  → 	(1)
	Rowboat fty. <b>R S</b>	     → 	(1)
	Steamer fty. <b>R S</b>	   → 	(1)
<b>R</b> requires research <b>S</b> only on shore	not needed	   → <i>research</i>	







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




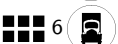



## Roads & Boats








Wealth Points
For goods on transporters:  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  and 3 
specialised mines	4  or 4 
big mines	5  and 5 

Movement	
Carries	Distance / Surface
	1 <i>roads</i>
	2 — —
	3 — — —
	4 — — — —
	3 ~ ~ ~ ~
	4 ~ ~ ~ ~ ~
	6 ~ ~ ~ ~ ~ ~ ~
<p>Rafts, boats and ships cannot move on after docking on sea coast.</p> <p>Geese may follow transporters, but can be carried as well.</p> <p>For <u>carrying transporters</u> see special rules.</p>	

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