

**Uwe Rosenberg**  
**Oranienburger Kanal**



**GLOSSARY "DECK B"**



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### GREEN STRUCTURES



#### B01 - HARBOR INSTALLATION:

You may use the effects of this structure in any order.

- The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 2 clay and 1 thaler. With 2 or at least 3 canals, actually gain 3 or 4 thaler and additionally 1 or 2 prestige.
- For each road adjacent to this structure, gain 1 wood.

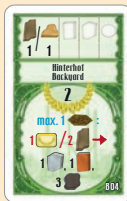


**B02 - STRIP MINING:** You may use the effects of this structure in any order.

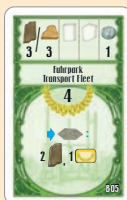
- For each rail track adjacent to this structure, gain 2 ore.
- The proceeds increase depending on the amount of wood. If you have a wood supply of 1, gain 1 clay. With a wood supply of 3, 5, or at least 7, actually gain 2, 3, or 4 clay.



**B03 - ENTREPOT:** If you pay either 1 prestige or 2 thaler, you may increase your supply of either bricks or iron to 3. If you already have at least 3 each of bricks and iron, gain no proceeds.



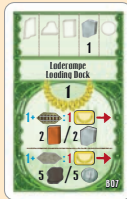
**B04 - BACKYARD:** If there is at most 1 path adjacent to this structure, you may trade either 1 prestige or 2 wood for 1 iron, 1 brick, and 3 ore.



**B05 - TRANSPORT FLEET:** For each road adjacent to this structure, gain 2 wood and 1 prestige.

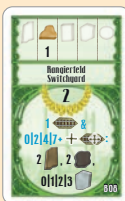


**B06 - SLUICE HOUSE:** The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 2 iron, 1 ore, and 1 prestige. With 2 or at least 3 canals you additionally gain 2 or 4 wood.



**B07 - LOADING DOCK:** You may use the effects of this structure in any order.

- If there is at least 1 rail track adjacent to this structure, you may trade 1 prestige for either 2 bricks or 2 iron.
- If there is at least 1 road adjacent to this structure, you may trade 1 prestige for either 5 ore or 5 thaler.



**B08 - SWITCHYARD:** The proceeds increase depending on the number of rail tracks. If there is 1 rail track adjacent to this structure, gain 2 wood and 2 ore. If there are 2, 4, or at least 7 additional rail tracks on the industry board, you additionally gain 1, 2 or 3 iron. Put another way, you do not gain any iron for the first two roads, one of them built at the Switchyard.



**B09 - GROUNDWORK FIRM:** You may use the effects of this structure in any order.

- The proceeds increase depending on the number of rail tracks. If there is 1 rail track adjacent to this structure, gain 3 thaler. With 2 or at least 3 rail tracks, actually gain 4 or 5 thaler.
- If there is at least 1 canal adjacent to this structure, gain either 4 ore, 4 clay, or 4 wood.



**B10 - WORKER HOUSING:** You may use the effects of this structure in any order.

- If there are at least 2 rail tracks adjacent to this structure, gain either 4 prestige, 3 ore, or 1 iron.
- If there are at least 2 roads adjacent to this structure, gain either 4 wood, 3 thaler, or 2 bricks.



**B11 - HOUSE OF INDUSTRY:** You may use the effects of this structure in any order.

- For every different route type adjacent to this structure, gain 1 thaler.
- The proceeds decrease depending on the number of paths. If there is no path, gain 5 wood. With 1, 2, 3, or 4 paths, instead you only gain 3, 2, 1, or no wood.



**B12 - RAILWAY PROPERTY:** You may use the effects of this structure in any order.

- If there are at least 2 rail tracks adjacent to this structure, gain 2 clay, 2 thaler, and 1 prestige.
- If there is at least 1 canal adjacent to this structure, gain 2 iron.



**B13 - HOIST:** You may use the effects of this structure in any order.

- If there is at least 1 rail track adjacent to this structure, gain 3 ore.
- If there is at least 1 canal adjacent to this structure, gain 3 clay.
- If there is at least 1 road adjacent to this structure, gain 3 wood.



**B14 - BUILDING SUPPLIES STORE:**

The proceeds increase depending on the number of paths. If there are 2 paths adjacent to this structure, gain 1 material of your choice (wood, clay, ore, brick, or iron). With 1 or no paths, actually gain 2 or 5 different materials of your choice.



**B15 - REPAIR DOCK:** If there are at least 2 canals adjacent to this structure, you may trade either 1 ore or 1 thaler for 2 wood and 1 prestige for each additional canal on the industry board. Put another way, the first two roads at the Repair Dock do not allow you to trade.



**B16 - GARAGE:** You may use the effects of this structure in any order.

- The proceeds increase depending on the number of roads. If there are 2 roads adjacent to this structure, gain 1 brick. With at least 3 roads, actually gain 2 bricks.
- If there is at least 1 rail track adjacent to this structure, gain 3 thaler.



**B17 - ORE SHIP:** The proceeds increase depending on the first or second activation of the Ore Ship. If there are at least 2 canals adjacent to this structure, during the first activation you may trade 2 ore for 7 thaler. During the second activation, instead you may trade 5 ore for 12 prestige.



**B18 - PLANT:** The proceeds increase depending on the number of structures. If you have a wood supply of at least 2 and there is 1 structure on the industry board not adjacent to a path, gain 2 thaler. With 2, 3, or at least 4 such structures, actually gain 4, 6, or 7 thaler.



**B19 - PLANNING BUREAU:** You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 4 ore.
- For each structure on the industry board you have not activated, gain 1 thaler.



**B20 - LODGE:** If there is at most 1 path adjacent to this structure, gain 1 wood, 1 ore, 4 thaler, and 1 prestige.

## ORANGE STRUCTURES



**B21 - HARDWARE STORE:** If there are at least 2 canals adjacent to this structure, you may trade either 2 ore for 6 prestige or 2 iron for 9 thaler.



**B22 - BUILDING FIRM:** The proceeds increase depending on the number of empty structure spaces. If there are at least 2 roads adjacent to this structure and at least 1 canal each adjacent to 2 empty structure spaces on the industry board, gain 3 prestige. With 3, 4, or at least 5 such structure spaces, actually gain 5, 7, or 8 prestige.



**B23 - STEEL CRANE:** The proceeds increase depending on the number of canals. If there is at least 1 road and 1 canal adjacent to this structure, gain 6 prestige. With 2 or 3 canals you additionally gain 1 or 2 bricks. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**B24 - ROAD CONSTRUCTION SITE:** If there is at least 1 column with 3 roads on the industry board, gain 2 clay, 1 ore, and 3 prestige. The Road Construction Site does not need to be adjacent to any such column.

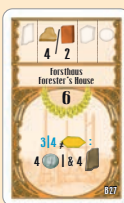


**B25 - FORGING COMPANY:** You may use the effects of this structure in any order.

- The proceeds increase depending on the amount of iron. If there are at least 2 roads adjacent to this structure, you may trade 1 iron for 4 thaler. With 2 or 3 iron, actually gain 6 or 7 thaler.
- If there are at least 2 roads adjacent to this structure, you may trade 2 ore for 5 prestige.



**B26 - LOCOMOTIVE:** If there are at least 2 rail tracks adjacent to this structure, gain 1 thaler and 1 ore for each additional rail track on the industry board. Put another way, you do not gain proceeds for the first two roads built at the Locomotive.



**B27 - FORESTER'S HOUSE:** The proceeds increase depending on the number of different route types. If there are 3 different route types adjacent to this structure, gain 4 thaler. With 4 different route types you additionally gain 4 wood.



**B28 - BRICK PLANT:** You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 4 prestige.
- The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, gain 2 clay. With 3 or 4 different route types, instead gain 2 thaler or 2 bricks.



**B29 - ARMORER:** The proceeds increase depending on the amount of iron. If there are at least 3 roads or at least 2 rail tracks adjacent to this structure, you may trade 2 iron for 2 ore, 2 thaler and 6 prestige. With 3 or 4 iron, actually gain 8 or 10 prestige.



**B30 - FREIGHT HARBOR:** Compare the amount of rail tracks and canals on the industry board. For each route of the smaller amount, gain 1 ore and 1 prestige.



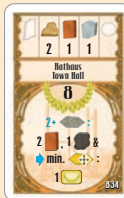
**B31 - MINT:** The proceeds increase depending on the amount of ore. If there are at least 2 roads adjacent to this structure, you may trade 1 ore and 1 prestige for 2 wood and 5 thaler. With 2 or 3 ore, actually gain 6 or 7 thaler.



**B32 - GUILDHALL:** Compare your bricks and iron supplies. For each material of the smaller supply, gain 1 thaler, 1 ore and 1 clay.



**B33 - TRADING HOUSE:** Compare your bricks and iron supplies. For each material of the smaller supply, you may trade 2 ore for 4 prestige and 6 thaler.



**B34 - TOWN HALL:** If there are at least 2 roads adjacent to this structure, gain 2 wood, 1 ore, and for each route of the least common type on the industry board, gain 1 prestige.



**B35 - CASTLE:** You may use the effects of this structure in any order.

- For each bridge adjacent to this structure, gain 3 thaler.
- For each canal adjacent to this structure, gain 1 prestige.



**B36 - ORE OFFICE:** The proceeds increase depending on the amount of ore. If there are at least 2 canals adjacent to this structure, you may trade 2 ore for 2 bricks and 2 iron. With 4 ore you additionally gain 2 wood and 2 clay.



**B37 - WATCHTOWER:** You may use the effects of this structure in any order.

- If there is at least 1 rail track adjacent to this structure, you may build a path at no charge on the industry board. Follow the game rules for "Build 1 path" without paying 1 clay.

- If there is at least 1 canal adjacent to this structure, you may build a bridge at no charge on the industry board. Follow the game rules for "Build 1 bridge" without paying 1 wood.



**B38 - CERAMIC SUPPLIER:** The proceeds increase depending on the amount of thaler. If there is at least 1 road adjacent to this structure and have a clay supply of at least 3, you may trade 1 clay for 2 wood and 5 prestige. With an additional 4 or 8 thaler, actually gain 10 or 15 prestige.



**B39 - SAWMILL:** If there is at least 1 canal and 1 road adjacent to this structure, you may trade 1 prestige for 5 wood, 2 thaler, and 1 ore. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**B40 - TRANSIT ZONE:** For each column on the industry board with 3 canals, 3 rail tracks, or 3 roads, gain 5 prestige. The Transit Zone does not need to be adjacent to these columns.

## BLUE STRUCTURES



**B41 - GENERAL CARGO FREIGHTER:** You may use the effects of this structure in any order.

- If there is at least 1 canal adjacent to this structure, you may trade 1 brick for 4 thaler.
- If there is at least 1 canal adjacent to this structure, you may trade 2 wood for 5 prestige.



**B42 - ORE WAREHOUSE:** If there are at least 2 roads adjacent to this structure, compare your amount of rail tracks on the industry board with your ore supply. For each rail track or ore of the smaller amount, gain 2 prestige. The Ore Warehouse does not need to be adjacent to the rail tracks.



**B43 - CABINET JOINERY:** If there are at least 2 rail tracks or at least 3 roads adjacent to this structure, you may trade 3 wood for 4 thaler and 4 prestige.



**B44 - BUILDING CAMP:** The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, you may make a single trade of 1 wood and 1 ore for 2 prestige and 1 thaler. With 2 or at least 3 roads you may make this trade at most two or three times.



**B45 - CONCERT HALL:** The proceeds increase depending on the number of canals. If there is at least 1 canal adjacent to this structure, you may trade 10 thaler for 15 prestige. With 20 or 30 thaler, actually gain 27 or 40 prestige.



**B46 - ART POTTERY:** The proceeds increase depending on the number of paths. If there are 4 paths adjacent to this structure, you may trade 5 clay for 2 wood and 6 thaler. With 3, 2, 1, or no paths you only need 4, 3, 2, or 1 clay to trade.



**B47 - MUNICIPAL OFFICE:** For each of the stated minimum quantities of materials (at least 3 iron, 4 ore, 6 clay, or 6 wood) you may trade either 1 ore or 1 thaler for 3 prestige. Even if you have an iron supply of 6 or an ore supply of

8, you may only trade once for each of these supplies.





**B57 - TOLL STATION:** The proceeds increase depending on the number of roads. If there is at least 1 road adjacent to this structure and 3 additional roads on the industry board, gain 5 thaler. With 5, 7, or at least 9 additional roads, actually gain 6, 7, or 8 thaler. Put another way, you do not gain proceeds for the first road at the Toll Station.



**B58 - ARCADES:** The proceeds increase depending on the number of roads. If there are at least 2 roads adjacent to this structure and 3 additional roads on the industry board, gain 5 thaler and 2 prestige. With 5, 7, or at least 8 additional roads, actually gain 4, 6, or 7 prestige. Put another way, you do not gain proceeds for the first two roads at the Arcades.



**B59 - THREE-STORY HOUSE:** You may use the effects of this structure in any order.

- For each structure adjacent to at least 2 canals on the industry board, gain 2 prestige. If the Three-Story House is adjacent to at least 2 canals, gain the proceeds for it, too.
- If there is at least 1 road adjacent to this structure, gain 3 wood.



**B60 - STEEL BEAM PRODUCTION:** For each structure on the industry board adjacent to at least 3 bridges, you may trade 1 iron for 3 thaler and 5 prestige. If the Steel Beam Production has at least 3 bridges, gain the proceeds for it, too.