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Oranienburger Kanal



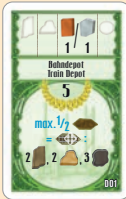
GLOSSARY "DECK D"



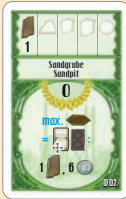
Oranienburger Kanal

GLOSSARY "DECK D"

GREEN STRUCTURES



D01 - TRAIN DEPOT: If there are at most half as many paths adjacent to this structure as there are rail tracks on the industry board, gain 2 wood, 2 clay and 3 ore.



D02 - SANDPIT: If there are at most as many paths adjacent to this structure as there are structures you have not activated on the industry board, gain 1 wood and 6 thaler.



D03 - MAGAZINE: You may use the effects of this structure in any order.

- If there is at least 1 canal adjacent to this structure, gain 4 wood.
- If there is at least 1 rail track adjacent to this structure, gain 1 iron and 1 ore.



D04 - BRIDGE FACILITY: The proceeds increase depending on the number of bridges. If there is no bridge adjacent to this structure, gain 2 wood and 2 ore. With 1, 2, or at least 3 bridges you additionally gain 3, 5, or 10 thaler.



D05 - IRONBOTTOM SHIP: If there are at least 2 canals and 1 road adjacent to this structure, gain 2 iron, 2 ore and 2 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



D06 - FRAT HOUSE: You may use the effects of this structure in any order.

- If there is at least 1 canal adjacent to this structure, gain 4 ore.
- If there is at least 1 rail track adjacent to this structure, gain 3 wood.



D07 - CENTRAL WAREHOUSE: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 2 clay, 1 thaler, and 3 ore. With 2 or at least 3 canals, actually gain 5 or 7 ore.



D08 - OFFICIAL BUILDING: You may use the effects of this structure in any order.

- If there is at least 1 canal adjacent to this structure, gain 2 ore and 1 brick.
- If there is at least 1 rail track adjacent to this structure, gain 2 wood and 1 iron.



D09 - PENSION OFFICE: You may use the effects of this structure in any order.

- For each brick in your supply, gain 1 clay.
- If there are at least 2 rail tracks adjacent to this structure, gain 3 prestige.



D10 - PITHEAD: You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 3 thaler.
- The proceeds increase depending on the number of rail tracks. If there is 1 rail track adjacent to this structure, you may trade 2 prestige for 2 iron. With 2 or at least 3 rail tracks, instead trade 1 or no prestige.



D11 - TRACK LAYING FIRM: You may use the effects of this structure in any order.

- For each rail track adjacent to this structure, you may trade 1 thaler for 1 iron and 1 wood.
- If there is at least 1 road adjacent to this structure, gain 2 clay.



D12 - FIRE DEPARTMENT: If there is at least 1 canal at the edge of the industry board adjacent to this structure, gain 2 bricks, 2 clay, and 2 prestige.



D13 - CEMENT PRODUCTION: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 2 clay for 1 brick and 3 thaler. With 2 canals gain 2 bricks and 2 thaler, and with at least 3 canals gain 3 bricks and no thaler.



D14 - ORE DEPOSIT: The proceeds increase depending on the number of rail tracks and roads. If there is 1 rail track and 3 roads adjacent to this structure, gain 4 thaler and 5 ore. With 2 rail tracks and 2 roads or 3 rail tracks and 1 road, actually gain 6 or 8 ore. If at least 1 of the stated route types is missing, you do not gain any proceeds.



D15 - KITCHEN OF THE POOR: The proceeds decrease depending on the amount of thaler. If there is at least 1 road adjacent to this structure and have at most 5 thaler, gain 8 prestige. With at most 10, 15, or 30 thaler, only gain 7, 6, or 5 prestige.



D16 - STORAGE AREA: You may use the effects of this structure in any order.

- If there is at least 1 column with 3 rail tracks on the industry board, gain 5 thaler. The Storage Area does not need to be adjacent to any such column.
- If there is at least 1 column with 3 canals on the industry board, gain 5 thaler. The Storage Area does not need to be adjacent to any such column.



D17 - BARRACKS: The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, you may fill up your brick supply to 1. With 3 or 4 different route types you may fill up to 2 or 3 bricks. If you already have at least the stated amount of bricks, you do not gain any proceeds.



D18 - WAINWRIGHTS: If there are at most half as many paths adjacent to this structure as there are roads on the industry board, gain 2 wood, 4 ore, and 1 prestige.



D19 - COACH: If there are at least 2 roads adjacent to this structure, gain 2 wood, 2 ore, 2 thaler, and 2 prestige.



D20 - CLINKER BRICK STORE: The proceeds increase depending on the amount of thaler. If you either built at least 3 roads or at least 2 rail tracks adjacent to this structure, you may trade 2 clay for 2 bricks and 2 prestige. With an additional 2 or 6 thaler, actually gain 5 or 10 prestige.

ORANGE STRUCTURES



D21 - COAL DEPOT: You may use the effects of this structure in any order.

- If this structure is at the edge of the industry board, gain 3 prestige.
- If there is at least 1 rail track adjacent to this structure, gain 3 wood.
- If there is at least 1 canal adjacent to this structure, gain 3 ore.

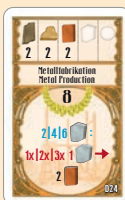


D22 - CHURCH: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, gain 2 wood, 1 brick, and 1 thaler. With 2 or at least 3 roads, actually gain 2 or 3 thaler.



D23 - SLIPWAY: You must use the effects of this structure in the stated order.

- The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 1 ore. With 2 or 3 canals, actually gain 4 or 7 ore.
- After you gained ore for up to 3 canals adjacent to this structure, gain 1 thaler for each additional canal on the industry board. Put another way, you can only use this effect from the fourth canal on.



D24 - METAL PRODUCTION:

The proceeds increase depending on the amount of iron. If you have an iron supply of 2, you may trade 1 iron for 2 bricks. With an iron supply of 4 or 6 you may make this trade at most two or three times.



D25 - SHIP CARPENTRY: The proceeds increase depending on the number of canals and roads. If there is 1 canal and 3 roads adjacent to this structure, gain 3 wood, 1 prestige, and 3 thaler. With 2 canals and 2 roads or 3 canals and 1 road, actually gain 4 or 5 thaler. If at least 1 of the stated route types is missing, you do not gain any proceeds.



D26 - COAL CART: 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.
- The proceeds increase depending on the amount of ore. If there is at least 1 rail track adjacent to this structure and



D36 - WATER POWER

STATION: The proceeds increase depending on the number of canals. If there is at least 1 rail track and 1 canal adjacent to this structure, gain 1 thaler for each additional canal on the industry board. With 2 canals at the Water Power Station, instead gain 1 prestige for each additional canal on the industry board. Put another way, you do not gain proceeds for the first two canals at the Water Power Station.



D37 - IRON FOUNDRY: For each rail track adjacent to this structure, you may trade 1 wood and 1 ore for 1 iron, 1 thaler, and 2 prestige.



D38 - IRON MELTING FURNACE:

The proceeds increase depending on the amount of ore. If there is at least 1 rail track and 1 road adjacent to this structure, you may trade 1 ore for 5 prestige and 1 iron. With 3 or 5 ore, actually gain 2 or 3 iron.



D39 - TUNNELING: If there are 2 roads on opposite sides of the Tunneling, you may trade either 1 prestige or 1 iron for 2 clay and 5 thaler. If there are 4 roads adjacent to this structure, you still gain the proceeds only once.



D40 - TRAIN PRODUCTION: If there is at least 1 column with 3 Rail tracks on the industry board, gain 8 prestige. The Train Production does not need to be adjacent to any such column.

BLUE STRUCTURES



D41 - STATION SQUARE: You may use the effects of this structure in any order.

- For each rail track adjacent to this structure, gain 1 prestige
- For each road on the industry board adjacent to any of the rail tracks at the Station Square, gain 1 thaler. At most 10 roads can be adjacent to these rail tracks.



D42 - STEEL OFFICE:

The proceeds increase depending on the amount of iron. If you either built at least 1 canal or at least 1 rail track adjacent to this structure and have an iron supply of 3, you may trade 2 iron for 3 thaler and 3 prestige. With an iron supply of 4, 5, or 6, actually gain 4, 5, or 6 prestige.



D43 - LUMBER STORAGE: You may use the effects of this structure in any order.

- You gain 2 wood. These proceeds are unconditional.
- The proceeds increase depending on the amount of wood. If there is at least 1 road adjacent to this structure and have a wood supply of 6, you may trade 6 wood for 10 prestige. With a wood supply of 7 or 8 you only need 5 or 4 wood to trade.



D44 - FURNACE BUILDING FIRM:

The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 1 iron and 1 clay for 2 thaler and 2 prestige. With 2 or at least 3

canals you may make this trade at most two or three times.



D45 - POST OFFICE: You may use the effects of this structure in any order.

- For each structure you activated at most one time on the industry board, gain 1 prestige.
- If there is at least 1 road adjacent to this structure, gain 2 thaler.



D46 - BRICKWORKS: For each path adjacent to this structure, you may either trade 1 prestige for 2 bricks or 1 brick for 7 thaler.



D47 - HOUSE AT THE ESTUARY: For each 90°-angle with 2 canals on the industry board, gain 2 prestige, up to a maximum of 10 prestige



D48 - SCRAP TRADE: If there are at least 2 roads adjacent to this structure, you may trade 1 iron and 1 ore for 4 thaler, 2 wood, and 2 clay.



D49 - CONURBATION: The proceeds increase depending on the number of structures adjacent to rail tracks. If there are 5 structures each adjacent to at least 1 rail track, gain 5 prestige. With 6 or at least 7 such structures, actually gain 6 or 7 prestige.



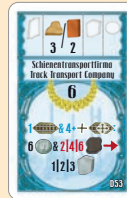
D50 - SAILING SHIP: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 3 ore for 3 thaler and 1 prestige. With 4 or 5 ore, actually gain 3 or 5 prestige. If there are at least 2 canals adjacent to this structure, actually gain 5 thaler.



D51 - WHARF: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure and at least 6 additional canals on the industry board, gain 3 wood, 3 ore, and 3 prestige. With 2 or at least 3 canals at the Wharf you only need 4 or 2 additional canals on the industry board to gain the same proceeds.



D52 - STATE HOUSE: The proceeds increase depending on the amount of bricks. If you have a brick supply of 2, you may trade 1 brick for 3 thaler at most two times. With a brick supply of 4 or 6 you may trade at most three or four times.



D53 - TRACK TRANSPORT COMPANY: The proceeds increase depending on the amount of ore. If there is at least 1 rail track adjacent to this structure and at least 4 additional rail tracks on the industry board, gain 6 thaler, and you may trade 2 ore for 1 iron. With 4 or 6 ore, actually gain 2 or 3 iron.



D54 - COAL STOCKPILE: The proceeds change depending on the number of roads. If there is 1 road adjacent to this structure, you may trade 3 iron for 5 thaler and 7 ore. With 2, 3, or 4 roads you may trade 2, 1 or no iron, and only gain 5, 3, or 1 ore.



D55 - POLICE BUILDING: The proceeds increase depending on the number of rail tracks, canals or bridges. If there are 2 rail tracks on the industry board, gain 4 thaler. With 3, 4, or at least 5 rail tracks, actually gain 6, 9, or 12 thaler. Gain the same proceeds for canals and bridges on the industry board.



D56 - CANAL CLEANING: For the first four canals on the industry board, gain 1 clay for each canal. From the fifth canal on gain 2 thaler for each canal.



D57 - MUSEUM: You may use the effects of this structure in any order.

- For each rail track on the industry board, gain 1 prestige.
- For each road adjacent to this structure, gain 1 thaler.



D58 - VENEER STORE: The proceeds increase depending on the amount of wood. If there is at least 1 rail track and 1 road adjacent to this structure, you may trade 1 wood for 6 prestige. With 3, 5, or 7 wood, actually gain 8, 11, or 15 prestige.



D59 - BRIDGE PLANNING OFFICE: You may use the effects of this structure in any order.

- For each structure with at least 3 bridges on the industry board, gain 5 prestige. If the Bridge Planning Office has at least 3 bridges, gain the proceeds, too.
- If there are at least 2 roads adjacent to this structure, gain 2 wood.



D60 - ORE PIT: The proceeds decrease depending on the number of paths. If there is no path adjacent to this structure, gain 3 clay and 5 prestige. With 1, 2, 3, or 4 paths, you may trade 2, 4, 5, or 6 ore for 3 clay and 5 prestige.