

Uwe Rosenberg
Oranienburger Kanal



GLOSSARY "DECK E"



Oranienburger Kanal

GLOSSARY "DECK E"

GREEN STRUCTURES



E01 - HOTEL: For each route type adjacent to this structure, gain 1 wood and 1 thaler.



E02 - THATCHED ROOF HOUSE: You may use the effects of the structure in any order.

- If there is at least 1 rail track adjacent to this structure, gain 3 wood.
- If there is at least 1 road adjacent to this structure, gain 1 ore.
- If there are at least 2 canals adjacent to this structure, gain 1 brick, 1 thaler, and 1 prestige.



E03 - FIELD WAREHOUSE: For each road adjacent to this structure, you may fill up one of your wood, clay or ore supplies to 3. If you already have at least 3 each of wood, clay, and ore, you do not gain any proceeds.



E04 - IRONWORKS: The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, you may trade 3 ore for 2 iron and 1 thaler. With 3 or 4 different route types you only need 2 or 1 ore, and actually gain 2 or 3 thaler.



E05 - TRAM SHED: The proceeds increase depending on the number of rail tracks. If there are 2 rail tracks adjacent to this structure, gain 1 iron, 2 thaler and 1 ore. With 3 or 4 rail tracks, actually gain 3 or 4 ore.



E06 - BULK MATERIAL PORT: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 4 ore for 3 wood, 3 clay, and 1 prestige. With 2 or at least 3 canals you only need 3 or 2 ore, and actually ad gain 2 or 3 prestige.



E07 - FERRY HOUSE: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 1 wood, 2 ore, and 2 thaler. With 2 or at least 3 canals you additionally gain 2 or 3 prestige.



E08 - BRICK DEPOT: You may use the effects of the structure in any order.

- If there is at least 1 canal adjacent to this structure, gain 1 iron and 1 prestige.
- The proceeds increase depending on the number of rail tracks. If there is 1 rail track adjacent to this structure, gain 1 brick. With 2 or at least 3 rail tracks, actually gain 2 or 3 bricks.



E09 - ANCILLARY FIRM: You may use the effects of the structure in any order.

- Gain 1 brick and 1 clay. These proceeds are unconditional.
- If there are at least 2 roads adjacent to this structure, gain either 1 iron or 4 ore.



E10 - PARKING SPACE: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, gain 1 wood, 2 clay, and 1 thaler. With 2, 3, or 4 roads, actually gain 2, 3, or 4 thaler.



E11 - TRADE CONTROL: The proceeds decrease depending on the number of paths. If there is no path adjacent to this structure, you may trade 1 thaler for either 1 brick or 1 iron, up to six times. With 1 or 2 paths you may make this trade at most five or four times.



E12 - PORT MASTER'S OFFICE: The proceeds increase depending on the number of canals. If there is at least 1 canal adjacent to this structure, gain 1 wood and 3 thaler. With 1, 2, or 3 additional canals on the industry board you



E13 - ROOFING FIRM: The proceeds increase depending on the amount of clay. If there are at least 2 roads adjacent to this structure, you may trade 1 clay for 2 wood and 2 bricks. With 2 or 3 clay, actually gain 3 or 4 bricks.



E14 - PITHEAD BUILDING: You may use the effects of the structure in any order.

- Gain 3 prestige. These proceeds are unconditional.
- 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 2 wood.



E15 - ORE OVEN: The proceeds decrease depending on the number of paths. If there is no path adjacent to this structure, gain 2 iron and 3 thaler. With 1 or 2 paths you may trade 2 or 4 ore for 2 iron and 3 thaler.



E16 - LANDSCAPER: The proceeds increase depending on the route of the least common type on the industry board. If there are 2 such routes, gain 4 thaler. With 3, 4, or at least 5 such routes, actually gain 5, 6, or 8 thaler.



E17 - TEMPORARY ORE STORE: You must use the effects of the structure in the stated order.

- At the first activation, gain 4 ore.
- The proceeds increase depending on the amount of ore. At

the second activation, you may trade 2 ore for 7 thaler. With 4 ore, actually gain 10 thaler.

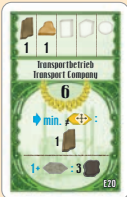


E18 - BARGE: If there are at least 2 canals adjacent to this structure, gain 4 prestige, and 1 ore for each iron in your iron supply.



E19 - LOG STACKER: You must use the effects of the structure in the stated order.

- Gain 2 wood. These proceeds are unconditional.
- After gaining the wood: If there is at least 1 road adjacent to this structure and you have a wood supply of 5, gain 3 thaler. With a wood supply of 7 or 8, actually gain 4 or 5 thaler.



E20 - TRANSPORT COMPANY: You may use the effects of the structure in any order.

- For each route of the least common type on the industry board, gain 1 wood.
- If there is at least 1 road adjacent to this structure, gain 3 ore.

ORANGE STRUCTURES



E21 - COUNTING HOUSE: If there is at least 1 canal adjacent to this structure, you may trade either 4 prestige or 3 thaler for 2 bricks, 1 iron, 2 wood, and 1 ore.



E22 - TOY SHOP: Choose to gain 3 different things from the following list: 1 wood; 1 clay; 1 ore; 1 prestige; and either 1 iron or 1 brick. These proceeds are unconditional.



E23 - JUNKYARD: For each route type adjacent to this structure, you may trade 1 iron for 1 wood, 2 thaler, and 1 prestige.

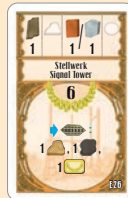


E24 - EXCAVATION COMPANY: You may use the effects of the structure in any order.

- Gain 2 clay. These proceeds are unconditional.
- You may replace 1 path adjacent to at least 1 canal on the industry board for 1 canal at no charge. Follow the game rules for "Build 1 canal" without paying 3 thaler, but gaining 2 clay.



E25 - SHIPPING COMPANY: If there is at least 1 road adjacent to this structure, you may trade 1 iron for 1 brick, 2 thaler and 1 prestige for each canal adjacent to this structure.



E26 - SIGNAL TOWER: For each rail track adjacent to this structure, gain 1 clay, 1 ore, and 1 prestige.



E27 - ARMORY: If there is at least 1 road and 1 rail track adjacent to this structure, gain 1 prestige and 1 ore for each iron in your iron supply. If at least 1 of the stated route types is missing, you do not gain any proceeds.



E28 - WATER AUTHORITY: You may use the effects of the structure in any order.

- For each canal on the industry board, gain 1 prestige.
- The proceeds increase depending on the number of roads. If there are 2 roads adjacent to this structure, gain 2 ore. With at least 3 roads, actually gain 3 ore.



E29 - BUILDING COMPLEX:

The proceeds increase depending on the number of roads. If there are at least 2 bridges and 1 road adjacent to this structure, gain 4 wood and 4 thaler. With 2 or at least 3 roads, actually gain 5 or 6 thaler. If either the roads or bridges are missing, you do not gain any proceeds.



E30 - ORE SHED: For each structure you have not yet activated on the industry board, you may trade either 1 ore or 1 thaler for 1 wood and 2 prestige.



E31 - ORE SHOP: The proceeds increase depending on the first or second activation of the Ore Shop. If there are at least 2 roads adjacent to this structure, you may trade 4 ore for 8 prestige at the first activation. At the second activation, you only need 1 ore to trade.



E32 - HOUSE AT THE BRIDGE:

The proceeds increase depending on the number of bridges. If there is 1 bridge adjacent to this structure, gain 5 prestige. With 3 or 4 bridges, actually gain 10 or 12 prestige.



E33 - RELOADING STATION:

The proceeds increase depending on the number of bridges. If there are no bridges on rail tracks on the industry board, gain 3 wood and 1 thaler. With 1, 2, or at least 3 such bridges, actually gain 4, 6, or 8 thaler.



E34 - GRAND HOUSE:

The proceeds increase depending on the number of bridges. If there are 2 bridges on different route types on the industry board, gain 3 thaler. With 3 or 4 such bridges, actually gain 5 or 7 thaler.



E35 - ORE MINE:

The proceeds increase depending on the number of routes adjacent to rail tracks and canals. If there are 2 routes of these route types adjacent to this structure, you may trade 6 ore for 8 prestige. With 3 or 4 such routes you only need 4 or 2 ore to trade.



E36 - MOATED CASTLE: You may use the effects of the structure in any order.

- The proceeds change depending on the number of canals. If there are 3 canals adjacent to this structure, gain 6 prestige. With 4 canals, instead gain 6 thaler.
- The proceeds increase depending on the number of bridges. If there is 1 bridge adjacent to this structure, gain 2 thaler. With 2 or at least 3 bridges, actually gain 3 or 8 thaler.



E37 - PITCH FIRM: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, gain 11 prestige minus 1 prestige for each path on the industry board. With 2 or 3 roads, actually gain 13 or 14 prestige minus 1 prestige for each path on the industry board.



E38 - PORT AUTHORITY: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to at least 1 rail track on the industry board, gain 2 ore and 5 prestige. With 2, 3, or at least 4 such canals you additionally gain 1, 2, or 3 thaler.



E39 - VILLAGE PUB: For each structure with 1 bridge on the industry board, gain 1 thaler and 1 wood.



E40 - HEAP: When you raise this structure, you do not pay any building costs. For each structure adjacent to the Heap, you may trade 5 thaler for 1 iron and 6 prestige.

BLUE STRUCTURES



E41 - MASTER CARPENTRY: For each route type adjacent to this structure, you may trade either 1 iron or 1 brick for 3 prestige.



E42 - SIGN WORKSHOP: You may use the effects of the structure in any order.

- If there is at least 1 road adjacent to this structure, gain 2 thaler.
- For every additional 2 roads on the industry board, you may trade either 1 wood or 1 thaler for 2 prestige. Put another way, you cannot trade for the first road built at the Sign Workshop and one additional road on the industry board.



E43 - BODY SHOP: If there is at least 1 rail track and 1 road adjacent to this structure, gain 1 prestige for each additional road on the industry board, but at most 10 prestige. Put another way, you do not gain proceeds for the first road built at the Body Shop.



E44 - MAINTENANCE FIRM: You may use the effects of the structure in any order.

- For each rail track on the industry board, gain 1 thaler.
- For every 2 bridges on the industry board, gain 1 wood.



E45 - HOUSE AT THE SANDBAR: The proceeds increase depending on the number of bridges. If there is 1 bridge on a canal on the industry board, gain 5 prestige. With 2 or at least 3 such bridges, actually gain 7 or 8 prestige.



E46 - HOMELESS SHELTER: You may use the effects of the structure in any order.

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



E47 - BRIDGE BUILDING

FIRM: If there is at least 1 road adjacent to this structure, you may trade 1 iron for 1 wood, 2 thaler, and 1 prestige for every 2 bridges on the industry board.



E48 - STOREHOUSE: If you have at least 3 materials each in all your 5 material supplies, gain 8 prestige.



E49 - BLACKSMITH: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, you may trade 1 iron and 1 wood for 2 thaler and 4 prestige. With 2 or at least 3 roads, actually gain 6 or 7 prestige.



E50 - BUILDING MAIN CAMP: If there are at least a total of 10 rail tracks and canals in the industry board, you may trade 3 wood for 9 thaler.



E51 - ORE JETTY: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 6 ore for 7 thaler. With 2 or at least 3 canals you only need 4 or 2 ore to trade.



E52 - LARGE FREIGHTER: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 1 wood and 1 ore for 2 thaler and 2 prestige up to two times. With 2 or at least 3

canals, you may take this trade at most three or four times.



E53 - ORE WASHING BAY: The proceeds increase depending on the number of canals. If there are at least 2 roads adjacent to this structure and 4 canals on the industry board, you may trade 4 ore for 5 thaler and 3 prestige. With 6, 8, or at least 10 canals you only need 3, 2, or 1 ore, and actually gain 4, 5, or 7 prestige.



E54 - MINING ACADEMY: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, you may trade 2 clay and 2 ore for 4 thaler and 3 prestige. With 2 or at least 3 roads you only need 1 or no ore to trade.



E55 - BLASTING OPERATION FIRM: Choose, if you remove all bridges from your industry board and place them into the supply. Gain 1 thaler for each removed bridge. You may activate all structures again by building new bridges.



E56 - MAPPING OFFICE: The proceeds decrease depending on the number of empty structure spaces. If there is at least 1 road adjacent to this structure and have no empty structure spaces on the industry board, you may trade 4 clay for 10 prestige. With 1, 2, 3, or 4 empty structure spaces, only gain 9, 8, 7, or 6 prestige. If you have at least 5 empty structure spaces, you do not gain the proceeds.



E57 - CLAY PRODUCTION: You may use the effects of the structure in any order.

- For each canal on the industry board, gain 1 prestige.
- The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 2 clay for 3 thaler. With 2 or at least 3 canals, actually gain 4 or 5 thaler.



E58 - WATCHMAKING: Check, how many positions you may turn your material wheel by following the game rules. For each possible turn gain 2 thaler (do not really turn the material wheel, only the possible number of turns are of interest). After activating this effect, you cannot buy additional basic materials via the "At anytime" actions.



E59 - FOREMAN'S OFFICE: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, you may trade 2 wood and 4 thaler for 8 prestige. With 2 or 4 roads you may trade at most two or three times.



E60 - BUILDING MATERIALS MARKET: The proceeds increase depending on the number of roads. If there is 1 road adjacent to this structure, you may trade 2 wood, 2 clay, and 2 ore for 10 prestige. With 2 or at least 3 roads you additionally gain 2 or 3 thaler.