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Oranienburger Kanal



GLOSSARY "DECK F"



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### GREEN STRUCTURES



**F01 - RESTAURANT:** If there are at least 2 roads adjacent to this structure, fill up your thaler supply to 6. If you already have at least 6 thaler, gain no proceeds.



**F02 - BULK MATERIAL DEPOT:** 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 4 thaler and 1 clay. With 2 or 3 ore, actually gain 3 or 5 clay. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**F03 - GOODS OFFICE:** If there is 1 path and 1 road adjacent to this structure, gain 1 brick, 2 wood, 2 ore and 2 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**F04 - CANAL HOUSE:** The proceeds increase depending on the number of canals. If there is 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. Additionally, gain 1 wood. With 2 or at least 3 canals, actually gain 3 or 5 wood.

**F05 - MUSIC HOUSE:** The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, gain 2 ore and 2 clay. With 3 or 4 different route types you additionally gain 1 or 3 thaler.



**F06 - LARGE CARPENTER'S WORKSHOP:** You may use the effects of this structure in any order.

- Gain 2 thaler and 1 wood. These proceeds are unconditional.
- The proceeds increase depending on the number of different route types. If there are 3 different route types adjacent to this structure, gain 2 wood. With 4 different route types, instead gain 2 bricks.



**F07 - CONSTRUCTION MANAGEMENT:** The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, you may increase 1 material supply by 1. With 3 or 4 different route types you may increase 3 or 5 different material supplies each by 1.



**F08 - MINING BUREAU:** You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 1 iron.
- For each road adjacent to this structure, gain 1 wood and 1 ore.



**F09 - ROADBED:** Choose 1 rail track adjacent to this structure. Gain 4 ore and 1 thaler for each rail track adjacent to the one you chose. At most 6 rail tracks can be adjacent to the chosen rail track (3 on each side).



**F10 - INDUSTRIAL SETTLEMENT:** If there are at least 2 rail tracks adjacent to this structure, you may trade 2 ore for 3 wood, 2 thaler, and 3 prestige.



**F11 - GREEN SPACE:** 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 wood.
- If there is at least 1 canal adjacent to this structure, gain either 1 brick or 4 prestige.



**F12 - HOUSE OF ARTS:** You may use the effects of this structure in any order.

- Gain 2 ore and 1 wood. These proceeds are unconditional.
- For each road adjacent to this structure, gain 1 thaler.
- If there are at least 2 rail tracks adjacent to this structure, gain 3 prestige.



**F13 - DOCKSIDE BAR:** The proceeds increase depending on the number of canals. If there is at least 1 canal adjacent to this structure at the edge of the industry board and 1 additional canal at the edge of the industry board, gain 6 thaler. With 2 or at least 3 such additional canals, actually gain 8 or 10 thaler. Put another way, you do not gain proceeds for the first canal at the edge of the industry board at the Dockside Bar.



**F14 - SIDING:** The proceeds increase depending on the number of rail tracks. If there is at least 1 road adjacent to this structure and 2 rail tracks on the industry board, gain 2 iron and 1 thaler. With 3, 4, or at least 5 rail tracks you additionally gain 1, 2 or 3 wood.



**F15 - CANAL PORT:** 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 wood.
- If there are at least 2 canals adjacent to this structure, gain 1 brick and 2 thaler.



**F16 - MINING AREA:** You may use the effects of this structure in any order.

- For each rail track on the industry board, gain 1 clay.
- For each canal on the industry board, gain 1 ore.



**F17 - LIGHTHOUSE:** The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may increase one of your wood, clay, or ore supplies by 3. With 2 or at least 3 canals you

may increase 2 or 3 of these material supplies each by 3.



**F18 - UNDERGROUND MINING:**

The proceeds decrease depending on the number of paths. If there is no path adjacent to this structure, you may trade 1 ore for 2 thaler, 1 brick, and 3 clay. With 1 or 2 paths, you need 2 or 3 ore to trade.



**F19 - VEHICLE OPERATION:** If there is at least 1 column with 3 roads on the industry board, gain 3 thaler and 4 wood. The Vehicle Operation does not need to be adjacent any such column.



**F20 - LARGE ESTATE:** You may use the effects of this structure in any order.

- You may build a path at no charge on the edge of the industry board. Follow the game rules for "Build 1 path" without paying 1 clay. These proceeds are unconditional.
- If there is at least 1 bridge adjacent to this structure, gain 2 wood and 2 prestige.

**ORANGE STRUCTURES**



**F21 - FORWARDER:** 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 prestige. The Forwarder does not need to be adjacent any such column.
- If there is at least 1 column with 3 roads on the industry board, gain 5 prestige. The

Forwarder does not need to be adjacent any such column.



**F22 - TRADE CENTER:** You may use the effects of this structure in any order.

- If there is at least 1 column with 3 roads on the industry board, gain 5 thaler. The Trade Center does not need to be adjacent any such column.
- If there is at least 1 row with 4 roads on the industry board, gain 5 thaler. The Trade Center does not need to be adjacent any such row.



**F23 - MAIN STATION:** 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 6 thaler. The Main Station does not need to be adjacent any such column.
- If there is at least 1 row with 4 rail tracks on the industry board, gain 6 thaler. The Main Station does not need to be adjacent any such row.



**F24 - METAL COMPANY:** If there are at least 2 roads adjacent to this structure, you may trade 1 iron for 1 thaler and 1 prestige any number of times.



**F25 - CANAL OPERATOR:** You may use the effects of this structure in any order.

- For each canal adjacent to this structure, gain 2 wood.
- If there is at least 1 column with 3 canals on the industry board, gain 4 thaler. The Canal Operator does not need to be adjacent any such column.



### F26 - WATER MANAGEMENT OFFICE:

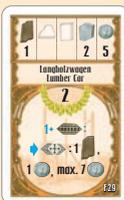
If there is at least 1 road adjacent to this structure and at least 1 column with 3 canals on the industry board, gain 6 prestige. The Water Management Office does not need to be adjacent any such column.



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



If there is at least 1 column with 3 rail tracks on the industry board, gain 5 prestige, 1 clay, and 2 ore. The Outpost does not need to be adjacent any such column.



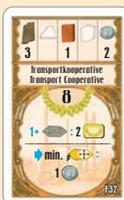
If there is at least 1 rail track adjacent to this structure, gain 1 wood and 1 thaler for each road on the industry board, but at most 7 thaler.



The proceeds increase depending on the number of bridges. If there are at least 2 roads adjacent to this structure and 1 bridge on the industry board, you may trade 1 iron for 2 thaler and 3 wood. With 3, 5, or at least 8 bridges, you may make this trade at most two, three, or four times.

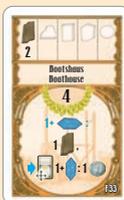


Choose 1 rail track adjacent to this structure. For each road adjacent to the chosen rail track gain 1 thaler and 1 prestige. At most 6 roads can be adjacent to the chosen rail track (3 on each side).



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

- If there is at least 1 road adjacent to this structure, gain 2 prestige.
- For each route of the least common type on the industry board, gain 1 thaler.



If there is at least 1 canal adjacent to this structure, gain 1 wood; and 1 thaler for each structure adjacent to at least 1 canal on the industry board.



For each of the first 7 bridges on the industry board, choose one of the following (you may choose each at most once): 1 brick, 1 iron, 1 clay, 1 wood, 1 ore, 1 thaler, or 1 prestige.



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, you may trade 3 ore for 6 thaler. With 4, 5, or 6 additional roads, actually gain 7, 8, or 9 thaler. Put another way, you do not gain proceeds for the first two roads at the Tar Firm and two additional roads on the industry board.



**F36 - BETTING OFFICE:** If there is at least 1 rail track adjacent to this structure, gain 3 ore; and 1 prestige for each road adjacent to at least 1 rail track on the industry board.



**F37 - ORE MINING TRAIN STATION:** If there are at least 2 rail tracks adjacent to this structure, gain 1 ore and 1 thaler for each additional rail track on the industry board. Put another way, you do not gain proceeds for the first two rail tracks at the Ore Mining Train Station.



**F38 - REST STOP:** If there is at least 1 row with 4 roads on the industry board, gain either 8 prestige or 3 bricks. The Rest Stop does not need to be adjacent any such row.



**F39 - TERMINAL STATION:** If there is at least 1 rail track adjacent to this structure, you may trade 2 prestige for 2 ore, 1 wood and 2 thaler for each different route type adjacent to this structure.



**F40 - TOWN PARK:** You may use the effects of this structure in any order.

- For each structure horizontally, vertically, or diagonally adjacent to the Town Park gain 1 wood. Only for the Town Park is diagonally considered to be adjacent!
- If there is at least 1 road adjacent to this structure, gain 2 prestige.

## BLUE STRUCTURES



**F41 - GRACHT PLACE:** 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 wood and 3 thaler. With 2 or at least 3 canals, actually gain 4 or 5 thaler.
- If there is at least 1 rail track and 1 canal adjacent to this structure, gain 3 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**F42 - MODERN HOUSE:** You may use the effects of this structure in any order.

- If there are at least 1 road adjacent to this structure, gain 1 brick.
- For each road between 2 adjacent structures on the industry board, gain 1 thaler, to a maximum of 7 thaler.



**F43 - TRADE OFFICE:** You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 2 prestige.
- If there is at least 1 rail track adjacent to this structure, gain 2 thaler.
- For every 2 canals on the industry board, gain 1 ore.



**F44 - STEEL MILL:** For each different route type adjacent to this structure, you may trade 1 iron for 3 prestige.



**F45 - PRODUCTION SITE:** If there is at most 1 path adjacent to this structure, you may trade 5 materials of the same type for 4 thaler and 4 prestige.



**F46 - RAILWAY ADMINISTRATION:** The proceeds increase depending on the number of rail tracks. If there are at least 2 roads adjacent to this building and 3 rail tracks on the industry board, gain 5 prestige. With 5 or at least 7 rail tracks you additionally gain 2 or 4 thaler.



**F47 - HORSE-DRAWN CART:** You may use the effects of this structure in any order.

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



**F48 - BULK CARRIER:** 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 4 ore for 7 thaler.
- If there is at least 1 canal adjacent to this structure, you may trade 2 clay for 4 prestige.



**F49 - CARPENTER'S WORKSHOP:** If there is at least 1 rail track adjacent to this structure, you may trade 1 brick and 1 wood for 5 prestige for each road adjacent to this structure.



**F50 - BOATYARD:** The proceeds increase depending on the amount of wood. If there is at least 1 canal adjacent to this structure, you may trade 6 thaler and 2 wood for 11 prestige. With 3, 4, or 5 wood, actually gain 13, 15, or 17 prestige.



**F51 - SALVATION COMPANY:** The proceeds increase depending on the ore supply. If there is at least 1 road adjacent to this structure and you have an ore supply of 4, you may trade 1 ore for 2 thaler and 3 prestige. With an ore supply of 6 or at least 7 you may trade 2 or 3 ore, and actually gain 5 or 7 prestige.



**F52 - WOOD DEPOT:** If there is at least 1 road adjacent to this structure, you may trade 1 iron and 2 wood for 3 thaler and 3 prestige. You may make the same trade if there is at least 1 rail track and/or at least 1 canal adjacent to this structure.



**F53 - ADIT MINING:** The proceeds increase depending on the wood supply. If you have a wood supply of 2, you may trade 1 iron and 1 ore for 3 prestige up to two times. With a wood supply of 4 or at least 6 you may make this trade at most three or four times.



**F54 - FURNACE:** You may only use the effects of this structure in the stated order.

- The proceeds increase depending on the amount of iron. You may trade 2 iron for 5 thaler. With 3 or 4 iron, actually gain 7 or 9 thaler. These proceeds are unconditional.

- Afterward, you may trade 1 ore for 1 iron for each road adjacent to this structure.



**F55 - ARTIST YARD:** For each different route type adjacent to this structure, you may trade 1 wood and 1 clay for 3 prestige.



**F56 - CONSTRUCTION COMPANY:** The proceeds increase depending on the number of structures. If there are 7 structures on the industry board, you may trade 3 clay and 2 wood for 5 prestige and 3 thaler. With 9 or at least 11 structures, actually gain 4 or 5 thaler.



**F57 - COUNCIL:** You may use the effects of this structure in any order.

- If there are at least 2 rail tracks adjacent to this structure, gain 6 thaler.
- If there are at least 2 canals adjacent to this structure, gain 6 prestige.



**F58 - COMMERCIAL PORT:** The proceeds increase depending on the amount of iron. If there is at least 1 canal adjacent to this structure and at least 3 additional canals on the industry board, you may trade 1 iron for 3 wood and 2 bricks. With 2 or 3 iron you additionally gain 3 or 6 prestige.



**F59 - HOUSING SPACE:** The proceeds increase depending on the number of rail tracks. For each structure adjacent to 1 rail track on the industry board, gain 2 prestige. For each structure adjacent to at least 2 rail tracks on the industry board, instead gain 1 thaler.



**F60 - DAY LABORER HOUSE:**

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

- If there is at least 1 canal adjacent to this structure, you may remove 1 bridge from your industry board. Place it back into the supply. Afterward, if a structure only has 1 bridge, you may later activate its effect again by building a second bridge.
- If there is at least 1 rail track 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.