

OPERA

M A G N A

APPENDIX

EFFECTS TIMING

City Power Tokens: Each City Power Token effect may be resolved once at any moment during your turn, after you have paid the cost to activate that City.

Worksite Tokens: Effects are normally resolved once, when the first Player Token is placed on the Worksite.

Effects marked with  are resolved once, at the end of Game instead.

Building Cards: Most Building Card effects are passive and apply whenever their triggering condition is met.

Effects marked with  are resolved once, at the end of Game instead.

If they are marked with , the effect applies once, when the completed Building Card is placed on the right side of the Shop Board.

CITY POWER TOKENS



Gain 2 Raw Goods of your choice



You may spend 1 Raw Good of your choice to move the corresponding Certificate 3 spaces to the right.



Gain 1 Refined Good of your choice



Gain 1 additional Cart available to use this Turn. You may also send a Raw Good with this Cart, converting it into the corresponding Refined Good.



Gain 2 .



Gain 1  for each completed Building placed on the right of your Shop Board.

WORKSITE TOKENS EFFECTS: SIDE A

			01A: Immediately gain 2 Raw Goods of your choice. <i>(These can be used in the current Turn).</i>
			02A: Immediately activate the City Power Token effect of a City where you have a Merchant in the Cost Area.
			03A: Immediately gain 1 Refined Good of your choice. <i>(This can be used in the current Turn).</i>
			04A: Immediately gain 2 ★.
			05A: Immediately move the Certificate on the far left to the same column as the <i>Certificate</i> on the far right.
			06A: Immediately take a new Building under construction. For the rest of the game, you may have up to 3 Buildings under construction instead of 2. This effect changes the Replenish Buildings phase at the end of turn.
			07A: Immediately complete one of your Buildings Under Construction.
			08A: Immediately gain 4 ★.
			09A: Immediately gain 3 ★ for every red Building you completed.
			10A: Immediately gain 3 ★ for every yellow Building you completed.
			11A: Immediately gain 3 ★ for every green Building you completed.
			12A: Immediately gain 3 ★ for every blue Building you completed.

WORKSITE TOKENS EFFECTS: SIDE B



01B: Up to twice, you may immediately spend 1 Raw Good to gain its corresponding Refined Good.
(This can be used in the current Turn).



02B: You can immediately move each of your Merchants to the Cost Area of the three Cities.
(There are no further activation effects for this movement.)



03B: Perform twice: Immediately move 1 Certificate of your choice 1 space to the right.



04B: At the end of game, during final scoring, treat this Token as 1 additional token on the Opera Board for the Opera scoring category.



05B: Immediately move a Raw Good Token of your choice until it reaches the space immediately before the corresponding Certificate.



06B: Choose two of your Merchants and remove them from the game immediately for the remainder of the game. Play the rest of the game using only your remaining Merchant.



07B: Immediately gain a Column , a Bell , and a Glass .

(These can be used in the current Turn).



08B: At the end of the game, during final scoring, treat this Token as 2 additional token on the Opera Board for the Opera scoring category.



09B: Immediately gain as many  equal to the smallest number of Raw Goods you have of any one type.



10B: Immediately gain 2  for each Building placed on the left of your Shop Board.



11B: Immediately gain 2  for each Building placed on the right of your Shop Board.



12B: Immediately gain 1  for each of your Player Tokens on the Opera Board (including this one).

BUILDING CARD EFFECTS



01, 02, 03: Immediately gain 2 Raw Goods of your choice. *(These can be used in the current Turn).*



04, 05, 06: Immediately gain 4 Raw Goods of your choice. *(These can be used in the current Turn).*



07: Immediately gain 6 Raw Goods of your choice. *(These can be used in the current Turn).*



08: Immediately move a Certificate token of your choice 4 times to the right.



09, 10, 11: When sending Refined Goods to The Opera, the indicated Certificate is worth one additional Level. *(No effect produced if the Certificate is already at its maximum level).*



12, 13, 14: When you gain a new Building Card at the end of the turn, immediately put a Refined Good on the first cost position.



15: When you gain a new Trade Card from the Market Board at the end of the turn, you may take it without paying its cost.



16: When you gain a new Trade Card from the Market Board at the end of the turn, immediately gain the Goods shown in the upper section of the card.



17, 18, 19: When you activate a City, if you gain at least 1 of the indicated Refined Good, gain 1 additional Refined Good of that type.



20, 21, 22: When you activate a City, you can gain the indicated Refined Goods instead of the corresponding Raw Goods.



23: When you add a new Trade Card to a City's Cost Area, you immediately gain the Goods listed at the top of the newly added card *(immediately usable during the current turn, including during the "Pay the Cost" phase).*



24: When you place a new Trade Card in the City's Profit Area, immediately gain the Goods indicated on the lower part of the Card you just added. *(Ex: if you place a card with 2 Wood, you gain 2 Wood in addition to all Goods gained from the activated City).*



25, 26, 27: At the end of the game, gain 2, 4 or 6 ★ if the indicated Certificate is at level 1, 2 or 3 respectively.



28, 29, 30, 31: At the end of the game, gain 3 ★ for each completed Building of the indicated color.



32: At the end of game, gain 5 ★.



33 Immediately gain 2 Refined Goods of your choice. *(These can be used in the current Turn).*



34: When you move one of your Merchants to a City's Profit Area, you still gain the City Power. When you move one of your Merchants to a City's Cost Area, you may place a new Trade Card in the Profit Area, instead of the Cost Area.



35: At the end of the game, gain 1 ★ for each completed non-Blue Building.



36: When sending Refined Goods to The Opera, all Certificates are worth one additional Level. *(No effect produced if the Certificate is already at its maximum level).*



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