

# Uwe Rosenberg Oranienburger Kanal



GLOSSARY "DECK A"



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### GREEN STRUCTURES



#### A01 - JUNK GOODS SHOP:

The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, gain 3 thaler. With 3 or 4 different route types gain an additional 1 or 2 iron.



#### A02 - TRAM SHELTER:

The proceeds increase depending on the number of rail tracks. If there are 2 rail tracks adjacent to this structure, gain 2 wood, 2 thaler, and 2 prestige. With 3 or 4 rail tracks, instead gain 3 or 4 prestige.



**A03 - CANAL SHACK:** If there are at least 1 canal adjacent to this structure, gain either 2 iron or 2 bricks.



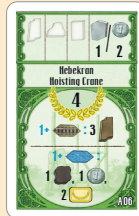
#### A04 - METALSMITH:

The proceeds increase depending on the number of roads. If there are 1 road adjacent to this structure, you may trade 3 ore for 1 thaler, 1 prestige, and 1 wood. With 2 or at least 3 roads you only require 2 or 1 ore for the trade, and instead gain 2 or 3 wood.



#### A05 - TRAFFIC JUNCTION:

If there are at least 1 road, 1 rail track, and 1 canal adjacent to this structure, gain 1 iron, 1 ore, 2 thaler, and 2 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



#### A06 - HOISTING CRANE:

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

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



#### A07 - CARVING WORKSHOP:

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

- The proceeds increase depending on the number of bridges. If there are no bridge adjacent to this structure, gain 1 thaler. With 1 or at least 2 bridges, instead gain 2 or 3 thaler.
- If there are at least 2 roads adjacent to this structure, double your wood supply. Move your wood token accordingly on your supply board.



#### A08 - SHORE WAREHOUSE:

For each canal adjacent to this structure, gain 1 wood and 1 ore.



**A09 - PRIVATE RAILROAD:** The proceeds increase depending on the length of the circular course with rail tracks on the industry board. If there are a circular course with 4 rail tracks, gain 3 prestige and 3 thaler. With a circular course with 6 or at least 8 rail tracks, instead gain 6 or 8 thaler. The rail tracks of the circular course do not need to be adjacent to the *Private Railroad*.



**A10 - CORNER HOUSE:** The proceeds increase depending on the number of different route types. If there are the *Corner House* on a corner space of the industry board and built 2 different route types adjacent to this structure, gain 3 prestige. With 3 or 4 different route types, instead gain 5 or 10 prestige.



**A11 - SUBURBAN CARPENTRY SHOP:** If there are at least 1 road adjacent to this structure, gain 1 brick for each structure on a corner space of the industry board. The structures on corner spaces do not need to be adjacent to the *Suburban Carpentry Shop*. If the *Suburban Carpentry Shop* is on a corner space, gain the proceeds for it, too.



**A12 - RAILROAD TUNNEL:** If there are 2 rail tracks on opposite sides of the *Railroad Tunnel*, gain 3 clay, 1 ore, and 3 prestige. If there are 4 rail tracks adjacent to this structure, you still gain the proceeds only once.



**A13 - INDUSTRIAL STORAGE:** If there are at most 1 path adjacent to this structure, gain 2 wood, 2 clay, and 2 ore.

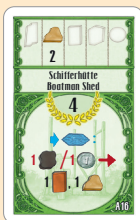


**A14 - BOAT SHED:** The proceeds increase depending on the number of canals. If there are 1 canal adjacent to this structure, gain 2 iron. With 2, 3, or 4 canals you additionally gain 2, 4, or 6 wood.



**A15 - WAREHOUSE:** You may use the effects of this structure in any order.

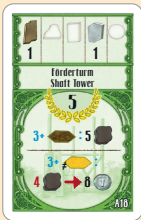
- If there are at least 1 rail track adjacent to this structure, double your wood supply. Move your wood token accordingly on your supply board.
- If there are at least 1 canal adjacent to this structure, gain 2 bricks.



**A16 - BOATMAN SHED:** For each canal you built adjacent to this structure, you may trade either 1 ore or 1 thaler for 1 brick and 1 clay.



**A17 - COMMUNITY CENTER:** If there are at least 1 bridge adjacent to this structure, gain 3 wood and 3 thaler.

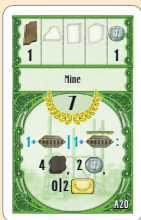


**A18 - SHAFT TOWER:** You can only fulfill one of the two requirements.

- If there are at least 3 paths adjacent to this structure, gain 5 ore.
- If there are at least 3 different route types adjacent to this structure, you may trade 4 ore for 8 thaler.



**A19 - TOWROPE SHED:** The proceeds increase depending on the number of canals. If there are at least 2 paths and 1 canal adjacent to this structure, gain 2 bricks. With 2 canals you additionally gain 3 ore. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**A20 - MINE:** The proceeds increase depending on the position of the rail tracks. If there are at least 1 rail track adjacent to this structure, gain 4 ore and 2 thaler. If there are at least 1 of these rail tracks at the edge of the industry board, you additionally gain 2 prestige.

## ORANGE STRUCTURES



**A21 - WHOLESALE TRADE:** For each different route type you built adjacent to this structure, gain 1 wood and 1 prestige.



**A22 - TRANSSHIPMENT PORT:** You may use the effects of this structure in any order.

- If there are at least 2 canals adjacent to this structure, you may trade 2 iron for 7 thaler.
- If there are at least 2 rail tracks adjacent to this structure, gain 4 prestige.



**A23 - GENERAL STORE:** The proceeds decrease depending on the number of paths. If there are at least 2 roads adjacent to this structure and overall at most 4 paths on the industry board, gain 8 prestige. With overall at most 6, 8, 10 or 15 paths you only gain 7, 6, 5, or 4 prestige. The limit for paths on the industry board includes the paths at the *General Store*.



**A24 - SCRAP METAL PLANT:**

The proceeds decrease depending on the number of paths. If there are no path adjacent to this structure, you may trade 2 iron for 4 thaler and 5 prestige. With 1, 2, 3, or 4 paths, instead you need 3, 4, 5, or 6 iron for the same trade.



**A25 - FOUNDRY HARBOR:** If

there are at least 1 canal adjacent to this structure, either gain 1 iron for each canal adjacent to this structure or gain 1 ore for each canal on the industry board.



**A26 - STREETCAR BARN:** If there are at least 1 rail track and 1 road adjacent to this structure, gain 1 iron, 2 clay, and 2 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**A27 - FLOODGATE:** The proceeds increase depending on the number of canals. If there are 1 canal adjacent to this structure, gain 3 thaler and 1 prestige. With 2 or at least 3 canals, **instead** gain 3 or 4 prestige.



**A28 - PATRICIAN HOUSE:** If there are at least 1 road adjacent to this structure, for the first seven roads on the industry board gain 1 thaler for each road. From the eighth road on gain 1 wood for each road.



**A29 - PUBLISHING HOUSE:** Compare your wood, clay, and ore supplies. If there are at least 1 road adjacent to this structure, gain a number of thaler matching the lowest amount of materials.



**A30 - LOADING DEPOT:** You may use the effects of this structure in any order.

- For each canal you built adjacent to this structure, gain 2 clay.
- For each rail track you built on the industry board, gain 1 thaler.



**A31 - ARSENAL:** You may use the effects of this structure in any order.

- For each rail track you built adjacent to this structure, gain 3 ore.
- If there are at least 1 canal adjacent to this structure, gain 3 thaler.

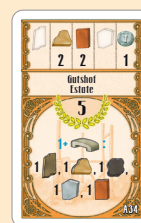


**A32 - MANSION:** You may use the effects of this structure in any order.

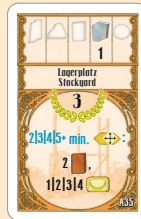
- Gain 2 wood and 2 ore. These proceeds are unconditional.
- For each canal you built adjacent to this structure, gain 1 thaler.



**A33 - FISHING BOAT:** If there are at least 1 canal adjacent to this structure, gain 2 prestige for each canal at the edge of the industry board. If the canals at the Fishing Boat are at the edge of the industry board, gain the proceeds for them, too.



**A34 - ESTATE:** If there are at least 1 bridge adjacent to this structure, increase the supplies of all 5 material types by 1 (wood, clay, ore, brick, and iron).



**A35 - STOCKYARD:** The proceeds increase depending on the number of routes of the least common type. If there are 2 routes of that route type on the industry board, gain 2 bricks and 1 prestige. With 3, 4, or at least 5 routes, **instead** gain 2, 3, or 4 prestige.



**A36 - STATICS OFFICE:** The proceeds increase depending on the number of roads. If there are 1 road adjacent to this structure, gain 1 iron and for each bridge on the industry board 1 prestige, but at most 5 prestige. With 2 or at least 3 roads, **instead** gain at most 8 or 10 prestige for bridges. Without bridges you only gain 1 iron.



**A37 - ORE DEPOT:** The proceeds increase depending on the first or second activation of the Ore Depot. If there are at least 2 rail tracks adjacent to this structure, at the first activation you may trade 3 ore for 4 prestige. At the second activation you may trade 5 ore for 12 prestige.



**A38 - PRINCE-ELECTOR MANSION:** You may use the effects of this structure in any order.

- If there are at least 1 canal adjacent to this structure, gain 1 ore and 2 thaler.
- If there are at least 1 bridge adjacent to this structure, gain 2 wood and 2 prestige.



**A39 - PORT OFFICE:** The proceeds increase depending on the number of canals and structures raised at these canals. If there are at least 4 canals on the industry board, then if there are at least 4 structures adjacent to at least 1 canal on the industry board, gain 5 thaler. With 5, 6, or at least 7 such structures, instead gain 6, 7, or 8 thaler. If there are the Port Office adjacent to at least 1 canal, it counts for the number of structures.



**A40 - MEMORIAL SITE:** You may use the effects of this structure in any order.

- For each bridge adjacent to this structure, gain 1 thaler.
- The proceeds increase depending on the number of roads. If there are 1 road adjacent to this structure, gain 3 prestige. With 2, 3, or 4 roads, instead gain 4, 5, or 6 prestige.

## BLUE STRUCTURES



**A41 - FLOATING CRANE:** The proceeds increase depending on the amount of iron. If there are at least 1 canal adjacent to this structure, you may trade 1 iron for 5 prestige. For 2 or 3 iron, instead gain 7 or 9 prestige.



**A42 - ROAD BUILDING OFFICE:** If there are at least 2 roads adjacent to this structure, you may trade 1 thaler for 2 prestige for every additional road on the industry board. Put another way, the first two roads at the Road Building Office do not allow you to trade.



**A43 - LARGE CONSTRUCTION COMPANY:** The proceeds increase depending on the number of bricks. If there are at least 2 roads adjacent to this structure, you may trade 3 iron and 1 brick for 8 prestige. For 2 or 3 bricks, instead gain 10 or 12 prestige.



**A44 - WAYSIDE SHRINE CARPENTRY SHOP:** You may use the effects of this structure in any order.

- If there are at least 1 bridge adjacent to this structure, gain 2 prestige.
- 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 2 wood for 3 thaler. With 3 or 4 different route types, instead gain 4 or 6 thaler.



**A45 - ASSEMBLY HALL:** You may use the effects of this structure in any order.

- If there are at least 1 road adjacent to this structure, gain 3 thaler.
- The proceeds decrease depending on the number of buildings. If there are at most 7 structures on the industry board, gain 4 prestige. With at most 8, 9, or 10 structures you only gain 3, 2, or 1 prestige.



**A46 - RAW IRON HALL:** The proceeds increase depending on the amount of iron. If you have a bigger supply of ore than iron, you may trade 2 iron for 2 wood and 3 prestige. For 3 or 4 iron, instead gain 5 or 8 prestige.



**A47 - EXHIBITION GROUNDS:** You may use the effects of this structure in any order.

- Gain 2 thaler. These proceeds are unconditional.
- If there are at least 1 road adjacent to this structure, gain 1 prestige for each canal on the industry board.



**A48 - BUILDING CONSTRUCTION:** For every 2 bridges on the industry board, you may trade 1 brick for 1 thaler and 2 prestige.



**A49 - CABINETMAKER:** You may only use the effects of this structure in the given order.

- Gain 2 wood. These proceeds are unconditional.
- Afterward, the proceeds increase depending on the number of roads. If there are

1 road adjacent to this structure, you may trade at most five times 1 wood for 1 thaler. With 2, 3 or 4 roads you may trade at most six, seven, or eight times.



**A50 - SLOW TRAIN:** If there are at least 2 rail tracks adjacent to this structure, gain 1 thaler for each 90°-angle with 2 rail tracks on the industry board. If the rail tracks at the Slow Train are in a 90°-angle, gain the proceeds for them, too.



**A51 - SMELTING WORKS:** The proceeds increase depending on the number of different route types with each at least 7 routes on the industry board. If there are 1 such route type adjacent to this structure, you may trade 3 ore for 2 wood and 5 prestige. With 2, 3, or 4 different route types you only need 2, 1, or 0 ore to even gain 6, 7, or 8 prestige.



**A52 - METAL PROCESSING:** For each structure on a corner space of the industry board, you may trade 1 iron for 3 prestige. If there are the Metal Processing on a corner space, you may trade for it, too.



**A53 - FEUDAL ESTATE:** You may use the effects of this structure in any order.

- The proceeds increase depending on the number of routes. If there are 28 routes of any type on the industry board, gain 1 prestige. With 29, 30, or 31 routes, instead gain 2, 3, or 4 prestige.

- If there are at least 1 road adjacent to this structure, gain 3 thaler.



**A54 - GARBAGE DISPOSAL:** For each structure on the industry board adjacent to at least 1 road, gain 1 prestige. If there are the Garbage Disposal adjacent to a road, gain 1 prestige for it, too.



**A55 - COACH HALL:** The proceeds increase depending on the number of roads. If there are at least 1 road adjacent to this structure and 5 additional roads on the industry board, gain 3 clay and 3 prestige. With 7 or at least 10 additional roads, ~~instead~~ gain 5 or 7 prestige.



**A56 - GRAND HOTEL:** If there are at least 1 canal and 1 road adjacent to this structure, gain 1 wood, 2 thaler, and 3 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.



**A57 - POTTERY:** The proceeds increase depending on the amount of wood. If there are at least 2 roads adjacent to this structure and have a wood supply of 3, you may trade 3 clay for 5 thaler and 5 prestige. With a wood supply of 5 or 6 you only need 2 or 1 clay for the same trade.



**A58 - BULK MATERIAL CAR:** If there are at least 1 rail track adjacent to this structure, for the first five rail tracks on the industry board gain 1 thaler for each rail track. From the sixth road on gain 2 ore for each rail track.



**A59 - SCAFFOLDING BUSINESS:** For each structure on the industry board you have not activated, you may trade 1 iron for 3 prestige.



**A60 - PLANT CONSTRUCTION COMPANY:** The proceeds increase depending on the amount of iron. If there are at most 1 path adjacent to this structure, you may trade 2 ore and 1 iron for 1 brick and 6 prestige. For 2 or 3 iron, ~~instead~~ gain 9 or 12 prestige.