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Oranienburger Kanal



GLOSSARY "DECK C"



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GREEN STRUCTURES



C01 - TRAIN WAREHOUSE: For each rail track adjacent to this structure, you may fill up your wood, clay, or ore supply to 4. If you already have at least 4 each of wood, clay, and ore, gain no proceeds.



C02 - STEEL PLANT: The proceeds increase depending on the number of canals. If there is at least 1 canal adjacent to this structure and 1 additional canal on the industry board, gain 2 iron and 1 ore. With 2 or at least 3 additional canals, instead gain 2 or 3 ore.



C03 - BULK MATERIAL SITE: When you raise this structure, you do not pay any building costs. You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain either 3 clay or 3 ore.
- For each canal adjacent to this structure, gain 1 thaler.



C04 - TRANSSHIPMENT CENTER: If there is at least 1 rail track and 1 road adjacent to this structure, you may trade 2 ore for 1 brick, 3 wood, and 2 thaler. If at least 1 of the stated route types is missing, you do not gain any proceeds.



C05 - PORT CARPENTRY SHOP: The proceeds increase depending on the number of canals. If there is at least 1 road and 1 canal adjacent to this structure, gain 1 brick, 1 ore and 3 wood. With 2 or 3 canals, instead gain 4 or 5 wood. If at least 1 of the stated route types is missing, you do not gain any proceeds.

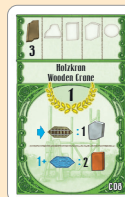


C06 - LOADING ENTERPRISE: If there is at least 1 canal and 1 road adjacent to this structure, you may trade 2 ore for 2 bricks and 3 thaler. If at least 1 of the stated route types is missing, you do not gain any proceeds.



C07 - STORAGE FACILITY: You may use the effects of this structure in any order.

- If there is at least 1 canal adjacent to this structure, double your ore supply. Move your ore token accordingly on your supply board.
- If there are at least 2 roads adjacent to this structure, double your wood supply. Move your wood token accordingly on your supply board.



C08 - WOODEN CRANE: You may use the effects of this structure in any order.

- For each rail track adjacent to this structure, gain 1 iron.
- If there is at least 1 canal adjacent to this structure, gain 2 bricks.



C09 - OVEN FACTORY: If there are at least 2 roads adjacent to this structure, you may trade either 1 prestige or 1 iron for 1 brick, 2 clay, 1 ore and 2 thaler.



C10 - RAILS CASTING: You may use the effects of this structure in any order.

- If there is at least 1 rail track adjacent to this structure, gain 2 iron.
- The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 3 prestige. With 2 or 3 canals, instead gain 4 or 5 prestige.



C11 - REFILL CAMP: 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.
- If you pay 1 prestige or 2 thaler, fill up either your brick or iron supply to 2. If you already have at least 2 each of bricks and iron, gain no proceeds.



C12 - CLAY DEPOSIT: When you raise this structure, you do not pay any building costs. You may use the effects of this structure in any order.

- If there are no paths adjacent to this structure, gain 1 thaler.
- If there is at least 1 rail track adjacent to this structure, gain 2 thaler.
- If there is at least 1 canal adjacent to this structure, gain 3 clay.
- If there is at least 1 road adjacent to this structure, gain 1 clay.



C13 - WOODWORK: If there are at least 2 roads adjacent to this structure, gain either 5 wood or 5 prestige.



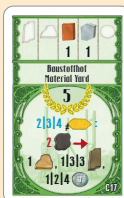
C14 - ATTENDANT'S HUT: If there are at least 2 rail tracks adjacent to this structure, gain 1 thaler, 1 prestige, and you may build a road at no charge on the industry board. Follow the game rules for "Build 1 road" without paying 1 brick.



C15 - WATER CASTLE: The proceeds increase depending on the length of the circular course with canals on the industry board. If the Water Castle is inside a circular course with 4 canals, gain 8 prestige. With 6 or at least 8 canals, instead gain 12 or 16 prestige.



C16 - POLICE STATION: The proceeds increase depending on the number of roads. If there is 1 road at the edge of the industry board, gain 4 thaler. With 3, 5, 7, or at least 9 such roads, instead gain 5, 6, 7, or 8 thaler. The Police Station does not need to be adjacent to a road.



C17 - MATERIAL YARD: 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 ore for 1 clay, 1 wood, and 1 thaler. With 3 or 4 different route types, instead gain 3 wood and 2 thaler, or 3 wood and 4 thaler.



C18 - LANDMARK: For each road adjacent to this structure, gain 1 wood and 1 thaler.



C19 - CANAL SHED: The proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, gain 2 wood and 2 ore. With 2 or at least 3 canals you additionally gain 1 or 2 bricks.



C20 - LOADING STATION: If there is at least 1 rail track and 1 road adjacent to this structure, gain 1 iron, 2 wood, 1 thaler, and 1 prestige. If at least 1 of the stated route types is missing, you do not gain any proceeds.

ORANGE STRUCTURES



C21 - RESIDENCE: For each route type adjacent to this structure, gain 1 brick and 1 thaler.



C22 - WORKER UNIT: You may use the effects of this structure in any order.

- Gain 1 prestige and 3 clay. These proceeds are unconditional.
- You may replace 1 path for 1 road at no charge on the industry board. Follow the game rules for "Build 1 road" without paying 1 brick. These proceeds are unconditional. If the structure is already surrounded by 4 routes, you do not activate it again.



C23 - TRAFFIC ENTERPRISE: For every 2 rail tracks on the industry board, you may trade 1 iron for 1 wood, 2 thaler, and 1 prestige.



C24 - FREIGHT YARD: You may build a rail track at no charge on the industry board. Follow the game rules for "Build 1 rail track" without paying 1 wood and 1 iron. This rail track does not need to be adjacent to another rail track on the industry board. These proceeds are unconditional.



C25 - FREIGHT STATION: You may use the effects of this structure in any order.

- For each rail track adjacent to this structure, gain 1 wood and 1 ore.
- For each canal on the industry board, gain 1 thaler.



C26 - DEVELOPMENT OFFICE: If there is at least 1 road adjacent to this structure and have at least 1 structure with at least 3 bridges on the industry board, gain 9 prestige. If the Development Office has at least 3 bridges, gain the proceeds for it, too.



C27 - CONTROL CENTER: You may use the effects of this structure in any order.

- If there is at least 1 road adjacent to this structure, gain 3 ore.
- If there is at least 1 rail track adjacent to this structure, gain 1 prestige for each additional rail track on the industry board. Put another way, you do not gain proceeds for the first rail track built at the Control Center.



C28 - INDUSTRIAL BUILDING: The proceeds increase depending on the total number of rail tracks and canals. If there are a total of 7 routes of these route types on the industry board, you may trade 2 iron for 7 thaler. With 9 or at least 11 such routes, instead gain 8 or 9 thaler.



C29 - IRONMONGERY: For each road adjacent to this structure, you may trade either 1 iron or 3 ore for 3 thaler.



C30 - MODERNIZATION BUREAU: The proceeds increase depending on the number of built-over printed paths on the industry board. If there is at least 1 road adjacent to this structure and did not overbuild either of the printed paths, gain 4 prestige. With 1 or both printed paths built-over, instead gain 6 or 8 prestige.



C31 - COACH HOUSE: If there are at least 2 roads adjacent to this structure and in total more roads than paths on the industry board, gain 4 thaler and 3 prestige.



C32 - ORE TRUST: The proceeds increase depending on the number of structures on corner spaces of the industry board. If there are 2 such structures, you may trade 2 ore for 6 prestige. With 3 or 4 such structures, instead gain 7 or 9 prestige. If the Ore Trust is on a corner space, gain the proceeds for it, too.



C33 - TOWER: The proceeds increase depending on the amount of thaler. If there is at least 1 road adjacent to this structure and have 5 thaler, you may trade 1 iron for 6 prestige. With 12, 20, or at least 30 thaler, instead gain 7, 8, or 9 prestige.



C34 - BULK MATERIAL STORAGE: The proceeds increase depending on the amount of ore. If there is at least 1 canal adjacent to this structure and have an ore supply of 4, you may trade 2 ore for 5 thaler. With an ore supply of 6 or 8 you may trade 3 or 4 ore for 7 or 9 thaler.



C35 - ORE RESERVES: You may use the effects of this structure in any order.

- If there is at least 1 bridge adjacent to this structure, gain 3 wood.
- The proceeds increase depending on the number of canals. If there are 2 canals adjacent to this structure, you may trade 4 ore for 7 prestige. With 3 or 4 canals you only need 2 or no ore to trade.



C36 - ORE MARKET: You may use the effects of this structure in any order. All four proceeds are unconditional.

- You may trade 2 ore for 2 bricks.
- You may trade 2 ore for 2 iron.
- You may trade 2 ore for 3 thaler.
- You may trade 2 ore for 4 prestige.



C37 - TRAIN STATION: The proceeds increase depending on the number of rail tracks. If there is 1 rail track adjacent to this structure, gain 1 iron and 3 thaler. With 2 or at least 3 rail tracks, instead gain 4 or 5 thaler.



C38 - MULTIPURPOSE HALL: The proceeds increase depending on the number of different route types. If there are 2 different route types adjacent to this structure, gain 3 prestige. With 3 or 4 different route types you additionally gain 2 or 4 thaler.



C39 - PLANNING UNIT: You may use the effects of this structure in any order.

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



C40 - ALLOTMENT GARDEN AREA:

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

- If there is at least 1 canal adjacent to this structure, gain 3 wood.
- For each additional canal on the industry board, gain 1 thaler. Put another way, you do not gain proceeds for the first canal built at the Allotment Garden Area.

BLUE STRUCTURES



C41 - WATER TOWER: You may use the effects of this structure in any order.

- For each canal adjacent to this structure, gain 1 wood.
- For each canal on the industry board, gain 1 prestige. This includes the canals adjacent to the Water Tower.



C42 - ROAD PATROL: The proceeds increase depending on the number of roads. If there are at least 3 roads adjacent to this structure and 4 additional roads on the industry board, gain 4 thaler and 1 ore. With 6 or at least 8 additional roads, ~~instead~~ gain 3 or 5 ore. A fourth road at the Road Patrol is considered to be an additional roads.



C43 - PORT OUTPOST: If there is at least 1 rail track adjacent to this structure, gain 1 thaler for each canal on the industry board.



C44 - NARROW-GAUGE RAILROAD:

This structure in any order.

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



C45 - STEELWORKS: The proceeds increase depending on the amount of iron. If there is at least 1 rail track and 1 road adjacent to this structure and have an iron supply of 3, you may trade 1 iron for 5 prestige. With an iron supply of 4, 5, or 6, ~~instead you may trade 2, 3, or 4 iron for 7, 9 or 12 prestige instead.~~ If at least 1 of the stated route types is missing, you do not gain any proceeds.



C46 - CUSTOM HOUSE: 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 are more rail tracks than canals on the industry board, gain 2 thaler for each canal on the industry board.



C47 - BRIDGE ADMINISTRATION:

For every 2 bridges on the industry board, you may trade 1 iron for 2 wood, 1 thaler and 1 prestige.



C48 - ANCILLARY INDUSTRY: The proceeds increase depending on the number of rail tracks or canals. If there are either 4 rail tracks or 4 canals on the industry board, you may trade 1 iron for 5 thaler. With 5 or at least 6 rail tracks or canals, instead gain 6 or 7 thaler.



C49 - MATERIAL HALL: You may use the effects of this structure in any order.

- If there are at least 2 roads adjacent to this structure, gain 3 prestige.
- Compare your wood, clay, and ore supplies. For each material of the smallest supply, gain 1 thaler. These proceeds are unconditional.



C50 - TIMBER FLOATING: If there are at least 2 canals adjacent to this structure, you may trade either 1 wood or 1 thaler for 2 prestige for each additional canal on the industry board. Put another way, the first two canals at the Timber Floating do not allow you to trade.



C51 - HEAVY-LIFT SHIP: You may choose between two effects.

- Either there are at least 2 canals adjacent to this structure and you gain 3 bricks.
- Or the proceeds increase depending on the number of canals. If there is 1 canal adjacent to this structure, you may trade 2 bricks for 8 prestige. With 2 or at least 3 canals, instead gain 9 or 10 prestige.



C52 - STEEL TRADE: The proceeds increase depending on the iron supply. If there are at least 2 roads adjacent to this structure and you have an iron supply of 2, you may trade 2 iron for 5 prestige. With an iron supply of 3, 4, or at least 5, instead gain 6, 7, or 8 prestige..



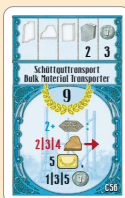
C53 - STEEL HOUSE: The proceeds increase depending on the amount of iron. If there are no paths adjacent to this structure, for every 2 iron you may trade 1 iron for 4 prestige.



C54 - TAVERN: If there is at least 1 road adjacent to this structure, gain 1 thaler for each structure without any bridges on the industry board. If the Tavern has no bridges, gain the proceeds for it, too.



C55 - IRON FACTORY: The proceeds increase depending on the iron supply. If there is at most 1 path adjacent to this structure and have an iron supply of 2, you may trade 3 ore for 3 prestige. With an iron supply of 3 or at least 4, you may additionally trade 1 or 2 iron and instead gain 6 or 9 prestige.



C56 - BULK MATERIAL TRANSPORTER: The proceeds increase depending on the amount of clay. If there are at least 2 roads adjacent to this structure, you may trade 2 clay for 5 prestige and 1 thaler. With 3 or 4 clay, instead gain 3 or 5 thaler.



C57 - AVENUE: The proceeds increase depending on the number of roads. If there is at least 1 road adjacent to this structure and 4 additional roads on the industry board, gain 5 thaler. With 6, 8, 10, or at least 12 additional roads, instead gain 6, 7, 8 or 9 thaler. Put another way, you do not gain proceeds for the first road built at the Avenue.



C58 - DEMOLITION

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

- 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 are at least 2 roads adjacent to this structure, gain either 3 ore or 2 thaler.



C59 - MATERIAL SHOP: You may use the effects of this structure in any order.

- If you have a wood supply of at least 3, you may trade 1 ore for 4 prestige.
- If you have a clay supply of at least 3, you may trade 1 ore for 4 prestige.



C60 - INDUSTRIAL HOUSE: For each structure adjacent to at least 2 roads, 2 rail tracks, or 2 canals on the industry board, gain 1 prestige.