

Oh My Goods! – Player Aid for base game (2nd ed. rules)

Phase 1: New Hand Cards

- a. **Keep all cards** in hand OR **discard all cards** (*variant: keep 1 card*) then draw cards equal to amount discarded
- b. Each player then **takes 2 cards**

Phase 2: Sunrise – Morning Market

- a. **Create morning market – 2 half suns**
then...
- b. **Move Assistant** (optional) to another building - **pay 2 coins**
- c. **Place Worker** either *efficiently* or *sloppily*
- d. **Set aside Building** from hand (*optional*) face down on table

Phase 3: Sunset – Afternoon Market

- a. **Create afternoon market – 2 half suns**

Phase 4: Production & Building (in turn order)

- a. **Produce Goods** on *activated* buildings with worker & assistants (*variant: discard 2 cards from hand to replace a missing resource*)
- b. **Use Production Chain** of *activated* buildings
- c. **Build Building** that was set aside in Phase 2
OR
Hire Assistant that matches colors of buildings in your tableau (place assistant immediately)

GAME END

Game end triggered when any player has **8 buildings** (incl. *Charburner*); when this happens, finish round & play one more round

In final round, each player can **use production chain** of **ALL** buildings

Each player totals the VPs from Buildings & Assistants plus 1 VP for every 5 coins worth of Goods remaining on buildings – most VPs wins!

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