

<p>Core Game</p> <ul style="list-style-type: none"> Start: First piece next to river Start: Initial score of 10 Instantaneous: -1 for each time you pass on a game piece but continue to play the game <p><u>Final Score</u></p> <ul style="list-style-type: none"> Visible space with two trees: +2 points -Visible space with two rocks: -2 points Empty light green space: -1 point Well & gold are neutral -1 In each colour: points = number of buildings in largest group 	<p>Eternal Game</p> <ul style="list-style-type: none"> Start: Block card is added, skip the next piece pulled Start: Add church pieces & cards Instantaneous: All churches must be built <p><u>Final Score</u></p> <ul style="list-style-type: none"> First player to build on both gold veins: +3 points Three colours next to church: +3 points Four buildings next to well: +4 points 	
<p>Forgetfulness</p> <p>Start: Blocking card is added</p>	<p>The Parks</p> <p>Surrounding a green space on all four sides +2 points & surrounding a pair of rocks on all four sides +3 points</p>	<p>Thirsty</p> <p><u>Final Score</u> Four buildings next to well (G7): +4 points ●</p>
<p>You Gotta Have Faith</p> <p>Instantaneous: Churches must be built</p>	<p>Separation of church and state</p> <p><u>Final Score</u> Three colours next to church: +3 points</p>	<p>Gold rush</p> <p>Instantaneous: First player to build on both gold veins: +3 points ● (A8 & K1)</p>

<p>The Investors-</p> <p>Every time you build a new building, place your investor there. If you build next to a building with the investor in it, you get +1 point</p>	<p>Factories-</p> <p>Factory pieces now used. +2 points for every group of blue buildings with a factory gear in them</p>	<p>Green with Envy-</p> <p>No losing points for empty green spaces</p>
<p>Prosperity-</p> <p>Yellow building next to one or more trees: +1 point per building</p>	<p>Money to Burn-</p> <p>You must build ALL pieces or forfeit the rest of the game</p>	<p>The Floods-</p> <p>You can only play on the right-hand side of the river</p>
<p>The Sawmill-</p> <p>Must start touching H11 or I11</p>	<p>Forest Construction</p> <p>You may build on forest area, if you cover it all up +10 points</p>	<p>Forest action</p> <p>You may build on the forest area</p>

<p>Mountain Climbing</p> <p>You can build on the mountain, exposed mountain is -2 points</p>	<p>Parks with a view</p> <p>rocks on three sides by RED building and an edge or forest sides: +3 points</p>	<p>The Palace</p> <p>Place palace on E6 ●. it counts as 1 red building, you must start next to it</p>
<p>Blue Mining</p> <p>+1 point for each building in grouped with the mine that is blue (A3)</p>	<p>Yellow Mining</p> <p>+1 point for each building in grouped with the mine that is yellow (A7)</p>	<p>Red Mining</p> <p>+1 point for each building in grouped with the mine that is red (A5)</p>
<p>Railroad</p> <p>Immediately +1 point for every building next to the railroad (Bottom row). Start at 0 points</p>	<p>First Railroad</p> <p>First person to cover all spots next to the railroad (bottom row) +3 points</p>	<p>Port to Railroad</p> <p>First player to connect Port (F3) ● to railroad (Bottom row) in one colour gets +3 points</p>