Building Connections

**City Hall**

**+**

* **City**
* **Services** Edit: 0
* **Decorations** Edit: 0

**-**

* **City Hall**

**Villa**

**+**

* City Hall
* Villa
* Tower
* Bank
* Opera / Theater / Casino
* Water Reservoir
* **Culture**
* **Decorations**

**-**

* **Industry**
  + **+ Office**
* **Spirituality**

**House**

**+**

* City Hall
* House
* Tower
* Carnival / Fair / Circus
* Tavern
* Brothel
* Water Reservoir
* **Spirituality**
* **Decorations**

**-**

* **Culture**

**Tower**

**+**

* **City**
* **Services**
* **Decorations**

**Carnival / Fair / Circus**

**+**

* City Hall
* House
* Water Reservoir

**-**

* Villa
* Botanical Garden
* **Spirituality**

**Tavern**

**+**

* City Hall
* Villa
* House
* **Industry**

**-**

* **Spirituality**

**Brothel**

**+**

* Villa
* House
* **Industry**

**-**

* **Spirituality**

**Bank**

**+**

* City Center
* Villa
* **Industry**

**-**

* **Spirituality**

**Opera / Theater / Casino**

**+**

* City Center
* Villa
* University
* **Decorations**

**-**

* **Spirituality**

**Water Condensator**

**+**

* Water Reservoir
* **Services**

**-**

* Villa
* Water Condensator

**Sand / Clay Docks**

**+**

* Brickyard
* **Services**

**-**

* Villa
* Sand / Clay Docks

**Metal Docks**

**+**

* Forge
* **Services**

**-**

* Villa
* Metal Docks

**Brickyard**

**+**

* Sand / Clay Docks
* **Services**

**-**

* Villa

**Sawmill**

**+**

* Lumberjack
* Forge
* Newspaper
* **Services**

**-**

* Villa

**Forge**

**+**

* Metal Docks
* Sawmill
* **Services**

**-**

* Villa
* Newspaper

**Water reservoir**

**+**

* Villa
* House
* Carnival / Fair / Circus
* Water Docks

**Market**

**+**

* **Industry**
* **Services**

**Newspaper**

**+**

* Villa
* House
* Sawmill
* **Services**

**-**

* Forge

**Office**

**+**

* Villa
* **Services**

**-**

* House

**Brewery**

**+**

* Hop Field
* Tavern
* **Services**

**-**

* Villa

**Research Facility**

**+**

* **Industry**
* **Services**

**-**

* Villa

**Hop Field**

**+**

* Brewery

**Glasshouse**

**+**

* House
* Storage

**Storage**

**+**

* Glasshouse

**Lumberjack**

**+**

* **Tree**
* Sawmill

**University**

**+**

* Villa
* **Decorations**

**-**

* House

**Observatory**

**+**

* University

**-**

* **ALL**

**Botanical Garden (Glasshouse)**

**+**

* Villa
* **Decorations**

**-**

* House
* Carnival / Fair / Circus

**Church**

**+**

* House
* **Services**

**-**

* Villa

**Temple**

**+**

* House
* **Services**

**-**

* Villa

**Park**

**+**

* Villa
* House
* City Center
* **Decorations**
* **Culture**

**Fountain / Art Piece**

**+**

* Villa
* House
* City Center
* **Decorations**
* **Culture**

**Clock Tower**

**+**

* Villa
* House
* City Center
* **Decorations**
* **Culture**
* Industry = Positive effect on and from Market, Office, Research Facility, Tavern, Brothel
* Uncommon/Exclusive/Rare = Negative Effect on themselves (If the same type of building is in range)