Basics: Universal

Immediate:
   Skip a building   -1
End:
   Tree   +1
   Rock   -1
   3 colors next to church   -3

Basics: Eternal

First:
   Cover both gold veins   +3
End:
   Blank space   -1
   4 buildings next to well +4

Basics: Eternal (alt)

First:
   Cover both gold veins   +3
End:
   4 buildings next to well +4

(Don't deduct points for blanks)

Buildings: Groups

End:
   Buildings in largest
   group of each color   +?

Buildings: Factories

End:
   Each separate group
   of blue buildings   +2

Buildings: Mines

Setup:
   Place mines (A4, B5, A7)
End:
   Buildings in groups
   by same-color mine   +?

Beachfront Property

Imdt: Build along coast   +1

First: Fill all coast spaces +3
End: Fill all coast spaces +5

Port Connection

Setup: Place port (E9)

First: Connect port-coast +3
End: Connect port-coast +5

Prosperous Parks

Setup: Place palace (E6)
       (Start by palace.)
Imdt: Build yellow by tree +3
End: Red courtyard   +1

Ignore courtyard rocks.

The Sawmill

Setup: Place sawmill (H11)
       (Start by sawmill.)
First: Total deforestation   +3
End: Total deforestation +10

You may build on forests.

The Investor

*Use investor to mark most
recently built building.*

Immediate:
   Build next to investor   +1

Restriction: The Flood

Build only east of the river.

*The blocking card
cancels this restriction.*

Restriction: Hug Trees

Don't cover trees.

Restriction: No Skips

You may not skip a building.

*If you cannot build one,
you are done building.*