











<u>Basics: Universal</u> Immediate: Skip a building -1 End: Tree +1 Rock -1 3 colors next to church -3	<u>Basics: Eternal</u> First: Cover both gold veins +3 End: Blank space -1 4 buildings next to well +4	<u>Basics: Eternal (alt)</u> First: Cover both gold veins +3 End: 4 buildings next to well +4 <i>(Don't deduct points for blanks)</i>	<u>Buildings: Groups</u> End: Buildings in largest group of each color +? 
<u>Buildings: Factories</u> End: Each separate group of blue buildings +2 	<u>Buildings: Mines</u> Setup: Place mines (A4, B5, A7) End: Buildings in groups by same-color mine +? 	<u>Beachfront Property</u> Imdt: Build along coast +1 First: Fill all coast spaces +3 End: Fill all coast spaces +5 	<u>Port Connection</u> Setup: Place port (E9) First: Connect port-coast +3 End: Connect port-coast +5 
<u>Prosperous Parks</u> Setup: Place palace (E6) <i>(Start by palace.)</i> Imdt: Build yellow by tree +3 End: Red courtyard +1  <i>Ignore courtyard rocks.</i>	<u>The Sawmill</u> Setup: Place sawmill (H11) <i>(Start by sawmill.)</i> First: Total deforestation +3 End: Total deforestation +10  <i>You may build on forests.</i>	<u>The Investor</u> <i>Use investor to mark most recently built building.</i> Immediate: Build next to investor +1 	<u>Restriction: The Flood</u> <i>Build only east of the river.</i> <i>The blocking card cancels this restriction.</i> 
	<u>Restriction: Hug Trees</u> <i>Don't cover trees.</i> 	<u>Restriction: No Skips</u> <i>You may not skip a building.</i> <i>If you cannot build one, you are done building.</i> 