Oh my Goods!

A game by Alexander Pfister
for 2-4 players ages 10 and up
Playing time: 30 minutes

Objective

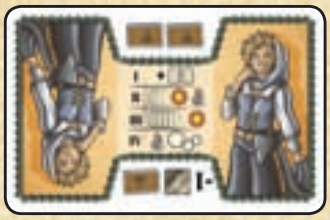
The players take the role of workers producing tools, barrels, iron, glass, and many other Production Goods. The player who manages their Production Chains best will gain the most Victory Points (VPs) and win.

Components

- 110 cards
- This rule book

Setup

- Separate the cards with a **light blue** border from the rest:
  - Each player receives **a random Charburner** as well as **a Worker** *(brown background color)*. Remove the remaining Charburners and Workers from the game.



This player has a sloppy Worker in their Charburner.

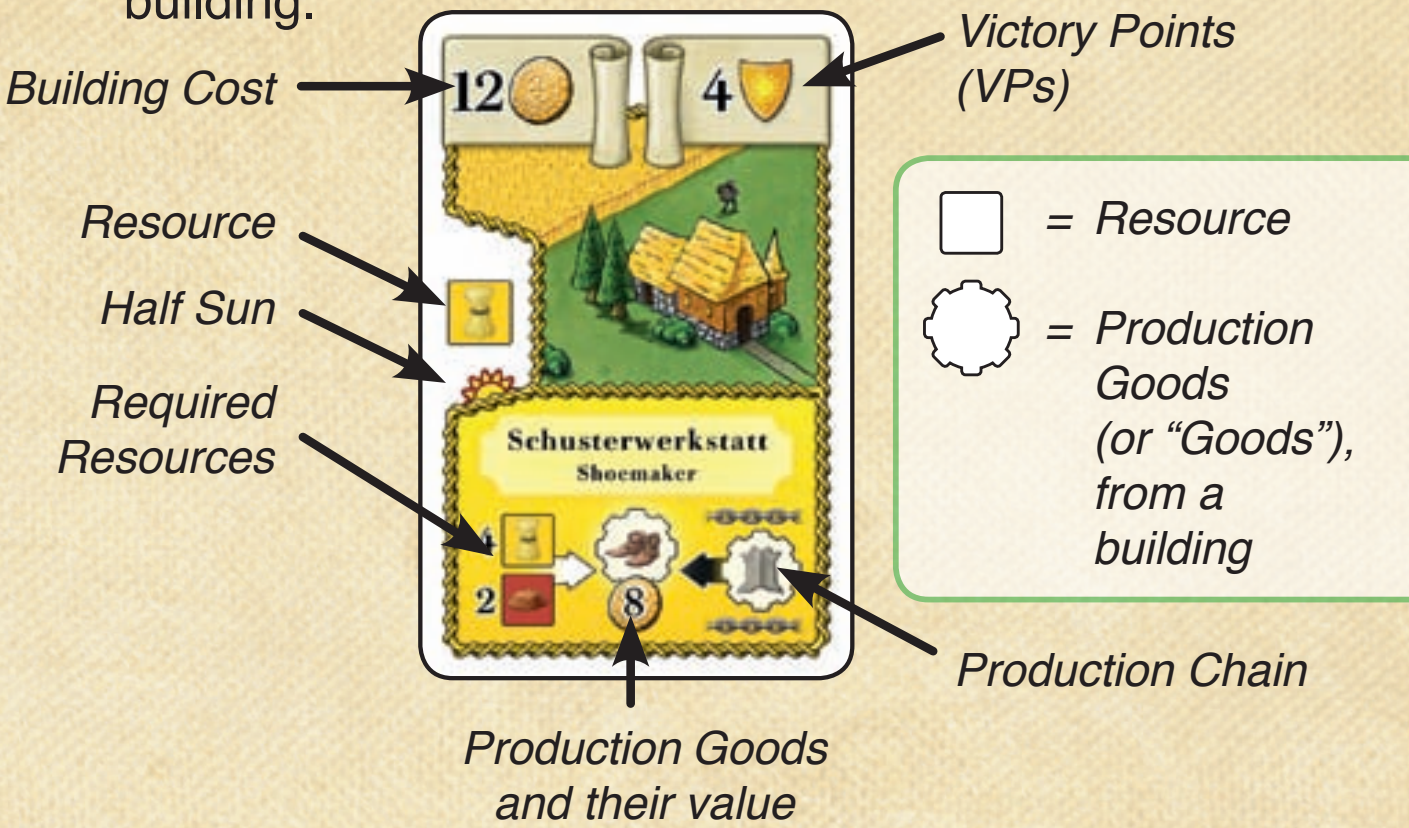
  - In a 2-/3-/4-player game, place 4/6/8 random Assistants, respectively, with a random side facing up at the side of the play area. Remove the remaining Assistants from the game.

2 players = 4 Assistants

- Shuffle the remaining cards and draw 5 cards into your hand. Place another 7 cards face down and sideways on your Charburner. Each card on your Charburner represents one unit of coal *(and is worth 1 coin)*. The player who most recently worked the hardest *(or a random player)* becomes the first active player.

7 Coal and 5 hand cards

- You can use each card in 3 ways:
  - as a **Resource** *(depicted on the left side of the card)*,
  - or as the depicted **Building**,
  - or facedown on Production Buildings to represent Goods that the building produced. These goods may also be used as coins, at the value shown on the building.



Course of Play

The game is played over several rounds. Each round consists of 4 phases, which are played in the following order.

I. **New Hand Cards**
II. **Sunrise**
III. **Sunset**
IV. **Production and Building**

I. New Hand Cards

Each player can discard **all** (not some) cards from hand and draw an equal amount from the draw pile. Then the active player deals each player **2 cards** into their hand. There is no hand card limit.

When the draw pile runs out of cards, shuffle the discard pile to form a new draw pile. In the extremely unlikely case that both the draw and the discard piles contain no cards, each player must discard half of the cards in their hand (rounded down).

II. Sunrise

- The active player turns over cards from the draw pile, placing them in the middle of the play area as the Market Display, until there are 2 Half Suns.

2 Half Suns

The Sun has risen and the Market is open.

Tip: In the Market Display, only the Resource part of each card matters, so you can place the cards on top of each other such that only the Resource is visible on each card.

- Then all decide **simultaneously** in which of your buildings you would like to work and what you would like to build in phase 4.

- **Working**: Take your Worker card and place it below one of your Production Buildings. You have two options:

  You can either produce **efficiently** or **sloppily**, indicating this by rotating your Worker card so that the appropriate side is on top.

  If you decide to produce **<u>efficiently</u>**, in phase 4, you will need to have access to **all** of the Resources depicted at the bottom left of the building. If you do, you will receive 2 Production Goods. If you decide to produce **<u>sloppily</u>**, you may skip one Resource of your choice, but you will only produce 1 Goods card. In phase 3, additional cards will be placed in the Market Display, so you can hope that the Resources you are missing right now will still show up. Also, you can play cards from your hand as Resources in Phase 4.

*The player works **sloppily** in their Charburner*

- **Building**: You can place a card from your hand face down in front of you. This is the building you are going to build this round.

III. Sunset

The active player turns over cards from the draw pile, placing them in a **second row** in the Market Display, until there are 2 more Half Suns. The Sun has set and the Market is closed.

IV. Producing and Building

This Charburner requires 2 grain and 1 wood to produce coal.

- This phase is played **in turn order**, beginning with the active player. On your turn, you produce first; then you can build a building or hire an Assistant.
- Each Production Building requires the Resources depicted at the bottom left to initiate Production. These Resources must be available in the **Market Display** in the required amounts. If you need to, you can make missing Resources available for you by **discarding** the appropriate card **from your hand**. The Market Display remains the same for all players. You do not take any Resources away from it; you just check if what you need is there. Only the cards that you you played from your hand are discarded.
  - If you decided to produce **efficiently** during phase 2, all of the required Resources must be available. If they are, you produce 2 Goods, taking 2 cards from the draw pile and placing them face down and sideways on the building. Otherwise you produce nothing with that building.

- Resources played from hand only count towards a single building. However, each building may use any or all of the Market Display Resources towards initial production (but NOT towards Production Chains).
- If you decided to produce **sloppily** during phase 2, all but one of the required Resources must be available. If they are, you produce 1 Goods card.

Example: *You let your Worker produce sloppily in your Charburner, which requires 2 grain and 1 wood. The Market Display only has 1 grain, so you are missing 1 more grain and 1 wood. Since you produce sloppily, you need 1 less Resource. So you only need to play either 1 wood or 1 grain from your hand to produce 1 coal. If you decided to produce efficiently, you would have to play both missing Resources from your hand. If you did, you would receive 2 cards on your Charburner representing coal.*

- **Assistant:** An Assistant at a building requires all of the depicted Resources to produce a single Goods card. You can play missing Resources from your hand, as usual. Each card you play from your hand only counts towards 1 building.

- **Production Chain:** If a building produced at least 1 Goods, you can immediately use the Production Chain depicted at the bottom right of the building any number of times.

The Bakery produces bread from flour and coal.

The Production Chain shows which **Resource(s) FROM YOUR HAND** or which **Production Goods** that you already have you can place on the Production Building. This way you can create additional Produced Goods this turn.

Example 1: *If the Mill is activated to produce flour, you can place any number of grain cards from your hand face down on the Mill. These cards represent additional flour that you produced from your own grain reserves. Before you place the grain face down and sideways on your Mill, you must show it to the other players.*

Example 2: *If the Shoemaker produces shoes, you can make additional shoes from leather you produced earlier. Move the cards from your Tanneries (each card represents 1 leather) to your Shoemaker (turning those cards into shoes). Great deal, since shoes are worth 8 coins, but leather is only worth 6 coins!*

If the Production Chain shows 2 Resources or Goods, you must place both depicted items on the Building at the same time, producing 2 Goods each time you do so.

Example: *The Brick Manufacture Production Chain requires 1 clay and 1 coal to produce Bricks. If you have 3 clay in your hand but only 2 coal on your Charburner, you can place 2 coal and 2 clay on the Brickworks, effectively producing 4 bricks.*

Note: *Assistants may start a Production Chain if their building produces. At the end of production during Phase 4, your Worker leaves the building (allowing a just-purchased Assistant to be assigned to the building), but current Assistants remain at their buildings (you may pay to move them during Phase 2 of the next turn).*

- **Building**: You can now build the building you placed face down in front of you during phase 2. If you cannot or do not want to build it, you return the building card to your hand. If you do build it, pay its building cost by **discarding Goods with a total value equal to or greater than the cost of the building.** You can overpay, but you do not receive any change.

Example: *You would like to build a building costing 7 coins. You pay 2 iron (each worth 3 coins) and 1 flour (worth 2 coins), for a total of 3+3+2=8 coins.*

- **Assistant**: Instead of building, you can hire at most 1 Assistant per round. Not only must you pay coins for them, but you must also have buildings in the colors depicted on the Assistant card. *(You keep the buildings.)*

  Immediately place the Assistant at one of your Production Buildings. **Note:**

  - There **can only be one person** *(Worker or Assistant)* in each building.
  - In phase 2, you can pay 2 coins to move an Assistant to another building.
  - If more than one player wants to purchase the same Assistant, give priority to the active player, and then going clockwise to the other players.

- At the end of phase 4, discard all of the cards in the Market Display. The next player in clockwise order becomes the active player.

Game End

The game end is triggered when any player has **8 buildings** in front of them *(including their Charburner)*. When that happens, finish the current round and play another complete round. In this final round, each player may use the Production Chains of all of their buildings, including buildings without a Worker or Assistant as well as buildings that did not produce anything. After that, each player totals the Victory Points from their **buildings and Assistants**,

and buying 1 VP for every 5 coins' worth of Goods remaining on buildings *(place cards on your Worker to represent purchased VPs)*. The player with the most VPs wins. In case of a tie, the player with the most coins left (after purchasing VPs) wins.

The Cards

Each building color stands for a certain Resource. There is the same number of buildings in each color except green, which is the most numerous. Gray buildings do not count as Production Buildings—they provide a permanent benefit.

The Glassmaker requires any 11 Resources to produce glass.

In phase 1, you receive 1 additional card into your hand, unless you have more than 3 cards in hand already at the start of that phase.

The Market Office adds the depicted Resource to the Market Display for you, which you can only use to initiate Production (including at the Glassmaker), not to use with a Production Chain.

Oh my Goods!

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