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| <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>Optional: 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 shall not pass!. (If you cannot build a building, you're done for the game.)</i>  | |