

Oh my Goods!

Du meine Güter!

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Longsdale in Revolt



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Game Idea

Unrest goes round in the capital, Longsdale. Some say a war is imminent. The King needs your help. Find out alone or with up to four players how this story unfolds, as told in the five chapters of this expansion. And who knows? Maybe your decisions will turn fate ...

Components

- 3 Game End cards (numbered 1-3)
 - 19 Event cards (numbered 4-22)
 - 7 Chapter cards (numbered 30-36)
 - 7 Solo Chapter cards (numbered 37-43)
 - 34 Building cards (numbered 50-56)
 - 4 Person cards (numbered 57-60)
 - 8 Setup cards
 - 6 "5 Goods" cards
- * Use the Goods cards to replace cards on a building with 5 or more Goods on it!*

Setup

This expansion consists of five "chapters," each adding Buildings, Persons and Events to the previous chapter's cards. You may also play "all inclusive" with the new materials combined together.

There is a Setup card for each chapter. The Setup cards will tell you what cards are used in the chapter (although some cards add other cards to the game).



- Many cards from earlier chapters are included into your deck for later chapters.
- Some Buildings and Person cards are introduced during the game by Events.
- Buildings that are introduced during the game are not added to the deck, but are displayed in the center. Players may freely choose, within a building pile, which building they would like to claim (see "The New Buildings").

Rule Changes

The rules remain the same from the base Oh My Goods! game, with the following exceptions:

- At the start of each round, before Phase I occurs, turn over the topmost Event card and read it aloud. This replaces the previous Event card, which may be set aside.
- In Phase IV, you may build a Building **and**

hire exactly 1 Assistant. You must pay for each separately—you cannot combine the payment to avoid overpaying.

- You may **not** move your Assistants unless the current Event card allows it.
- The game now lasts a number of turns equal to the number of Event cards used in the chapter.

Expansion Rules

- A new resource symbol is introduced: Strength 
- Some new buildings do not require a worker to operate, with a symbol: 

- Person cards are new to this expansion. If you draw one during Phase I, you may use it in the Phase noted on the card for its effect, and then discard it normally. If, during Phases II and III, you turn over a Person card during a Market, discard it immediately without effect.

Expansion Rules (continued)

- If a Setup or Event instruction tells you to add a card number with multiple cards (cards 50-56), place all cards with that number in play. These cards stay in play when the Event is replaced.

Cards Used per Chapter

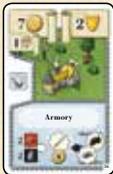
The Setup cards describe which cards are used to create the chapter, but those cards may introduce other cards. Check all of the card text before playing! If a card is introduced during the game (such as Tony Merz during

The New Buildings

The new Buildings are introduced little by little by the Event cards. When they are, place them in separate piles in the display. A pile contains all Buildings of one type, regardless of color or the order they are in the pile.

In Phase IV, you may build a Building from the display. If you do, you may not build the Building chosen in Phase II. You may look through the pile and choose a Building of a specific color.

The following explains all the new Buildings:



Armory: The Armory produces Weapons. Each Weapon is worth 4 Coins. You may only build the Armory if your Strength is at least 1 (see any of the Watchtowers).



Corn Farm: The Corn Farm produces exactly 1 Corn in Phase IV, without the need for the Worker or an Assistant. Corn is worth 2 Coins.



Oven Builder: The Oven Builder produces Ovens. Each Oven is worth 5 Coins.

All Inclusive Game

If you want to simply play Oh My Goods! with the new cards without playing through the

The Solo Game

You may play through all five chapters as a solitaire game. The base game rules remain in effect (draw two random Assistants for purchase at the beginning of the game). The

- Display buildings and Assistants may be bought without placing a Building in Phase II.
- If a Game End condition asks you to pay something, you spend (discard) it before calculating scores.

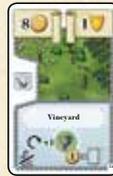
Chapter I), it is not removed from the deck at the end of the game unless instructed to by the Game End conditions.

Visit the Oh My Goods! expansion page on the Mayfair website for a detailed reference table.

Small Watchtower: The Small Watchtower provides a Strength of 1.



Vineyard: The Vineyard produces exactly 1 Grapes in Phase IV, without the need for the Worker or an Assistant. The value of Grapes depends on the number of Buildings you have of a certain color (including the Vineyard).



(Large) Watchtower: The (Large) Watchtower provides a Strength of 2 (3). When you build a (Large) Watchtower, immediately attach it to a Production Building, placing it underneath so that the left edge of the tower card is visible to the left of the Production Building card. Each Production Building may have at most one tower card attached. As a result, that Building requires 1 fewer Resource (or, if working sloppily, 2 fewer Resources) to produce. If you cannot attach the (Large) Watchtower when you purchase it, you still receive its Strength and VP, but you may not attach it to a Building later.



chapters, use the “All Inclusive” Starting card (card 1). Both the solitaire and multiplayer setup may be found on the card.

bottom of each Setup card shows the cards used for each solo chapter.

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