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Oh my Goods!

Du meine Güter!

Longsdale in Revolt

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

- 34 Building cards
- 4 Person cards
- 41 Event cards
- 28 Chapter cards
- 8 Setup cards
- 5 "5 Goods" cards

(use them to replace 5 cards on Production Buildings, or you may run out of cards)



Setup

This expansion introduces new Buildings as well as Event and Person cards. If you want to play the story, start with chapter I. At the end of each chapter, you will be told how to proceed with the story. If you just want to play with the new components without the story, use the pseudo-chapter “All Inclusive”.

Each chapter comes with a **Setup card**. It tells you which Event cards you should use for the chapter. Set up the game as described on the Setup card.



Course of Play

There are only a few changes to the 2nd edition rules (see <http://www.mayfairgames.com/gamesupport/oh-my-goods-rules-v20>):

- At the start of each round, even before Phase I, turn over the topmost Event card and read it aloud. Carry out the instructions immediately or in the indicated Phase.
- In Phase IV, you may build a Building **and** hire exactly 1 Assistant.
- You may not move your Assistants unless the current Event card allows it. Moving Assistants is free of charge.
- In Phases II and III, if you turn over a Person card, discard it immediately.

The number of Event cards defines how long the game is played. Unlike the base game, the game does not end automatically when a player builds their eighth Building, but at the end of the round in which you turn over the last Event card.

At the end of the game, you make some preparations for the next, as described on the back side of the current Chapter card.

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, instead of building the Building you chose in Phase II, you may build a Building from the display. 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.



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). This value matters for certain Event cards. When you build a (Large) Watchtower, **immediately** place it below a Production Building so that the left side is visible. Each Production Building may have at most one such card. As a result, that Building requires 1 fewer Resource to produce a Good (or with a sloppy Worker 2 fewer Resources in total). If you cannot place the (Large) Watchtower immediately, you may not do it later.



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