

Oh my Goods!

**A game by Alexander Pfister
for 1-4 players ages 10 and up
Playing time: ca. 30 minutes**

About This Edition

This Big Box edition comprises the “Oh my Goods!” base game, first published in 2015, as well as the “Longsdale in Revolt” (2016) and “Escape to Canyon Brook” (2017) expansions. Those expansions tell a coherent story over several chapters and are therefore, for the purposes of this edition, combined into a single expansion titled “The Longsdale Conspiracy”.



Components

243 cards comprising:

Base Game

94 buildings

4 start buildings

4 workers

8 assistants

1 first player card

5 "5 goods" cards

The Longsdale Conspiracy

37 events (*numbered 1-37*)

40 buildings (*numbered 38-45*)

5 characters (*numbered 46-50*)

13 assistants (*numbered 51-63*)

16 chapters (*numbered 64-79*)

16 solo chapters (*numbered 80-95*)

and 40 wooden goods cubes



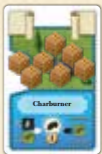
Object of the Game

You take the role of workers producing tools, barrels, iron, glass, and many other goods. The player who manages their production chains best will gain the most victory points and win.

Setup

The base game requires at least two players; to play solo, you need to include the expansion (*see page 18*).

1. All players: take **1 random start building** (*Charburner*) and **1 worker** and place them in front of you. Remove any remaining start buildings and workers from play—you will not need them.
2. All players: put **7 goods cubes** on your Charburner. Place the remaining goods cubes and the “5 goods” cards to the side of the play area, as a supply.



3. Place **2 random assistants per player**, with a random side facing up, to the side of the play area. Remove any remaining assistants from play—you will not need them.

*2/4/6/8 assistants at 1/2/3/4 players
(solo requires the expansion!)*



4. Shuffle the **buildings** and place them as a face-down draw pile ready at hand, leaving room for a face-up discard pile.



draw pile

*room for
discard pile*

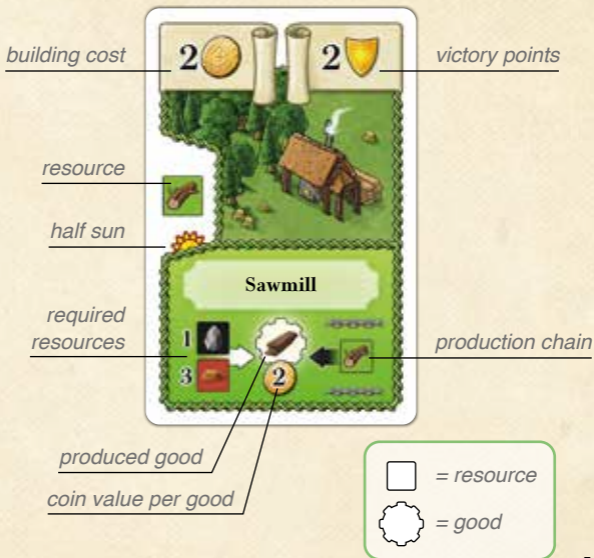
5. All players: draw **5 cards** from the draw pile into your hand.
6. The player who most recently worked the hardest (*or a random player*) gets the **first player card**.



The Cards

You can use each card in two ways:

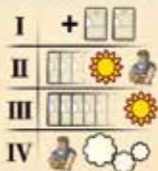
- either as a **resource** (depicted on the left side of a card)
- or as the depicted **building**.



Course of Play

The game is played over multiple rounds of 4 phases each, carried out in the following order:

- I. New Cards
- II. Sunrise
- III. Sunset
- IV. Producing and Building



*the phases as shown
on your worker card*

Phase I: New Cards

Each player may discard all (*not some*) cards from hand and draw an equal number from the draw pile. Then draw **2 cards** into your hand (*regardless of whether you have discarded cards or not*). There is no limit to the number of cards in your hand.

When the draw pile runs out of cards, shuffle the discard pile to form a new draw pile. This also applies if the draw pile runs out in a different phase.

Phase II: Sunrise

Turn over cards from the draw pile, placing them in the middle of the play area until there are **2 half suns**; this is called the **market display**.



The sun has risen, and the market is open.

Note: In the market display, only the resource icons of the cards matter so you can overlap cards such that only the resource is visible.

Then each player decides simultaneously where and how to work and what to build in phase IV. Additionally, you may pay 2 coins to move an assistant you hired on an earlier round to a different building (*see "Hiring an Assistant" on page 14*).

- **Working:** Take your worker and place it below one of your production buildings. You have two options: you can either produce efficiently or sloppily. To indicate this, rotate your worker so that the appropriate side is closest to the production building.



This worker works sloppily in the Charburner.

When producing **efficiently**, in phase IV, all resources depicted at the bottom left of the building must be present. If they are, the building will produce 2 goods.



When producing **sloppily**, one resource of your choice may be missing, and the building will produce only 1 good.



In phase III, 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, in phase IV, you can supplement missing resources from your hand.

- **Planning:** You may place 1 card from your hand face down in front of you; this is the building you plan to build this round. *(You may place a building of a type that you already have; there is no limit to the number of identical buildings you may have.)*

Phase III: Sunset

Turn over additional cards from the draw pile, placing them in a **second row** in the market display, until there are another 2 half suns. The sun has set, and the market is closed.

Phase IV: Producing and Building

This phase is played in **clockwise order**, beginning with the first player. On your turn, you must first produce; then you may build or hire an assistant.

- **Production:** 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 needed, you may supplement missing resources by discarding them from your hand.



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

The market display remains the same for all players. You do not remove any resources from it to produce; you just check if what you need is present. Only the cards that you supplement from your hand are discarded.

- If your worker produces **efficiently**, all required resources must be present. If they are, that building produces 2 goods. To show this, put 2 goods cubes from the supply on the building. Otherwise, that building produces nothing.
- If your worker produces **sloppily**, all but one of the required resources must be present. Even if all resources are present, that building produces only 1 good.

Example: Your Charburner requires 2 grain and 1 wood. The market display provides only 1 grain, so you are missing another 1 grain and 1 wood. If your worker produces sloppily, you need 1 resource less. As a result, you must either add 1 wood or 1 grain from your hand to produce 1 coal. If your worker produces efficiently, you need to supplement both missing resources from your hand and place 2 coal on your Charburner.



- An assistant (see “Hiring an Assistant” on page 14) requires all resources depicted on the building to produce a single good. You may supplement missing resources from your hand, as normal. Buildings without a worker or assistant do not produce anything that round.
- Each card you supplement from your hand only counts towards one building; the market display counts towards all buildings.

Note: At any time, you can replace 5 goods cubes on a building for a “5 goods” card and vice versa. If you do, place the “5 goods” card sideways on the building.

- **Production chains:** After production, you can use the production chain of each building that has produced at least 1 good this round, **any number of times**; production chains are depicted at the bottom right of a building.



The Bakery produces bread from flour and coal.

The production chain shows which **resource from hand** and/or which **good from another building** you may place on that production building, thus producing additional goods. Resources from hand are discarded and replaced with an equal number of goods cubes from the supply.

Example 1: If the Mill produces flour, you may discard any number of grain cards from your hand to place an equal number of goods cubes on the Mill.



Example 2: If the Shoemaker produces shoes, you may produce additional shoes from leather. To do so, move any goods cubes from your Tanneries (each representing 1 leather) to the Shoemaker (each now representing 1 pair of shoes). Great deal, as each pair of shoes is worth 8 coins whereas leather is worth only 6 coins each!



If the production chain shows 2 resources and/or goods, you must place **both** depicted items **together** on the production building, thus producing **2 goods** per conversion!

Example: The Brick Manufacture production chain requires 1 clay and 1 coal to produce bricks. If you have 3 clay in your hand and only 2 coal on your Charburner, you can place 2 coal and 2 clay on the Brick Manufacture, effectively producing 4 bricks. (Discard the 2 clay cards and replace them with goods cubes.)



Note: An assistant may also start a production chain if its building produces.

After you finish producing and using production chains, remove your worker from its building; your assistants stay where they are.

- **Building:** You may now build the building that you placed face down in front of you in phase II. To do so, pay its building cost by discarding **goods** with a **total value** equal to or greater than the printed cost. You may overpay, but you do not get change. If you cannot or do not want to build, return the card to your hand.

Example: You build a building costing 7 coins, paying 2 iron (each worth 3 coins) and 1 flour (worth 2 coins) for a total of $3+3+2=8$ coins.



- **Hiring an Assistant:** Instead of building, you may hire **exactly 1 assistant**. To do so, you must not only pay the printed cost on the assistant but also have buildings in the depicted colors. (*Keep the buildings.*)



Immediately assign the new assistant to one of your production buildings by placing it below the building.

Note:

- Each building may be assigned **either** one assistant **or** the worker.
- An assistant stays in the assigned building indefinitely. In phase II of each round, you may pay **2 coins** to move one assistant to a different building.
- At all times, you must have at least one production building without assistant so there is a building available for the worker in phase II.

End of Round

At the end of phase IV, discard all cards from the market display and pass the first player card to the next player clockwise.

Game End

The game end is triggered when any player has **8 buildings** in front of them (*including the start building*). When that happens, finish the current round, and play another **complete round**. In this final round, all players may use the production chains of all their buildings, including the newly built building, buildings without a worker or assistant, as well as buildings that did not produce that round.

Afterward, total the victory points from your **buildings and assistants**. Determine the total value of all remaining goods on your buildings and add **1 victory point for every 5 coins** to your total. The player with the highest total wins. In case of a tie, the player with the most remaining coins (*after converting them to victory points*) breaks the tie. If still tied, there are multiple winners.

Explanations of Some Cards

Each building color represents a specific resource. There is an equal number of buildings of each color, except for green, which is the most numerous. Gray buildings do not produce; instead, they provide a permanent benefit. The effects of multiple Market Offices add up (*cumulatively*).



The Glassmaker requires any 11 resources to produce glass.

In phase I, you may draw 1 additional card unless you have more than 3 cards in hand already at the start of that phase.



When producing goods, the owner may consider 1 additional resource of the depicted type to be present in the market display (it also counts towards the Glassmaker). This does not apply to production chains.

The Longsdale Conspiracy

Object of the Game

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 eleven chapters of this expansion. And who knows? Maybe your decisions will turn fate ...

Setup

The expansion introduces new buildings and assistants little by little as well as events and characters. 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 content, without playing the story, play the “All In” pseudo chapter.

1. Set up the game according to the base game rules.
 - In chapter I, the new buildings and characters are **not** available from the start, so **do not** shuffle them into the draw pile. Keep them ready at hand in case you need them later (*if an event introduces them*).
 - Do not use the new assistants from the start either—they will be introduced little by little as the story progresses.
 - From chapter II onwards, all buildings and characters that have been introduced already are shuffled into the draw pile during setup; keep only the buildings and characters ready that have not been introduced yet.
 - In the “**All-In**” **pseudo chapter**, all new buildings and characters (*except from card 46*) are shuffled into the draw pile from the start, and the new assistants replace the base game assistants.
2. Take the **event cards** required for the current chapter, as indicated by the table (*by card number, as printed in the bottom right corner of the cards*), and set up the **event deck** as follows:

- Row “Bottom” indicates the bottommost card in the deck: Show it to all players, then place it face down to the side of the play area.
- Shuffle the five (*or—in the solo game—six*) cards mentioned in row “Middle” and place them face down onto the bottommost card of the event deck.
- Finally, take the three cards mentioned in row “Top” and place them in random order on top of the event deck.

2-4 players

Chapter	I	II	IIIa	IIIb	IV	Va	Vb	VI
Bottom	1	1	1		1	1		1
Middle	five from 8-14	five from 6-14	five from 6-14		five from 6-14	five from 6-14		five from 3-12
Top	16, 17, 25	16, 20, 21	17, 22, 23		16, 17, 24	16, 17, 18		16, 17, 25
Setting	64	65	66	67	68	69	70	71

solo game

Chapter	I	II	IIIa	IIIb	IV	Va	Vb	VI
Bottom	2	2	2		2	2		2
Middle	9, 10, 11, 12, 13, 15	9, 10, 11, 12, 13, 15	9, 10, 11, 12, 13, 15		9, 10, 11, 12, 13, 15	9, 10, 11, 12, 13, 15		9, 10, 11, 12, 13, 15
Top	16, 17, 19	16, 20, 21	17, 22, 23		16, 17, 24	16, 17, 18		16, 17, 25
Setting	80	81	82	83	84	85	86	87

- **Note:** In games with 2-4 players, the event deck comprises 9 cards total; in a solo game, there are 10 event cards in the deck.

Example: With 2-4 players, for chapter VII, place card 1 on the bottom of the deck. Then shuffle card 28 and four random of cards 3-12 and place them on top of card 1. Finally, place cards 17, 26, and 27 in random order on top.

3. Take the **chapter card** indicated in row “Setting” and read it. Then the game begins.

VII	VIII	IXa	IXb	Xa	Xb	XIa	XIb	All-In
1	1	1		1		1		1
28 & four from 3-12	31 & four from 3-12	34 & four from 3-12		five from 3-12		37 & four from 3-12		eight from 3-12, 16-17
17, 26, 27	17, 29, 30	17, 32, 33		16, 17, 35		16, 17, 36		
72	73	74	75	76	77	78	79	one from 64-79

VII	VIII	IXa	IXb	Xa	Xb	XIa	XIb	All-In
2	2	2		2		2		2
5, 10, 11, 12, 15, 28	5, 9, 10, 11, 12, 31	5, 9, 10, 11, 12, 34		5, 9, 10, 11, 12, 15		5, 10, 11, 12, 15, 37		4, 5, 9, 10, 11, 12, 15, 16, 17
17, 26, 27	17, 29, 30	17, 32, 33		16, 17, 35		16, 17, 36		
88	89	90	91	92	93	94	95	one from 80-95*

*In case of card 89: Place 6 assistants in the display (*instead of 2*).

Course of Play

The base game rules remain unchanged except for the following changes:

- At the **start of each round**, even before phase I, turn over the top card of the event deck and read it. Carry out its instructions, if any, either immediately or in the given phase, as denoted on the card.
- In phase IV, you may **both** build and hire exactly 1 assistant (*instead of choosing one or the other*). If you do both, you must pay for the building and assistant separately—you may not combine the payment to avoid overpaying.
- You do not need to assign a newly hired assistant immediately. However, you may only assign an assistant to a building at the end of each round (*after production*). Assigning previously hired but unassigned assistants does not affect hiring a new one.
- Hired but unassigned assistants do contribute their victory points to your score.
- Paying two coins to move an assistant in phase II is **no longer possible**. Instead, certain events will allow you to move your assistants at no cost.

- If you have a character card in your hand, you may play it in the indicated phase to use its effect. Discard it after use. If a character is drawn in phases II or III, discard it immediately, without effect.

Solo game only: Assistants from the expansion (*cards 51-63*) that have not been introduced via an event yet **may not** enter play via event card 15 prematurely.

Game End

The last card in the event deck always ends the game. Consequently, the expanded game always lasts 9 rounds (*with 2-4 players*) or 10 rounds (*in the solo game*), and not until someone builds to eight buildings.

If an event or the current chapter requires you to pay certain goods at game end, you must spend (*i.e., discard*) them before calculating scores.

At the end of each game, prepare the next chapter as indicated on the reverse side of the current chapter card.

Card Explanations

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 card chosen in phase II, you may build a building from the display. If you do, look through the pile and choose a building of a specific color. You may build a display building even if you did not place one in phase II.

Note that some new assistants produce two goods, reduce the production cost (*like sloppy production*), and/or provide strength (*see below*).

The following explains all new buildings:



Armory: The Armory produces weapons, worth 4 coins each. You may only build the Armory if your strength is at least 1 (*see any of the Watchtowers*).



strength symbol



Corn Farm: The Corn Farm does not require a worker or assistant to produce. In phase IV of each round, including when it is built, it produces exactly 1 corn. Corn is worth 2 coins each.



This building produces autonomously.



Large Watchtower: The Large Watchtower provides a strength of 3; this value matters during certain events and chapters and is required by the Armory. When you build a (*Large*) Watchtower, **immediately** place it underneath a production building so that only the left side of the tower is visible. Each production building may have at most one tower attached. If you cannot attach the card when you build it, place it like any other building; you still get its strength and victory points, but you may not attach it to a building later. A production building with tower requires 1 resource less to produce—with a sloppy worker even 2 resources less.



Oven Builder: The Oven Builder produces ovens, worth 5 coins each.



Small Watchtower: The Small Watchtower provides a strength of 1. It cannot be attached to a production building.



Vineyard: The Vineyard does not require a worker or assistant to produce. In phase IV of each round, including when it is built, it produces exactly 1 grape. The value of the grapes on each Vineyard depends on the number of buildings of a certain color in your display (*including the Vineyard*).



Watchtower: The Watchtower provides a strength of 2. Like the Large Watchtower, it can be attached to a production building (*see there*). Each production building can have at most one tower attached (*large or not—does not matter*).



Wine-Press House: The Wine-Press House produces wine, worth 5 coins each.



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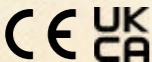
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