Findorff

The hometown game from Friedemann Friese for 1–5 players

For Harro

Game Overview

Findorff is one of the 23 districts of Bremen, the hometown of Friedemann Friese. Findorff has three "F"s and is named after Jürgen Christian Findorff (1720–1792), who was responsible for draining and surveying the bog in the north of Bremen, for extracting the peat, and for populating the bog with residents.

In *Findorff*, the game, you build up the district of Findorff in the period from 1803 to 1916. Historically, six major railway stations stood in Findorff during this period to connect to Hannover, Hamburg, Oldenburg, and Bremerhaven. While three of them were replaced by a single big main train station, you raise the other three rail stations at one of the two main roadbeds. Besides using boats on the peat canal, this small railway helped to transport even more peat from the bog in the north of Bremen to Findorff. During the first half of the 19th Century, peat was the most important commodity for heating the houses and for supplying energy to the industry. In the late 19th century (and in the game), peat lost its importance once when replaced by the energy-rich coal.
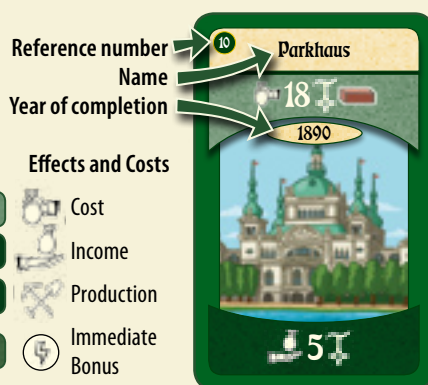
Findorff offers an economic engine builder with a resource market for peat known from *Power Grid* and an innovative resource management required when building rail tracks and houses in Findorff. Your focus is on raising the right combination of the 25 historical structures from the period of 1803 to 1916. Do you raise the Reed Chair Factory or the Slaughterhouse to gain a lot of thalers, or smaller structures like Schools, the Beer Hall, or the Peat Skipper Shelter to win the game in small steps. You can even profit from the high mortality rate of this period by running a Cemetery.

Only by adapting your strategy to your structures you honor Mr. Findorff, and win the game when the roadbed to Hamburg is finished.

Game Components

- 1 game board
- 25 structure cards
- 28 structure tiles
- 5 warehouse cards
- 5 bureaucracy overview cards
- 5 company boards
- 20 production tiles
- 5 starting production tiles "2 peat"
- 24 action tiles
- 5 structure action tiles
- 1 discount tile
- 70 rails
- 50 peat
- 25 bricks
- 30 workers
- 50 houses (10 each per player)
- 5 foreman (1 each per player)
- 1 start tile
- 110 coins (thalers)
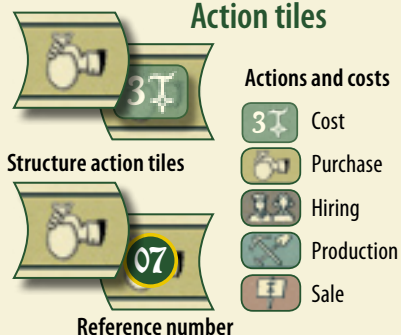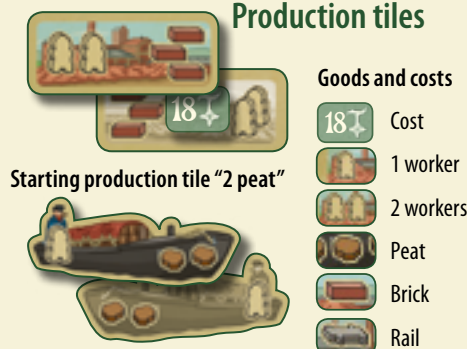
Structures
Cards and matching Tiles

Reference number →
Name →
Year of completion →

Parkhaus
18
1890
5

Effects and Costs

	Cost
	Income
	Production
	Immediate Bonus
	Permanent effect

Reference number
There is 1 tile for each structure; only the Community Garden "In den Hufen" 25 has 4 tiles

Some tiles have house or roadbed spaces

Warehouses

10 goods spaces
to store peat, bricks, and rails

Start tile

Action tiles

Actions and costs

3	Cost
	Purchase
	Hiring
	Production
	Sale

Structure action tiles

07

Reference number

Production tiles

Starting production tile "2 peat"

Goods and costs

18	Cost
	1 worker
	2 workers
	Peat
	Brick
	Rail

Changes for the solo game

When you are playing the solo game of *Findorff*, follow all rules as explained on the next pages. There are only very few additions for the Council of Findorff, as they force the roadbed construction and speed up the game. You find these rules additions on page 7.

Game preparation

1 Place the **game board** on the table. Place the **discount tile** below the time track, so that the arrow points to space "1803" and the tile protrudes to the left of the game board.

2 Sort the 20 **production tiles** by type in 7 stacks. Then, sort each stack by costs in thalers (cheapest tile on top). Place each stack with costs face up on its market space.

Solo game: Return the production tile "2 bricks" with costs of 10 thalers in the game box.

3 Sort the **action tiles** by type in 4 stacks depending on the number of players. Then, sort each stack by costs in thalers (cheapest tile on top). Place each stack with costs face up on its market space. The action symbols are also shown next to the market spaces. Return the remaining action tiles in the game box.

# of players				
Solo & 2	3, 5, 7	6, 8, 10	5, 7, 9	2, 4, 6
3	3, 4, 6, 7	6, 7, 9, 10	5, 6, 8, 9	2, 3, 5, 6
4	3, 4, 5, 7, 8	6, 7, 8, 10, 11	5, 6, 7, 9, 10	2, 3, 4, 6, 7
5	all	all	all	all

4 Place 30 **peat** on the peat market spaces with prices from 6 to 10 thalers, including the spaces marked with a star ⬡ Place the remaining **peat**, and all **bricks**, **rails**, **workers**, and **thalers** in a general supply (from now on supply) next to the game board.

Solo game: Take 25 rails from the supply and place them separately in a Council's supply for the Council of Findorff.

5 Place the 28 **structure tiles** and the 5 **structure action tiles** next to the game board.

6 Each player takes 1 **company board** in a color of their choice and places their matching **foreman** on the topmost space of the action track. Each player also takes their 10 **houses**, 1 **warehouse** card, 1 **bureaucracy overview card**, 1 **starting production tile "2 peat"**, and 1 **worker** from the supply, and places them next to their company board. They also take 2 **peat** from the supply and place them on empty spaces of their warehouse. Return remaining warehouse cards, foremen, houses and starting production tiles in the game box.

7 Determine a start player who places the big peat boat as the **start token** in front of them for the whole game. Beginning with the start player and then clockwise in turn order, take the following amount of **thalers** from the supply depending on the number of players:

Players	first	second	third	fourth	fifth
Thalers	16	18	20	22	24

Solo game: Take 16 thalers.

r 3 players

When **teaching the game**, distribute the 25 **structure cards** depending on the number of players as follows:

- **Solo game:** Shuffle all 25 structure cards and draw 14 cards. Return the remaining 11 structure cards in the game box.
  Note: If you draw Fleischmarkthalle but not Schlachthof, draw a replacement card and return Fleischmarkthalle to the game box (even if the replacement card is Schlachthof).

- **2 players:** Shuffle all cards and deal 9 cards face down to both players. Place the remaining 7 cards face up in the market.

- **3 players:** Sort the cards in 3 facedown sets each with 7 cards. Place the remaining 4 cards face up in the market. Each player takes one of the sets at random.
  Set 1: 1, 3, 4, 11, 12, 17, 22
  Set 2: 2, 7, 8, 15, 19, 20, 23
  Set 3: 10, 14, 16, 18, 21, 24, 25
  Market: 5, 6, 9, 13

- **4 players:** Sort the cards in 5 facedown sets each with 5 cards. Each player takes one of these sets at random and place the remaining set face up in the market.
  Set 1: 1, 6, 9, 16, 24
  Set 2: 2, 7, 15, 23, 25
  Set 3: 3, 10, 11, 17, 21
  Set 4: 4, 8, 12, 20, 22
  Set 5: 5, 13, 14, 18, 19

- **5 players:** Sort the cards in 5 facedown sets each with 4 cards. Place the remaining 5 cards face up in the market. Each player takes one of the sets at random.
  Set 1: 1, 9, 16, 24
  Set 2: 2, 7, 15, 23
  Set 3: 3, 10, 17, 21
  Set 4: 4, 8, 12, 20
  Set 5: 5, 13, 14, 18
  Market: 6, 11, 19, 22, 25

If you all know how to play *Findorff*, for **all following games** you can shuffle all 25 structure cards and distribute them in one or more drafting rounds:
Choose and keep some of the cards you received, before passing the other cards simultaneously to the left. Again, choose and keep some cards you received and so on.

- **Solo game:** See above.

- **2 players:** Deal 9 cards face down to each player. Take a single drafting round: Choose 5 cards and pass the other 4 cards. Start the game with 9 cards in your hand. Afterward, place the remaining 7 cards face up in the market.

- **3 players:** Deal 7 cards face down to each player. Take two drafting rounds: First, choose 3 cards and pass 4 cards. Then, choose 2 cards and pass the other 2 cards. Start the game with 7 cards in your hand. Afterward, place the remaining 4 cards face up in the market.

- **4 players:** Deal 5 cards face down to each player. Take three drafting rounds: First, choose 2 cards and pass 3 cards. Then, choose 1 card and pass 2 cards. Finally, choose 1 card and pass the other card. Start the game with 5 cards in your hand. Afterward, place the remaining 5 cards face up in the market.

- **5 players:** Deal 4 cards face down to each player. Take three drafting rounds: First, choose 1 card for your hand and pass 3 cards. Then, choose 1 card and pass 2 cards. Finally, choose 1 card and pass the other card. Start the game with 4 cards in hand. Afterward, place the remaining 5 cards face up in the market.

You are now ready to start *Findorff*!

General ideas

Before we explain all rules in detail, we will welcome you with an overview about the basics in Findorff.

Main goal: To win a game of **Findorff**, your focus should be on raising the structures of Findorff you have in your hand and that are in the market, as they grant the most victory points at the end of the game. You also gain some victory points for remaining resources in your warehouse and unspent thalers.

Engine Builder: You build up your own companies by upgrading the four available actions, so you can play more effectively.

Individual actions and bureaucracy: You play in your own rhythm, and, thus, decide when and how often you take the *Bureaucracy* step.

Length of the game: The construction of the two roadbeds in the direction of Hamburg determines the length of the game. The game ends at the end of the round when you finish the second roadbed, so everybody has the same number of turns. You build the roadbeds by selling rails from your warehouse and by raising several structures. However, you build the most rails by taking the *Bureaucracy* step. The more of your houses you build in Findorff and the more workers you have, the more you speed up the game.

Bricks and houses: You use bricks to raise the structures and to build your houses. When you raise structures, several of them offer houses as a bonus or income as well.

Wooden components and thalers: The wooden components – peat, bricks, rails, workers, and houses, and the thalers are not limited. If the supply runs out of them, please use something else as a stand in.

General rules

When playing **Findorff**, the following general rules affect several actions and the *Bureaucracy* step.

Roadbed construction

You place rails on the roadbeds in the direction of Hamburg during the *Purchase* action by raising certain structures, during the *Sale* action by selling rails, and during the *Bureaucracy* step by building rails for each pair of your houses in Findorff and workers in your company.

Warehouse or supply: When raising structures and selling rails, you must take rails from your warehouse. During the *Bureaucracy* step, take rails from the supply.

Current roadbed: At the start of the game you construct the shorter roadbed ⬤, that runs from Parkbahnhof in the direction of Bahnhof Utbremen. Starting with the roadbed space next to ⬤, place each rail on the next empty space of the roadbed under construction. As soon as this roadbed is finished, place all further rails on the longer roadbed ② that runs from Hauptbahnhof in the direction of Hamburg. Start again on the first roadbed space next to ②. The *Schlachthof* and *Fleischmarkthalle* have their own rail spaces on their structure tiles. When you raise these structures, place the rails on these spaces – see the glossary.

Several of the roadbed spaces affect the peat market – see next paragraph.

Example: Angelika raises a structure, and as part of the cost, places 2 rails from her warehouse on the next empty spaces of the shorter roadbed ①.

Findorff's demand for peat

The peat market at the bottom of the game board represents the demand for peat in Findorff. While you sell peat solely to the market to earn some thalers, the residents living in Findorff consume peat. Additionally, the roadbed construction influences the amount of peat in the peat market.

Selling peat to the market: As part of the *Sale* action you place peat on the most expensive empty spaces of the market. Depending on the value of these spaces you gain thalers. If all spaces of the peat market are filled, you can still sell peat for 3 thalers, and place that peat in the supply. You never buy peat from that market, and instead transport peat with boats from the bog during the *Production* action.

Roadbed construction: During the first part of the game, peat is in high demand. When placing a rail on a roadbed space marked -1⬤, -2⬤, or -3⬤ of the roadbed ①, immediately remove 1 to 3 peat from the cheapest occupied spaces of the peat market and place them in the supply. During the second part of the game, demand for peat is declining. When placing a rail on a roadbed space marked +1⬤, +2⬤, or +3⬤ of the roadbed ②, immediately place 1 to 3 peat from the supply on the most expensive empty spaces of the peat market.

During the early 19th Century, the energy demand of Findorff was based on peat. Starting with the second half of the 19th Century, peat was more and more replaced by coal. Findorff needed less peat to cover their energy demand, and prices at the market dropped more and more.

Example: When paying the costs for the structure, Angelika placed 1 rail on the roadbed space marked -1⬤ ①. She removes 1 peat from the peat market and places it in the supply ②.

Heating the homes: The population of Findorff uses peat to heat their homes. Thus, during your *Bureaucracy* steps you remove peat from the cheapest occupied spaces of the peat market for each of your houses in Findorff.

If you need to remove peat from the cheapest occupied spaces of the peat market and the market is empty, skip this removal.

How to play

Beginning with the start player, take turns in clockwise direction until the end of the game.

When taking your turn, choose 1 of the 4 available actions and place your foreman to the appropriate action space on your company board:
- **Purchase:** Upgrade the actions of your company, add more production options, or raise the structures of Findorff.
- **Hiring:** Hire workers to keep your production running.
- **Production:** Produce bricks and rails with your workers, and transport peat with the same workers by boat from the bog.
- **Sale:** Sell peat to the peat market, sell rails to build the roadbeds, or build houses for your workers in Findorff.

At the start of the game, you can use each action only once per turn. After upgrading certain actions by buying or gaining additional action tiles, in a single turn you can use these actions two times, three times and so on.

If you choose the **same** action, even several turns in a row, let your foreman remain on the current action space.

If you choose a **different** action, always move your foreman on the action track 1 to 3 spaces "downwards". The bottommost *Sale* action space is connected "in a circle" with the topmost *Purchase* action space. If your foreman leaves the action track at the bottom of the company board, first you must immediately take the *Bureaucracy* step, and then place your foreman again on the chosen action space of the action track. Afterward, take the chosen action.

This is important: You really can only move your foreman 0 to 3 spaces. And yes, this game rule is always in effect. Still, nearly in all games somebody asks, if the foreman can trigger the *Bureaucracy* step and still activate the same action again. Why does this happen? During the game, the *Bureaucracy* step gets better. Admittedly, you lose a worker, but your income increases and gets more attractive. If you could move 4 spaces, cash in, and then raise new cards, **Findorff** would be boring. Isn't it much more exciting to figure out, how to do that on your own?
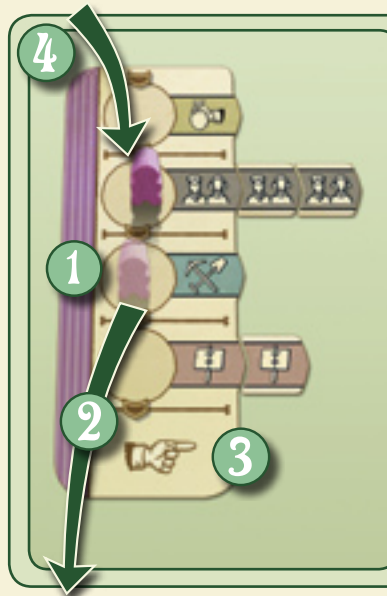
Example: At the start of her turn, Angelika's foreman is on the Production *action space. Angelika wants to take the* Hiring *action and moves her foreman* ①. *As her foreman leaves the action track at the bottom of her company board* ②, *first Angelika must take the* Bureaucracy *step* ③. *Afterward, she moves her foreman to the* Hiring *action space and thanks to 3 symbols takes that action three times* ④. *If Angelika would choose the* Production *or* Sale *action, she does not take the* Bureaucracy *step, as she must either let her foreman remain on the same action space, or must stop moving her foreman on the* Sale *action space.*

1. Purchase

Upgrade the actions of your company, add more production options, and raise the structures of Findorff.

For each *Purchase* action symbol in your company you can choose 1 of the following 3 options:

Buy 1 action tile: Choose 1 of the 4 action tile stacks – *Purchase, Hiring, Production,* or *Sale*. Pay the costs in thalers of the topmost tile and place it with the side showing no cost face up in the matching action row at your company board. You can use the new action tile starting with your next turn.

Buy 1 production tile: Choose 1 of the 7 production tile stacks – 3 stacks each for bricks and rails, and 1 stack for peat. Pay the costs in thalers of the topmost tile and place it with the side showing no cost face up next to your company board. Each production tile needs 1 or 2 workers and produces the noted amount of goods during the *Production* action. *While producing bricks and rails in your factories, you transport the peat from the bog by boat to Findorff.*

Raise 1 structure in Findorff: Choose either 1 of your structure cards in hand or 1 of the face up structure cards in the market. If you choose to raise a structure card from the market, you must replace that card with one of your structure cards in hand, which you place face up in the market. If you do not have any structure cards left in hand, do not replace the chosen market card.

Pay the costs of the structure in thalers, bricks, and rails. Take bricks and rails from your warehouse. Place bricks in the supply, and place rails on the next empty space of the curren roadbed.

Place the structure card next to your company board and place the matching structure tile on its numbered space in Findorff. Additionally, move the discount tile below the time track of the game board 1 space to the right. The arrow always points to the date space with the small number matching the total number of raised structures. If the discount of "5 thalers" is below a date space of the time track, the costs for all still to be raised structures historically built in that year or former years are discounted by 5 thalers. If the discount tile reaches the end of the time track, leave it there.

Besides 50 victory points at the end of the game, each structure offers its own advantages:

Immediate bonus 🔲 💲**:** Gain this bonus once immediately after raising the structure.

Income 🔲 ⚒️ **:** You gain income during each of your *Bureaucracy* steps. This can be thalers or peat from the supply, or even your houses.

Production 🔲 ⛏️ **:** You gain the resources during each of your *Production* actions.

Permanent effect 🔲 ⚙️ **:** You can use the effect until the end of the game.

Check the glossary for the details of all 25 structures.

Example: Nicole has 2 Purchase *action symbols in her company* ①. *She buys the* Production *action tile for 5 thalers and places it at her company board* ②. *Then, she buys the production tile "2 bricks" for 10 thalers and places it next to her company board* ③.

Example: Hedwig raises the Forsthaus *from the market* ①. *She pays 12 thalers and places 1 rail from her warehouse on the roadbed in Findorff* ②. *She places the structure card next to her company board and the* Forsthaus *structure tile on its space in Findorff* ③. *Hedwig moves the discount tile one space forward below the time track, so the arrow points to 1854* ④ *(for now there is still no discount to raise structures). She raised a structure from the market and replaces that card with the* Parkhaus *from her hand* ⑤. *From now on, Hedwig will gain the income of 6 thalers from the* Forsthaus *in each of her* Bureaucracy *steps* ⑥.

2. Hiring

Hire more workers to keep your production running.

For each *Hiring* action symbol in your company take 1 worker free of cost from the supply and place them next to your company board. These workers are available for the *Production* action and for the *Bureaucracy* step. You can employ any number of workers.

3. Production

Produce bricks and rails with your workers, and transport peat with the same workers by boat from the bog.

For each *Production* action symbol in your company you can produce goods on 1 production tile:

Choose 1 of your empty production tiles and place the necessary number of available workers on that tile – either 1 or 2 workers. Then, take the listed amount of peat, bricks, or rails from the supply and place them on empty spaces of your warehouse.

If all 10 spaces of your warehouse are filled, return any goods of your choice – newly produced or already stored in the warehouse – to the supply without substitution until you have 10 goods remaining on your warehouse. The three rail stations in Findorff offer additional warehouse spaces on their structure cards – see the glossary.

The workers remain on the production tile until your next *Bureaucracy* step. If you take this action again before the next *Bureaucracy* step, you must use additional empty production tiles and more available workers to produce more goods.

4. Sale

Sell peat to the peat market, sell rails to build the roadbeds, or build houses for your workers in Findorff.

For each *Sale* action symbol in your company you can choose 1 of the following 3 options:

Sell peat to the peat market: Place up to 2 peat from your warehouse on the currently most expensive empty spaces of the peat market. Gain the matching amount of thalers. If all spaces of the peat market are filled, you can still sell each peat for 3 thalers, and place that peat in the supply.

Sell rails for the roadbed construction: Place 1 rail from your warehouse on the next empty space of the current roadbed in Findorff. Gain 10 thalers.

Build your houses: Place 1 brick from your warehouse in the supply and place 1 of your houses on any of the house spaces in Findorff 🟢. If all these spaces are full, place your house anywhere in Findorff . Some structures have their own house spaces on their structure tiles that you can only use via their effects – see the glossary. You cannot build houses there with the *Sale* action.

Bureaucracy

Each time your foreman leaves the action track at the bottom of the company board, you must immediately take the *Bureaucracy* step. Afterward, continue your turn by placing your foreman from the top of the action track on the chosen action space.

Follow these steps in the stated order:

A. Heating the houses: For each of your houses in Findorff, remove 1 peat from the cheapest occupied spaces of the peat market. Place the peat in the supply.

B. Roadbed construction: For each pair of your workers (available or on a production tile) and your houses in Findorff, place 1 rail from the supply on the next empty spaces of the current roadbed in Findorff. Gain 4 thalers for each of these rails.

C. Time passes: Move all your workers from your production tiles to your available workers next to your company board. Then, 1 of your workers dies of old age. Place it in the supply. If you currently have no workers, no one dies.

D. (optional) Income from structures: Check your raised structure cards for income to gain thalers, peat, or houses in Findorff – see the glossary.

Example: When taking the Hiring action ①, Angelika takes 3 workers from the supply and places them with her other available workers next to her company board ②.

Example: In her next turn, Angelika produces goods ①. As she only has a single Production action symbol in her company, she chooses to produce rails. She places 1 available worker on that production tile and places 2 rails from the supply on her warehouse ②. If she wants to use her peat and/or bricks production tiles as well ③, she needs to take the Production action again in her next turn(s). Until taking her next Bureaucracy step, she cannot use the rail production tile, as she must always use empty production tiles to produce new goods.

Example: Nicole takes the Sale action twice ①. First she places 1 rail from her warehouse on the roadbed near Parkbahnhof to gain 10 thalers ②, and then she places 1 brick from her warehouse in the supply to place 1 of her houses on a frameless red house space in Findorff ③.

*Example: Hedwig takes the Bureaucracy step. **A.** She has 3 houses in Findorff and places 3 peat from the peat market in the supply ①. **B.** She has 3 pairs with a house and a worker, so she places 3 rails from the supply on the roadbed and gains 12 thalers. One of the roadbed spaces is marked ⬛, so she removes another 3 peat from the market ②. **C.** She places the workers from her production tiles to her available workers, and then 1 of her workers dies, so she places them in the supply ③. **D.** She gains an income of 6 thalers from her Forsthaus ④.*

End of game

The game ends at the end of the round, when a player places a rail on the last roadbed space of the longer roadbed 🔄 to Hamburg. This is the space directly above the structure space 🔟 for the *Bahnhof Utbremen*. Finish the round, so everybody has the same number of turns. You can place more rails on the roadbed spaces in the dashed area of the roadbed. If these spaces are not enough, place additional rails in the supply, but follow the ongoing markings 🟩 for these rails as well by adding peat from the supply to the peat market for every second rail. This is also true, if you take a *Bureaucracy* step before your final action. *The roadbed to Hamburg covered another 80+ km before it really was finished.*

This is important: Keep an eye on the roadbed construction, so you are not blindsided by the end of the game! Trying to time your last turn can be crucial to gain the greatest benefit.

Example: After Hedwig took her turn, Angelika places a rail on the last roadbed space of the second longer roadbed to Hamburg triggering the end of the game ①, and a second rail on the first roadbed space of the dashed roadbed, adding 2 peat to the peat market because of the marking 🟩 ②. Then, Nicole takes her last turn and can place more rails as well.

As Hedwig started the game, everybody had the same number of turns and the game ends with the final scoring.

Final scoring

After finishing the last round, count your victory points as follows:
- **For each of your raised structures:** 50 victory points
- **For each rail on your warehouse:** 10 victory points
- **For each brick on your warehouse:** 4 victory points
- **For each peat on your warehouse:** victory points equal to the most expensive empty space on the peat market (if the peat market is full: 3 victory points)
- **For each remaining 1 thaler:** 1 victory point

You do not score any victory points for your houses in Findorff.

The player with most victory points wins **Findorff**. In case of a tie, the tied player with less thalers wins the game. Your goal is to raise Findorff, not being the most wealthy company owner!

The solo game

When playing the solo game of **Findorff**, you try to optimize your company as fast as possible to build up Findorff on your own. The Council of Findorff forces the roadbed construction, and has a supply of 25 rails that they build one after another after each of your turns. Thus, you only have at maximum 25 turns before the game ends. Are you able to gain enough victory points by raising enough structures and build a lot of rails during your *Bureaucracy* steps?

How to play

Check the small changes for game preparation on pages 2-3 and take your turns as explained on pages 4-6.

Roadbed construction by the Council of Findorff: After each of your turns, place 1 rail from the Council's supply on the next empty space of the current roadbed in Findorff. Follow the basic construction rules for removing or adding peat in the peat market.

Bureaucracy

Follow the steps as explained on page 6, with the following addition for step B.

B. Roadbed construction: Turn each of the rails built in this step by 90°. This is important for your final scoring.

Do not turn any rails when raising certain structures, when selling them, or when placing rails from the Council's supply.

Example: During the Bureaucracy step, Nicole places 2 rails on the current roadbed ①. She turns them 90°, so she can score them at the end of the game.

End of the game

The solo game ends either when the Council of Findorff builds their 25th rail and depletes the Council's supply, or when you place a rail during your turn on the last rail space of the longer second roadbed to Hamburg. In the latter case finish your turn. You can still place rails on the rail spaces of the dashed roadbed.

Final scoring

After finishing the last round, count your victory points as follows:
- **For each of your raised structures:** 50 victory points
- **For each rail on your warehouse:** 10 victory points
- **For each brick on your warehouse:** 4 victory points
- **For each peat on your warehouse:** victory points equal to the most expensive empty space on the peat market (if the peat market is full: 3 victory points)
- **For each remaining 1 thaler:** 1 victory point
- **For each rail on the roadbeds turned by 90°:** 10 victory points

You do not score any victory points for your houses in Findorff.

Let's see how successfully you build up your company:
- **Less than 700 victory points:** Can we suggest playing with toy trains?
- **700 - 749 victory points:** This can be more than your hobby.
- **750 - 799 victory points:** Solid family-run business.
- **800 - 849 victory points:** This is professional city planning.
- **850+ victory points:** You must be Mr. Findorff himself!

Glossary

01 Bluhms Plantage *(Bluhms' Plantation)* **(1803):**
Cost: Pay 25 thalers and place 1 brick from your warehouse in the supply.
Income: 8 thalers.
The "cornerstone" of Findorff. Exotically planned excursion site for rich citizens of Bremen. The first houses were built here.

02 Friedhof Herdentor *(Cemetery Herdentor)* **(1813):**
Cost: Pay 18 thalers.
Permanent effect: During each *Bureaucracy* step of all players, gain 2 thalers from the supply for the dying worker, even your own.
It was closed in 1875. The dead were reburied at Riensberger Cemetery.

03 Gasanstalt *(Gasworks)* **(1854):**
Cost: Pay 13 thalers, place 2 bricks from your warehouse in the supply, and place 2 rails from your warehouse on the current roadbed in Findorff.
Immediate bonus: Take the structure action tile with 1 additional *Production* action symbol. Place it at your company board.
Income: 4 thalers.
First important industrial settlement in Findorff.

04 Kuhsiel-Schleuse *(Floodgate Kuhsiel)* **(1865):**
Cost: Pay 25 thalers.
Production: Gain 1 additional peat (once for the *Production* action, not for each action symbol).
First important floodgate at the river Wümme. There was no need anymore to drag the peat barges across the dike.

05 Forsthaus *(Forester's House)* **(1872):**
Cost: Pay 12 thalers and place 1 rail from your warehouse on the current roadbed in Findorff.
Income: 6 thalers.
Outdoor restaurant and club house of the rowers in Findorff at the peat canal.

06 Spedition Neukirch *(Forwarding Agency Neukirch)* **(1874):**
Cost: Pay 12 thalers and place 1 rail from your warehouse on the current roadbed in Findorff.
Immediate bonus: Take the structure action tile with 2 additional *Sales* action symbols. Place it at your company board.
The agency was not in Findorff. Its founder built on the Neukirchstraße named after him and ensured a noticeable growth of Findorff.

07 Stuhlrohrfabrik *(Reed Chair Factory)* **(1876):**
Cost: Pay 15 thalers, place 2 bricks from your warehouse in the supply, and place 2 rails from your warehouse on the current roadbed in Findorff.
Immediate bonus: Take the structure action tile with 1 additional *Purchase* action symbol and place it at your company board.
Income: 8 thalers.
Huge factory in Findorff. Production of furniture tapestried with reeds.

08 Schlachthof *(Slaughterhouse)* **(1879):**
Cost: Pay 17 thalers, place 2 bricks from your warehouse in the supply, and place 3 rails from your warehouse on the pale roadbed spaces on the structure tile. *You connect the structure to the main roadbed to Hamburg, but you do not speed up the game.*
Income: 20 thalers.
Central slaughterhouse of Bremen in the huge industrial area of Findorff.

09 Torfschiffer Herberge *(Peat Skipper Shelter)* **(1880):**
Cost: Pay 9 thalers and place 1 brick from your warehouse in the supply.
Permanent effect: During each *Sale* action of all players, gain 1 thaler from the supply for each peat sold, even your own.
Shelter and place for entertainment for peat skippers in a district more and more shaped by railroad construction workers.

10 Parkhaus *(Park House)* **(1890):**
Cost: Pay 18 thalers and place 1 brick from your warehouse in the supply.
Income: 5 thalers.
Magnificent building at the entrance of the Bürgerpark (Citizen's Park) overlooking the city and cathedral. The Bürgerpark was not part of Findorff, but still left a mark on it.

11 ESPA-Bau *(ESPA Construction)* **(1893):**
Cost: Pay 18 thalers and place 1 rail from your warehouse on the current roadbed in Findorff.
Immediate bonus: Place 1 of your houses on the dark house space of the structure tile.
Income: Place 1 of your houses on one of the pale house spaces of the structure tile. If all houses spaces are full, place your house next to them.
Eisenbahn Spar- und Bauverein (Train Savings and Building Society). Oldest and to date practicing building concern, that built a lot of railman homes.

12 Kraftwerk *(Power Plant)* **(1893):**
Cost: Pay 10 thalers and place 2 bricks from your warehouse in the supply.
Income: Gain 1 thaler from the supply for every 2 houses built by all players in Findorff, even your own.
Another big industry near today's main train station.

13 Bierhalle „Karls-Ruh" *(Beer Hall "Karls-Ruh")* **(1896):**
Cost: Pay 5 thalers, place 1 brick from your warehouse in the supply, and place 1 rail from your warehouse on the current roadbed in Findorff.
Immediate bonus: Take the structure action tile with 1 additional *Hiring* action symbol. Place it at your company board.
One of many places of hospitality for all the additional railman and peat skippers in Findorff.

14 Dammsiel-Schleuse *(Floodgate Dammsiel)* **(1896):**
Cost: Pay 20 thalers.
Production: Gain 1 additional peat (once for the *Production* action, not for each action symbol).
Second big floodgate for peat transport and for drainage of the district Blockland next to Findorff.

15 Bahnhof Hemmstraße *(Rail Station Hemmstraße)* **(1900):**
Cost: Pay 10 thalers and place 2 bricks from your warehouse in the supply.
Immediate bonus: 2 peat.
Permanent effect: You have 1 additional warehouse space.

16 Bahnhof Utbremen *(Rail Station Utbremen)* **(1900):**
Cost: Pay 10 thalers and place 2 bricks from your warehouse in the supply.
Immediate bonus: 2 peat.
Permanent effect: You have 1 additional warehouse space.

17 Parkbahnhof *(Park Rail Station)* **(1900):**
Cost: Pay 12 thalers and place 2 bricks from your warehouse in the supply.
Permanent effect: You have 2 additional warehouse spaces.
Income: 2 peat.
After demolition of the Hamburger rail station, the three rail stations of the narrow-gauge railway "Jan Reiner" were built on the old connection to the roadbed to Hamburg. The railway was used for additional transport of peat from Teufelsmoor (Devil's Bog).

18 Fleischmarkthalle *(Meat Market Hall)* **(1900):**
Important: You can only raise this structure after *Schlachthof*!
Cost: Pay 10 thalers and place 2 rails from your warehouse on the pale roadbed spaces on the structure tile.
You connect the structure to the roadbed of the Slaughterhouse, but you do not speed up the game.
Income: 10 thalers.
Giant hall next to the slaughterhouse for the meat market.

19 Missler Hallen *(Missler Halls)* **(1906):**
Cost: Pay 13 thalers and place 3 bricks from your warehouse in the supply.
Immediate bonus: Place 2 of your houses on the dark house spaces of the structure tile.
Income: 3 thalers.
Place of communication for East European emigrants to America. In 1933, the halls were used as a concentration camp for six months.

20 Geldschule Herbst *(Tuition Fee School Herbst)* **(1908):**
Cost: Pay 12 thalers and place 1 brick from your warehouse in the supply.
Income: 3 thalers.
First school in Findorff. Because of the tuition fee mostly for children from wealthy families.

21 Freischule Regensburger *(Free School Regensburger)* **(1912):**
Cost: Pay 8 thalers and place 2 bricks from your warehouse in the supply.
Immediate bonus: Place 1 of your houses on the dark house space of the structure tile.
The next school was for children, whose parents could not afford to pay tuition fees.

22 Geldschule Nürnberger *(Tuition Fee School Nürnberger)* **(1912):**
Cost: Pay 12 thalers and place 1 brick from your warehouse in the supply.
Income: 3 thalers.
The fast-growing district needed another school.

23 Segelclub Blockland *(Sailing Club Blockland)* **(1913):**
Cost: Pay 15 thalers and place 1 brick from your warehouse in the supply.
Income: 4 thalers.
To the present, the peat canal provides an outstanding area for water sports.

24 Pumpwerk *(Pumping Station)* **(1915):**
Cost: Pay 10 thalers, place 2 bricks from your warehouse in the supply, and place 2 rails from your warehouse on the current roadbed in Findorff.
Immediate bonus: Take the structure action tile with 1 additional *Production* action symbol. Place it at your company board.
Income: 4 thalers.
The pumping station pumped out all feces from the whole city.

25 „In den Hufen" *(Community Garden "In den Hufen")* **(1916):**
Important: You must take the *Purchase* action a total of four times to raise this structure; either using several actions or by using several *Purchase* action symbols with the same *Purchase* action. Place all four structure tiles on this card. For each used *Purchase* action symbol place one of the structure tiles in Findorff.
Cost: When placing each structure tile, pay 3 thalers and place 1 brick from your warehouse in the supply.
Immediate bonus: Place 1 of your houses on the dark house space of the currently placed structure tile (so up to 4 houses will be placed).
Note: When the discount reaches "1916" and you still raise this structure, the cost is reduced to 0 thalers (you do not gain any thalers).
Large-scale community garden north of the building area of Findorff. Still exists today.