# The Extensive Le Havre Building Reference

21 December 2010 (v1)

This is a complete list of the buildings cards from the game Le Havre. The document is a PDF version of [this geeklist](#) written by Grzegorz Kobiela (Ponton). The geeklist is more complete, including extensive lists of statistics about the buildings. (It is also nicely hyperlinked.) The bulk of the information is here though. This is mainly intended as something nice to be able to print out and store in the game box. The \LaTeX{} format of this document leans heavily on that of Eugene van der Pijll’s (pijll) [Unofficial Agricola Compendium](#).

The card information has the basic format

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1 Le Havre (Starting Buildings)

Craft, Hammer
Build 1 building. Choose from the top cards in the Building proposals.

- Always used as a start building.
- On entry, you need to construct 1 of the topmost buildings of the 3 building stacks.
- You can’t construct ships here.
- You can’t construct town buildings as they are already built.
- You mustn’t enter if you don’t construct a building.

- This one will be used heavily in the beginning of each game to construct some of the first buildings without paying entry fees. Later, or in short games, the Sawmill will be used with preference if a building costs wood.
- Due to its very cheap price and both, the Craft and Hammer symbol, this building is a perfect candidate for an early game purchase if you plan to heavily use the Marketplace, or to have a hammer for effective use of Clay Mound and Colliery.
- Towards game end a good candidate to be sold back to the town if money is needed urgently.

Craft, Hammer
Build 1 building. Choose from the top cards in the Building proposals.

- Always used as a start building.
- On entry, you need to construct 1 of the topmost buildings of the 3 building stacks.
- You can’t construct ships here.
- You can’t construct town buildings as they are already built.
- You mustn’t enter if you don’t construct a building.

- This one will be used as an alternative to the other Building Firm if that one is blocked.
- Due to its higher price, it’ll be purchased later to get the Craft and Hammer symbol for efficient use of Marketplace, Clay Mound and/or Colliery.
- The higher price might be compensated through entry fee payments by other players, or by saving you the entry fee if you want to build and the entry-free construction buildings are occupied.
- Towards game end a good candidate to be sold back to the town if money is needed urgently.

Construction Firm [8/8]  B3
Industrial, Hammer
Build 1 or 2 buildings. Choose from the top cards in the Building Proposals.

- Always used as a start building.
- On entry, you need to construct 1 of the topmost buildings of the 3 building stacks.
- You then are allowed to construct another building from the Building Proposals.
- You may, if you like, purchase buildings from the Building Proposals before you construct the second one.
- Both constructed buildings may come from the same stack.
- You can’t construct ships here.
- You can’t construct town buildings as they are already built.
- You mustn’t enter if you don’t construct at least one building.

- This one is strong as it allows you to build 2 buildings with 1 action.
- However, the entry fee is rather high, especially at the beginning. You need to factor this in.
- Due to its power to save actions while building, this one has no Craft symbol as both Building Firms.
- Ownership of this building isn’t always a good idea. It may prove strong in 1- or 2-player games. With more players, it won’t get so much use. So don’t count on heavy entry fees.
- However, if you plan to get the Bank or if you already own it, purchase the Construction Firm as early as you can. Others certainly won’t let you buy it later once they know your plans.
2 Le Havre (Standard Buildings)

Marketplace [6/6] 01

Take 2 different standard goods (including hides and coal), +1 additional different good per Craft Symbol. Look at the top 2 Special buildings and return them in any order.

★ Used with any number of players.
★ In 1- or 2-player short games, used as a Start Building.
★ On entry, you first need to select your goods.
★ Then, you may inspect the top 2 Special Buildings and return them in any order.
★ You get a minimum of 2 and a maximum of 8 (resp. 4) different standard goods here: fish, wood, clay, iron, grain, cattle, coal and hides.
★ You can’t get 2 or more of the same good.
★ You’ll never get an upgraded good here, even if you own more than 6 Craft Symbols.
★ In solo games, you won’t get more than 4 goods, regardless of your number of Craft Symbols.
★ It’s no bug in the computer game if you have more than 2 Craft Symbols, but still only get a maximum of 4 goods in solo games.
★ However, you still need to own 1 or 2 such symbols to get 3 or 4 goods, in solo games.
★ Take the goods from the supply and not the offer spaces.

□ This one will be used heavily until the mid-game to get a variety of goods.
□ It’s the only way to get coal early.
□ Keep an eye on the Building Proposals and try to get many buildings with Craft symbols to effectively use the Marketplace.
□ Good candidates: Fishery, Joinery, Bakehouse, Charcoal Kiln, Smokehouse, Abattoir and Tannery.
□ Remember, if you build the Marketplace, you probably will be the last player to use it (unless you sell it).
□ Some people swear on the early purchase of the Marketplace. I didn’t find this to be a good move, though.
□ Its ownership does not guarantee victory, but with heavy Marketplace oriented players this may get you some notable income.
□ I would always consider this building the first to be sold if I need money, or enter it two times in a row, or free it to enter it myself if blocked by another player.
□ Valuable first picks: iron and coal, but also an initial grain or 2 cattle (with 2 usages).
□ Also, do not under-estimate the peeking on the special buildings in the long game! It’s sometimes crucial to know what comes, and even be able to have an influence when it does.

□ Uwe even goes so far to calculate which player will be the first to use a new special building and fell his decision according to this information. This is why the computer game does so.

Sawmill [14/14] 02

Build 1 building that requires wood for building for 1 fewer wood.

★ Used in 3+ player long games in the Building Proposals.
★ Used as a start building in 1-, 4- and 5-player short games.
★ On entry, you need to construct 1 of the topmost buildings of the 3 building stacks that require wood.
★ You can’t construct buildings that don’t require wood.
★ You can’t construct ships here.
★ You can’t construct town buildings as they are already built.
★ You mustn’t enter if you don’t construct a building.

□ This one will be used heavily in the beginning of each game to save on wood during construction.
□ Due to its high value and cheap resource costs, this building is a perfect candidate for many victory points or early money.
□ A usual move is to construct the Sawmill, gain 3 wood and after a visit at the Joinery (with an input of 3 wood for 7 francs), sell the Sawmill to purchase a very early Wooden Ship.
□ This strategy has proved strong in 3-player, OK in 4-player, and a total disaster in 5-player games.
□ Due to the lack of the Sawmill in 1- or 2-player games, this strategy can’t be pursued there.

Fishery [10/10] 03

Craft, Fishing ; 1 wood, 1 clay
+3 fishes, +1 per Fishing Symbol.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ You get a minimum of 3 fishes here.
□ Very cheap to build with a good gain in value, and has a Craft symbol for Marketplace use.
□ Alternative way to get fishes if the Fish Offer was taken or isn’t that profitable.
□ Used in the early game, rarely later.
□ Turns out to be especially good in 4+ player games.
□ In 1- or 2-player games rather weak.
□ Another building that works pretty well hand in hand with the Fishery is the Smokehouse. Not only does it give another Fishing Symbol, you also can convert your fish to double as much food.
Other buildings you might consider to own: Hardware Store, Arts Centre, Shipping Line and Business Office.

Joinery [8/8]
Craft, Hammer ; 3 wood
Turns 1/2/3 wood once into 5/6/7 francs, respectively.

- Used in 3+ player games in the Building Proposals.
- Never used as a Start Building.
- Discard 1 wood to get 5 francs, 2 wood to get a total of 6 francs, and 3 wood to get a total of 7 francs.
- You can’t convert more than 3 wood, nor will you ever get less than 5 or more than 7 francs.
- You mustn’t enter if you don’t convert at least 1 wood.
- Rather expensive to build. You pay with wood, you might need to use its function.
- Usually, you’ll be the last to use it if you construct it.
- Good to own due to Craft and Hammer symbol. The entry fee isn’t a big deal.
- Usually used to get money early, especially to purchase early Ships.

Hardware Store [8/8]
Economic, Hammer & Fishing ; 3 wood, 1 clay
+1 wood, +1 brick, +1 iron.

- Used in 3+ player games in the Building Proposals.
- Never used as a start building.
- On entry, you get the pictured goods: 1 wood, 1 brick and 1 iron.
- Take the goods from the general supply.
- The earliest way to get bricks.
- Very valuable due to Hammer and Fishing Symbol, especially if you didn’t get one of the Building Firms.
- Rather expensive to build, better buy it.
- At least 1 visit is mandatory, be it just to get the brick to modernise the Wharf.
- 1 brick is sufficient to build the Grocery Market or Tannery.

Charcoal Kiln [8/8]
Craft ; 1 clay
Converts any number of wood to 1 charcoal each.

- Used with any number of players in the Building Proposals, except for 1-player short games.
- Never used as a start building.
- You may convert any number of wood to charcoal here.
- You aren’t forced to convert all of your wood.
- You don’t need to pay energy for the conversion.
- You won’t get any money by converting wood to charcoal.
- Flip the wood tokens to receive charcoal.
- You mustn’t enter this building if you don’t convert at least 1 wood.
- Has a Craft Symbol for Marketplace use and is very cheap to build.
- Does not generate income through entry fees (as it is entry free).
- Very good early to mid-game alternative to coke.
- At the end of the game, considerable alternative to coke as piles of unused wood will be waiting to be grabbed.

Smokehouse [6/6]
Craft, Fishing ; 2 wood, 1 clay
Converts up to 6 fishes to 1 smoked fish and 0.5 francs each at a total cost of 1 energy.

- Used with any number of players in the Building Proposals.
- Never used as a start building.
- You may convert 1-6 fishes to smoked fish here.
- Regardless of the number of fish converted, you need to pay a total of 1 energy.
- Also, you get 0.5 francs per fish converted (rounded down).
- Flip the fish tokens to receive smoked fish. Take the money from the general supply, not the Franc Offer.
★ You mustn’t enter this building if you don’t convert at least 1 fish.
☐ Has a Craft Symbol for Marketplace use, and a Fishing Symbol for the Fishery.
☐ Rather expensive to build, especially with that low value.
☐ Good way to get a decent number of food early.
☐ Generates some early francs.
☐ Usually, the energy cost is paid with 1 wood.
☐ It’s good to visit this building at least once.
☐ Works very well together with the Fishery.

**Abattoir** [8/8] 09
Craft ; 1 wood, 1 clay, 1 iron

Converts any number of cattle to 1 meat and 0.5 hides each.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ You may convert any number of cattle to meat here.
★ You aren’t forced to convert all of your cattle.
★ You don’t need to pay the conversion with energy.
★ Also, you get 0.5 hides per cattle converted (rounded down).
★ Flip the cattle tokens to receive meat. Take the hides from the general supply.
★ You mustn’t enter this building if you don’t convert at least 1 cattle.
☐ Has a Craft Symbol for Marketplace use.
☐ Along with the Steel Mill and Bridge over the Seine, it has the highest entry fee among all standard buildings.
☐ Thus, ownership may generate some nice income, or you can save the fee by using it on your own.
☐ It’s a good idea to visit the Marketplace to get the resources to build the Abattoir.
☐ Good way to get lots of food mid-game as meat is worth 3 food each.
☐ Heavy shipping strategies should try to avoid cattle conversion, and aim to build or purchase the Abattoir.

**Clay Mound** [2/2] 10
No Building

+3 clay, +1 per Hammer Symbol.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ This is one of 2 buildings that can’t be built (see Black Market).
★ You’ll get at least 3 clay.
★ Additionally, receive 1 clay for each Hammer Symbol you own.
★ Take the clay from the general supply and not the offer space.
☐ Try to get some Hammer Symbols to use the Clay Mound effectively.
☐ Good candidates: both Building Firms, Construction Firm, Joinery, Hardware Store, Business Office, Ironworks and Storehouse.
☐ Will generate some income eventually, so it’s a good idea to purchase this building.
☐ In solo games, try to force the town to build it as you can’t build it anyway.

**Arts Centre** [10/10] 11
Public, Fishing ; 1 wood, 2 clay

4 francs per other player in your buildings.

★ Used in 4- or 5-player long games in the Building Proposals.
★ Never used as a start building or in short games.
★ You need to enter the building as an action to get the money.
★ The sole ownership of the Arts Centre doesn’t give you money.
★ You get 4 francs per other player in your buildings.
★ Your own player disc doesn’t count.
★ Take the money from the general supply, not from the Franc Offer.
★ You mustn’t enter this building if there is no opponent in any one of your buildings.
☐ A perfect building for easy cash if you own frequently used buildings.
☐ Let’s your opponents keep an eye on when to use your buildings.
☐ With only 1 other player in your buildings, it’s just 4 francs, so (usually) not worth the action.
☐ With 2 other players in your buildings, it’s 8 francs and, thus, better than a visit to the Joinery (plus: you don’t lose wood).
☐ With 3 or 4 other players in your buildings, it’s Jackpot. Don’t hesitate.
☐ Try to always build crucial buildings people often will use.

**Wharf** [14/14] 12
Industrial ; 2 wood, 2 clay, 2 iron

Build 1 Ship. The first player to build a non-wooden ship must first modernise.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ In 1- or 2-player games, there is only this one Wharf.
★ On entry, you need to construct 1 of the topmost ships of the 4 ship stacks.
2. Le Havre (Standard Buildings)

- You can’t construct a building here.
- Ships enter the game at the end of each round.
- You can only build ships that have already entered the game, and then, only the topmost one from each stack.
- The first player to build an Iron Ship, Steel Ship or Luxury Liner, needs to modernise the Wharf.
- You mustn’t modernise if you only want to build a Wooden Ship.
- In order to modernise it, place 1 brick on the marked space.
- Once modernised, no player needs to pay the brick again in the future.
- Of course, you still may build Wooden Ships on a modernised Wharf.
- A Wharf is the only way to get Luxury Liners.
- You mustn’t enter this building if you don’t build a ship.
- The Wharf is fairly expensive to build.
- You lose wood and iron, you’d need to build ships yourself.
- Usually, you’ll be the last player to use the Wharf after construction.
- Ownership can generate a decent income until the other Wharf enters the game.
- Rarely, the other Wharf gets built prior to this one.
- In order to modernise early, it’s recommended to visit the Hardware Store.
- Ownership of the Black Market may be nice as you are guaranteed to use it when you need.
- I consider a move to the Black Market to get at least 6 goods a good move (“Jackpot”) unless it is 2 francs, 2 fish and 2 grain.
- If the Iron Offer is empty and any one of the following, I wouldn’t hesitate to use the Black market, if possible: 2 wood, 2 clay, 2 cattle.
- Note, the Black Market is the only standard building except Ironworks, of course, that may give you more than 1 iron.

Brickworks [14/14]
Industrial ; 2 wood, 1 clay, 1 iron

Converts any number of clay to 1 brick and 0.5 francs each at a cost of 0.5 energy per clay.

- Used with any number of players in the Building Proposals.
- Never used as a start building.
- You may convert any number of clay to bricks here.
- You need to pay the conversion with energy, at 0.5 energy per clay/brick (total rounded up).
- Also, you get 0.5 francs per clay/brick converted (total rounded down).
- Flip the clay tokens to receive bricks. Of course, don’t flip bricks that have been converted earlier and are converted again. Take the money from the general supply, not the Franc Offer.
- You mustn’t enter this building if you don’t convert at least 1 clay/brick.
- One of 3 standard ways to get bricks, and the only one to get more than one brick.
- You’ll get a single brick at the Hardware Store or Business Office.
- Always consider to convert an even number of clay to bricks, to maximize profits.
- Remember, bricks are clay, so convert left-over bricks again for money.
- It’s a good idea to pay the conversion with (char)coal. One (char)coal is enough to convert up to 6 clay.
- Generates some mid-game francs.

Local Court [16/16]
Public ; 3 wood, 2 clay

If you have 1 loan, return it. If you have 2 loans, return 1 and take 2 Francs. If you have 3 or more loans, return 2 of them.

- Used in 3+ player long games in the Building Proposals.
- Never used as a start building.
- With 1 loan, you effectively gain 5 francs by returning it.
- With 2 loans, you effectively gain 7 francs as you return 1 loan and receive 2 francs.
- With 3 or more loans, you effectively gain 10 francs by returning 2 loans.

Black Market [2/2]
No Building

Take 2 tokens of each type whose Offer space is empty (including 1 Franc coins).

- Used in 3+ player long games in the Building Proposals.
- Used as a start building in 1-player short games only.
- Never used in 2+ player short games.
- This is one of 2 buildings that can’t be built (see Clay Mound).
- On entry, take 2 tokens of each good whose Offer space is empty.
- This way you’ll get between 2-10 goods (2 Offer spaces were filled by the current Supply chit).
- Possible outcomes: 2 francs and/or 2 fish and/or 2 wood and/or 2 clay and/or 2 iron and/or 2 grain and/or 2 cattle.
- You’ll never get coal, hides or any upgraded good here.
- You mustn’t enter this building if there is no empty Offer space.
- Once the Black Market is in play, keep an eye on which offers you take to not enable another player a Jackpot move.

- Ownership of the Black Market may be nice as you are guaranteed to use it when you need.
- I consider a move to the Black Market to get at least 6 goods a good move (“Jackpot”) unless it is 2 francs, 2 fish and 2 grain.
- If the Iron Offer is empty and any one of the following, I wouldn’t hesitate to use the Black market, if possible: 2 wood, 2 clay, 2 cattle.
- Note, the Black Market is the only standard building except Ironworks, of course, that may give you more than 1 iron.
However, with 3 or more loans, you are allowed to return just 1 loan and take 2 francs (like if you had 2 loans).

You mustn’t enter this building if you don’t have at least 1 loan.

- Excellent way to return loans by not paying them.
- Usually, you won’t use it with just 1 or 2 loans. In this case, it’s better to simply pay them back.
- Usually used towards the end of the game if you have no senseful turns left in-between shipping.
- Not available in 1- or 2-player games as you’ll most likely get more money through shipping.
- Due to its Public symbol, it’s worth 20 victory points with the Town Hall.

**Colliery** [10/10]

**Industrial ; 1 wood, 3 clay**

16

+3 coal, +max. 1 for a Hammer Symbol.

- Used with all numbers of players in the Building Proposals.
- Never used as a start building.
- You’ll get at least 3 coal.
- If you own 1 or more Hammer Symbols, you get 1 more coal for a total of 4.
- You’ll never get more than 4 coal here.
- Crucial building for a heavy shipping strategy.
- Ownership nearly is mandatory for heavy shippers to save on entry fees and be guaranteed an entry if needed.
- With one visit on the Clay Mound you’ll have the 3 clay needed to build it.
- Except the Marketplace, this is the only building that gives coal.
- Don’t miss getting a Hammer Symbol to use the Colliery effectively.
- Good candidates: both Building Firms, Construction Firm, Joinery, Hardware Store, Business Office, Ironworks or Storehouse.
- Works well together with the Cokery that allows you to convert your coal to coke and, thus, a lot of more energy.

**Wharf** [14/14]

**Industrial ; 2 wood, 2 clay, 2 iron**

17

Build 1 Ship. The first player to build a non-wooden ship must first modernise.

- Used in 3+ player games in the Building Proposals.
- Never used as a start building.
- In 1- or 2-player games, there is only the other Wharf.
- On entry, you need to construct 1 of the topmost ships of the 4 ship stacks.
- You can’t construct a building here.
- Ships enter the game at the end of each round.

- You can only build ships that have already entered the game, and then, only the topmost one from each stack.
- The first player to build an Iron Ship, Steel Ship or Luxury Liner, needs to modernise the Wharf.
- You mustn’t modernise if you only want to build a Wooden Ship.
- In order to modernise it, place 1 brick on the marked space.
- Once modernised, no player needs to pay the brick again in the future.
- Of course, you still may build Wooden Ships on a modernised Wharf.
- A Wharf is the only way to get Luxury Liners.
- You mustn’t enter this building if you don’t build a ship.

- The Wharf is fairly expensive to build.
- You lose wood and iron, you’d need to build ships yourself.
- Usually, you’ll be the last player to use the Wharf after construction.
- Ownership can generate a little income. However, it’ll be spread over both of the Wharfs.
- Rarely, this Wharf will be built prior to the other one.
- In order to modernise early, it’s recommended to visit the Hardware Store.

**Shipping Line** [10/10]

**Economic, Fishing ; 2 wood, 3 bricks**

18

Sell your goods for the printed price. Pay 3 energy for each ship used.

- Used with any number of players in the Building Proposals.
- Never used as a start building.
- This is the first standard building to cost bricks according to their numerical order.
- On entry, you need to pay 3 energy per ship you want to use in order to sell goods.
- Total up the energy costs and pay it as a whole. You don’t need to pay each 3 energy seperately.
- Each Wooden Ship sells 2, each Iron Ship 3, and each Steel Ship 4 total goods/tokens.
- Luxury Liners won’t sell any goods.
- Every ship can ship any good. They don’t need to be neither different nor all the same.
- However, you can’t use any of your ships more than once per visit.
- Return the goods to the general supply and take the money from there.
- Each good has a printed price in the bottom right corner. This is the money you’ll get through the Shipping Line.
- The Shipping Line card itself lists all of the goods and their prices.
2. Le Havre (Standard Buildings)

- Fish, wood, clay, and grain each sell for 1 franc.
- Iron, hides, smoked fish, charcoal, bricks, and meat each sell for 2 francs.
- Cattle, coal, and bread each ship for 3 francs.
- Leather ships for 4, coke for 5, and steel for 8 francs.

- You mustn't enter if you don't sell at least one good, especially if you don't own any ships.
- This is the building to get a lot of cash.
- It's recommended to get at least 3 ships.
- 3 ships are best paid for with 1 coke.
- Alternatively, (char)coal is good to cover the energy costs.
- Excess wood might be used as well, but is better served if converted to charcoal.
- The Shipping Line is the base of a heavy shipping strategy.
- Such a strategy is based on shipping tons of coke (and steel).
- The better your ships, the more you can sell with a single action.
- Consider the purchase of Steel Ships with the money you gain here.

- Steel Ships are the most effective ship to be used with the Shipping Line as they sell 4 goods, double as much as Wooden Ships.
- Eventually, you'll find you'll need loads of resources to ship often and effectively. So get grain and cattle growing throughout the game. Also, convert your grain to bread near the end.
- This building is fairly cheap to be purchased, but expensive to be built. Regardless of your strategy, ownership is mandatory.
- As the owner you control its use. Especially, you'll be able to use it twice in a row.
- Always a considerable building for your final action phase to get rid of surplus goods.
- Finally, be aware: You can't use this building without ships! This is a harbour game.

Grocery Market [10/10]

- 1 cattle, +1 fish, +1 grain, +1 meat, +1 smoked fish, +1 bread.
- Used in 3+ player long and 5-player short games in the Building Proposals.
- Never used as a start building.
- On entry, you get the 6 pictured goods: cattle, fish and grain, and their upgraded counter-parts meat, smoked fish and bread.
- You'll get a total of 8 food here.
- Nice mid-game building to gather some food for the next few rounds assuming you already own some ships.
- Its strength grows with the number of players.
- Can be built after one visit of the Hardware Store.

Tannery [12/12]

- Craft ; 1 wood, 1 brick

- Converts up to 4 hides to 1 leather and 1 franc each.
- Used with any number of players in the Building Proposals.
- Never used as a start building.
- You can convert 1-4 hides to leather here.
- You'll never get more than 4 leather with the Tannery.
- The conversion doesn't cost any energy.
- Also, you get 1 franc per hide converted.
- Flip the hide tokens to receive leather. Take the money from the general supply, not the Franc Offer.
- You mustn't enter this building if you don't convert at least 1 hide.
- Has a Craft Symbol for use of the Marketplace. However, you probably won't use the Marketplace that late in the game.
- This is, except the Business Office in 3+ player games, the only way to get leather.
- Its tight limitation makes it a rather average building.
- Its value grows with special buildings demanding leather.
- Nevertheless, you might consider a visit in-between shipping to get more money with the next shipment (leather ships for 4 francs, hides for 2).
- Can be built after one visit of the Hardware Store.

Business Office [12/12]

- Economic, Hammer & Fishing ; 4 wood, 1 clay

- Convert any 4 goods to 1 steel. Additionally, convert another 1 good to either charcoal, leather or brick.
- Used in 3+ player games in the Building Proposals.
- Never used as a start building.
- Not available in 1- or 2-player games.
- It's the last standard building to cost clay according to their numerical order.
- Turn in any 4 goods to get 1 steel and/or any 1 good to receive either 1 charcoal, 1 leather or 1 brick.
- Francs are never considered goods for the purpose of the Business Office.
- You explicitly may use this building to just get the charcoal, leather or brick.
- The conversion doesn't cost any energy.
- You can convert any 1, 4 or 5 goods, regardless of type and value (basic/upgraded).
- They need not to be neither different nor all the same.
- Return the converted tokens to the supply and take your output goods from there.
- You mustn't enter this building if you don't convert at least 1 good.
Valuable due to both, a Hammer and a Fishing symbol.

Easy way to get steel, but just a single one.

With only two visits of the Business Office, you can afford a Steel Ship.

Recommended goods to convert: fishes, left-over clay and/or grain.

The additional feature allows you to get either a charcoal as 3 energy for a Steel Ship, or a brick for modernisation, or a leather for use of the Shipping Line.

Of course, you may use the additional good for any other purpose.

Usually, it’s not recommended to use the Business Office without getting steel, although this is basically allowed.

Ironworks [12/12] 22
Industrial, Hammer ; 3 wood, 2 bricks
+3 iron, additionally +1 iron for 6 energy.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ You’ll get at least 3 iron.
★ If you like, pay 6 energy to get an additional iron for a total of 4.
★ You’ll never get more than 4 iron here.
★ Take the iron from the general supply and not the offer space.
★ The only sure way to get more than 1 iron through a building action. Black Market may eventually be worth 2 iron and some other goods.
★ Usually, you’ll just take the 3 iron. 6 energy is a lot for the 4th one. You’ll do this eventually, if desperate for iron.
★ This is about the last chance to get a Hammer symbol if you don’t own one already. The Storehouse has one, too, but then, it’s not available with less than 4 players.
★ Also, the high entry cost is a good reason to own this building. Not only will you have a pretty decent income, you’ll save food or francs if you want to use it on your own.
★ I recommend to purchase the Ironworks with francs as the building costs are pretty high.
★ Also, I recommend to pay the entry with francs, not with food. This most probably won’t help your opponent that much.

Steel Mill [22/22] 23
Industrial ; 4 bricks, 2 iron
Convert any number of iron to 1 steel each at a cost of 5 energy per iron.

★ Used with any number of players in the Building Proposals.
★ Never used as a start building.
★ You may convert any number of iron to steel here.
★ You aren’t forced to convert all of your iron.
★ You need to pay the conversion with energy, at 5 energy per iron.
★ You won’t get any money by converting iron to steel.
★ Flip the iron tokens to receive steel.
★ You mustn’t enter this building if you don’t convert at least 1 iron.
★ The only regular way to get more than 1 steel, and in 1- or 2-player games the only way to get steel at all.
★ Steel conversion is the most expensive process in the game. Usually, you’ll pay the energy with coke. 1 coke can support 2 steel.
★ If you’re short on coke, using charcoal for energy is also a good idea.
★ Although basically allowed, it doesn’t make any sense to convert steel to steel.
★ The Steel Mill is very expensive, both money- and goods-like.
★ Also, along with the Abattoir and Bridge over the Seine, it has the highest entry fee among all standard buildings.
★ Anyway, as you’ll use it probably once at most, it’s not mandatory to own it yourself. Remember the high goods cost to build it.
★ The Steel Mill works very well together with the Ironworks and Cokery.
★ The outcome of the game usually depends on whether the Steel Mill enters the game, if at all. Usually, you won’t get any Luxury Liners without the help of the Steel Mill.

Storehouse [10/4+] 24
Economic, Hammer ; 2 wood, 2 bricks
At the end of the game value increases by 0.5 francs per basic and per upgraded good.

★ Used in 4- and 5-player long, and 5-player short games in the Building Proposals.
★ Never used as a start building.
★ Never used with less than 4 players, in short games only with 5 players.
★ This is one of 4 standard bonus buildings (see Dock, Town Hall and Bank).
★ The Storehouse cannot be entered as an action.
★ At the end of the game, its value increases by 0.5 francs (total rounded down) per left-over good its owning player has, regardless of type and value (basic/upgraded).
★ It’s fairly expensive to build for what it’s worth.
★ If you plan to purchase it, make sure you’ve got at least 12 left-over goods to compensate the money you overpay.
★ If you own or plan to get the Bank, this number reduces to a minimum of 8 left-over goods.
2. Le Havre (Standard Buildings)

- It’s a fairly weak building, considering that shipping is always superior, but may come in handy if you don’t manage to ship all of your goods or any at all.
- As long as you own basic goods, the Storehouse is superior to a visit of the Bridge over the Seine.
- This building is definitely your last chance to get a Hammer Symbol (ignoring possible special buildings with such symbols), at least in 4- or 5-player games.

Cokery [18/18]
Industrial ; 2 brick, 2 iron

Convert any number of coal to 1 coke and 1 franc each.

⭐ Used with any number of players in the Building Proposals, except for 1-player short games.
⭐ Never used as a start building.
⭐ You may convert any number of coal to coke here.
⭐ You aren’t force to convert all of your coal.
⭐ You don’t need to pay the conversion with energy.
⭐ You aren’t force to convert all of your coal.
⭐ You don’t need to pay the conversion with energy.
⭐ Also, you get 1 franc per coal converted.
⭐ Flip the coal tokens to receive coke. Take the money from the general supply, not the Franc Offer.
⭐ You mustn’t enter this building if you don’t convert at least 1 coal.
- This is the only standard way to get coke in the game.
- Each player usually will visit this building once if at all, so don’t count on great incomes through entry payments if you are the owner.
- This is a mandatory visit for a heavy shipping strategy.
- Due to its lack in 1-player short games, you’ve got to switch to charcoal or plain coal here to get steel converted.
- Usually, your next visits after the Cokery will be the Shipping Line or the Steel Mill.
- 1 coke supports 3 ships on the Shipping Line, or 2 steel at the Steel Mill.
- If you’ve gathered about 20 coal to convert, you’ll be able to buy an Iron or even Steel Ship. Don’t miss that, especially if you plan on shipping coke (which you should with these amounts!).

Dock [24/10+]
Industrial ; 1 wood, 2 brick, 2 iron

At the end of the game value increases by 4 francs per ship.

⭐ Used in 4- and 5-player long, and 5-player short games in the Building Proposals.
⭐ Never used as a start building.
⭐ Never used with less than 4 players, in short games only with 5 players.
⭐ This is one of 4 standard bonus buildings (see Storehouse, Town Hall and Bank).
⭐ The Dock cannot be entered as an action.
⭐ At the end of the game, its value increases by 4 francs per ship that its owner has, regardless of type (wooden/iron/steel/luxury).
- Usually, this building will be worth at least 22 francs (assuming you get the usual 3 ships).
- From 4 ships on, it’s worth a purchase, although building it gives you the most. However, the building costs are fairly high.
- The Dock would be way too strong with less than 4 players, this is why it isn’t available there.
- If you already own the dock, some late ship purchases for food generation may become more valuable for you.
- The Dock goes very well with heavy shipping as you naturally will own some ships.

Bridge over the Seine [16/16]
No Building ; 3 iron

Convert any number of 3 basic goods and any number of 1 upgraded good to 1 franc each.

⭐ Used in 3+ player games in the Building Proposals.
⭐ Never used as a start building.
⭐ You get 1 franc for each set of any 3 standard goods. They neither need to be all the same nor different.
⭐ Also, you get 1 franc for each upgraded good.
⭐ Return the goods to the general supply and take your money from there, and not the Franc Offer.
⭐ You aren’t force to convert all of your goods.
⭐ You don’t need to pay the conversion with energy.
⭐ You mustn’t enter this building if you don’t convert goods for at least 1 franc.
- This is the only building in the game that is built with plain iron.
- It’s an OK alternative to the Shipping Line to get rid of left-over goods at the end of the game, like as your final action.
- Along with the Abattoir and the Steel Mill, it has the highest entry fee among all standard buildings.
- So try to get it yourself if you plan to visit it - in the end, it’s worth 16 francs.
- However, at this point in the game iron usually is needed for steel conversion.
- Unless you have a lot of standard goods, the Bridge over the Seine is always superior to the Storehouse.

Town Hall [30/6+]
Public ; 4 wood, 3 brick

At the end of the game, value increases by 4 francs per Public, and 2 francs per Craft building.

⭐ Used in 2+ player long, and 5-player short games in the Building Proposals.
⭐ Never used as a start building.
Never used in 1-player games; in short games only with 5 players.

This is one of 4 standard bonus buildings (see Storehouse, Dock and Bank).

The Town Hall cannot be entered as an action.

At the end of the game, its value increases by 4 francs per Public, and 2 francs per Craft building in the possession of its owner.

It has a Public Symbol itself, so it’s effectively worth 10 francs. However, on sale, you get the standard 3 francs (half of actual value 6).

Usually, this building will be worth about 20+ francs.

It’s especially valuable for players that went a heavy Marketplace strategy.

Don’t miss to purchase Craft and Public buildings belonging to the town, once you get some francs.

Remember, you aren’t allowed to purchase buildings in the final action phase, so get them earlier.

Another similar standard building is the Bank. It gives you a bonus for Industrial and Economic buildings.

Rarely, you’ll want to purchase the Town Hall. It’s better built than bought. You really need to have a ton of buildings to compensate the 20 francs you over-pay.

Bank [40/16+]

Economic; 4 bricks, 1 steel

At the end of the game, value increases by 3 francs per Industrial, and 2 francs per Economic building.

Used in 2+ player games in the Building Proposals.

Never used as a start building.

Never used in 1-player games.

This is one of 4 standard bonus buildings (see Storehouse, Dock and Town Hall).

The Bank cannot be entered as an action.

At the end of the game, its value increases by 3 francs per Industrial, and 2 francs per Economic building in the possession of its owner.

It has an Economic Symbol itself, so it’s effectively worth 18 francs. However, on sale, you get the standard 8 francs (half of actual value 16).

Usually, this building will be worth about 30+ francs.

It’s the only building in the game that costs steel to build.

Don’t miss to purchase Industrial and Economic buildings belonging to the town, once you get some francs.

Remember, you aren’t allowed to purchase buildings in the final action phase, so get them earlier.

Most special buildings are Economic, so have an eye on them.

Another similar standard building is the Town Hall. It gives you a bonus for Public and Craft buildings.

Rarely, you’ll want to purchase the Bank. It’s better built than bought. You really need to have a ton of buildings to compensate the 22 francs you over-pay.

Church [-/26]

Public; 5 wood, 3 bricks, 1 iron

29

Converts 5 bread and 2 fishes once to 10 breads and 5 fishes.

Used in 2+ player long, and 5-player short games in the Building Proposals.

Never used as a start building.

Never used in 1-player games; in short games only with 5 players.

The Church cannot be bought.

On entry, you show that you have at least 5 bread and at least 2 fishes. Then take another 5 bread and another 3 fishes from the general supply.

Effectively, you gain 13 food here.

You mustn’t enter this building if you don’t own at least 5 bread and at least 2 fishes.

This is the most expensive building in the game, goods-wise.

It’s an allusion to a story in the Bible.

It’s the standard building with the highest ordinal number.

Its action is fairly weak with any number of players, knowing that it comes that lately if at all.
3 Le Havre (Special Buildings)

Football Stadium [24/24] 31
Public ; 1 wood, 2 bricks, 2 iron
The Football Stadium is not built immediately when this card is turned over. It can only be built once one of the Building Proposals spaces is empty.

★ This building cannot be entered as an action.
★ When it enters the game, it is placed somewhere next to the town buildings, but not yet as one of them.
★ Any player can buy it once it has entered the game. If anyone does so, it is considered built.
★ However, if nobody buys it before one of the Building Proposals stacks is empty, it is placed on the empty spot.
★ From now on, the Football Stadium can both, built and bought, like every other building in the Building Proposals.
★ If built or bought, it will never be placed into an empty stack of the Building Proposals, even if it hasn’t been there before. This would be the case if someone bought it before a stack was emptied and sold it later.
★ If there is already an empty space in the Building Proposals when the Football Stadium enters the game, it is placed there immediately.
★ If there is more than one empty stack, it’s completely irrelevant which empty stack you put it in.
★ The Football Stadium is the only regular special building with such a behavior.

□ The Football Stadium is really special as it is a special building that can be built. There will be more such buildings in future expansions (see Dunny).
□ It’s way cheaper than the Church and has a similar value.
□ As a public building it is worth even more if you own the Town Hall.
□ Worth consideration if you have some left-over bricks.

Bakery [6/6] 002
Economic
Converts up to 6 bread to 3 francs each.

★ You may sell 1-6 bread for money here.
★ Receive 3 francs per bread from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 bread.

□ 3 francs is also the shipping value of bread.
□ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
□ However, the conversion is capped at 6. After all, this is 18 francs per visit.
□ One visit can finance a Wooden or Iron ship, and if you have some money left even a Steel ship.
□ Ownership is only interesting if you own or plan to build the Bank.

Baguette Shop [4/4] 003
Economic
Converts up to 4 pairs of bread and meat to 6 francs per pair.

★ You may sell 1-4 pairs of bread and meat for money here.
★ Receive 6 francs per pair of bread and meat from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 bread and 1 meat.

□ 6 francs is even 1 franc more than the combined shipping values of bread and meat.
□ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
□ However, the conversion is capped at 4. After all, this is 24 francs per visit.
□ One visit can finance a Wooden or Iron ship, and if you have some money left even a Steel ship.
□ Ownership is only interesting if you own or plan to build the Bank.

Farm [8/8] 004
Economic, Fishing
+2 fishes, +2 grain, +2 wood, +1 hide, +1 cattle.

★ On entry, you receive the pictured 8 goods: 2 wood, 2 grain, 2 fishes, 1 hide and 1 cattle.
★ Take them from the general supply and not the Offer spaces.
★ You receive a total of 2 food here.
The Farm is comparable to the Grocery Market, but gives less food.

However, you also get 2 grain and 1 cattle that may become a total of 7 food if converted.

The 2 wood are surely a nice addition. The hide will rarely be needed.

Ownership is only interesting if you own or plan to build the Bank.

**Clothing Industry [8/8] 005**

Converts any number of pairs of hides and leather to 7 francs per pair.

★★ You may sell any number of pairs of hides and leather for money here.

★★ Receive 7 francs per pair of hides and leather from the general supply, and return the converted goods there.

★★ You don’t need to pay energy for the conversion.

★★ Also, you aren’t forced to convert as many pairs as you can.

★★ You mustn’t enter this building if you don’t sell at least 1 hide and 1 leather.

★★ 7 francs is even 1 franc more than the combined shipping values of hides and leather.

★★ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.

★★ Also, the Clothing Industry has no limit. The Tannery, though, has.

So, try to prepare a single visit by gathering hides and going to the Tannery more often.

Remember, you need to sell pairs of hides and leather, so don’t convert all of your hides to leather.

To know that this building is coming is very crucial to use it with great success. Players who visit the Marketplace frequently, have a double advantage here.

Firstly, they know this building is going to be built.

Secondly, they can take hides (in subsequent visits) as one of their goods to prepare for the Clothing Industry.

Also, they certainly will get more cattle and eventually slaughter all of them. This not only gives a lot of food, it gives the extra hides needed.

With proper preparation it should be easy to get about 8 pairs of hides and leather (if not more!) for a total of 56 francs.

Ownership is only interesting if you own or plan to build the Bank.

**Fish Market [4/4] 007**

Converts up to 7 fishes to 2 francs each.

★★ You may sell 1-7 fishes for money here.

★★ Receive 2 francs per fish from the general supply, and return the converted goods there.

★★ You don’t need to pay energy for the conversion.

★★ You mustn’t enter this building if you don’t sell at least 1 fish.

★★ 2 francs per fish is double its shipping value (ignoring that you’ll probably never ship fishes anyway).

★★ Its huge benefit is that you can convert worthless fishes to money easily.

★★ One visit with the maximum of 7 fishes is worth 14 francs, the price of a Wooden ship! The earlier it appears, the better.

★★ Due to its very low price, it’s good to buy it. You’ll get a Fishing symbol for use of the Fishery to get some more fish to sell.

★★ Ownership is also interesting if you own or plan to build the Bank.

**Fish Restaurant [6/6] 008**

Converts any number of smoked fish to 3 francs each.

★★ You may sell any number of smoked fish for money here.

★★ Receive 3 francs per smoked fish from the general supply, and return the converted goods there.

★★ You don’t need to pay energy for the conversion.

★★ Also, you aren’t forced to convert all of your smoked fish.

★★ You mustn’t enter this building if you don’t sell at least 1 smoked fish.

★★ 3 francs is even 1 franc more than the shipping value of smoked fish.

★★ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.

★★ Also, the Fish Restaurant has no limit. The Smokehouse, though, has.

So, try to prepare a single visit by gathering fishes and going to the Smokehouse more often.

There will be special buildings in the future that will make fish to smoked fish conversion easier than the Smokehouse. Once they are published, the Fish Restaurant may become a strong alternative to the Shipping Line.

★★ The Fish Restaurant comes with a Fishing symbol for use with the Fishery to get some more fish to smoke.

★★ Ownership is also interesting if you own or plan to build the Bank.

**Forest Hut [4/4] 010**

Converts up to 4 pairs of wood and meat to 5 francs per pair.

★★ You may sell 1-4 pairs of wood and meat for money here.

★★ Receive 5 francs per pair of wood and meat from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 wood and 1 meat.
☐ 5 francs is even 2 franc more than the combined shipping values of wood and meat.
☐ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
☐ However, the conversion is capped at 4. After all, this is 20 francs per visit.
☐ One visit can finance a Wooden or Iron ship, and if you have some money left even a Steel ship.
☐ The Forest Hut provides a Fishing symbol for use with the Fishery.
☐ Ownership is also interesting if you own or plan to build the Bank.

**Plant Nursery** [6/6] 011

Craft, Hammer

+3 francs, +4 wood.

★ On entry, you get the pictured goods: 3 francs and 4 wood.
★ Take the goods from the general supply, not the Offer spaces.
☐ An interesting building that gives more than a round’s worth of francs and wood in a single move.
☐ It’s much better than Fishpond & Wood - you get one more wood here and money instead of fishes.
☐ Provides a Hammer and Craft symbol at a price of 6 francs. This makes it as good if not better than the second Building Firm.

**Business Park** [12/10+] 012

No Building, Hammer

At the end of the game, value increases by 2 francs per Industrial building.

★ This is one of 2 special bonus buildings (see Guildhouse).
★ The Business Park cannot be entered as an action.
★ At the end of the game, its value increases by 2 francs per Economic building in the possession of its owner.
☐ It’s worth a purchase if you already own or plan to acquire more than 1 Economic building.
☐ It’s fairly cheap and definitely worth the purchase just for the Fishing and Hammer symbol.
☐ Make sure you’ll be the only one able to purchase it once it enters the game.
☐ Don’t miss to purchase Economic buildings belonging to the town, once you get some francs.
☐ Remember, you aren’t allowed to purchase buildings in the final action phase, so get them earlier.
☐ This one works very well together with the Bank.

**Harbour Watch** [6/6] 014

Public

Pay another player 1 franc to remove them from a building. Enter the building and pay an entry fee, if required.

★ This is the first special building that allows you to ban players from buildings they occupy.
★ On entry, choose a building that is occupied by another player.
★ Pay 1 franc to this player to remove his player disc from the building and enter it normally. Pay the entry fee, if required.
★ Note, this way the Harbour Watch itself will never be occupied by any player.
★ You mustn’t enter the Harbour Watch if you aren’t able to enter the building that you ban a player from.
★ Also, you mustn’t enter the Harbour Watch to ban players from buildings that don’t allow player banishment (see Main Station or Hotel).
★ Finally, you can’t enter the Harbour Watch to re-enter a building you’ve occupied.
☐ For a very small additionally fee (1 food for the building itself, and 1 franc for the target player), you are now able to visit any building at any time.
☐ This building really supports a heavy shipping strategy. You’ll be able to use the Shipping Line much more often than usual.
☐ In fact, it still doesn’t allow for double-moves, i. e. using a building twice in a row, but at least in turns.
☐ In my view, one of the strongest special buildings out there and a definite must-buy.
☐ With the Town Hall, it’s even a gain of 4 francs.
Smelter [10/10] 015
Industrial
+1 coal, +1 coke, +1 iron.

★ On entry, you get the pictured goods: 1 coal, 1 coke and 1 iron.
★ Take the goods from the general supply.
★ You get a total of 13 energy here.
☐ The first building that gives coke directly.
☐ It has got the highest entry fee among all of the regular special buildings.
☐ Worth a purchase to save on this entry fee or get other player pay you to enter it.
☐ Also, worth another 3 francs with the Bank in your possession.
☐ The Smelter supports a heavy shipping strategy in many ways.
☐ One visit can support 4 ships at the Shipping Line.
☐ Or, use the coal to build your third ship and the coke to immediately visit the Shipping Line for a first shipment.
☐ Finally, alternating between the Smelter and the Colliery can lead to a lot of coke and iron.

Diner [6/6] 016
Economic, Fishing
Converts up to 3 sets of wood, bread and smoked fish to 8 francs per set.

★ You may sell 1-3 sets of wood, bread and smoked fish for money here.
★ Receive 8 francs per set of wood, bread and smoked fish from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 wood, 1 bread and 1 smoked fish.
☐ 8 francs is even 2 francs more than the combined shipping values of wood, bread and smoked fish.
☐ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
☐ However, the conversion is capped at 3. After all, this is 24 francs per visit.
☐ One visit can finance a Wooden or Iron ship, and if you have some money left even a Steel ship.
☐ Usually, you’ll smoke 6 fishes at once, so basically, you might visit the Diner twice (if you also get 6 wood and 6 bread). This results in a whopping 48 francs.
☐ If you prepare accordingly, 4 if not 6 visits should be possible. This would be 96 or even 144 francs in total! This is a very good counter strategy to heavy shipping.
☐ The Diner also comes with a Fishing symbol to help you get more fish at the Fishery, so do not hesitate to buy it. 6 francs isn’t much.
☐ Ownership is also interesting if you own or plan to build the Bank.

Hunting Lodge [6/6] 017
Craft, Hammer & (2x) Fishing
+2 hides, +3 meat.

★ On entry, you get the pictured goods: 2 hides and 3 meat.
★ Take the goods from the general supply.
★ You get a total of 9 food here.
☐ This building is a must-buy if it comes fairly early: you get a Craft, a Hammer and 2(!) Fishing symbols.
☐ The Hunting Lodge supports any various strategies, especially those based on special buildings.
☐ Fish strategies are supported by the 2 Fishing symbols that give 2 more fishes at the Fishery or Labour Exchange.
☐ The latter is helpful with shipping strategies as you’ll get coal and tons of food in one move.
☐ The building action supports hides and leather oriented strategies, e.g. the Clothing Industry based one.
☐ Also, it supports meat oriented strategies, e.g. those based on Baguette Shop, Forest Hut or Diner.
☐ Its Craft symbol supports Marketplace based strategies.
☐ Finally, the Hammer symbol supports building and coal-heavy strategies (be it for use of the Colliery or the Labour Exchange, if in play).

Coal Trader [4/4] 018
Economic
Converts 1 food to 1 charcoal once, and up to 5 times 2 food to 1 coal.

★ You can convert food to (char)coal here.
★ For 1 food you’ll get 1 charcoal, once.
★ Additionally or alternatively, you may turn in 2 food for 1 coal, up to 5 times.
★ You don’t need to pay energy for the conversion.
★ And you don’t receive any money for it.
★ You mustn’t enter this building if you don’t convert at least 1 food.
☐ The Coal Trader was subject to a very controversial discussion. As posted above, it has now been limited to 5 times.
☐ This is just 1 coal better than the Colliery (if you own a Hammer symbol, which you normally do).
☐ Also, the coal costs food here. To get 5 coal, you pay 10 food.
☐ This seems fairly weak now. However, in its unlimited version, you could get tons of coal with a single move.
☐ This has favoured heavy shipping strategies even more and broken the game. The game became boring.
Also, towards the end of the game, the Marketplace tends to be visited rarely if at all. If the Coal Trader entered the game without anyone knowing it, everyone who was aiming to feed themselves has now had an unbalanced advantage over regular loan players. This has broken the game in the past.

I don’t want to advocate the change here, although I must admit I was involved in it. I do think a limitation is necessary, but 5 really seems too great a limit. Probably 6 or 7 would be best.

Nevertheless the Coal Trader may still support heavy shipping. By alternating its visits with the Colliery you can still get far more coal than usually, but with more than just one action.

You might consider a purchase if you want to save on that 1 food entry fee. Even better if you already own or plan to build the Bank.

By the way, the Coal Trader is the only regular special building that converts food directly into something else. There will be more of such buildings in future expansions (see Logging Camp and Junkyard).

Ptisserie [6/6] 019

Economic

Converts up to 3 pairs of grain and bread to 5 francs per pair.

★ You may sell 1-3 pairs of grain and bread for money here.
★ Receive 5 francs per pair of grain and bread from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 grain and 1 bread.
★ 5 francs is even 1 franc more than the combined shipping values of grain and bread.
★ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
★ However, the conversion is capped at 3. After all, this is 15 francs per visit.
★ One visit can finance a Wooden ship or even an Iron ship, if you have some money left.
★ The Ptisserie is especially helpful if it comes early.
★ Remember, you need to convert pairs of grain and bread, so don’t convert all of your grain to bread.
★ Ownership is only interesting if you own or plan to build the Bank.

★ You aren’t forced to convert all of your hides.
★ Additionally or alternatively, you may sell leather for 5 francs, once or twice.
★ You mustn’t enter this building if you don’t convert at least 1 hide or sell at least 1 leather.
★ This is a very good way to convert useless hides to food.
★ This way, a visit at the Abattoir was effectively worth 4 food per cattle.
★ Instead of eating the bread, you can of course sell it either through shipping or with the help of other special buildings.
★ Also, the Furriery helps to sell Leather for a greater value than at the Shipping Line - and it doesn’t cost any energy.
★ However, this conversion is limited to 2 times. Anyway, this is 10 francs per visit.
★ Finally, the Furriery comes with a cheap Craft symbol for usage with the Marketplace.

Leather Industry [8/8] 021

Industrial

Converts 3 leather and 14 francs once to 30 francs.

★ On entry, show that you have at least 14 francs.
★ Then, return 3 leather to the general supply and take 16 francs from there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t have at least 14 francs and at least 3 leather.
★ This is one of two regular special buildings that requires you to have a certain amount of francs before you can convert goods (see Brick Manufacturer).
★ Effectively, you gain 16 francs for 3 leather. This is 4 francs more than you’d get through shipping them at the Shipping Line, and you save on energy.
★ It is possible, however a little tedious, to base a strategy on the Leather Industry.
★ However, if you plan on visiting it more than once, don’t spend your money on a Steel ship, immediately.
★ Ownership is only interesting if you own or plan to build the Bank.

Kiln [6/6] 022

Craft

Converts 1 clay to 3 bricks once at a total cost of 1 energy.

★ This is actually another way to get bricks.
★ For a single clay and energy, you’ll get 3 bricks here.
★ You don’t get any money for the conversion.
★ Return the input goods to the general supply and take your bricks from there.
★ You mustn’t enter this building if you don’t have at least 1 brick/clay and at least 1 energy.
★ An easy way to get 3 bricks, for a wood and a clay.
3 bricks is sufficient for most of the brick-based standard buildings.

A visit at the Klin followed by a visit at the Business Office gives you the resources needed to build the Bank.

Remember, bricks are clay. Thus, you can use the Klin with 1 energy and 1 brick to get another 2 bricks.

As supposed above, it’s a good idea to pay the energy cost with 1 wood.

Ownership might be interesting as you get a Craft Symbol. If you own or plan to build the Town Hall, the better.

Luxury Yacht [20/20]

A player who enters the Wharf may choose, as their action, to remove one of their Iron ships from the game and receive the Luxury Yacht from the town at no additional cost. It counts as an Iron ship, but provides no food and cannot ship goods for the Shipping Line.

- The Luxury Yacht is the first buildings that acts as a Ship. There are more to come in future expansions (see MS Dagmar).
- It counts as an Iron ship, but does not provide food and you can’t use it to ship goods.
- You can buy it regularly for 20 francs (its value) or use an action to acquire it.
- Enter a Wharf and, as your building action, remove one of your Iron ships from the game. Then take the Luxury Yacht at no additional cost.
- The Wharf needs not to be modernised in order to make this exchange.
- The Luxury Yacht has no building costs and, thus, can’t be built regularly.
- A fair way to exchange unneeded and low-value Iron ships towards the end of the game.
- Effectively worth between 8-18 francs, depending on the returned Iron ship.
- Provides a Fishing symbol, but as this is rather and end-game building (in fact: ship), it’s most probably useless at that point.

Feedlot [8/6]

As long as the owner of the Feedlot has 2 to 6 cattle, they get 1 additional cattle during the Harvest Phase.

- You can’t enter this building as an action.
- If there is a Harvest at the end of the round and the owner has between 2-6 cattle, they receive 2 cattle instead of 1.
- If the owner has less than 2 cattle, they don’t receive any cattle during Harvest.
- If the owner has more than 6 cattle, they just receive their regular 1 cattle.

The Feedlot strongly supports cattle slaughtering and meat consumption.

Whenever you have more than 6 cattle, visit the Abattoir, slaughter down to 2 cattle and receive another 2 cattle for the following 3 harvests.

The Feedlot becomes really strong when there are other special buildings in game that deal with cattle, meat or hides consumption, especially if they produce money.

With the Bank in your possession, you even didn’t overpay this building.

Masons’ Guild [10/8]

The owner of the Masons’ Guild pays 1 less clay or brick to build each building.

- You can’t enter this building as an action.
- The building costs of all buildings are reduced by 1 clay or 1 brick for the owner of the Masons’ Guild.
- Even if you enter the Construction Firm and build 2 buildings, each of them costs 1 clay or brick less.
- The owner of the Masons’ Guild will be able to build several buildings for free (Namely: Dunny, Fishery, Charcoal Klin, Grocery Market and Tannery. Of course, some of these free builds require a visit of the Sawmill or ownership of the Lumber Mill.).
- Buildings that don’t cost any clay or bricks aren’t reduced.
- You explicitely can’t modernise the Wharf for free by using this building.

- The Masons’ Guild supports aggressive building.
- 25/30 standard buildings require clay or bricks.
- The earlier it enters the game, the stronger it is.
- With the Town Hall in your possession, you even didn’t overpay this building.

Furniture Factory [8/8]

Converts any number of pairs of wood and leather to 6 francs per pair.

- You may sell any number of pairs of wood and leather for money here.
- Receive 6 francs per pair of wood and leather from the general supply, and return the converted goods there.
- You don’t need to pay energy for the conversion.
- Also, you aren’t forced to convert as many pairs as you can.
- You mustn’t enter this building if you don’t sell at least 1 wood and 1 leather.
- 6 francs is 1 franc more than the combined shipping values of wood and leather.
- The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
- Also, the Furniture Factory has no limit. The Tannery, though, has.
So, try to prepare a single visit by gathering hides and going to the Tannery more often.

The fact you don’t need to leave over hides makes it much better than the Clothing Industry.

To know that this building is coming is very crucial to use it with great success. Players who visit the Marketplace frequently, have a double advantage here.

Firstly, they know this building is going to be built.

Secondly, they can take hides (in subsequent visits) as one of their goods to prepare for the Furniture Factory.

Also, they certainly will get more cattle and eventually slaughter all of them. This not only gives a lot of food, it gives the extra hides needed.

With proper preparation it should be easy to get about 12 pairs of wood and leather (if not more!) for a total of 72 francs.

The Furniture Factory comes with a Hammer symbol, so ownership might come in handy - especially, if you own or plan to build the Bank.

This is the counterpart of the Marketplace for upgraded goods.

It can be worth up to 7 food and/or up to 13 energy.

Keep an eye on the Building Proposals and try to get many buildings with Craft symbols to effectively use the Town Square.

Should you really manage to max out on this building by owning 7 Craft symbols, you can get all goods in the game but steel in 2 moves: Town Square + Marketplace.

It’s especially helpful with heavy shipping strategy as you can get expensive goods here easily.

You may sell 1-4 pairs of wood and grain for money here.

Receive 3 francs per pair of wood and grain from the general supply, and return the converted goods there.

You don’t need to pay energy for the conversion.

You mustn’t enter this building if you don’t sell at least 1 wood and 1 grain.

3 francs is 1 franc more than the combined shipping values of wood and grain. However, you wouldn’t ship these goods anyway.

Unfortunately, the conversion is capped at 3. At most, you’ll get 12 francs per visit.

However, at least you can finance a Wooden ship, if you have some money left.

The Tavern is one of the weakest special buildings out there.

Ownership is only interesting if you own or plan to build the Bank or if you need a Fishing symbol badly.

Haulage Firm [6/6] 029

Economic

Pay 3 francs to the Treasury and take all the goods of 2 adjacent Offer spaces (but no francs).

For a price of 3 francs, you get to take 2 offers at once.

However, the Offer spaces you take the goods from need to be adjacent.

Also, neither of the 2 Offer spaces may be empty.

You mustn’t take francs.

This way you can get: fishes and wood, wood and clay, clay and iron, iron and grain, or grain and cattle.

You can’t enter this building and decide to only take one offer.

You mustn’t enter if there is no way to take 2 adjacent offers (like every second Offer is empty).

A nice building the earlier it enters the game.

Money is tight at the beginning, but being able to take 2 offers in one move is very strong.

This is the only special building that affects the Offer spaces. There will be more in future expansions (see Flea Market).

Ownership is nice as you save on the 1 food entry, and especially good with the Bank in your possession.

Schnaps Distillery [6/6] 030

Craft

Converts up to 4 grain to 2 francs each.

You may sell 1-4 grain for money here.

Receive 2 francs per grain from the general supply, and return the converted goods there.

You don’t need to pay energy for the conversion.

You mustn’t enter this building if you don’t sell at least 1 grain.
2 francs is double the shipping value of grain. However, you wouldn’t ship it anyway.

Unfortunately, the conversion is capped at 4. At most, you’ll get 8 francs per visit.

This even isn’t enough to finance a ship and only 1 franc better than a visit of the Joinery with 3 wood.

The Schnaps Distillery is the weakest special building out there.

It comes with a Craft symbol, so you might consider to buy it, especially with the Town Hall in your possession.

Steelworks [8/8] 031
Converts 1 iron to 2 steel once at a total cost of 15 energy.

★ This is actually another way to get steel.
★ For a single iron and 15 energy, you’ll get 2 steel here.
★ Steel is iron, so you might as well use a steel as the input.
★ You don’t get any money for the conversion.
★ Return the input goods to the general supply and take your steel from there.
★ You mustn’t enter this building if you don’t have at least 1 iron/steel and at least 15 energy.
★ Although allowed, you usually won’t use steel as the input. However, if you do, you’re effectively buying 1 steel for 15 energy.
★ A single visit at the Steelworks gives you what you need for a Steel ship (except the energy).
★ Recommended ways to pay the energy cost: 5 (char)coal, or 2 coke, or 1 coke and 2 (char)coal.
★ The Steelworks comes with a Hammer symbol, so you might consider a purchase - especially, if you own or plan to build the Bank.

Steakhouse [6/6] 032
Converts up to 4 pairs of meat and charcoal to 6 francs per pair.

★ You may sell 1-4 pairs of meat and charcoal for money here.
★ Receive 6 francs per pair of meat and charcoal from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t sell at least 1 meat and 1 charcoal.
★ 6 francs is even 2 franc more than the combined shipping values of meat and charcoal.
★ The benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
★ However, the conversion is capped at 4. After all, this is 24 francs per visit.

One visit can finance a Wooden or Iron ship, and if you have some money left even a Steel ship.

It’s a little weaker compared to the Forest Hut as you need charcoal here, which demands one more process.

Ownership is only interesting if you own or plan to build the Bank.

Wind Farm [12/8] 033
No Building
The owner of the Wind Farm receives a discount of 3 energy when using energy as part of a main action.

★ You can’t enter this building as an action.
★ Whenever you need to pay energy, as the owner of the Masons’ Guild you always pay 3 energy less.
★ However, the discount is on the total energy cost and not every individual one.
★ As its owner, you never pay energy for ships any more.
★ Also, you smoke fishes for free.
★ You can bake up to 6 bread or burn up to 6 bricks for free. You only pay excess goods.
★ One of your ships sells goods at the Shipping Line for free. You only pay the other ships.
★ Get a 4th iron at the Ironworks for only 3 energy.
★ Finally, get steel for a total of 3 energy less.
★ This is a very strong building. The earlier you get it, the stronger it’ll be.
★ You nearly don’t have to worry about energy any more.
★ At least, you won’t need to pay coke for Steel ships or Luxury Liners like you normally do after you’ve converted all of your coal to coke.
★ Also, from now on, you can send 4 ships to the Shipping Line for just 1 coke.
★ All in all, this building will definitely be worth the purchase, although you overpay 4 francs.

Brick Manufacturer [8/8] 034
Converts 3 bricks and 10 francs once to 24 francs.

★ On entry, show that you have at least 10 francs.
★ Then, return 3 bricks to the general supply and take 14 francs from there.
★ You don’t need to pay energy for the conversion.
★ You mustn’t enter this building if you don’t have at least 10 francs and at least 3 bricks.
★ This is one of two regular special buildings that requires you to have a certain amount of francs before conversion (see Leather Industry).
★ Effectively, you gain 14 francs for 3 bricks. This is 8 francs more than you’d get through shipping them at the Shipping Line, and you save on energy.
★ Thus, this is a perfect building to get rid of surplus bricks towards the end.
Taking into account how easy it is to get tons of bricks, the Brick Manufacturer might prove a decent counter-strategy to shipping.

However, if you plan on visiting it more than once, don’t spend your money on ships or buildings, immediately.

The Brick Manufacturer is definitely stronger than the Leather Industry.

Ownership is only interesting if you own or plan to build the Bank.

Zoo [8/8]  
Public, Fishing  
035

1/3 franc per fish, and 1/3 franc per cattle. (Keep animals!)

★ On entry, total up all of your fishes and cattle.
★ Divide the total by 3 and take as many francs (rounded down) from the general supply.
★ Note, you don’t need to count fishes and cattle separately.
★ Don’t discard your animals! You get to keep them.

The Zoo can dominate any 1-player game if it comes early.

As to August 21st, 2009, the current official solo high scores are based on the Zoo.

In multiplayer Le Havre, the Zoo usually won’t be that powerful.

However, all players need to make sure that there isn’t one guy taking all the fishes.

As you get to keep the animals, your income will grow from visit to visit if you get more animals in-between.

The Zoo even comes with a Fishing symbol to support visits of the Fishery if you own it.

Ownership is especially interesting if you already own or plan to build the Town Hall.

Finally, please note: If you’ve got some loans, a visit at the Local Court will be more helpful unless you own more than 30 animals.
As soon as the Dunny is turned over, place it on the Building Proposals pile with the highest numbered card on top.

★ This building cannot be entered as an action.
★ When it enters the game, check the card numbers of the topmost buildings of the Building Proposals.
★ Place the Dunny on the building with the highest number.
★ Like any building in the Building Proposals, you may build or buy it.
★ Once the Dunny leaves the Building Proposals (due to construction or purchase), it never returns there, even if sold.

The Dunny is really special as it is a special building that can be built. Another such building is the Football Stadium.

With a building cost of just one brick, it’s a must-build. Never will you get a better return for the input goods.

As a public building it is worth even more if you own the Town Hall.

The owner of the Workers’ Cottages has 2 Main Actions instead of 1 during the Final Action Phase. He takes the actions one after another.

★ This building cannot be entered as an action.
★ As the owner, you gain another action without any additional cost.
★ Instead of 1 final action, you’ve got 2 final actions.
★ Take them one after another.
★ Of course, once you sell the Workers’ Cottages, you lose this benefit.

The real value of the Workers’ Cottages depends on how you plan your final actions.

It can be worth nothing extra if, after your first final action, there is nothing you could do to gain at least 1 franc.

Or it may be worth a ton more if you manage, due to the extra action, to make another shipment or a similar valuable action.

Anyway, the Workers’ Cottages is an immediate must-buy. Its value even is the same as its price.

I’d even consider selling another building of mine if I lacked some francs to buy the Workers’ Cottages.

As a public building it is worth even more if you own the Town Hall.

The Logging Camp is best at the beginning of the game when there is a fight for building resources.

However, towards the end of the game you rather won’t use it any more as wood will pile up on the Offer spaces.

The Logging Camp is one of several buildings that convert food directly to something else. Other such buildings are the Coal Trader and Junkyard).

A player who visits a modernised Wharf may, instead of taking an action, remove one of their own Luxury Liners from the game and exchange it (at no cost) to acquire the MS Dagmar from the town. The MS Dagmar counts as a Luxury Liner.

The MS Dagmar is another building that acts as a Ship (see Luxury Yacht).
It counts as a Luxury Liner.

You can buy it regularly for 50 francs (its value) or use an action to acquire it.

Enter a Wharf and, as your building action, remove one of your Luxury Liners from the game. Then take the MS Dagmar at no additional cost.

The Wharf needs to be modernised in order to make this exchange.

If it hasn’t been modernised, yet, you need to modernise it yourself.

The MS Dagmar has no building costs and, thus, can’t be built regularly.

A fair way to rise the value of a Luxury Liner.

Effectively worth between 12-20 francs, depending on the returned Luxury Liner.

However, the only way to get 20 francs out of it would be to exchange the very last Luxury Liner that comes after the last round.

This isn’t possible as you only have 1 final action unless you own the Workers’ Cottages.

The MS Dagmar is the most valuable building in the game according to its printed value.

Pawnbroker’s [4/4]

Once a player owns the Pirates’ Lair, they receive 1 franc from the proceeds of each Ship that sails with the Shipping Line.

One of 3 aggressive buildings in the game (see Dive Bar and Cattle Drive).

This building cannot be entered as an action.

Each time a player ships goods, the owner receives 1 franc per ship from that player.

Naturally, the owner don’t pays anything when shipping.

The Pirates’ Lair is no ship and doesn’t count as one. The Pirate symbol is there just for fun.

Seems broken in groups with heavy shippers.

At a price of 4 francs you rob players from their earnings at the Shipping Line.

Assuming each player is shipping about twice with 3 ships each time, this is 6 francs per other player.

It is broken in 2-player games as you effectively gain 2 francs per ship (your opponents loses 1 franc, you gain 1 franc) and both players will definitely ship at least twice.

Not so bad a building if a group doesn’t ship so often. If you’ve got a problem with that building, you might either raise its price, or pay the francs from the Treasury.

Junkyard [4/4]

Converts up to 5 times 2 food to 1 iron.

You can convert food to iron here.

You can get 1-5 iron for 2 food each.

You don’t need to pay energy for the conversion.

And you don’t receive any money for it.

You mustn’t enter this building if you don’t convert at least 2 food.

The Junkyard is a really good alternative to the Ironworks.

Especially good towards the end of the game if you have left-over food and need some iron for steel conversion.

An input of 8 food is sufficient to get an Iron ship.

The Junkyard comes with a very cheap Hammer Symbol.

The Junkyard is one of several buildings that convert food directly to something else. Other such buildings are the Coal Trader and Logging Camp.
Dive Bar [4/4] 043
When a player is sent home, he goes to the Dive Bar and pays 2 francs to the Treasury. The owner of the Dive Bar only pays 1 franc. There may be several people in the Dive Bar at once.

★ One of 3 aggressive buildings in the game (see Pirates’ Lair and Cattle Drive).
★ This building cannot be entered as an action.
★ Whenever a player is sent home, his player disc is put in the Dive Bar.
★ The affected player must pay 2 francs to the Treasury.
★ As the owner of the Dive Bar, you only pay 1 franc.
★ The affected player is allowed to sell buildings or take out a loan if they don’t have enough francs to pay.
★ There is no limit on how many players occupy the Dive Bar.

☐ The Dive Bar is a really nasty building.
☐ It encourages the purchase or sale of a building if another player is in there.
☐ As the consequence of purchase or sale of a building, the player occupying it is "sent home", thus, needs to go directly to the Dive Bar and pay the fee.
☐ Another way to send players home is to enter the Harbour Watch or use the Tobacco Factory.
☐ However, it can get even nastier! A purchase or sale of the Dive Bar itself, sends those players in it home. Thus, they must immediately enter the Dive Bar again, and pay another 2 francs.
☐ So, keep an eye on who is the current owner and how many players are sitting in the Dive Bar. The more there are, the greater the probability that another player gets nasty and buys or sells the Dive Bar to simply annoy others.
☐ Ownership has the benefit that you only pay 1 franc when you’re sent home. With the Bank in your possession, it’s even more valuable.

Picket Line [2/2] 044
Take the tokens from one Offer space. In their next turn, each other player must also take tokens from an Offer space. After that, the Picket Line is removed from the game. (From the start of the last round, the Picket Line can no longer be entered.)

★ On entry, you take an Offer like you could do normally.
★ However, this way you force the other players to also take an Offer.
★ When it comes back to your turn, the Picket Line is removed from the game.
★ It has to be removed even if it belongs to a player.
★ Its owner receives no compensation, but he is allowed to sell it before it gets removed from the game.

★ It can’t be entered in the last round of the game.
☐ A nasty interactive building that can screw the plans of your opponents for one round.
☐ Very valuable for the owner of the Town Hall due to its very low price.
☐ However, do not buy it too early as you might lose it if another player enters it.
☐ If you plan to take an Offer anyway, do it by visiting the Picket Line to screw the other players.

Tobacco Factory [6/6] 045
The owner of the Tobacco Factory can remove other players from his buildings during his turn.

★ Another special building to allow a player to remove another player’s worker from a building (see Harbour Watch).
★ This building cannot be entered as an action.
★ As the owner, you may send players home who occupy any of your buildings.
★ However, it has to be your turn to do so.
☐ The Tobacco Factory guarantees you a visit of your own buildings whenever you like.
☐ Try to plan ahead and get the buildings you will need the most.
☐ It can become nasty with the Dive Bar in play. On your turn, you will just send all players home and they’ll need to pay.
☐ A definite must-buy, especiall with the Town Hall in your possession.
☐ At a price of 6, you need to be really careful when this building enters the game.
☐ Be sure that you are the last player to visit the Marketplace before a special building is built by the town.

Cattle Drive [4/4] 046
Each other player who has at least 1 cattle must give you 1 cattle. In the 2-player game you receive 2 cattle from your opponent.

★ One of 3 aggressive buildings in the game (see Pirates’ Lair and Dive Bar).
★ On entry, each other player who has at least 1 cattle must give you 1 cattle.
★ In a 2-player game, your opponent needs to give you 2 cattle, if possible.
★ You mustn’t enter this building if no other player has at least 1 cattle.
☐ A rather weak building despite its aggressive nature.
☐ You’ll get 1-4 cattle at most while your opponents lose 1-2 cattle.
☐ You might consider a visit if you’re desperate on cattle.
☐ Ownership isn’t of much interest unless you really want to visit it often.
5 Le Grand Hameau

Wooden Crane [6/4]  GH01
Craft, Hammer
The owner may replace one token of any one building material with wood when constructing buildings.

STAR This building cannot be entered as an action.
STAR Instead of providing a discount like Sawmill or Masons’ Guild, this building just replaces one token with wood. 
STAR Please note, although you’re allowed to replace any resource with wood, this does not change the building costs.
STAR In particular, you can’t enter the Sawmill to build the Charcoal Kiln for free, for example. It still costs one clay and no wood.
□ Combined with the Sawmill or Lumber Mill, you can build any building for any one token less. In the former case, the building must cost wood by default to do so.
□ For instance, combined with the Lumber Mill, you can get the Bank without paying steel. Replace steel with wood as the ability of this building, then do not pay the wood due to the Lumber Mill.

Lumber Mill [8/6]  GH02
Craft, Hammer
The owner pays 1 less wood to build each building.

STAR This building cannot be entered as an action.
STAR This building is like a private Sawmill.
STAR Like the Sawmill, it reduces the building costs by 1 wood.
STAR Unlike the Sawmill, however, the building in question does not require wood as a building material (see Wooden Crane).
STAR Even if you enter the Construction Firm and build 2 buildings, each of them costs 1 wood less.
STAR The owner of the Lumber Mill will be able to build several buildings for free (A visit of the Sawmill would allow you to build the Marketplace for free). However, by the time the Lumber Mill enters the game, the Marketplace will already be built. Anyway, if combined with other special buildings, like Wooden Crane and Masons’ Guild, you’d be able to build far more buildings for free. Namely: Dunny, Sawmill, Fishery, Bakehouse, Charcoal Kiln, Smokehouse, Abattoir, Arts Centre, Grocery Market, and Tannery.
STAR Any reductions by other buildings accumulate.
STAR As the owner, if you visit the Sawmill, you get a discount of 2 wood per building (if applicable).
STAR Buildings that don’t cost you any wood aren’t reduced.
□ This building becomes particularly strong if paired with the Wooden Crane.
□ If you own the Wooden Crane, you can first replace a building material with wood, and then claim your discount for the Lumber Mill.

Main Station [8/8]  GH03
Public
When leaving the Main Station, visit two different buildings, one after another, without paying the entry costs. You may not return to the Main Station as one of these visits. You can’t be banned from the Main Station. (no action on entry)

STAR This is one of two completely new types of buildings (see Hotel).
STAR On entry, you get nothing to do.
STAR Although you get nothing to do, entry still counts as your main action for this turn.
STAR While you’re occupying the Main Station, no player can remove your token from there.
STAR On purchase or sale, your token still stays on the building unlike any other building.
STAR In particular, you can’t be targeted by the Harbour Watch or the Tobacco Factory.
STAR Once you leave the building, you get to visit two buildings in a row.
STAR Both these visits are part of the Main Station’s action, so they still count as one main action.
STAR You can’t leave the Main Station and visit only one building; both your visits must be finished in one turn.
STAR As a special benefit, you don’t pay entry costs for both visits.
STAR If you leave the Main Station on the final action of the game, you still must visit two separate buildings in a row.
STAR In this particular case, you still can’t be blocked from other buildings.
□ On entry, you move your current action into a future turn.
□ When leaving, you get your current action (this is why you’re leaving) and, additionally, you get your past action back (when entering the Main Station).
□ Effectively, a visit of the Main Station is nothing but a delay of your main action.
□ The net benefit, however, is that you don’t pay entry for the two visits you do after leaving.

Hotel [8/8]  GH04
Public
While occupying the Hotel, you get 3 francs from the Treasury each time you take an Offer. You can’t be banned from the Hotel. (no action on entry)

STAR This is one of two completely new types of buildings (see Main Station).
STAR On entry, you get nothing to do.
STAR Although you get nothing to do, entry still counts as your main action for this turn.
While you’re occupying the Hotel, no player can remove your token from there.
On purchase or sale, your token still stays on the building unlike any other building.
In particular, you can’t be targeted by the Harbour Watch or the Tobacco Factory.
As long as you stay in the Hotel, you get an extra 3 francs for each Offer you take.
This building, at first glance, seems over-powered.
However, on entry, you sacrifice one action for a future benefit.
As long as you’re in the Hotel, you get 3 francs when taking any one Offer.
You can stay in the Hotel as long as you wish - no player is able to kick you out.
However, keep in mind, as long as you stay there, you don’t get to visit any buildings.
Although possible in theory, it’s not recommended to stay in the Hotel for too long. You can’t win the game by staying there forever. Even in a two-player game, the maximum you can get here is 120 francs. This alone is hardly sufficient to win the game and we still didn’t factor in the food requirements at the end of each round.
So, find the right balance and time your visit perfectly.

Fur Factory [6/6]  GH05

For each leather you own: Converts up to twice 1 hides to 4 francs per hides.

This is one of two buildings that comes with a conditional limitation (see Wainwright’s).
This building allows you to sell hides for money.
The number of hides you are allowed to sell depends on the number of leather in your possession.
For each leather you can sell up to two hides for 4 francs each.
You don’t need to pay energy for the conversion.
You may not enter this building if you don’t have at least 1 leather or if you don’t sell at least 1 hides.
Another benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
However, the conversion is capped at 2 per leather.
Anyway, with 2 leather and 4 hides, a single visit can finance a Wooden ship.
With 3 leather and 5 hides, a single visit can finance an Iron ship.
With 4 leather and 8 hides, a single visit can finance a Steel ship.
Ownership only makes sense if you want to visit the Marketplace often or if you already own or plan to acquire the Town Hall.

Wainwright’s [6/6]  GH06

For each iron you own: Converts a single set of 2 wood to 5 francs.

This is one of two buildings that comes with a conditional limitation (see Fur Factory).
This building allows you to sell wood for money.
The number of wood you are allowed to sell depends on the number of iron in your possession.
For each iron, you can sell 2 wood for 5 francs.
You don’t need to pay energy for the conversion.
You may not enter this building if you don’t have at least 1 iron or if you don’t sell at least 1 wood.
Please note, you can’t sell a single wood with this building. It needs to be a pair, unlike the Fur Factory.
Another benefit of this building is that you don’t need to pay energy like you would on the Shipping Line.
However, the conversion is capped at one pair per iron.
Anyway, with 3 iron and 6 wood, a single visit can finance a Wooden ship.
With 4 iron and 8 wood, a single visit can finance an Iron ship.
With 6 iron and 12 wood, a single visit can finance a Steel ship.
Ownership only makes sense if you want to visit the Marketplace often or if you already own or plan to acquire the Town Hall.

Fisherman’s Hut [6/4]  GH07

The owner gets 1 fish (2 fishes in 1-2 player games) from the Supply at the end of each round. As an action, converts 2 fishes to 3 fishes, unlimited.

This is a unique hybrid building: The owner gets a constant benefit, but anyone can enter it to use its building action.
As the owner, you get 1-2 fishes (depending on number of players) at the end of each round, before feeding.
As an action, you can procreate your fishes; for each pair of fishes, you get one additional fish.
The fish you get can’t be used to get additional fish with the same action; the most you can get is 50% more fish.
This building is extremely valuable in 5-player games as it is even better than a Wooden ship (food-wise) and much cheaper.
Regardless of the number of players, this building is effectively worth 1 food at the end of each round.
However, if you have a surplus of food, you can keep your fish. A ship doesn’t pay out any surplus food.
The building action, on the other hand, usually won't play much of a role.

You'd need to have insane amounts of fish to get a real benefit from a visit.

In games where the Zoo is in play, the Fisherman's Hut may be really valuable, especially in solo games.

The Fisherman's Hut comes with a Fishing Symbol for use with the Fishery.

Soup Kitchen [10/2] GH08
Craft, Fishing

Provides the same amount of food at the end of each round as a Wooden ship. (5/4/3/2/1 food with 1/2/3/4/5 players)

★ The Soup Kitchen is pretty much like a cheaper Wooden ship.

★ The main difference is, the Soup Kitchen can't ship goods at the Shipping Line.

□ Worth consideration if it comes very early.

□ You sacrifice 8 francs for this building, so make sure you don't buy it late in the game.

□ Please note, the above numbers do not factor in that you most probably might have enough ships at that time, so you wouldn't need an extra food source.

Cattle Market [8/8] GH09
Public

Either converts 1 franc up to 7 times to 1 cattle per franc, or 1 cattle up to 7 times to 3 francs per cattle.

★ Here you may convert cattle to money or vice-versa.

★ Either purchase up to 7 cattle for 1 franc each.

★ Or sell up to 7 cattle for 3 francs each.

★ You can't do both, sell and buy cattle at the same time.

□ You may not enter this building if you don't sell or purchase at least 1 cattle.

★ This building serves two good purposes: either sell cattle for their full shipping value, or get a lot of cattle with a single action.

□ If you choose to sell cattle, you'll save on energy you'd need to pay at the Shipping Line.

□ Of course, with two actions, you might first purchase some cattle and then, at a later point in the game, sell them for a total benefit of up to 14 francs.

□ This is no killer action late in the game, but might be useful in the early game.

Brick Trader [6/6] GH10
Economic

Either converts 1 franc up to 5 times to 1 brick per franc, or 1 brick up to 5 times to 3 francs per brick.

★ Here you may convert bricks to money or vice-versa.

★ Either purchase up to 5 bricks for 1 franc each.

★ Or sell up to 5 bricks for 3 francs each.

★ You can't do both, sell and buy bricks at the same time.

★ You may not enter this building if you don't sell or purchase at least 1 brick.

□ This building serves two good purposes: either sell bricks for 50% more than their shipping value, or get some bricks for a few francs.

□ If you choose to sell bricks, you'll save on energy you'd need to pay at the Shipping Line.

□ Of course, with two actions, you might first purchase some bricks and then, at a later point in the game, sell them for a total benefit of up to 10 francs.

□ I wouldn't recommend this unless you're desperate on a few francs.

□ A much better idea is to purchase bricks here instead of collecting clay and turning it into bricks at the Brickworks.

□ This might become especially useful if you run out of bricks and would need some to build those last buildings.

□ Another very good idea is to get rid of surplus bricks here you couldn't spend on building or modernising the Wharf.

□ Another potential use might be to collect huge amounts of unneeded clay towards the end of the game, burn them to bricks and then sell them at the Brick Trader.

Craft

Converts any number of sets of 1 wood and 1 clay to 3 francs per set.

★ You can convert wood and clay to money here.

★ For each set of 1 wood and 1 clay you'll get 3 francs.

★ You don’t need to pay energy for the conversion.

★ You may not enter this building if you don’t sell at least 1 set of wood and clay.

□ This building generates 1 more franc than the combined shipping values of wood and clay.

□ You wouldn’t consider to sell wood and/or clay at the Shipping Line anyway.

□ This building rather hurts at the beginning of the game as wood and clay are so much more needed for building.

□ However, it can help generate some early money.

□ I wouldn't consider visiting the Clay Company in order to get a Wooden ship; you'd need 5 wood and 5 clay to get the 14 francs needed for a Wooden ship, but you can get the Wooden ship at the Wharf for much less.

□ This building really starts to shine towards the end of the game when there are huge piles of wood and clay that nobody wants.
Smelting Furnace [4/4]  
Industrial  
GH12
Converts any number of clay to iron for 2 energy per clay.
★ You can convert clay to iron here (at a 1:1 ratio).
★ Pay 2 energy for each clay you want to convert.
★ You may not enter this building if you don’t convert at least 1 clay.
□ This building is lousy early in the game, but shines towards the end.
□ Any useless clay there is can now be turned into iron for just 2 energy per clay.
□ A single coke token supports 5 clay.
□ A very quick way to get a lot of iron at a fair price.

Flea Market [2/2]  
No Building, Hammer & Fishing  
GH13
Take an Offer with exactly 2 tokens and every Offer with exactly 1 token.
★ On entry, take an Offer with exactly 2 tokens.
★ Then take every Offer with exactly 1 token.
★ This way you’ll get between 2-8 tokens.
★ You’ll never get coal, hides or any upgraded good here.
★ You may not enter this building if there is no Offer space with exactly 2 tokens.
□ Once the Flea Market is in play, keep an eye on which Offers you take to not enable another player a jackpot move.
□ Ownership of the Flea Market may be nice as you are guaranteed to use it when you need; also, you get both, a Fishing and Hammer symbol.
□ Occasionally, as good as a visit at the Marketplace.
□ The Flea Market becomes weaker towards the end of the game as most of the Offer spaces will have way more than 1-2 tokens.

Inn [4/4]  
Economic  
GH14
Converts any number of fish to smoked fish, and up to 2 meat to 4 francs each.
★ You may convert any number of fish to smoked fish here.
★ You don’t need to convert all of the fish you have.
★ Also, you don’t need to pay energy for the conversion.
★ Additionally or alternatively, you may sell up to 2 meat for 4 francs each.
★ You may not enter this building if you don’t convert at least 1 fish or sell at least 1 meat.
□ Finally: a Smokehouse without limitation.
□ Convert any number of fish to smoked fish and double your food.
□ However, you don’t get any money for the conversion as you did at the Smokehouse.
□ Additionally or instead of fish conversion, you may sell meat here.
□ You get double its shipping value and don’t need to pay energy like you would at the Shipping Line.
□ However, you can do it 2 times at most for a total of 4 or 8 francs.

Cannery Row [8/8]  
Industrial  
GH15
Converts 1 iron and 4 smoked fishes to 18 francs, and/or 1 iron and 3 meat to 16 francs.
★ You may sell 4 smoked fishes and 1 iron for 18 francs, once.
★ Additionally or alternatively, you may sell 3 meat and 1 iron for 16 francs, once.
★ You aren’t forced to do both conversions, nor are you limited to just one of them.
★ You may not enter this building if you don’t sell at least 1 of these sets.
□ This building can be really, really great if maxed out.
□ Get 2 iron, 4 smoked fishes and 3 meat and get insane 34 francs.
□ If you happen to do it three times, you can earn over 100 francs.
□ However, please consider the minimum amount of actions to accomplish this! In order to get 102 francs, you need to first get 12 fishes and smoke them twice. This requires 2 wood (or a different source of energy). Then, you need 6 iron which you most probably won’t get in a single action, rather two. Finally, you need 9 meat, i.e. 9 slaughtered cows - they might have accumulated over time from a single pick of 2 cows. Don’t forget to feed yourself or you’ll lose these goods before you’ll be able to sell them. So, how many actions do we need? Not counting the 2 wood as an action (they might be left-overs from an earlier pick for other purposes), you still need 10 actions if you happen to be lucky on 12 fishes. This is 10.2 francs per action - not bad, but no killer move also.

Hides Trader [6/6]  
Economic  
GH16
Converts 6 hides to 18 francs, once.
★ You can sell exactly 6 hides for a total of 18 francs here.
★ You don’t need to pay energy for the conversion.
★ You may not enter this building if you don’t sell exactly 6 hides.
□ Effectively, you sell hides for 3 francs each. This is 1 franc more than its shipping value.
□ You don’t have to pay energy as you would have to at the Shipping Line.
□ However, you need to turn in exactly 6 hides.
□ You’ll get this number of hides if you slaughter 12 cattle, for example.
Overall, this is not the best building, but an easy way to get rid of a lot of hides.

**Fur Industry [8/8]**

- Converts 3 hides and 10 francs to 22 francs, once.
- On entry, show that you have at least 10 francs.
- Then, return 3 hides to the general supply and take 12 francs from there.
- You don’t need to pay energy for the conversion.
- You may not enter this building if you don’t have at least 10 francs and 3 hides.
- Effectively, you sell hides for 4 francs each. This is double its shipping value and you save on energy that you’d have to pay at the Shipping Line.
- Also, the outcome is slightly better than that of the Hides Trader.
- However, you need to already have at least 10 francs in order to visit this building.
- It takes multiple visits to get rid of a larger amount of hides or to amass more money.
- Anyway, the Fur Industry may serve as a nice filler building in-between more powerful actions, like multiple visits of the Shipping Line.

**Department of Agriculture [6/6]**

- 1 meat per Economic symbol, 1 bread per Craft symbol.
- On entry, count the number of Economic and Craft symbols on all of the buildings in your possession.
- Take 1 meat per Economic and 1 bread per Craft symbol from the general supply.
- You may not enter this building if you haven’t got at least 1 Economic or Craft symbol.
- Easy way to get some additional food, especially if you max out on Marketplace and/or Bank.
- This building works well with bread and meat selling buildings.

**Department of Economics [6/6]**

- 1 iron per Industrial symbol, 2 francs per Economic symbol.
- On entry, count the number of Industrial and Economic symbols on all of the buildings in your possession.
- Take 1 iron per Industrial and 2 francs per Economic symbol from the general supply.
- You may not enter this building if you haven’t got at least 1 Economic or Industrial symbol.
- Good way to get additional iron and some money, especially if you try to max out your Bank.
- In the latter case, it can easily yield more iron than the Ironworks and a good amount of additional money.

**Stockmarket [12/6]**

The owner gets 1 franc from the Treasury every time an opponent takes the Franc Offer; 3 francs once an opponent builds the Bank; and she doesn’t pay interest any more.

- One of 2 interactive buildings of Le Grand Hameau (see Souvenir Shop).
- This building cannot be entered as an action.
- Every time an opponent takes the Franc Offer, the owner receives 1 franc from the Treasury.
- Consequently, the owner doesn’t get an extra franc when taking the Franc Offer herself.
- Also, once the Bank is build by an opponent, the owner receives 3 francs from the Treasury.
- Again, she doesn’t get the extra francs when building the Bank herself, or when the Town builds it.
- Finally, as long as she remains the owner, she doesn’t pay interest any more.
- At first glance, the benefits seem to be tremendously good and a little broken.
- However, consider you sacrifice 6 francs in order to get the benefits.
- Remember you don’t have this building from start, but it’s the beginning of the game where the Franc Offer gets taken frequently. Later, it won’t be taken too often and if it grows too much, you rather might consider to take it yourself.
- Then, in order to max out your benefits, you need to let another player build the Bank. Hilariously, the Stockmarket comes with an Economic symbol...
- The most interesting thing about this building, however, is its ability to save you the interest payments. Get it early in a 4-5 player game and you can save up to 15 francs of interest. However, don’t forget the cool part about a Loan strategy: every time the interest payment is coming, you get rid of your money to get another Loan and 3 francs. This won’t work any more with the Stockmarket! You won’t get new money through Loans during the round as usual.
- The Stockmarket is a strong building, but you need to know the side effects to really benefit from it the most.

**Souvenir Shop [10/8]**

The owner gets 1 franc from the Treasury every time an opponent visits one of her buildings.

- One of 2 interactive buildings of Le Grand Hameau (see Stockmarket).
- This building cannot be entered as an action.
- As the owner, you receive 1 franc from the Treasury every time an opponent enters one of your buildings.
Consequently, you don’t get the franc if you enter one of your buildings.

This building is quite similar to the Arts Centre with the difference that you get your money at once.

Effectively, the Souvenir Shop raises entry costs by 1 franc with the difference that you get the additional payment from the supply and not from your opponents.

It works extremely well with a heavy building strategy, especially if you own the most frequently used buildings.

Wrecker’s [6/6]  
**Industrial**  
GH22
Converts up to twice 3 food to 2 wood, 2 clay and 1 iron.

★ Either convert 3 food to 2 wood, 2 clay and 1 iron.
★ Or convert 6 food to 4 wood, 4 clay and 2 iron.
★ You don’t need to pay energy for the conversion.
★ And you don’t receive any money for it.
★ You may not enter this building if you don’t convert at least 3 food.

Wrecker’s is best at the beginning of the game when there is a fight for building resources.

For a little food you get enough resources to build most early buildings.

Late in the game, its value decreases as you won’t need wood and clay any more.

Blast Furnace [10/10]  
**Industrial**  
GH23
Converts up to six times 3 energy to 1 iron.

★ This is the first building to use energy as the only input resource.
★ For each 3 energy you burn, you get 1 iron, up to six times.
★ You don’t need to pay the energy separately.
★ You may not enter this building if you don’t burn at least 3 energy.

The Blast Furnace is a perfect way to get lots of iron late in the game.

You can max out on it with just 2 coke or 6 charcoal.

Compare this to the max. 4 iron for 1 coke or 2 charcoal you get at the Ironworks.

Biofuel Facility [8/8]  
**Industrial; Hammer**  
GH24
The owner may pay grain to lower the total energy costs at the Shipping Line by 2 per grain.

★ You can’t enter this building as an action.
★ Each time the owner ships goods via the Shipping Line, she may pay the entire energy costs or part of it with grain.
★ Each grain is worth 2 energy for the purpose of shipping.

★ Burned grain can’t be shipped, and shipped grain doesn’t count.
★ This ability is limited to the Shipping Line only. It doesn’t work anywhere else in the game.

This is a very nice building if you tend to have lots of surplus grain you haven’t had the time to bake.

As the owner of the Biofuel Facility you now can use 4 ships at the Shipping Line and pay the energy with 1 coke and 1 grain, or alternatively with 6 grain.

Don’t hesitate to purchase this building. It doesn’t come with the usual franc sacrifice and comes with a Hammer symbol that might come in handy at the Colliery if you didn’t get any so far.

Also, as the owner of the Bank, the Biofuel Facility is worth 3 more francs for you.

Ranch [10/6+]  
**Economic**  
GH25
At the end of the game, value increases by 2 francs per cattle.

★ This is the only bonus building in Le Grand Hameau.
★ You can’t enter this building as an action.
★ As the owner, count your remaining cattle at the end of the game.
★ Receive 2 additional bonus points for each cattle you have.
★ Meat is no cattle and, thus, doesn’t count.

This is a very interesting building. Usually, you’d like to ship cattle for 3 francs each. As the owner of the Ranch, you now don’t need to ship them any more.

Although you only get 2 francs per cattle this way, with an obligatory input of 2 cattle that don’t count (as you sacrifice 4 francs with the purchase), you don’t need to waste shipping capacity with cattle any more.

On the other hand, the Ranch may help any non-shipping strategy as well as it provides money for something you wouldn’t get money for.

Trading Firm [6/6]  
**Economic**  
GH26
Return up to 4 goods to the general supply and take any number of goods with the same total franc value.

★ Converts 1-4 goods to any number of other goods.
★ On entry, turn in 1-4 goods and sum up their shipping values.
★ Now, spend this virtual money on any number of goods from the general supply.
★ You’re free to take any kind of good, even steel, as long as you’ve got enough virtual money.
★ You may not enter this building if you don’t convert at least 1 good.

As long as you can pay it, you can get whatever good you want, except francs.
Although the last example sounds insane, it isn’t that powerful. Who on earth will sacrifice 4 steel to get a huge bunch of fishes? Of course, there might be a chain of buildings like Trading Firm, Inn and Fish Restaurant. In this case, you’d make 96 francs with 3 actions by sacrificing 4 steel. However, don’t forget all these actions you needed to spend earlier to get these 4 steel...

No Building
Return up to 3 standard goods to the general supply. Receive the same number of other standard goods, but iron. Return up to 3 upgraded goods to the general supply. Receive the same number of other upgraded goods, but steel.

★ On entry, turn in 1-3 standard goods and take the same number of other standard goods from the general supply.
★ However, you may not take iron, but you may turn it in.
★ Additionally or alternatively, turn in 1-3 upgraded goods and take the same number of upgraded goods from the general supply.
★ However, you may not take steel, but you may turn it in.
★ You don’t need to pay energy for any such conversion, nor do you receive any money.
★ You may not enter this building if you don’t convert at least 1 good.

This is another flexible good converter, yet limited.

You can trade standard goods for other standard goods, or upgraded goods for other upgraded goods, or both.

The Trafficking Spot is especially useful late in the game when you have some spare goods that you’d like to trade for something better.

Major Corporation [20/20] GH28
Economic
Receive 1 good token for every type of good that you have at least 1 token of (except franc) from the general supply. Pay 3 francs if you take steel.

★ On entry, look at your goods: for each type of good that you currently have in front of you, gain 1 additional token from the general supply.
★ If you’ve got steel, decide whether you also want to get 1 additional steel. In this case, pay 3 francs to the Treasury.
★ The maximum you can get here is 16 good tokens: one of each standard and upgraded good.
★ You may not enter this building if you don’t convert have any goods, or if you have only steel, but couldn’t pay 3 francs to get an additional one.

The Major Corporation has the most expensive entry cost of all buildings so far.

No wonder: you can get up to 15 resources for 3 francs (entry fee), and steel for only 3 more francs.

Even with only half the output, it’s a tremendously good building.

Emporium [6/6] GH29
Economic
Purchase any number of different upgraded goods. Smoked fish, charcoal, brick, bread, meat and leather cost 1 franc each, coke costs 3 francs and steel costs 5 francs.

★ You can purchase 1-8 upgraded goods here for the given prices.
★ You may not buy two or more tokens of the same good.
★ You may not enter this building if you don’t have any money.
★ You can go a little shopping here if you’ve got some spare francs and need some more goods.
★ You need 14 francs to buy all 8 upgraded goods.
★ Most of the time, you might want to visit the Emporium for some cheap food or steel.

Cobbler’s [6/6] GH30
Craft
Converts any number of leather to 2 breads and 2 francs per leather.

★ You may trade any number of leather for food and money here.
★ Receive 2 breads and 2 francs per leather from the general supply, and return the leather there.
★ You don’t need to pay energy for the conversion.
★ Also, you aren’t forced to convert as leather as you can.
★ You may not enter this building if you don’t trade at least 1 leather.

The deal isn’t bad at all: you get half of its shipping value and 2 breads for each leather you put in.

Looking at the shipping value of bread, you get double the shipping value of leather here.

You might get even more if there are some bread consuming buildings.

Anyway, let’s not forget how hard it is to get leather in decent amounts. This building won’t be visited more than once per player, but definitely is worth a visit if you’ve got some leather.
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Rattletrap car [*/-2]  GH31
Public
The Rattletrap car must be taken by the next player getting at least 1 Iron (not Steel).

★ The Rattletrap car is worth -2 Francs at the end of the game.
★ The first player to get 1 or more Iron must take the Rattletrap car.
★ The Rattletrap car cannot be sold, i.e. you can’t get rid of it.
★ You can’t prevent taking the Rattletrap car by any means.

☐ Not as big a deal. At first, people will fear taking Iron, but as soon as you can get your hands on 3 or more Iron, I guess it’s worth doing so despite the -2 victory points.
☐ The Rattletrap car can even be worth +2 Francs at the end of the game if you can get the Town Hall. As it’s a Public building, it scores +4 Francs with the Town Hall.

Wholesale Bakery [8/8]  GH32
Economic
Converts any number of bread to 2 francs each.

★ You may sell any number of bread for money here.
★ Receive 2 francs per bread from the general supply, and return the converted goods there.
★ You don’t need to pay energy for the conversion.
★ Also, you aren’t forced to convert all of your bread.
★ You may not enter this building if you don’t sell at least 1 bread.

☐ 2 francs is 1 franc less than the shipping value of bread.
☐ However, you don’t need to pay energy like you would on the Shipping Line.
☐ Also, the Wholesale Bakery has no limit.

No Building
Take 1 loan and 6 different goods (except Steel).

★ On entry, you get 1 loan card.
★ Then you get to choose 6 different resources, basic or upgraded or a mix of them, except Steel.
★ Take the goods from the general supply, not the Offer spaces.
★ The loan you get is treated as any other loan card.
★ You can pay it back for 5 francs and you lose 7 francs at the end of the game if you don’t.
★ You have to pay interest as per the normal rules.

☐ Including the entry fee, you’re effectively paying 6 francs to get 6 different goods.
☐ You can get high value resources easily. Unfortunately, you don’t get Steel.
☐ This building fits very well in a loan-based strategy.