


Manager Tokens

When spending resources by this card, you may consider either   or  spent already.

Place on a card that has one or more SELLING or CONVERSION effects. This Manager provides you with either 1 Coal AND 1 Iron OR 1 Oil one time this round when completing transactions on this card WITHOUT discarding the resources from your personal supply.

When resolving any of this card's conversion effects, gain 1  for each transaction.


For CONVERSION (turning resources to other resources) on this card you will gain 1 money per transaction you complete.

Resolve the  effect of this card once more.


Gains the benefit of the Instant Effect of the card again.

You may resolve each conversion effect of this card once more.

For each CONVERSION effect (turning resources to other resources) on this card you may repeat the entire effect an additional time.

If this card's selling effects are fully resolved, gain 3 .

Place on a card that has one or more SELLING effect (turning resources into money). If you fully resolve any of these on the card to the full transaction limit, you gain 2 money. You do not have to fully resolve non Selling Effects of the card.

When resolving any of this card's selling effects, gain 1  for each transaction.


Place on a card that has one or more SELLING effect (turning resources into money). For each transaction you complete you gain 1 additional money.

You may resolve one conversion transaction of this card's effect without spending any resources.


Place on a card that has one or more CONVERSION effect (turning resources into other resources). You may complete one of the transactions (not all of them) without spending any resources.

Discard this card to gain 4 .


You may discard the Production Card to gain 4 money. Note that you may run the card's effects BEFORE discarding the card to gain its benefits first.

Spend  to upgrade this card.


Spend 1 Iron and upgrade the card.

When resolving this card's selling effect, gain  for each transaction.

Place on a card that has one or more SELLING effect (turning resources into money). For each transaction you complete you gain 1 coal.

When spending resources by this card, you may consider 4  spent already.




Place on a card that has one or more SELLING or CONVERSION effect that requires coal. This Manager provides you with 4 coal one time this round when completing transactions on this card WITHOUT discarding the coal from your personal supply.

If this card's selling effects are fully resolved, gain .

Place on a card that has one or more SELLING effect (turning resources into money). If you fully resolve ALL of the Selling transactions on the card you gain 1 Oil. You do not have to complete any non Selling effects on the card.

Manager Examples



When spending resources by this card, you may consider either   or  spent already.




The player places this Manager on this Production Card. The card can convert Iron into Oil as one effect and sell Iron as the other effect. Since the card does not require Oil to be spent they choose to take the 1 Coal and 1 Iron from the manager to use on this card's production.

For the first effect, they resolve it once without spending an Iron from their personal supply and gain 1 Oil.

For the second effects they run the first of the three transactions only spending two coal instead of three. If they choose to run the additional transactions they will spend 3 Coal per transaction.



When resolving any of this card's conversion effects, gain 1  for each transaction.



Sticking with the same Production Card next round they choose to place this Manager on it. This card only has one Conversion effect. They currently only have 1 Iron available in their personal supply. They resolve the first effect by converting the Iron into 1 Oil. They gain 1 money for this transaction. They do not have anymore Iron so they cannot complete the second available transaction in this effect, but if they had they could have spent it to gain another Oil and another money.

The second effect of the card is a Selling effect so it is not affected by this Manager.



If this card's selling effects are fully resolved, gain 3 .



Continuing with the same Production Card next round they choose to place this Manager on it. This card only has one Selling effect. The player has planned incorrectly and currently only has 6 Coal in their personal supply. They run two of the three available transactions for this effect, but do not gain 3 money since there is still one available selling transaction left they could not complete. If they had 3 more coal while resolving this effect they could have fully resolved the Selling effects of the card and received the 3 money.



You may resolve one conversion transaction of this card's effect without spending any resources.



Finally with the same Production Card in the final round they choose to place this Manager on it. This card only has one Conversion effect. The first time they process the effect for transaction converting Iron into Oil they do not spend an Iron from their personal supply and receive the Oil. The second time they will need to spend the Iron to receive the Oil.