



## Components

- 2 Game End cards (#1-2)
- 26 Event cards (#3-28)
- 9 Chapter cards for 2-4 players (#30-38)
- 9 Chapter cards for 1 player (#40-48)
- 6 Building cards (#61)
- 1 Character card (#62)
- 13 Assistant cards (#63-66)

Additional copies of the 44 cards numbered 3 to 48 are also included in German.

## Setup

Shuffle the cards from the base game and the first expansion together. If you want to continue the story, start with Chapter VI. Otherwise, play the “All Inclusive” Chapter, which adds all the new cards from the start.

Prepare the Event deck for the current Chapter as shown in the following tables.

**Example:** In a game with 2-4 players, Chapter VI is set up as follows: Place card 1 at the bottom. On top of that, place 5 random cards from those numbered 3-12. Finally, place cards 14-16 on top in any order.

**General rule:** Every card introduced in a Chapter is also included in every Chapter after that.

2-4 player	Chapter	VI	VII	VIII	IXa	IXb	Xa	Xb	XIa	XIb	All inclusive
	Bottom	1	1	1	1		1		1		1
	Middle	five from 3-12	19 & four from 3-12	22 & four from 3-12	25 & four from 3-12		five from 3-12		28 & four from 3-12		eight from 3-12, 14, 15
	Top	14, 15, 16	15, 17, 18	15, 20, 21	15, 23, 24		14, 15, 26		14, 15, 27		–
	Read card	30	31	32	33	34	35	36	37	38	one from 30-38

1 player	Chapter	VI	VII	VIII	IXa	IXb	Xa	Xb	XIa	XIb	All inclusive
	Bottom	2	2	2	2		2		2		2
	Middle	8-13	19 & 9-13	22 & 8-12	25 & 8-12		8-13		28 & 9-13		7-15
	Top	14, 15, 16	15, 17, 18	15, 20, 21	15, 23, 24		14, 15, 26		14, 15, 27		–
	Read card	40	41	42	43	44	45	46	47	48	one from 40-48*

\*In case of card 42: Place 6 Assistants in the display (instead of 2).

## Course of Play

Play according to the rules of the first expansion and the second edition of **Oh My Goods!**

## Assistants

The following rules apply to Assistants on top of the rules in the first expansion:

- You are not required to assign a newly hired Assistant right away. You may only assign an unassigned Assistant to a Building at the end of a round (after production). This does not prevent you from hiring a new Assistant in any way.
- You must always leave at least one Building without Assistant so that your Worker can be assigned to a Building in Phase II.

- Hired but unassigned Assistants count at the end of the game.
- From Chapter XI on and in the “All Inclusive” Chapter, the base game Assistants are removed from play permanently.

### Only in the solo game:

- At the start of the game, place 2 Assistants in the display.
- Assistants from this second expansion that have not been introduced via an Event card yet are not eligible for selection when card 13 is resolved.