# ROADS & BOATS TURN SEQUENCE

| PRODUCTION PHASE | MOVEMENT PHASE | BUILDING PHASE | WONDER PHASE |
|---|---|---|---|
| 1) Primary Producers produce goods<br><br>2) Players *may* determine player order<br><br>3) On your turn, in each area you have a transporter, you may perform the following actions in any order and as often as desired:<br><br>  a) Load or unload goods, or load transporters<br><br>  b) Turn in goods to produce goods from Secondary Producers<br><br>  c) Perform research (each transporter factory may be upgraded now if a transporter is in the hex)<br><br>X) Donkeys (if you allow them) and geese reproduce if alone as a pair in a hex<br><br>Y) Secondary producers and research consume unclaimed goods and produce output; research is wasted | 1) Players *may* determine player order<br><br>2) On your turn, you may perform the following actions (as desired) <u>in this order</u>:<br><br>  a) Unload carried transporters<br><br>  b) Load or unload goods; or load transporters<br><br>  c) Move each transporter (each may load or unload goods and transporters during movement, and may be followed by geese)<br><br>  d) Load or unload goods; or load transporters | 1) Players *may* determine player order<br><br>2) On your turn, in each area you have a transporter, you may perform the following actions in any order and as often as desired:<br><br>  a) Load or unload goods; or load transporters<br><br>  b) Build a building<br><br>  c) Build a road or bridge<br><br>  d) Build a new mine shaft (research required)<br><br>  e) Build, strengthen or demolish a wall (replace demolished walls with neutral walls) | 1) Players *may* determine player order<br><br>2) On your turn, if you have a transporter in your home hex, you may build bricks using goods from that hex<br><br>3) A neutral brick is placed on the Wonder<br><br>4) The game ends immediately when a brick is placed on the last Wonder space, or the last neutral brick is placed on the Wonder |

**DETERMINING PLAYER ORDER**

1) Starting with the player closest to the temple, each player has the option of moving his praying token to the back of the temple row.

Players cannot move their piece further back than the previous player moved.

2) In order from left to right on the temple track, each player then chooses a playing position for his numbered token on the turn-order track.