Details of 4718 Spe	end.						South	Mivon	Sirian	Restov	
Income after 4718 funds spent				Total	68.20		51.10	10.90	0.45	5.75	
				Income			50.5	10.4	0.45	5.60	
				Bank			0.6	0.5	0	0.15	
				Owned by Investors							
	Owners	100%	Tusk	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income	
					82	65	22	20	8	50.5	
										0	
	Adoven	60%	Tusk	City Base - Maritime (2)	3					1.5	
20.01		30%		Greater Trade Route (mivon)	3					1.5	
6.67	Percy	10%		Lesser Trade Route (Restov)	2					1	
1.50	Robert		Port Henry	Quayside		4				2	
				_* Fishing Boats	1	0				0.5	
				_* Shallop (Lady of the Lake)	2					1	
				_* Wherry	4					2	
To spend		38.6		_ * Armed Keeler x2	4				2	2	
remaining		0.6		_* Keeler (Lady Viktoria)	3					1.5	
Spending 4718 (So	outhern Acc)	Cost	Port Henry & Wa	Large Warehouse x2		4				2	
			Merchant Quarte	Shipping Office (1)		1				0.5	
Wyvern Bridge	WH >Large WH	1	?	Trade Exchange		1	3	3		0.5	
Wyvern Bridge	store > R market	1.5	Ivoryhill	Shopping Court	2	3	1	1		2.5	
Wyvern Bridge	jetty > wharf	1	Tusk	Town Base - Land	2					1	
Wyvern Bridge	Trade Exchange	4	Lakeside	Cross Shipping Office		1				0.5	
Ringbridge	HH > Friary	1.5	Lakeside	Serai		1				0.5	
Tusk	Lrge WH	2	Lakeside	1x Ox Train	2					1	
Tusk	Lux Store > Shop Court	2	Lakeside	1x Mule Train	1					0.5	
Tusk	Wherry	4	Cheapside	Merchant Store		1				0.5	
Tusk	Trade Exchange	4	Cheapside	Warehouse		1				0.5	
Tusk	2x Armed Keeler	6	Cheapside	Shipping Office (2)		1				0.5	
> Wyvern Bridge	Keeler	3		,						0	
> Restov	Keeler	3				ļ		ı			
>. Restov	Fishing Boat	1	Tusk	Other Interests						0	

Varnhold	Inn	4	Lakeside	Large Boat yard (1)		2				1	
			Midmarch	Buildings (Influence)	Spec	Econ	Loy	Stab	Def		
			Ringbridge	City Base	3					1.5	
			Main	V&A Wharf	0	2				1	
			Main	- Shallop	2	0				1	
				- Keeler	3					1.5	
			Main	Large Warehoue		2				1	
			Main	Shipping Office		1				0.5	
			Main	Regional Market		2	1	1		1	
										0	
			Feyfalls	Town Base	2					1	
				Warehouse		1				0.5	
				Shipping Office		1				0.5	
				Serai		1				0.5	
				1x Mule Train	1					0.5	
				Merchant store		1				0.5	
			Wyvern Bridge	Town Base	2					1	
				Wharf		2				1	
				Keeler	3					1.5	
				Shallop	2					1	
				Regional Market		2				1	
				Shipping office		1				0.5	
				Large Warehouse		2				1	
				Trade Exchange		1	3	3		0.5	
				Small Boat yard		1				0.5	
			Personal	Buildings (Influence)	Spec	Econ	Loy	Stab	Def		
			Tusk: Hinterland	Fortified manor			1	1	2	0	
			Tusk: Central	Town House						0	
			Tusk: College	Military Academy (Robert)		2	3	3	3	1	
			Tusk: Merchant (Sword School (Robert)		1	1	1	1	0.5	
			Ringbridge	Bardic College	1	1	2	2		1	

	_						
	Varnhold	Inn (Waterhorse)	3	1		1.5	

										0			
			Tusk: Cheapsia	e Holy House (Cayden)	1		1	1		0.5			
			Midmarch: Kur	nlu Tavern & Gt Shrine (Cayden)		1	1	1		0.5			
			Ringbridge	Apothecary (MW)		2				1			
Greater Mivon			Ringbridge	Friary (Cayden)	2		2	1		1			
To spend		9.5								0			
remaining		0								0			
Spending 4718 (Mivon Acc)	Cost											
Mivon	Merch St > Lux St	4	Greater Mivor	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income	Prof		
	Gt Shrine	1	Jovvox							4.4	0.4	Notes	b
	Fishing Boats	1		Local Base	1					0.4			
				Minor Trade Route (Tusk)						0			
	Xfer to restov	3		jetty		1				0.4			
				2x Fishing Boats	2					0.8			
	Bank	0.5		2 x Shallop	4					1.6			
				Community Centre			1	1		0			
				Luxury Store	1	2				1.2]]	
] [
			Mivon							6.00	0.3	Notes	, k
				City Base	3					0.9			
				Greater Trade Route (Tusk)	3					0.9			
				6 Wharf (max 13)		2				0.6			
				Keeler	3					0.9			
				Shallop	2					0.6			
				Fishing Boats	1					0.3			
				Luxury Store	1	2				0.9			
				Large Warehouse		2				0.6] [
Eastern Region				Shipping Office		1				0.3			
To spend		3.65								0			
remaining		0		Gt Shrine (Cayden)			1	1		0			

Spending 471	18 (Eastern Acc)	Cost										
	Xfer from Mivon	-2		Sirian					0.45	0.45	Note	es k
Restov	Shop to Mech Store	0.5			Tavern		1		0.45			
	Shipping Office	2							0			
	warehouse 2	2							0			
	fishing boats	1										
	bank	0.15		Restov					5.60	0.4	Note	es b
					Local Base	1			0.4			
			1		Minor Trade Route (Tusk)	1			0.4			
			1		8 Wharf (max 13)		2		0.8			
			1		- Keelers x2	6			2.4			
					- Shallops x0				0			
			-		- Fishing Boats x2	2			0.8			
Miyon	- Profitability = 0.3				Merchant Store		1		0.4			
	x - Profitability = 0.4				Warehouse		1		0.4			
								_				

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Funds xfer between the two

Standard investor– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

External Investor – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs that are used cross borders.

<u>Mivon:</u> Special= +1bp (Extra) per point of Econ for Central District

Jovvox: hamlet is full, no further expansion

Restov - Porifitability = 0.4 **Sirrian** - Profitability = 0.45

Funds xfer between the two

Standard investor– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

External Investor – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs

that are used cross borders.

<u>Restov:</u> Special= +1bp (Extra) per point of Econ for Mainland inside the walls. Land Based trade restrictions.

Turn 4719 mid-March 38.5 bp income, 0.1 bp banked

Tusk Done

- 2 bp Large warehouse
- 4 bp Wherry
- 2 bp upgrade Luxury Store to Shopping Court
- 4 bp Trade Exchange 1E 3L 3S
- 6 bp 2× Armed Keelers. 4 spec +2 Def
- 3 bp Keeler to Wyvern Bridge
- 3 bp Keeler to Restov
- 1 bp Fishing boats to Restov

25 bp used

Ringbridge Done

1.5 bp upgrade Holy House to Friary

Varnhold

4 bp purchase The Water Horse Inn

Wyvern Bridge Done

- 1 bp upgrade warehouse to Large warehouse 1E
- 1.5 bp upgrade Merchant store to Regional Market +1E +1L +1S
- 1 bp upgrade jetty to wharf 1E
- 4 bp build Trade Exchange 1E 3L 3S

13 bp used + 25 = 38 bp

0.6 bp banked Done		

Here, so I don't forget.

Turn 4719 overview. River Kingdoms. 9.5 bp income

- 4 bp upgrade Mivon Merchant store to Luxury Store
- 1 bp Build Great Shrine to Cayden
- 1 bp purchase Fishing Boats
- 3 bp. Transfer 2 BP to Restov
- 0.5 bp banked

This 'fixes' the City base in Mivon

Sirian/Restov. 3.65 bp income

0.5 bp upgrade Shop to Merchant Store
2 bp Build Shipping Office
1 bp purchase Fishing Boats
(2 bp) Build Warehouse with BP from Mivon
0.15 bp banked