

Issues With Current Corporation Module

To be clear, this is a list of things to consider altering

1. Adventure Tours-
 - a. Ancient Relics are a VERY scarce resource. Remove/replace
 - b. Add skis, Camel,
 - c. Clam?
 - d. Can we use terrains in a city radius in addition to resources? if so, add peak, coral reef, hill/river, coast
 - e. Mobby Meats and Sid's Sushi use the same resources VERY differently
2. Aluminum Co.
 - a. Should have a broader Resource portfolio
 - i. ALCOA smelts other metals like titanium and Nickel
 - b. gotta clarify the provided resource (Aluminum Ingots)
 - c. Mining Inc Produces Coal from the ground, Why cant Alum Co use that coal?
 - d. Hall-Heroult Process was discovered in 1886, Rocketry is too late a tech. Maybe electricity or a new tech?
3. Big McDowell's
 - a. Competes with too many other corps (8/23) (?)
 - b. Consumes salt . Should it?
 - c. add eggs, poultry, Cheese
 - d. Cow should be raw meat (or Carcass hehehe)
 - e. Pig Should be sausage
 - f. Doesn't consume soda pop
 - g. Wheat should be bread or flour (for buns)
4. Bullseye - Is this a send-up of Target?
 - a. If so, Produce (fruit especially) is a very small slice of their portfolio.
 - b. Its resource consumption is identical to MallWart, a
 - c. Should include consumer products, hats, clothes, shoes, bicycles, and electronics, furniture, televisions, blenders, personal electronics etc.
 - d. Great engineer to found, GPP is great Merchant
5. BurgerWorld
 - a. Competes with too many other corps (10/23)
 - b. Cow should be raw meat (or Carcass hehehe)
 - c. Pig Should be sausage
 - d. Doesn't consume soda pop
 - e. Wheat should be bread or flour(for buns)
 - f. Coffee shouldn't be a resource ?
6. Cereal Mills
 - a. Potato is not a grain per se, and is already heavily used
 - b. add Barley
7. Civilized Jewelers
 - a. is +4 culture to high with the # of resources available?

- b. Gems (manufactured) vs using Amber, Diamond, Geode, Jade, Ruby, Sapphire, Turquoise (map)
 - c. changes ores to wares or ingots
 - d. add platinum
- 8. Creative Constructions
 - a. Remove bauxite ore
 - b. Add Obsidian (sculpture)
 - c. Add Wood, Prime timber
 - d. Ores to ingots
 - e. Bonus to building production (+15% to buildings)
 - f. +2 xp to Workers
 - g. is +4 culture to high with the # of resources available?
- 9. East West Traders
 - a. Add Bonus to gold
 - b. Sheep to wool
 - c. Beavers to pelts, hides
 - d. Add Salt
 - e. Add Seasoning
 - f. Add Indigo
 - g. Add Henna
 - h. Add Tea
- 10. Emperor's Clothing
 - a. Beavers to Pelts
 - b. Sheep to Wool
 - c. add cloth
 - d. add Flax Fibers (linen)
 - e. add Hemp Fibers (belts and laces)
 - f. Add Hats, Shoes, Clothing
 - g. +5 culture too much?
- 11. Fashion House
 - a. Beavers to Pelts
 - b. Cow to Leather
 - c. Sheep to Wool
 - d. add cloth
 - e. add pearls, beads
 - f. add gems
 - g. add goldwares, silver wares (jewelry, buttons, other "flair")
- 12. MallWart
 - a. Resource consumption is identical to bullseye (GE vs GM?)
 - i. How to differentiate? MallWart "lower class" than Bullseye?
 - b. Should include consumer products, hats, clothes, shoes, bicycles, and electronics, furniture, televisions, blenders, televisions etc.
- 13. Mapster

- a. Shouldn't use trade goods -
 - i. Replace Hit Singles, Hit Musicals, hit movies with new resources - music albums, films, plays; or maybe a generic "media" resource
- b. add Personal Computers, Books(?)
- c. Create with Great Engineer, GPP = Great Spy? produce espionage instead?

14. MileHigh Travels International

- a. Require airport, or steamboat port, or commercial port etc.
- b. remove clam

15. Mining Inc

- a. add the following resources:
- b. Bauxite ore

c. Berlinite
d. Caesium Ore
e. Chromite Ore
f. Cinnabar Ore
g. Cobalt Ore
h. Magnesium Ore
i. Manganese
j. Mars Rocks
k. Mascagnite
l. Zinc Ore

m. Platinum Ore
n. Quantonium Crystal
o. Tin Ore
p. Titanium Ore
q. Uranium

- r. reduce :hammers: to .75

16. Mobby Meats

- a. Rename to Sinclair Meats
- b. Remove Whale
- c. Add Rabbit, Llama, Camel, Bison, Buffalo, Musk Ox, Guinea Pigs
- d. Great Merchant to found, GPP = Great Artist

17. Moonbeam Coffee

- a. Remove Tobacco
- b. Add Milk
- c. Why does it produce Cannabis?

18. Red Curtains

- a. Utilizes only trade goods,
- b. Same resources as Mapster,
- c. Only competes with Mapster
- d. +2 GPP?

19. Safari Hunters

- a. Add Bison, Mammoth
- b. Great General Founder change to Great Merchant OR great Hunter

20. Sid's Sushi Co

- a. Add Lobster
- b. Add Whale
- c. Remove Rice

21. Standard Ethanol

- a. Add Lard
- b. Competes with too many corps (9/23)
- c. Remove Potatoes
- d. Add Olive Oil, Wheat

22. Ultimate Soldiers

- a. Add Kevlar, Stim Packs, Firearms, charcoal, Potash
- b. +2 xp to infantry, not all mil units (is this a tag?)

23. Wonka Confectionaries

- a. Add Candy, Honey, Cocoa, Chocolate, Marzipan
- b. Remove Tea, Coffee (?)