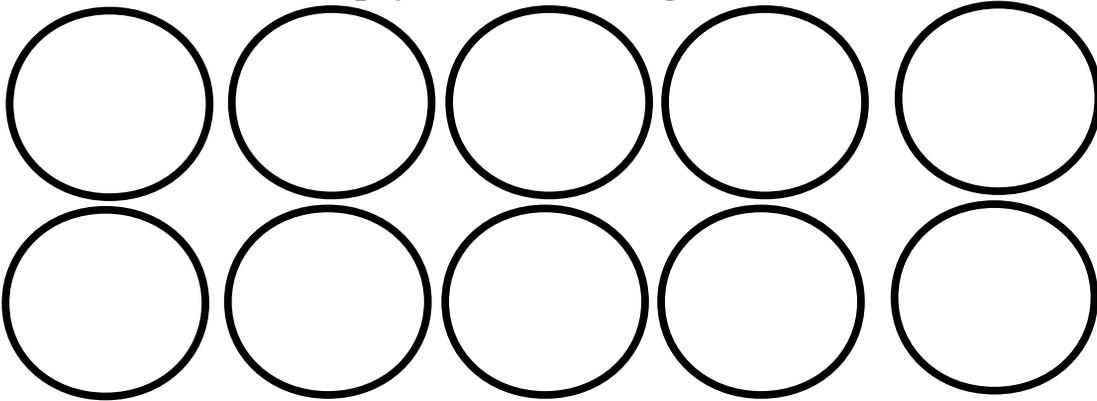**Actions:**
1. Produce: gain **only 3** commodities and increase **all** prices
2. Sell **one** commodity (any amount)
3. Auction Railroad (if you don't win, can auction again)
4. Purchase Building (each building increases storage by 1)
   or purchase building upgrade
5. Purchase Town: pay either left or right cost